

HEROES OF MIGHT AND MAGIC V: Tribes Of The East RANDOM MAP GENERATOR

TUTORIAL

Random Map Generator (RMG) in HOMM V: Tribes Of The East allows the players to generate maps for single player and multiplayer modes.

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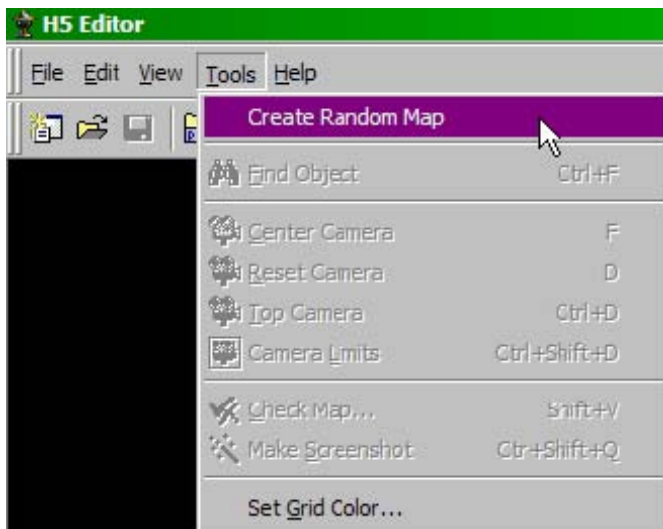
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1. Launching a HOMM V: Tribes Of The East Map Editor.

First of all, you need to start the HOMM V: Tribes Of The East Map Editor.

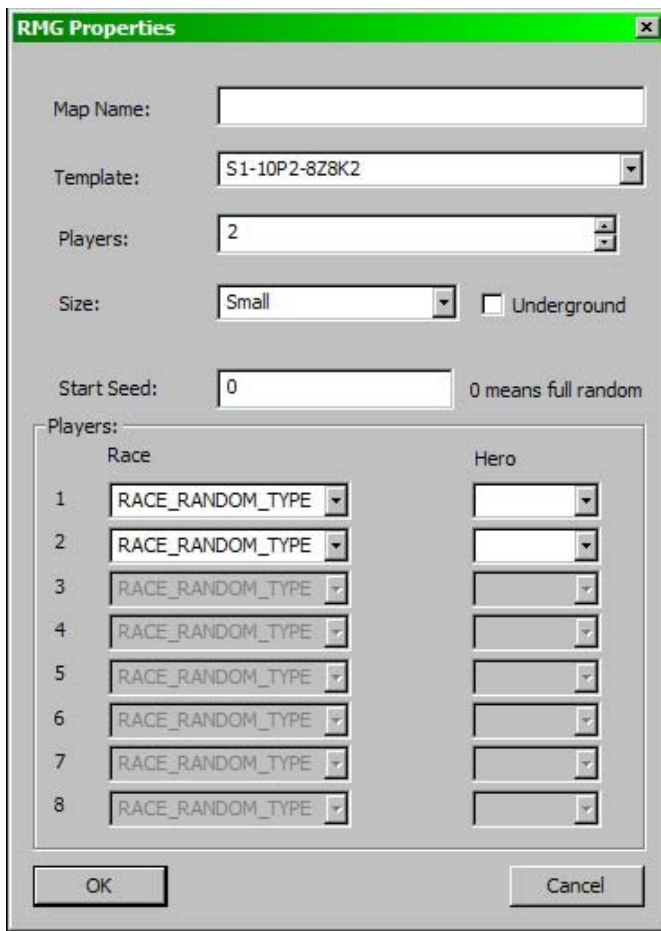
2. Starting Random Map Generator.

Then you should go to Tools and select there “Create Random Map”.



3. Entering map name.

A random map generator window is opened.



The image shows a dialog box titled "RMG Properties" with a green title bar. It contains several input fields and a table for player settings.

