

A Guide to MM7 Modding
Part One
Creating Creatures
by
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16 April, 2008

Introduction

This guide is designed to introduce the basic *process* of adding created creatures to a map area within the Might and Magic VII gaming structure. The following paragraphs provide a summary of activities that will be performed in this guide.

1. Add four *peasants* to appear at selected locations on Emerald Island.
2. Create a custom name for these peasants and assign that name to them.
3. Assign a different graphic representation to each of these four 'creatures'; (1) a Priest of the Sun, (2) a Priest of the Moon, (3) an Adventurer, and (4) a Goblin Lord.
4. Generate a unique NPC and assign that NPC to the Priest of the Sun. Assign a unique *Greeting* to the NPC so that when selected by the party, the NPC will interact by showing the greeting.

Make a backup copy of the Events.lod and the GAMES.LOD files before proceeding in this guide! These files may be found in the DATA folder of the install directory.

Orientation

The term “creature” as used in this guide refers to any type of game ‘entity’ that is placed onto a map area and can interact with, assist, hinder, and/or attack the party. A creature may be friendly or hostile, interactive NPC or impersonal ‘monster’, and may be peasant, titan, ghost, angel or what-not.

Creatures can be placed onto a map area using two game ‘mechanics’; Creature Spawn and Creature Creation.

Creature Spawn. Each map area can define up-to three unique creature-types for ‘spawning’. These types are defined in the *MAPSTATS.TXT* database contained in the *Events.lod* file. Since each creature-type has three ‘variants’ (re; Goblin, Hobgoblin, Goblin Lord for the general category of ‘Goblin’), a single map area may have up-to nine different spawned creatures.

Creatures may be ‘spawned’ in two ways; automatically and under program control.

Automatic Spawn. The *.blv* and the *.odm* databases in the *GAMES.LOD* file define the spawn characteristics (coordinates, type, group, et al) for all automatic spawns. These creatures are automatically spawned when the party first enters a map area, and will ‘re-spawn’ based upon the map area re-spawn rate.

Programmed Spawn. Any of the spawn creatures-types defined in *MAPSTATS.TXT* may be ‘spawned’ in real (game) time through the use of the **1B** OpCode. These creatures do *not* re-spawn.

Orientation (concluded)

Creature Creation. Creatures may be 'created' by adding the appropriate entry in the *.dlv* and the *.ddm* databases in the *GAMES.LOD* file. All 'created' creatures are automatically placed when the party first enters the respective map area. Within certain game restrictions, any number of creature-types may be 'created' and placed on the map area. Creature creation is *not* limited by or dependent upon the spawn definitions in *MAPSTATS.TXT*.

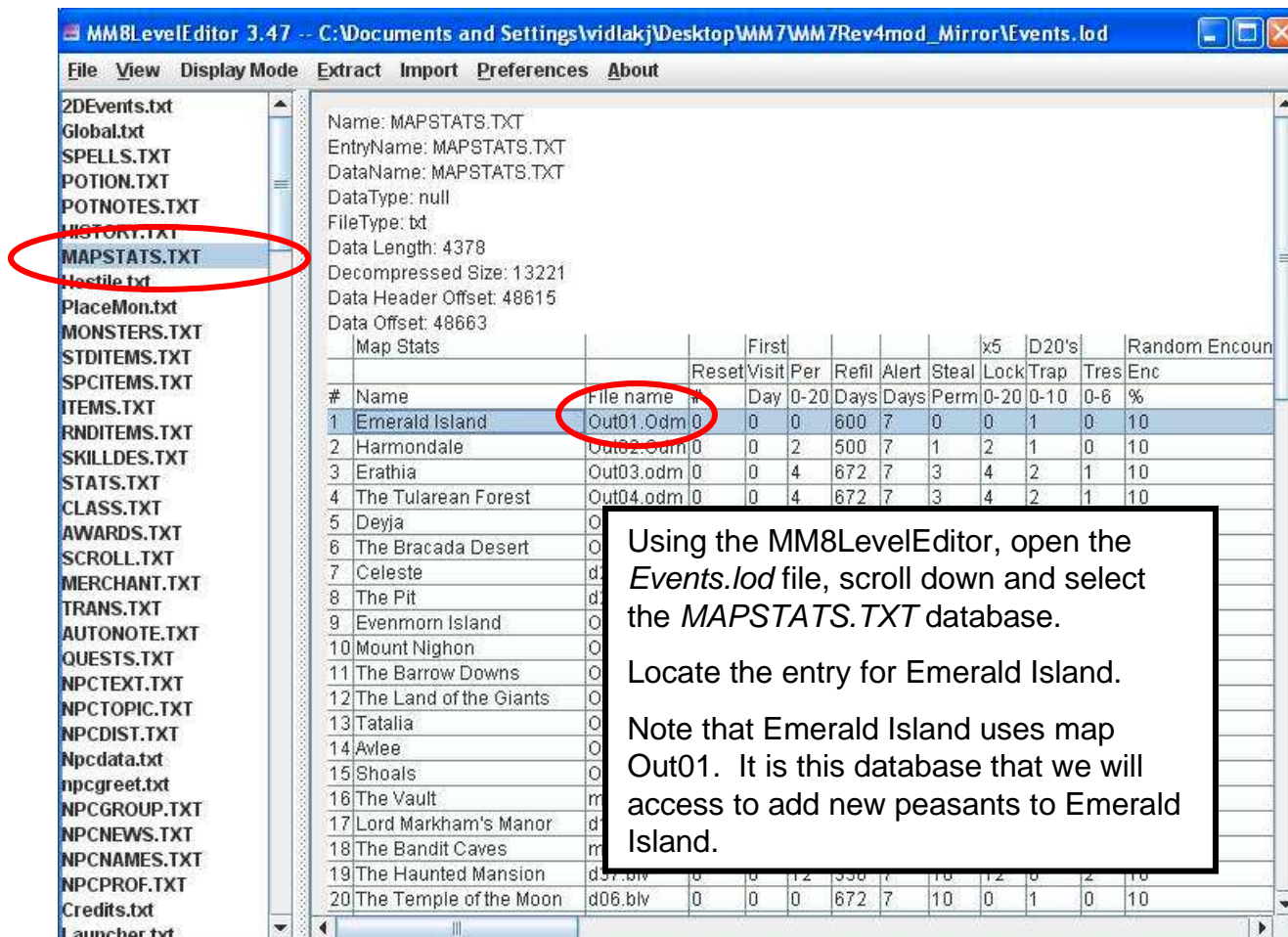
Created creatures can be placed onto a map area as visible or invisible, can be manipulated to appear or disappear under program control, can be made friendly or hostile, can be programmable and interactive NPC's, can be configured to act independently or together as a coordinated 'alliance', can be assigned a unique identity or name, and may appear as any 'legal' creature graphic-type. Their characteristics and attributes may be modified within reasonable limits to produce a 'custom creature'.

Note Well!!

The MM Game mechanics enforce restrictions on what creatures can be placed in certain map areas. This is particularly noticeable on overland map areas. These restrictions are somewhat 'relaxed' in dungeon and indoor map areas. The only way to note these restrictions is by trial-and-error. If you add a monster/creature to a map area and the game either doesn't load or exhibits other 'abnormal' behavior when you enter the map area, chances are that you added a 'forbidden' monster-type to that area.

