

# Cheat Codes

## Activating

To activate the Cheats mode do next steps:

1. Add to autoexec\_a2.cfg string **setvar dev\_console\_password = schwinge-des-todes**
2. Add to input.cfg string **bind show\_console ``** to console activation
3. Enter in the game console **enable\_cheats** (after start a map)

## Some useful cheat codes

**advmap <map name>** – start a map

**enable\_cheats** – enable cheats on loaded map

**cheats 1** – enable cheats for all single player maps

**show\_adventure\_cell 1** – show coordinates under cursor

**disable\_map\_decor 1** – turn off all objects on the map

**show\_ai\_fog 1** – show AI fog of war on its turn

**ignore\_scenario\_line 1** – open all missions in scenario line

**adventure\_teleport** – teleport hero to point under cursor (bind the command in the input.cfg, example, bind adventure\_teleport 'CTRL' + 'SHIFT' + 'T')

**adventure\_remove\_object** – remove an object under cursor from the map (bind the command in the input.cfg, example, bind adventure\_remove\_object 'CTRL' + 'D')

**fog\_of\_war** – open/close fog of war (bind the command in the input.cfg, example, fog\_of\_war 'CTRL' + 'SHIFT' + 'E')

**show\_hero\_mp** – display a hero move points

**show\_player\_money** – display resources of a hero

**add\_army** – give army to a hero

**add\_money <type> <number>** – add resources to a hero

**add\_gold <number>** – add gold to hero

**add\_exp** – add experience to a hero

**add\_skill** – add skill to hero

**add\_all\_spells** – add all legal spells to a hero

**set\_hero\_luck\_morale** – set luck and morale to a hero

## Aliases creating

You can use aliases for your maps.

1. Create <HOMM5>/profiles/map-aliases.cfg file.
2. Add to the file an alias. Example, if you have map “**Maps/Test/map.xdb**”, then add string “**setvar test\_map = Maps/Test/map.xdb**”

After these manipulations the command **advmap test\_map** will start the map “**Maps/Test/map.xdb**”.