Map Name:

Template:

Players:

Size: ☐ Underground

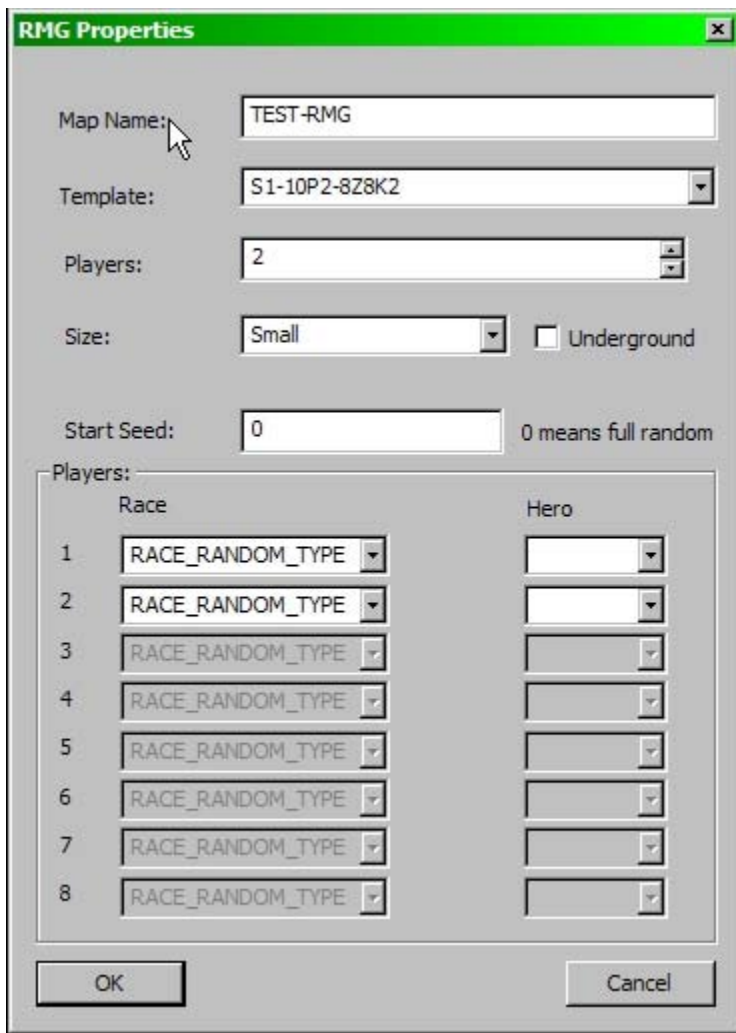
Start Seed: 0 means full random

	Race	Hero
1	RACE_RANDOM_TYPE	
2	RACE_RANDOM_TYPE	
3	RACE_RANDOM_TYPE	
4	RACE_RANDOM_TYPE	
5	RACE_RANDOM_TYPE	
6	RACE_RANDOM_TYPE	
7	RACE_RANDOM_TYPE	
8	RACE_RANDOM_TYPE	

OK Cancel

RMG allows creating maps all sizes from small (96x96) to very big (216x216) with number of players from 2 to 8. You can also add underground level and select starting races and heroes for all players.

First of all, let's give the random map some name. Let's name it "TEST-RMG" this time.