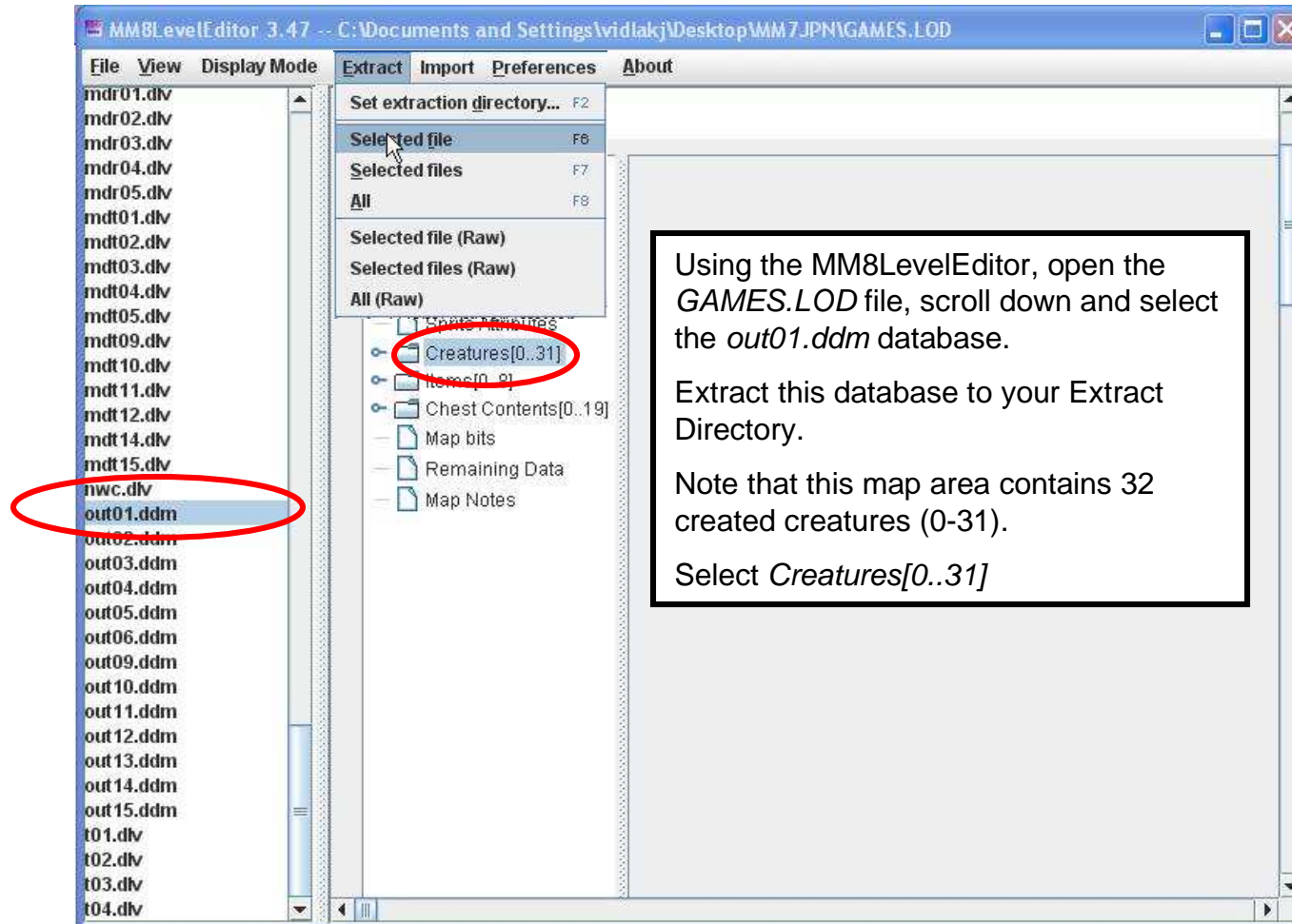
The Process – Step 1

Open *EVENTS.LOD*



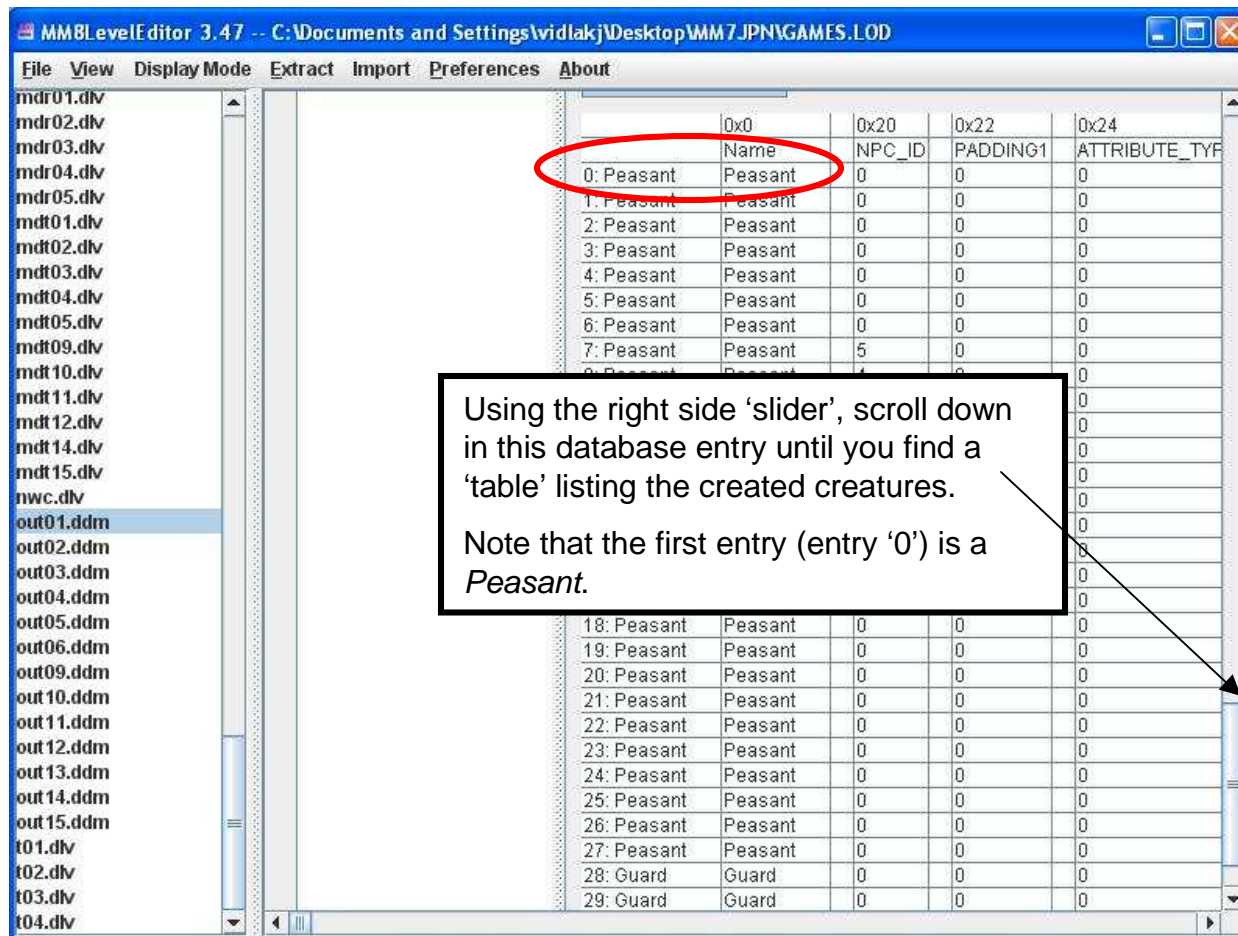
Step 1 (continued)

Open *GAMES.LOD* and extract database.



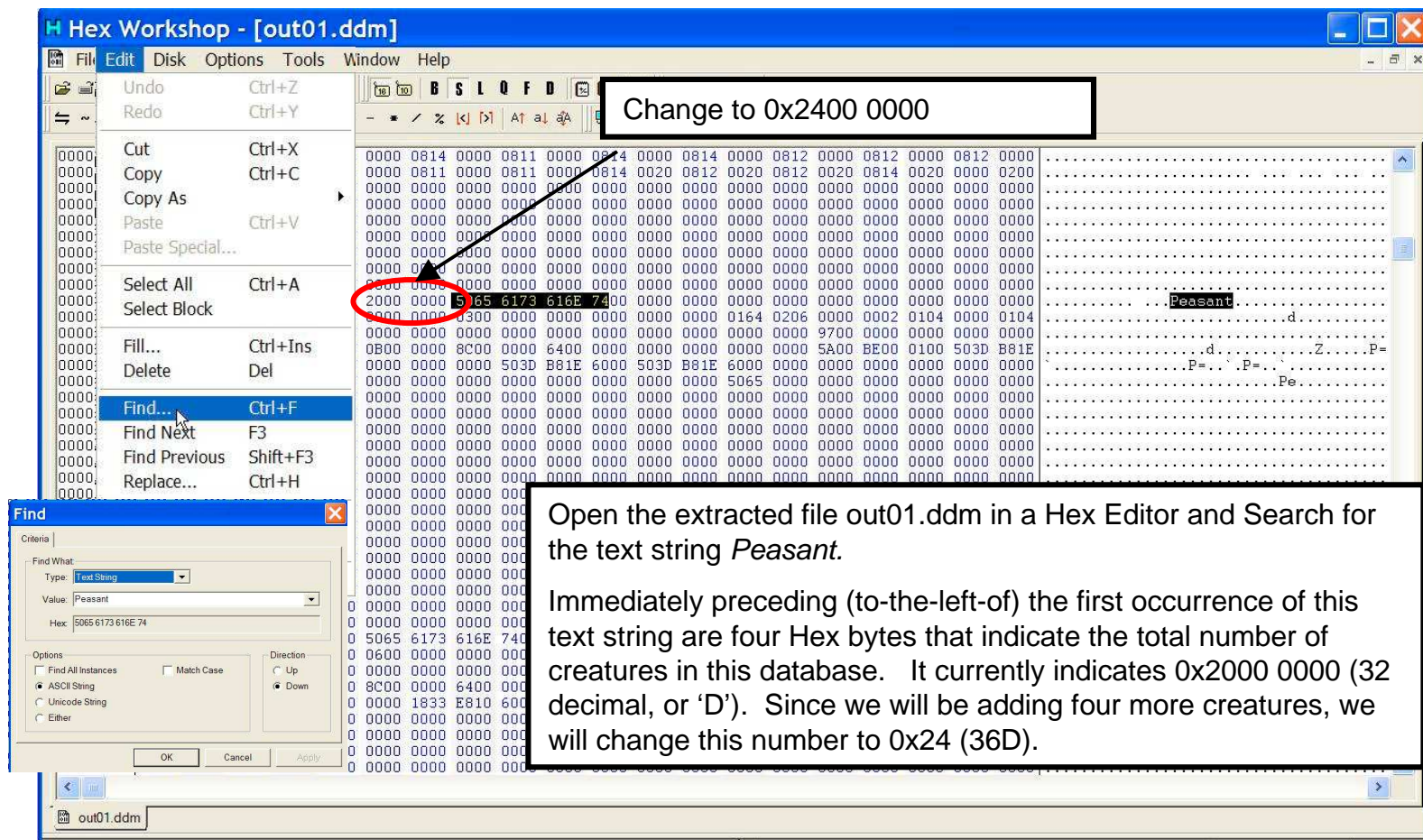
Step 1 (continued)

Locate Creature Entry '0'.



