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# Spell Creation for open-source map (4)vsUndead

## Before you start doing any work

1. Make sure you read Introduction and pick your number-letter id
2. Put **4vsUndead.j** inside **jassnewgenpack\tesh\includes**
3. Restart your WE so it can load syntax highlighting for 4vsUndead functions
4. Take a look at **4vsUndead.j** to see what functions are available to you

## Spell id's

Spells in wc3 begin with symbol '**A**'.

Two middle symbols should be your number-letter id.

Last symbol can be any number or uppercase or lowercase letter. (62 possible combinations)

If your id is for example **3x** your spell ids could be: '**A3x1**', '**A3x2**', '**A3xc**', '**A3xF**' ...

## Basic Spell Requirements

- Every hero has 3 normal spells, 1 ultimate spell and one default skill.
- Your spells do not need to be MUI, only PUI.
- You can use default spells (no need to trigger everything)
- Do not use custom icons unless there really is no default wc3 icon for it.
- If you need passive or autocast models of default icons use wc3Borderizer.
- Do not make too complicated spells, no long tooltip descriptions please.

## Use Existing Spells as Examples

- TurnUndead – simple dummy caster spell
- HolyLight – custom area damage spell
- IceAge – dummy caster spell on group of units
- RunestonePebble – a spell that uses periodic timer

## Put Object Editor constants inside ID libraries

- OID – already contains all possible order ids, use it to order dummy casters
- AID – define all your spell ids here
- BID – define all your buff ids here
- IID – define all your item ids here
- UID – define all your unit ids here

**Please make sure your tooltips use the same style as spells already in the game.**