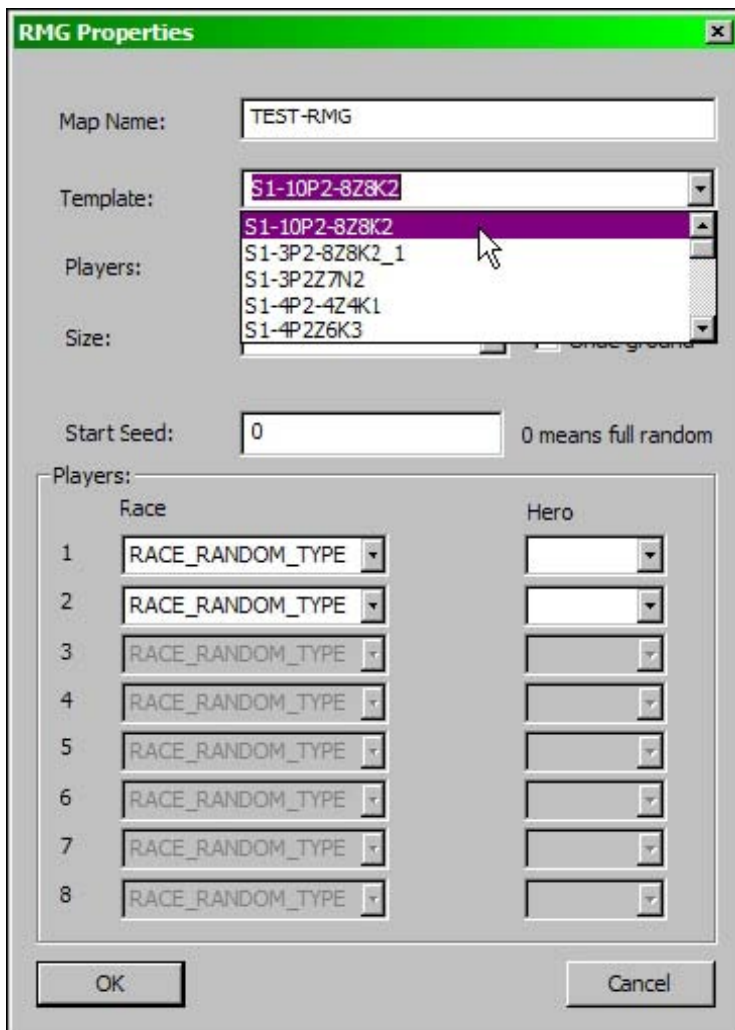
The image shows a software window titled "RMG Properties" with a green title bar. It contains several input fields and a table for player configuration. The fields are: "Map Name:" with text "TEST-RMG", "Template:" with a dropdown showing "S1-10P2-8Z8K2", "Players:" with a dropdown showing "2", "Size:" with a dropdown showing "Small" and an unchecked "Underground" checkbox, and "Start Seed:" with a text box showing "0" and the note "0 means full random". Below these is a section titled "Players:" containing a table with 8 rows. The first two rows are active, showing "RACE_RANDOM_TYPE" for Race and empty dropdowns for Hero. The remaining six rows are greyed out. At the bottom are "OK" and "Cancel" buttons.

	Race	Hero
1	RACE_RANDOM_TYPE	
2	RACE_RANDOM_TYPE	
3	RACE_RANDOM_TYPE	
4	RACE_RANDOM_TYPE	
5	RACE_RANDOM_TYPE	
6	RACE_RANDOM_TYPE	
7	RACE_RANDOM_TYPE	
8	RACE_RANDOM_TYPE	

4. Selecting template.

One of the most important things in RMG is map templates, which defines the shape and contents of the random map. All templates are pre-programmed algorithms, so you should try them all to see, what map you will get with each template.

This time let's select the first available template.



The image shows a screenshot of the 'RMG Properties' dialog box. It has a green title bar with the text 'RMG Properties' and a close button. The dialog contains several fields and a list:

- Map Name:** A text field containing 'TEST-RMG'.
- Template:** A dropdown menu with 'S1-10P2-8Z8K2' selected. Below it is a list of other templates: 'S1-10P2-8Z8K2', 'S1-3P2-8Z8K2_1', 'S1-3P2Z7N2', 'S1-4P2-4Z4K1', and 'S1-4P2Z6K3'. A mouse cursor is pointing at the first item in this list.
- Players:** A label for the list below.
- Size:** A label for the list below.
- Start Seed:** A text field containing '0'. To its right is the text '0 means full random'.
- Players:** A section with two columns: 'Race' and 'Hero'. There are 8 rows, each with a number (1-8) in the first column. The 'Race' column has dropdown menus, all showing 'RACE_RANDOM_TYPE'. The 'Hero' column has dropdown menus, all showing an empty field.
- Buttons:** 'OK' and 'Cancel' buttons at the bottom.