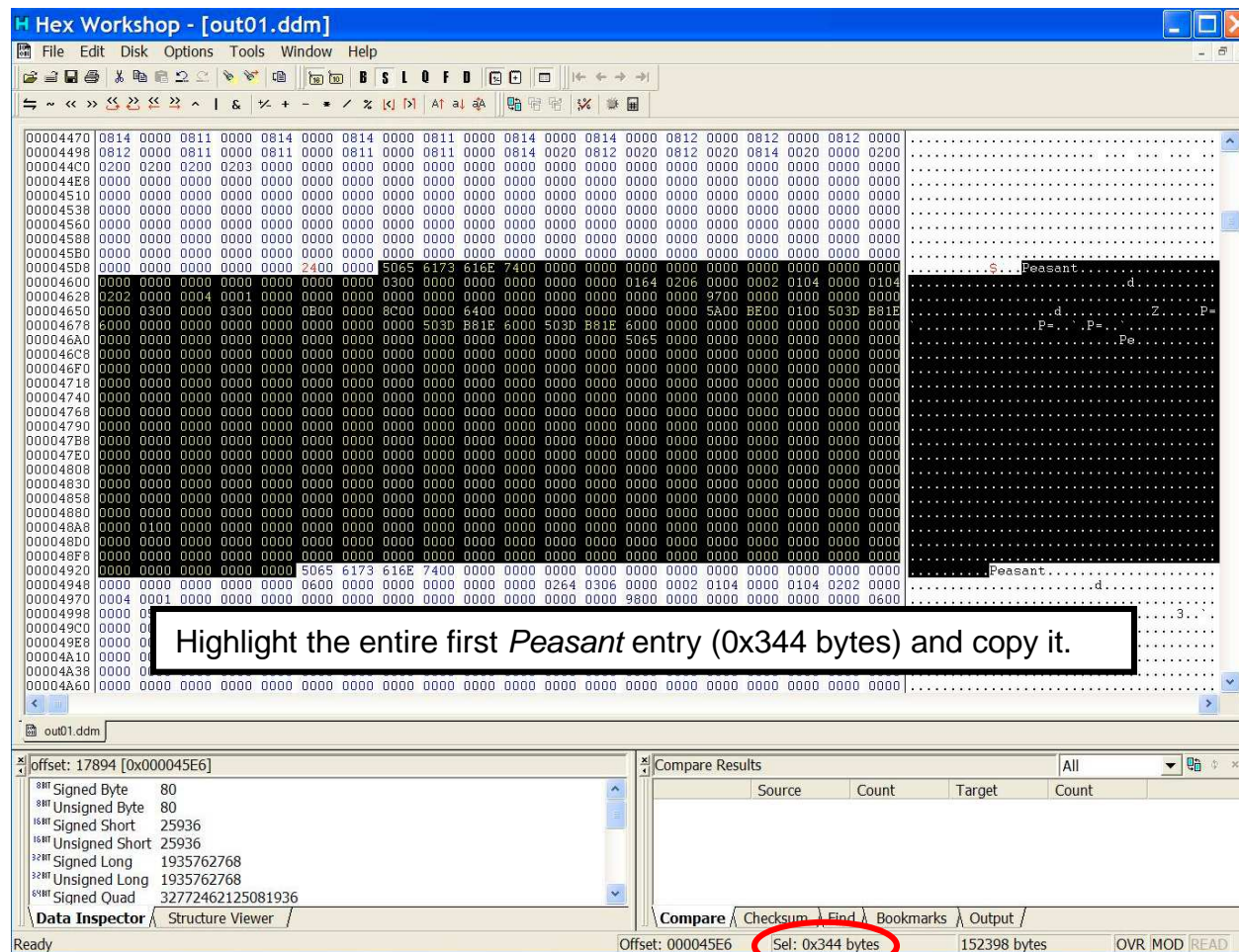
Step 1 (continued)

Load out01.ddm into Hex Editor.



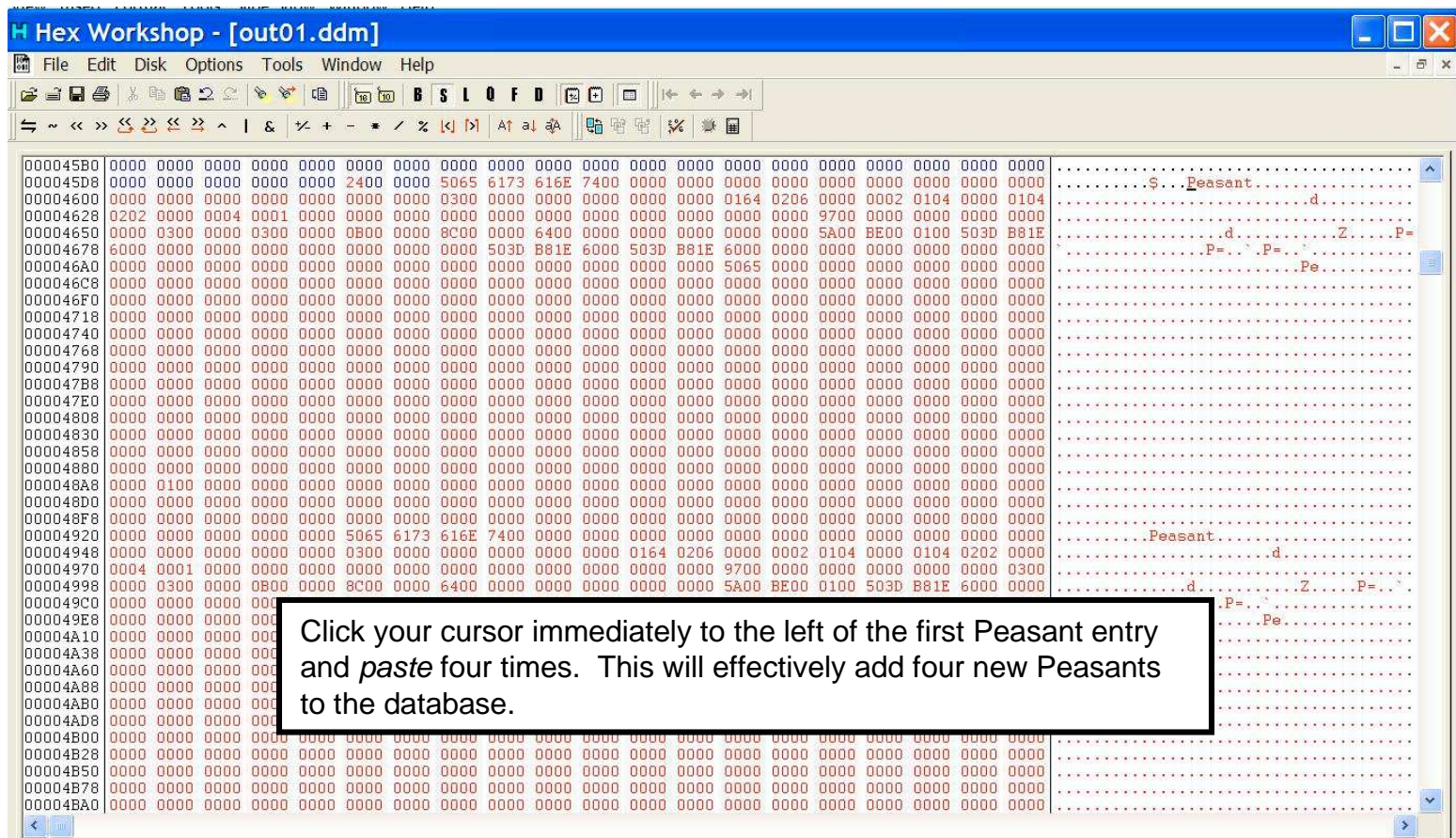
Step 1 (continued)

Copy the entire first entry for the *Peasant*.