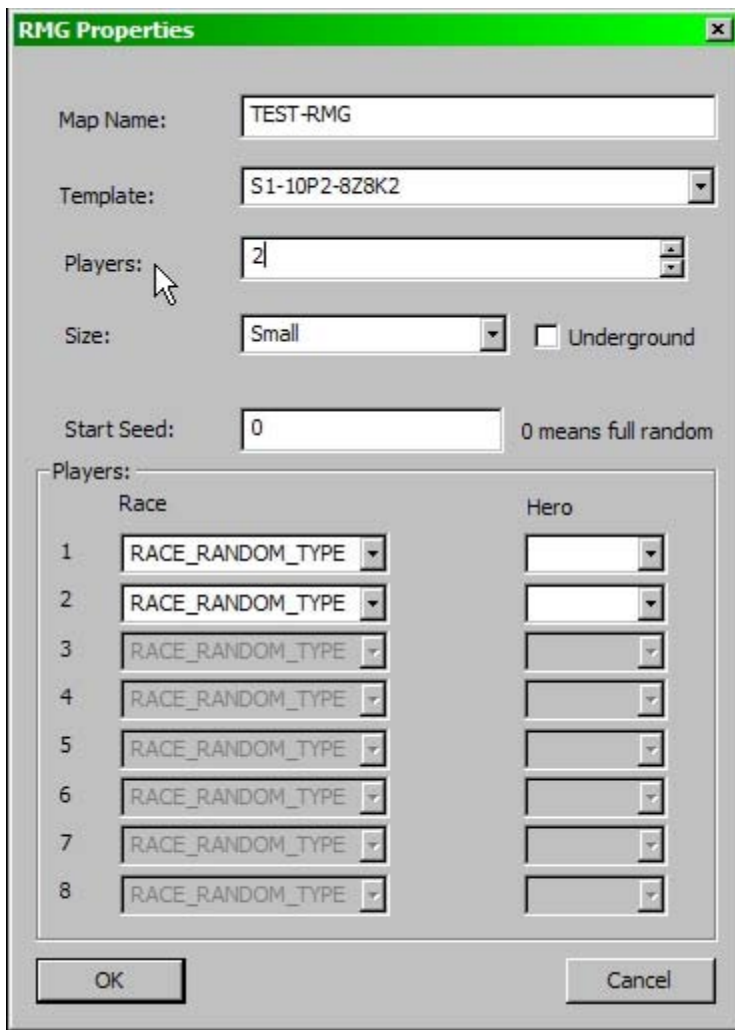
In this part you have to pay attention to the Start Seed parameter. It is just a number, which is used to generate slightly different versions of the map, based on the chosen template. If you want to generate a full random map from the chosen template – leave Starting Seed at 0.

5. Choosing number of players.

Another important this is number of players, because it seriously affects map shape and balance.

You can place up to 8 players on each map.

Let's select 2 players for the first time.

The image shows a software window titled "RMG Properties" with a green title bar. It contains several input fields and a table. The "Map Name" field is set to "TEST-RMG". The "Template" dropdown is set to "S1-10P2-8Z8K2". The "Players" field is set to "2". The "Size" dropdown is set to "Small", and the "Underground" checkbox is unchecked. The "Start Seed" field is set to "0", with a note "0 means full random". Below these is a section titled "Players:" containing a table with 8 rows. Each row has a "Race" column and a "Hero" column. All "Race" dropdowns are set to "RACE_RANDOM_TYPE", and all "Hero" dropdowns are empty. At the bottom are "OK" and "Cancel" buttons.

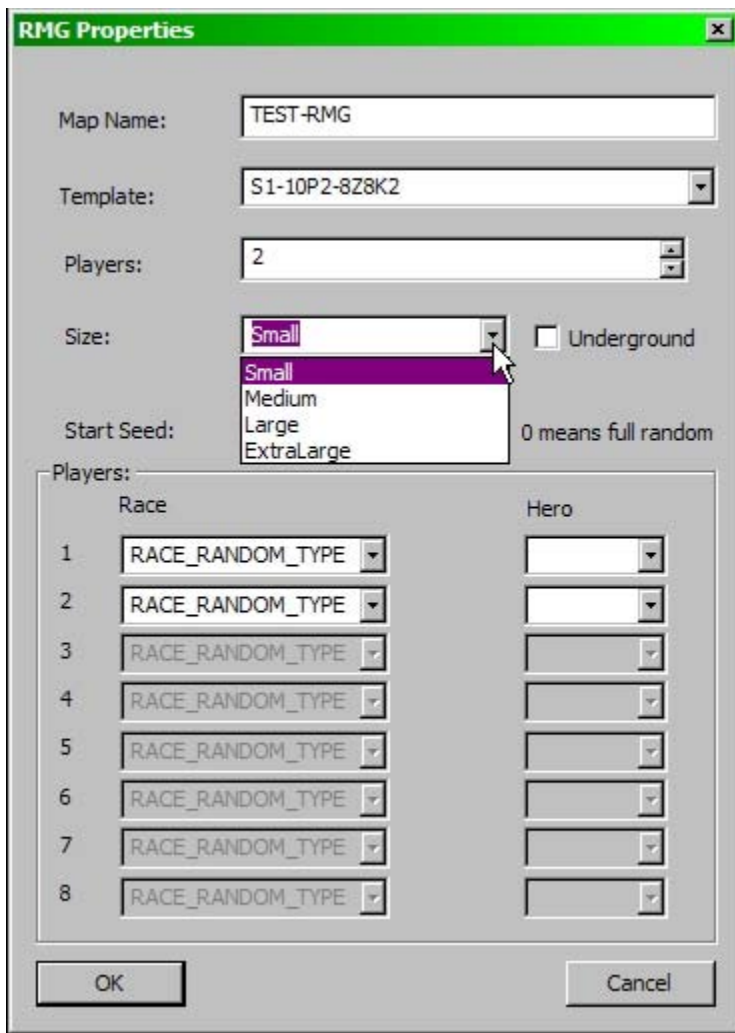
Map Name:	TEST-RMG	
Template:	S1-10P2-8Z8K2	
Players:	2	
Size:	Small	☐ Underground
Start Seed:	0	0 means full random
Players:		
	Race	Hero
1	RACE_RANDOM_TYPE	
2	RACE_RANDOM_TYPE	
3	RACE_RANDOM_TYPE	
4	RACE_RANDOM_TYPE	
5	RACE_RANDOM_TYPE	
6	RACE_RANDOM_TYPE	
7	RACE_RANDOM_TYPE	
8	RACE_RANDOM_TYPE	
OK Cancel		