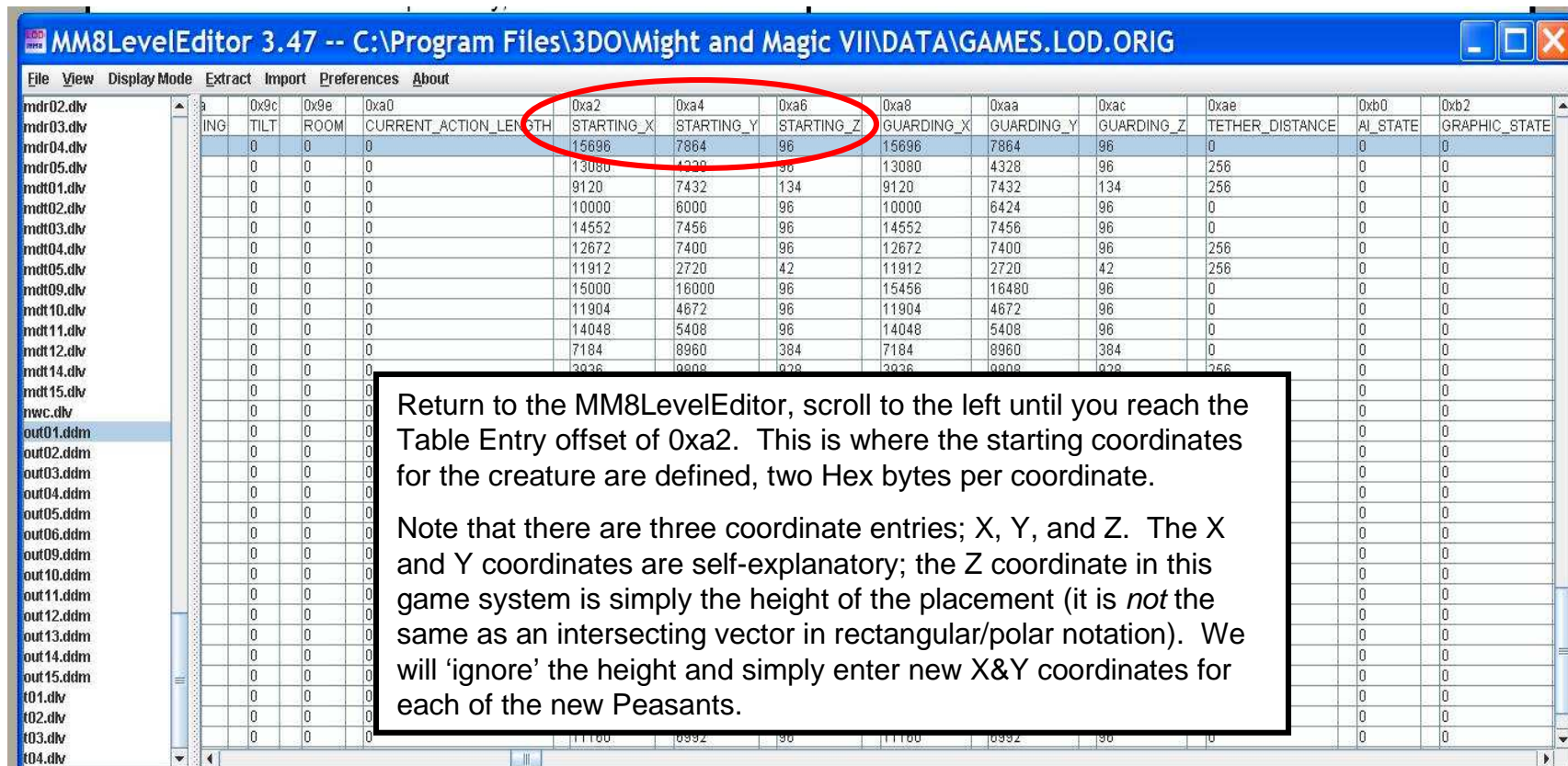
Step 1 (continued)

Paste the copied entry four times and then **SAVE** the file.



Step 1 (continued)

Locate the starting coordinate offset.



MM8LevelEditor 3.47 -- C:\Program Files\3DO\Might and Magic VII\DATA\GAMES.LOD.ORIG

File View Display Mode Extract Import Preferences About

	0x9c	0x9e	0xa0	0xa2	0xa4	0xa6	0xa8	0xaa	0xac	0xae	0xb0	0xb2	
	ING	TILT	ROOM	CURRENT_ACTION_LENGTH	STARTING_X	STARTING_Y	STARTING_Z	GUARDING_X	GUARDING_Y	GUARDING_Z	TETHER_DISTANCE	AI_STATE	GRAPHIC_STATE
mdr02.dlv					15696	7864	96	15696	7864	96	0	0	
mdr03.dlv					13080	4328	96	13080	4328	96	256	0	0
mdr04.dlv					9120	7432	134	9120	7432	134	256	0	0
mdr05.dlv					10000	6000	96	10000	6424	96	0	0	0
mdt01.dlv					14552	7456	96	14552	7456	96	0	0	0
mdt02.dlv					12672	7400	96	12672	7400	96	256	0	0
mdt03.dlv					11912	2720	42	11912	2720	42	256	0	0
mdt04.dlv					15000	16000	96	15456	16480	96	0	0	0
mdt05.dlv					11904	4672	96	11904	4672	96	0	0	0
mdt09.dlv					14048	5408	96	14048	5408	96	0	0	0
mdt10.dlv					7184	8960	384	7184	8960	384	0	0	0
mdt11.dlv					3036	9808	928	3036	9808	928	256	0	0
mdt12.dlv												0	0
mdt14.dlv												0	0
mdt15.dlv												0	0
nwc.dlv												0	0
out01.ddm												0	0
out02.ddm												0	0
out03.ddm												0	0
out04.ddm												0	0
out05.ddm												0	0
out06.ddm												0	0
out09.ddm												0	0
out10.ddm												0	0
out11.ddm												0	0
out12.ddm												0	0
out13.ddm												0	0
out14.ddm												0	0
out15.ddm												0	0
t01.dlv					11160	6992	96	11160	6992	96	0	0	0
t02.dlv												0	0
t03.dlv												0	0
t04.dlv												0	0

Return to the MM8LevelEditor, scroll to the left until you reach the Table Entry offset of 0xa2. This is where the starting coordinates for the creature are defined, two Hex bytes per coordinate.

Note that there are three coordinate entries; X, Y, and Z. The X and Y coordinates are self-explanatory; the Z coordinate in this game system is simply the height of the placement (it is *not* the same as an intersecting vector in rectangular/polar notation). We will 'ignore' the height and simply enter new X&Y coordinates for each of the new Peasants.

Step 1 (continued)

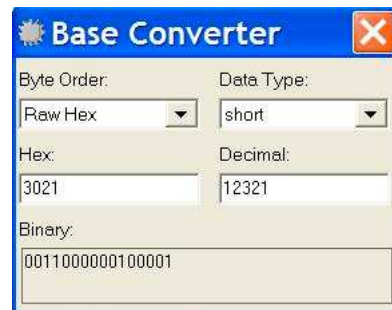
Determine starting coordinates and convert to Hex Short Words.

It's now time to determine the placement of these new peasants.

Launch MM7 and start a New Game. Take your party down the dock and locate the *Campfire* to your immediate left facing. You'll want to place all four peasants around the campfire. Determine the proper coordinates by moving your party appropriately and reading your coordinates (X&Y) using the map feature. Exit the game.