6. Choosing map size.

The next step is selection of the map size – it determines how big the random map will be and how many objects will it have. RMG can generate maps of Small (96x96), Medium (136x136), Large (176x176) and Extra Large (216x216) sizes.

NOTE: The bigger the map you create – the more time will take to actually generate the map. Map generation speed depends on the overall performance of your computer.

Let's make a Small map this time.



The image shows a software window titled "RMG Properties" with a green title bar. It contains several configuration fields: "Map Name" with the text "TEST-RMG", "Template" with a dropdown showing "S1-10P2-8Z8K2", "Players" with a dropdown showing "2", and "Size" with a dropdown menu open showing options "Small", "Medium", "Large", and "ExtraLarge". A mouse cursor is pointing at the "Small" option. To the right of the "Size" dropdown is an unchecked checkbox labeled "Underground". Below these is a "Start Seed" field with a note "0 means full random". At the bottom is a section labeled "Players:" containing two columns of dropdown menus: "Race" and "Hero". The "Race" column has 8 entries, all currently set to "RACE_RANDOM_TYPE". The "Hero" column has 8 empty dropdown menus. At the very bottom are "OK" and "Cancel" buttons.

7. Adding underground map floor.

Another important thing you need to choose is number of map floors. You can add underground map floor by checking in the Underground selection box.

NOTE: Adding an underground floor will increase the time of the random map generation.

Let's make underground floor on this map.

RMG Properties

Map Name: TEST-RMG

Template: S1-10P2-8Z8K2

Players: 2

Size: Small ☒ Underground

Start Seed: 0 0 means full random

Players:

	Race	Hero
1	RACE_RANDOM_TYPE	
2	RACE_RANDOM_TYPE	
3	RACE_RANDOM_TYPE	
4	RACE_RANDOM_TYPE	
5	RACE_RANDOM_TYPE	
6	RACE_RANDOM_TYPE	
7	RACE_RANDOM_TYPE	
8	RACE_RANDOM_TYPE	

OK Cancel

8. Selecting Player 1 starting race.

Now you should decide, what race your first player will have.

You can select all playable races or leave it for RMG to decide by selecting RACE_RANDOM_TYPE.

Available races are:

RACE_RANDOM_TYPE – random race.

RACE_HEAVEN – Heaven race.

RACE_PRESERVE – Sylvan race.

RACE_ACADEMY – Academy race.

RACE_DUNGEON – Dungeon race.