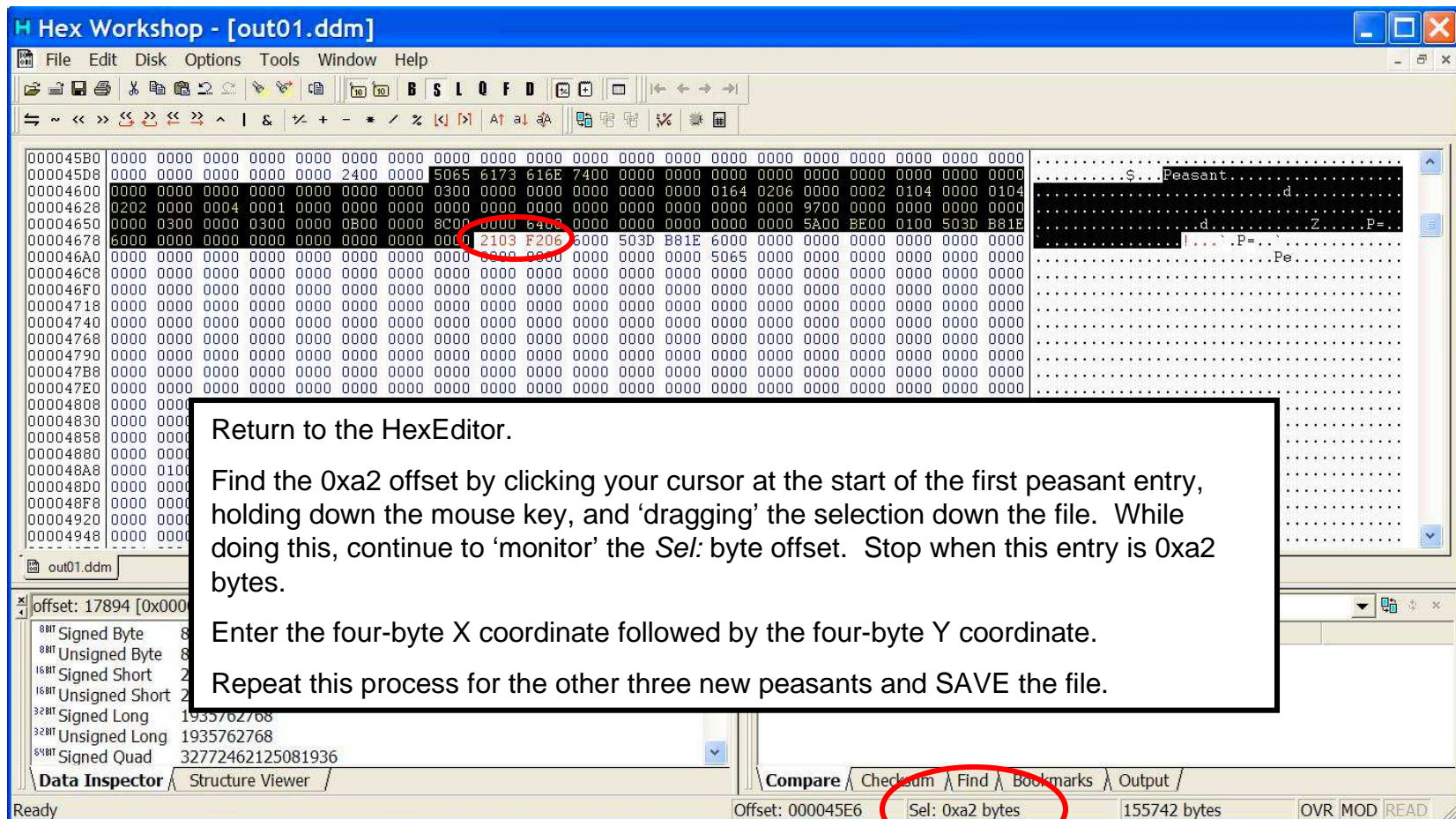
Once you have your coordinates, you'll have to convert each number to a SHORT Hex Word (4-bytes). Assuming one set of coordinates is 12321(X), 1778(Y), the conversion would produce the following numbers; 0x3021 and 0x06F2.

These numbers will be entered in the Hex Editor at the appropriate offset as 2130 and F206.



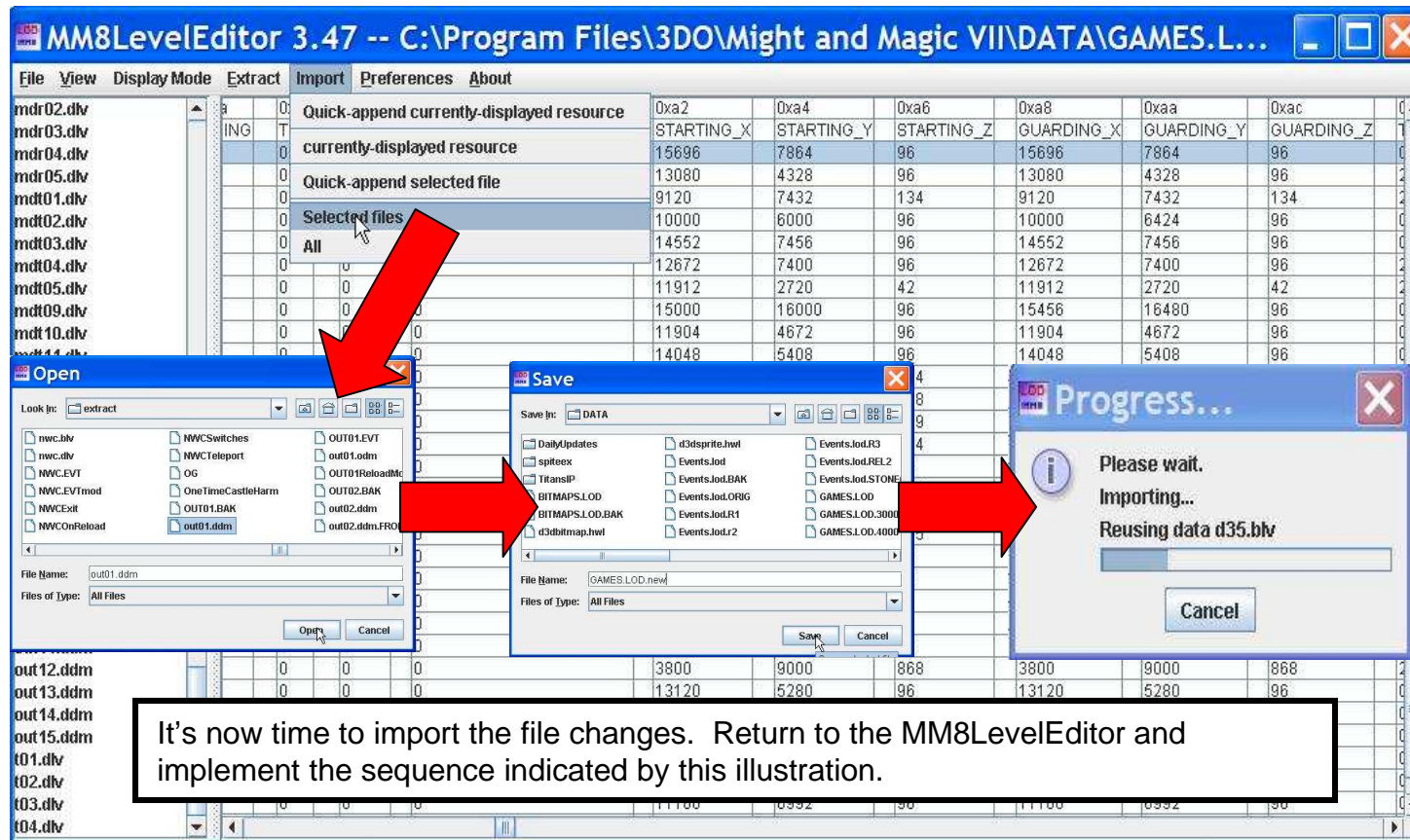
Step 1 (continued)

Enter the coordinates for each new peasant.



Step 1 (continued)

Import the file out01.ddm.



Step 1 (concluded)

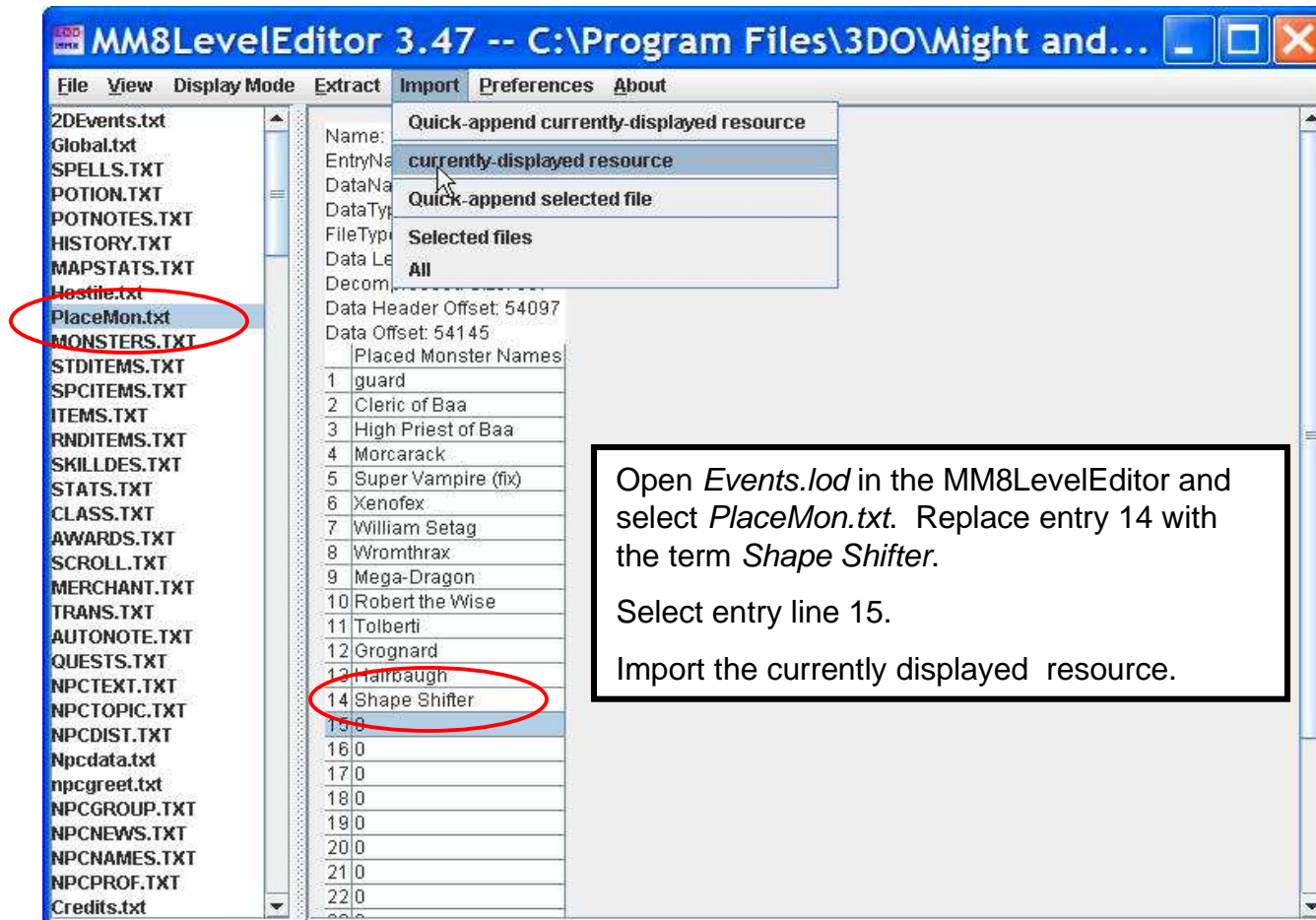
Verify your changes.