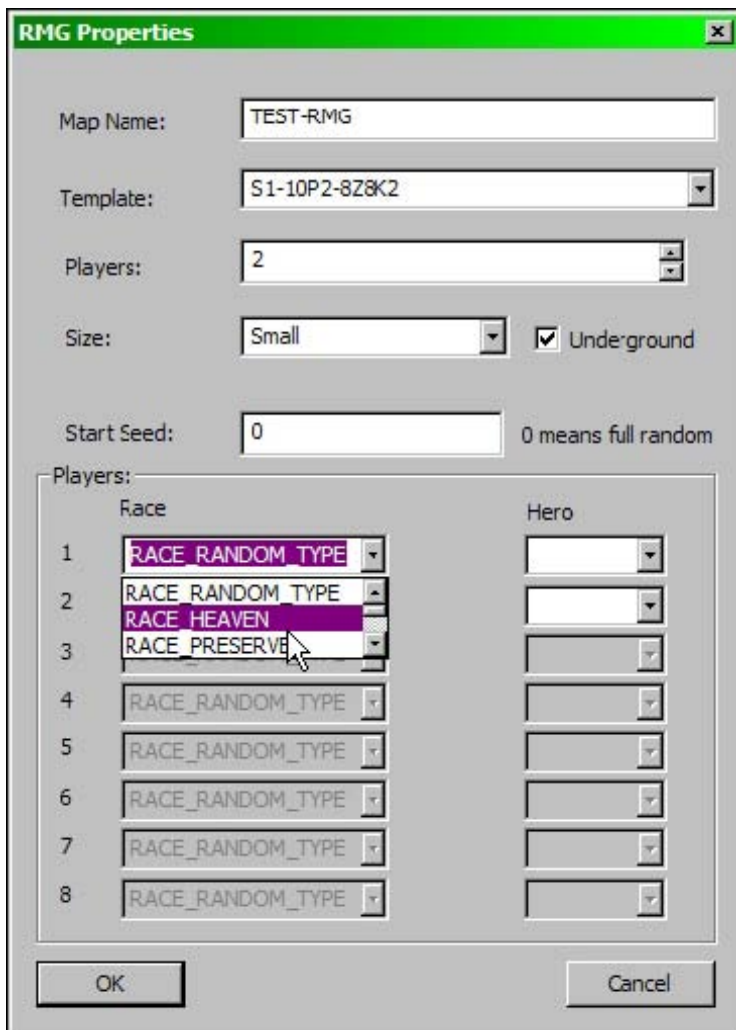
RACE_NECROMANCY – Necropolis race.

RACE_INFERNO – Inferno race.

RACE_DWARF – Fortress race.

RACE_STRONGHOLD – Stronghold race

Let's assign Player 1 to RACE_HEAVEN.



The image shows a dialog box titled "RMG Properties" with a green title bar. It contains several configuration options for a map:

- Map Name:** A text field containing "TEST-RMG".
- Template:** A dropdown menu showing "S1-10P2-8Z8K2".
- Players:** A spinner box set to "2".
- Size:** A dropdown menu set to "Small".
- Underground:** A checked checkbox.
- Start Seed:** A text field containing "0", with a note "0 means full random".
- Players:** A section with two columns: "Race" and "Hero".

	Race	Hero
1	RACE_RANDOM_TYPE	
2	RACE_RANDOM_TYPE	
3	RACE_HEAVEN	
4	RACE_RANDOM_TYPE	
5	RACE_RANDOM_TYPE	
6	RACE_RANDOM_TYPE	
7	RACE_RANDOM_TYPE	
8	RACE_RANDOM_TYPE	

At the bottom are "OK" and "Cancel" buttons.

9. Selecting Player 1 starting hero.

Next you should choose a starting hero for your first player.

Heroes available for selection depend on the starting race you have selected for this player. You may leave this field Random to let RMG decide, what starting hero a player will have.

Let's select Freyda for this time.

The image shows a software window titled "RMG Properties" with a green title bar. It contains several configuration fields: "Map Name" is "TEST-RMG", "Template" is "S1-10P2-8Z8K2", "Players" is "2", "Size" is "Small" with a checked "Underground" box, and "Start Seed" is "0" with a note "0 means full random". Below these is a "Players:" section with two columns: "Race" and "Hero". Player 1 has "RACE_HEAVEN" and "Random". Player 2 has "RACE_RANDOM_TYPE" and a list of "Random", "Freyda", and "Rutger" with "Freyda" highlighted. Players 3-8 have "RACE_RANDOM_TYPE" and empty hero lists. "OK" and "Cancel" buttons are at the bottom.

Player	Race	Hero
1	RACE_HEAVEN	Random
2	RACE_RANDOM_TYPE	Random Freyda Rutger
3	RACE_RANDOM_TYPE	
4	RACE_RANDOM_TYPE	
5	RACE_RANDOM_TYPE	
6	RACE_RANDOM_TYPE	
7	RACE_RANDOM_TYPE	
8	RACE_RANDOM_TYPE	

10. Selecting Player 2 starting race.

You should repeat step 8 for all players you have on the map to assign playable races to them.

Let's assign Player 2 an Inferno race this time.

The image shows a software window titled "RMG Properties" with a green title bar. It contains several input fields and a table for player settings.

Map Name: TEST-RMG

Template: S1-10P2-8Z8K2

Players: 2

Size: Small ☒ Underground

Start Seed: 0 0 means full random

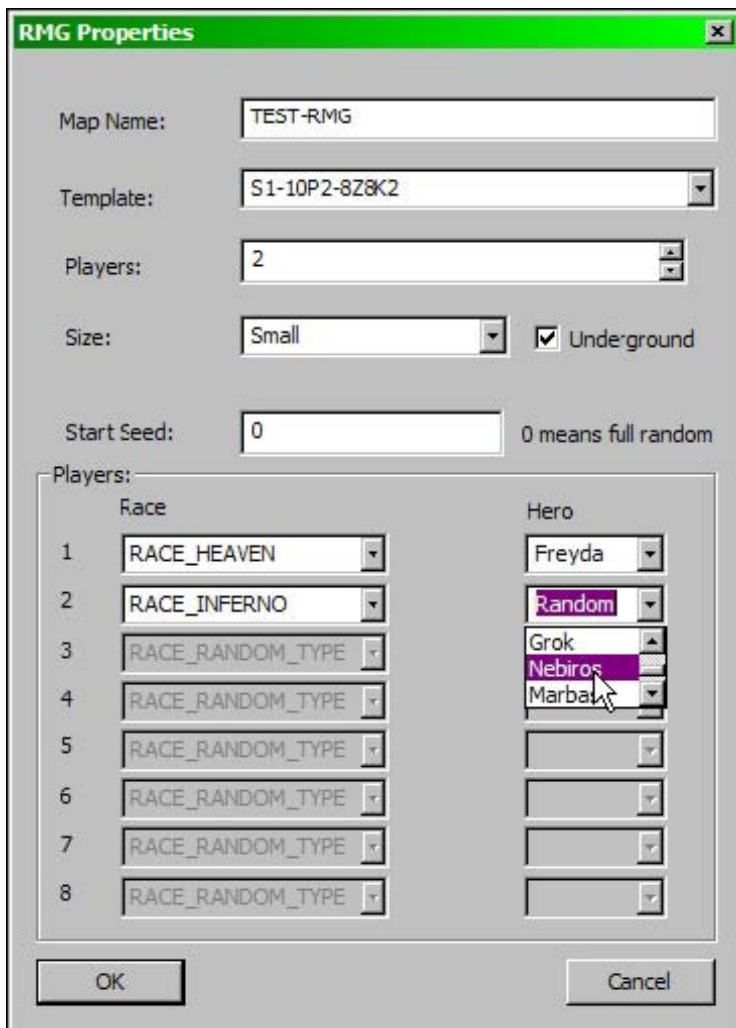
	Race	Hero
1	RACE_HEAVEN	Freyda
2	RACE_RANDOM_TYPE	
3	RACE_NECROMANCY	
4	RACE_INFERNO	
5	RACE_RANDOM_TYPE	
6	RACE_RANDOM_TYPE	
7	RACE_RANDOM_TYPE	
8	RACE_RANDOM_TYPE	

At the bottom are "OK" and "Cancel" buttons.

11. Selecting Player 2 starting hero.

You also may select heroes for all other players you have on your map.

Let's select Nebiros for Player 2 this time.