It's now time to verify the file changes.

1. Exit the MM8LevelEditor.
2. Delete the current *GAMES.LOD* file.
3. Rename the *GAMES.LOD.new* file to *GAMES.LOD*.
4. Launch MM7 and Start a New Game.
5. Verify the four (identical) female peasants around the campfire.
6. Exit the game and proceed to Step 2.

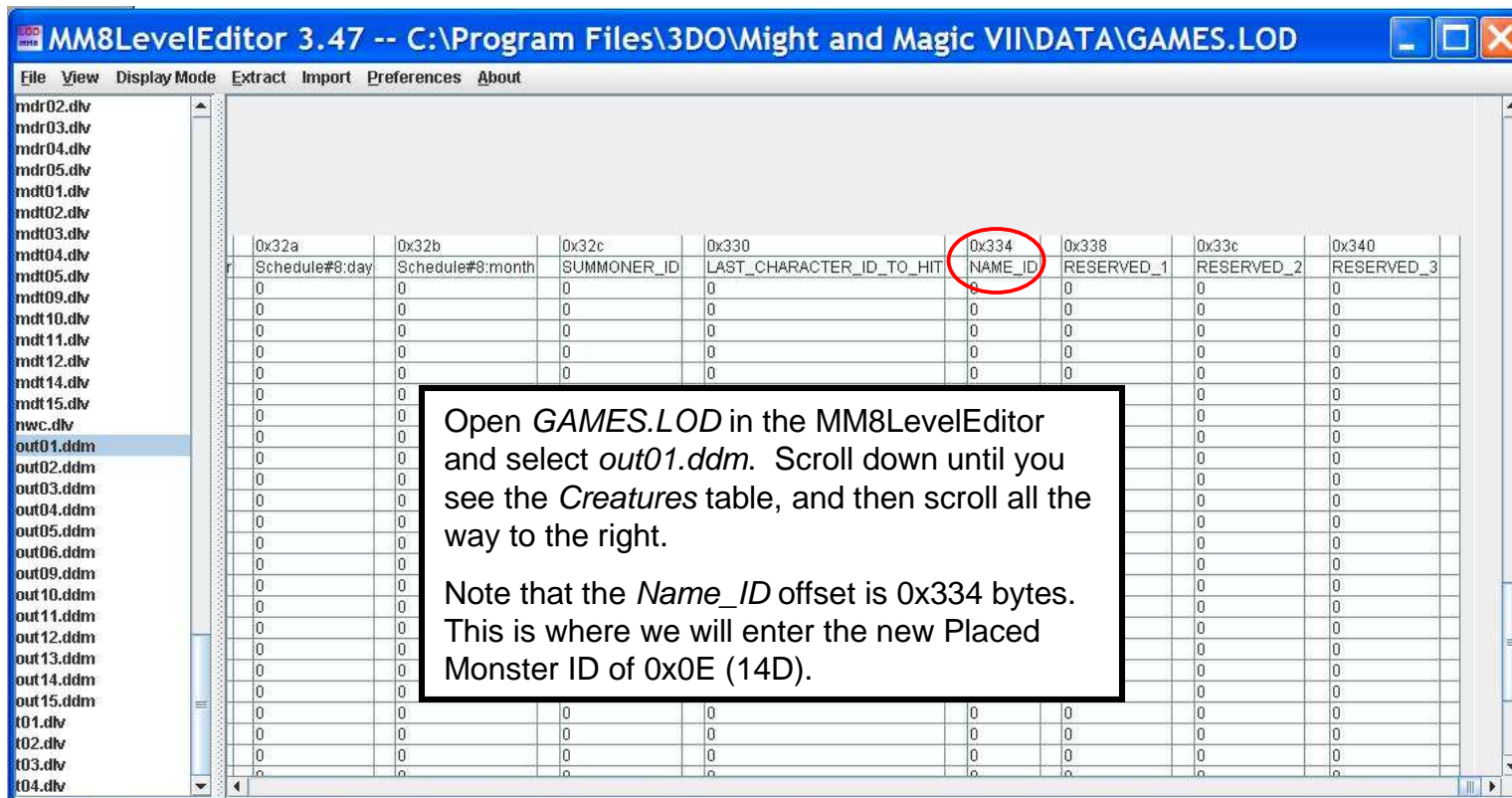
The Process - Step 2

Add new Placed Monster Name.



Step 2 (continued)

Locate the Name ID offset.



Step 2 (continued)

Change name and add new Placed Monster ID

Hex Workshop - [out01.ddm]

File Edit Disk Options Tools Window Help

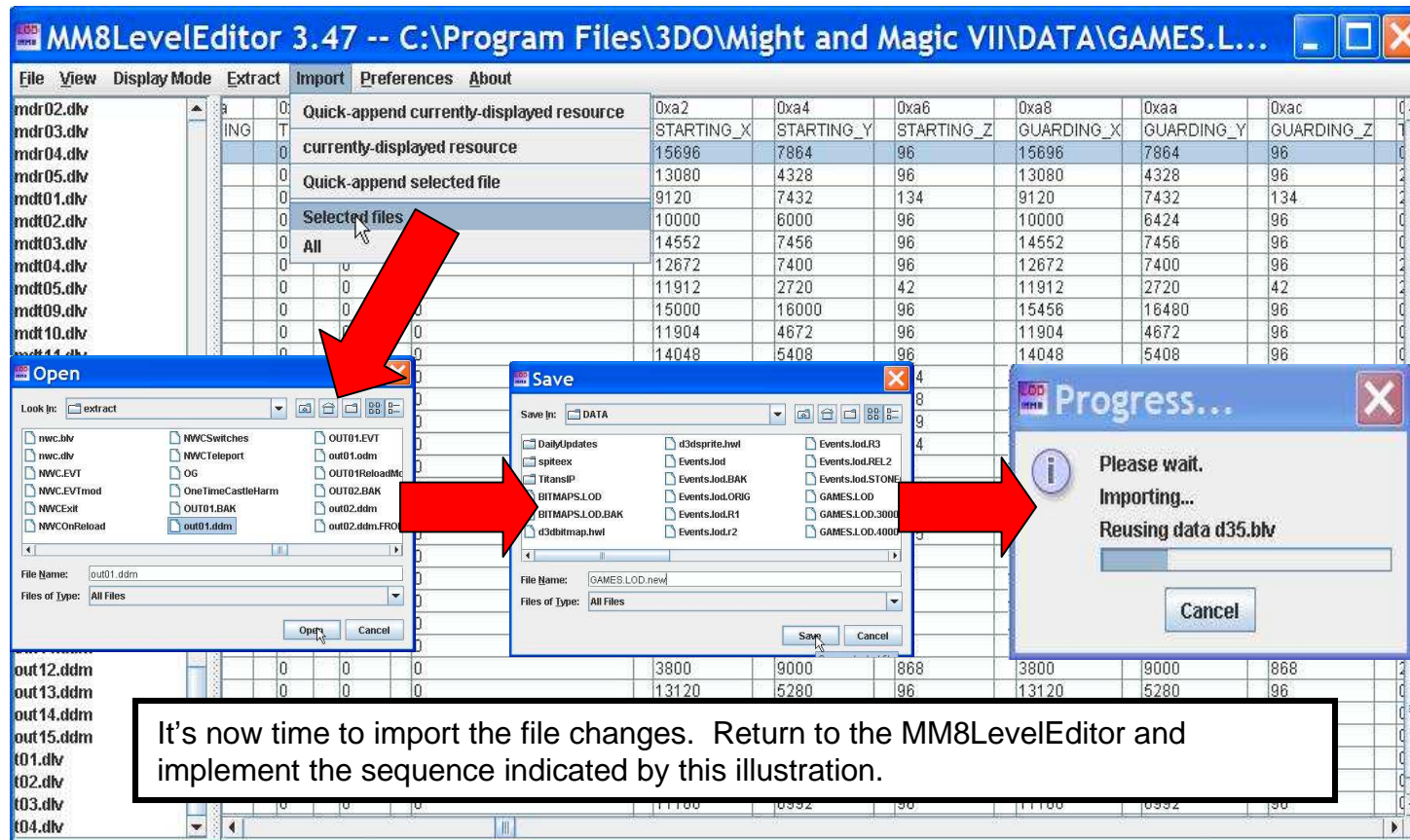
Return to the Hex Editor. Ensure that the file *out01.ddm* is loaded and that you have located the first *Peasant* entry.