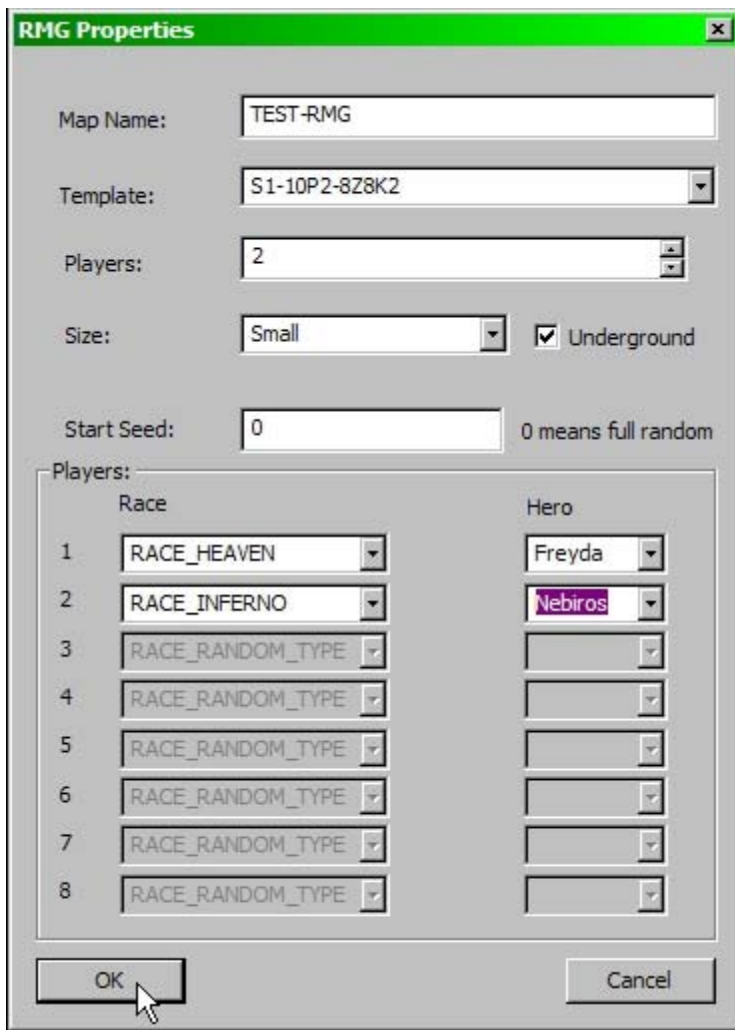


The image shows a software window titled "RMG Properties" with a green title bar. It contains several configuration fields: "Map Name" (text box with "TEST-RMG"), "Template" (dropdown menu with "S1-10P2-8Z8K2"), "Players" (spin box with "2"), "Size" (dropdown menu with "Small" and a checked "Underground" checkbox), and "Start Seed" (text box with "0" and a note "0 means full random"). Below these is a "Players:" section with two columns: "Race" and "Hero". The "Race" column has 8 dropdown menus, with the first two set to "RACE_HEAVEN" and "RACE_INFERNO", and the remaining six to "RACE_RANDOM_TYPE". The "Hero" column has 8 dropdown menus; the first is "Freyda", the second is "Random" (highlighted in purple), and the next three are "Grok", "Nebiros" (highlighted in purple), and "Marba", while the last three are empty. At the bottom are "OK" and "Cancel" buttons.

Player	Race	Hero
1	RACE_HEAVEN	Freyda
2	RACE_INFERNO	Random
3	RACE_RANDOM_TYPE	Grok
4	RACE_RANDOM_TYPE	Nebiros
5	RACE_RANDOM_TYPE	Marba
6	RACE_RANDOM_TYPE	
7	RACE_RANDOM_TYPE	
8	RACE_RANDOM_TYPE	

12. Generating random map.

When you have finished selecting all options for the random map, you must click OK button to start generating your map.



Have some patience – RMG works fast, but HOMM V: Tribes Of The East maps are very complex, and it takes some time to make them playable.

IMPORTANT: One of the main differences between random generated maps and common multiplayer maps is that you can play on this map in multiplayer mode without actually sending the map to your friends. Since it was generated, once you start multiplayer game, your friend's computers will generate a precise copy of your random map on their computer, thus saving you a lot of time.

But if you make any changes on your random generated map, it will lose the “random generated” status, and will not be generated on your friend's computers during Multiplayer game session. Instead of this, it can be played as a usual multiplayer map. Multiplayer game mode requires a copy of the map on all computers you want to play this map.

13. Saving random map.

If you have edited your random generated map, you may need to save it. You can do that through the menu option: *File – Save* or by pressing *Ctrl + S*.

When you save your random generated map after making any changes, you will get a

warning message like this:



There is nothing to worry about, this warning message simply reminds you, that by making any changes to your map, you make it a usual multiplayer map that can be played in multiplayer mode as if you created it from scratch by yourself (read above about the differences between RMG and usual multiplayer map types). Press “OK” button and your map will be saved.