Replace the entry *Peasant* with the entry *Shape Shifter*, locate the 0x334 offset and enter 0x0E for each of the 'new' Shape Shifter Creatures.

SAVE the file.

Step 2 (continued)

Import the changes.



Step 2 (concluded)

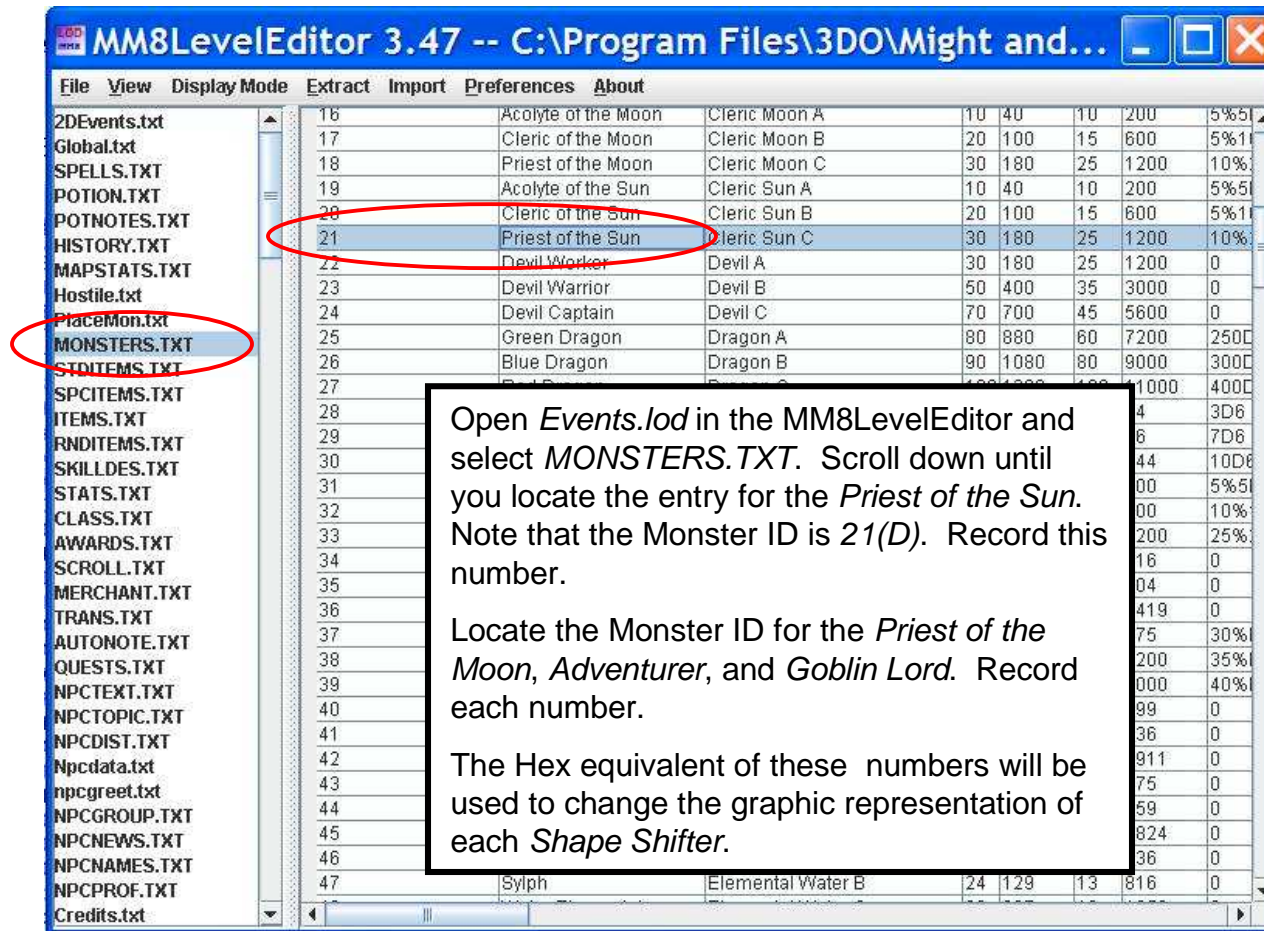
Verify the changes.

It's now time to verify the file changes.

1. Exit the MM8LevelEditor.
2. Delete the current *GAMES.LOD* and *Events.lod* files.
3. Rename the *GAMES.LOD.new* file to *GAMES.LOD*.
4. Rename the *Events.lod.new* file to *Events.lod*.
5. Launch MM7 and Start a New Game.
6. Mouseover each of the four female peasants and verify that they are now *Shape Shifters*.
7. Right hand Mouse click over each of the four female peasants and verify that they are now *Shape Shifters*.
8. Exit the game and proceed to Step 3.

The Process - Step 3

Locate Monster ID Numbers.



MM8LevelEditor 3.47 -- C:\Program Files\3DO\Might and...

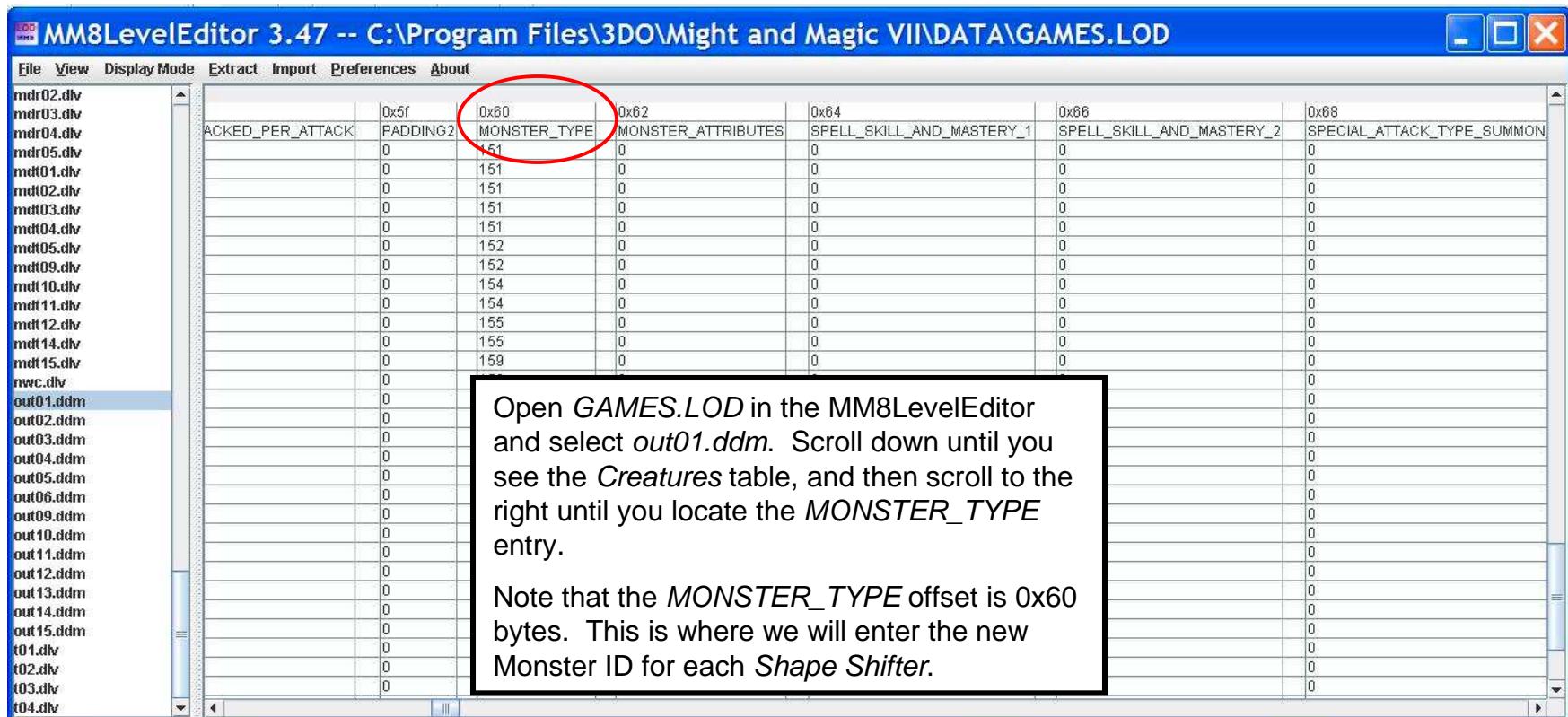
File View Display Mode Extract Import Preferences About

2DEvents.txt
Global.txt
SPELLS.TXT
POTION.TXT
POTNOTES.TXT
HISTORY.TXT
MAPSTATS.TXT
Hostile.txt
PlaceMon.txt
MONSTERS.TXT
STDITEMS.TXT
SPCITEMS.TXT
ITEMS.TXT
RNDITEMS.TXT
SKILLDES.TXT
STATS.TXT
CLASS.TXT
AWARDS.TXT
SCROLL.TXT
MERCHANT.TXT
TRANS.TXT
AUTONOTE.TXT
QUESTS.TXT
NPCTEXT.TXT
NPCTOPIC.TXT
NPCDIST.TXT
Npcdata.txt
npcgreet.txt
NPCGROUP.TXT
NPCNEWS.TXT
NPCNAMES.TXT
NPCPROF.TXT
Credits.txt

ID	Name	Class	HP	MP	SP	XP	Drop
16	Acolyte of the Moon	Cleric Moon A	10	40	10	200	5%5
17	Cleric of the Moon	Cleric Moon B	20	100	15	600	5%1
18	Priest of the Moon	Cleric Moon C	30	180	25	1200	10%
19	Acolyte of the Sun	Cleric Sun A	10	40	10	200	5%5
20	Cleric of the Sun	Cleric Sun B	20	100	15	600	5%1
21	Priest of the Sun	Cleric Sun C	30	180	25	1200	10%
22	Devil Worker	Devil A	30	180	25	1200	0
23	Devil Warrior	Devil B	50	400	35	3000	0
24	Devil Captain	Devil C	70	700	45	5600	0
25	Green Dragon	Dragon A	80	880	60	7200	2500
26	Blue Dragon	Dragon B	90	1080	80	9000	3000
27	Red Dragon	Dragon C	100	1280	100	11000	4000
28	White Dragon	Dragon D	110	1480	110	12000	5000
29	Black Dragon	Dragon E	120	1680	120	13000	6000
30	Grey Dragon	Dragon F	130	1880	130	14000	7000
31	Yellow Dragon	Dragon G	140	2080	140	15000	8000
32	Green Dragon	Dragon H	150	2280	150	16000	9000
33	Blue Dragon	Dragon I	160	2480	160	17000	10000
34	Red Dragon	Dragon J	170	2680	170	18000	11000
35	White Dragon	Dragon K	180	2880	180	19000	12000
36	Black Dragon	Dragon L	190	3080	190	20000	13000
37	Grey Dragon	Dragon M	200	3280	200	21000	14000
38	Yellow Dragon	Dragon N	210	3480	210	22000	15000
39	Green Dragon	Dragon O	220	3680	220	23000	16000
40	Blue Dragon	Dragon P	230	3880	230	24000	17000
41	Red Dragon	Dragon Q	240	4080	240	25000	18000
42	White Dragon	Dragon R	250	4280	250	26000	19000
43	Black Dragon	Dragon S	260	4480	260	27000	20000
44	Grey Dragon	Dragon T	270	4680	270	28000	21000
45	Yellow Dragon	Dragon U	280	4880	280	29000	22000
46	Green Dragon	Dragon V	290	5080	290	30000	23000
47	Blue Dragon	Dragon W	300	5280	300	31000	24000
48	Red Dragon	Dragon X	310	5480	310	32000	25000
49	White Dragon	Dragon Y	320	5680	320	33000	26000
50	Black Dragon	Dragon Z	330	5880	330	34000	27000
51	Grey Dragon	Dragon AA	340	6080	340	35000	28000
52	Yellow Dragon	Dragon AB	350	6280	350	36000	29000
53	Green Dragon	Dragon AC	360	6480	360	37000	30000
54	Blue Dragon	Dragon AD	370	6680	370	38000	31000
55	Red Dragon	Dragon AE	380	6880	380	39000	32000
56	White Dragon	Dragon AF	390	7080	390	40000	33000
57	Black Dragon	Dragon AG	400	7280	400	41000	34000
58	Grey Dragon	Dragon AH	410	7480	410	42000	35000
59	Yellow Dragon	Dragon AI	420	7680	420	43000	36000
60	Green Dragon	Dragon AJ	430	7880	430	44000	37000
61	Blue Dragon	Dragon AK	440	8080	440	45000	38000
62	Red Dragon	Dragon AL	450	8280	450	46000	39000
63	White Dragon	Dragon AM	460	8480	460	47000	40000
64	Black Dragon	Dragon AN	470	8680	470	48000	41000
65	Grey Dragon	Dragon AO	480	8880	480	49000	42000
66	Yellow Dragon	Dragon AP	490	9080	490	50000	43000
67	Green Dragon	Dragon AQ	500	9280	500	51000	44000
68	Blue Dragon	Dragon AR	510	9480	510	52000	45000
69	Red Dragon	Dragon AS	520	9680	520	53000	46000
70	White Dragon	Dragon AT	530	9880	530	54000	47000
71	Black Dragon	Dragon AU	540	10080	540	55000	48000
72	Grey Dragon	Dragon AV	550	10280	550	56000	49000
73	Yellow Dragon	Dragon AW	560	10480	560	57000	50000
74	Green Dragon	Dragon AX	570	10680	570	58000	51000
75	Blue Dragon	Dragon AY	580	10880	580	59000	52000
76	Red Dragon	Dragon AZ	590	11080	590	60000	53000
77	White Dragon	Dragon BA	600	11280	600	61000	54000
78	Black Dragon	Dragon BB	610	11480	610	62000	55000
79	Grey Dragon	Dragon BC	620	11680	620	63000	56000
80	Yellow Dragon	Dragon BD	630	11880	630	64000	57000
81	Green Dragon	Dragon BE	640	12080	640	65000	58000
82	Blue Dragon	Dragon BF	650	12280	650	66000	59000
83	Red Dragon	Dragon BG	660	12480	660	67000	60000
84	White Dragon	Dragon BH	670	12680	670	68000	61000
85	Black Dragon	Dragon BI	680	12880	680	69000	62000
86	Grey Dragon	Dragon BJ	690	13080	690	70000	63000
87	Yellow Dragon	Dragon BK	700	13280	700	71000	64000
88	Green Dragon	Dragon BL	710	13480	710	72000	65000
89	Blue Dragon	Dragon BM	720	13680	720	73000	66000
90	Red Dragon	Dragon BN	730	13880	730	74000	67000
91	White Dragon	Dragon BO	740	14080	740	75000	68000
92	Black Dragon	Dragon BP	750	14280	750	76000	69000
93	Grey Dragon	Dragon BQ	760	14480	760	77000	70000
94	Yellow Dragon	Dragon BR	770	14680	770	78000	71000
95	Green Dragon	Dragon BS	780	14880	780	79000	72000
96	Blue Dragon	Dragon BT	790	15080	790	80000	73000
97	Red Dragon	Dragon BU	800	15280	800	81000	74000
98	White Dragon	Dragon BV	810	15480	810	82000	75000
99	Black Dragon	Dragon BW	820	15680	820	83000	76000
100	Grey Dragon	Dragon BX	830	15880	830	84000	77000
101	Yellow Dragon	Dragon BY	840	16080	840	85000	78000
102	Green Dragon	Dragon BZ	850	16280	850	86000	79000
103	Blue Dragon	Dragon CA	860	16480	860	87000	80000
104	Red Dragon	Dragon CB	870	16680	870	88000	81000
105	White Dragon	Dragon CC	880	16880	880	89000	82000
106	Black Dragon	Dragon CD	890	17080	890	90000	83000
107	Grey Dragon	Dragon CE	900	17280	900	91000	84000
108	Yellow Dragon	Dragon CF	910	17480	910	92000	85000
109	Green Dragon	Dragon CG	920	17680	920	93000	86000
110	Blue Dragon	Dragon CH	930	17880	930	94000	87000
111	Red Dragon	Dragon CI	940	18080	940	95000	88000
112	White Dragon	Dragon CJ	950	18280	950	96000	89000
113	Black Dragon	Dragon CK	960	18480	960	97000	90000
114	Grey Dragon	Dragon CL	970	18680	970	98000	91000
115	Yellow Dragon	Dragon CM	980	18880	980	99000	92000
116	Green Dragon	Dragon CN	990	19080	990	100000	93000
117	Blue Dragon	Dragon CO	1000	19280	1000	101000	94000
118	Red Dragon	Dragon CP	1010	19480	1010	102000	95000
119	White Dragon	Dragon CQ	1020	19680	1020	103000	96000
120	Black Dragon	Dragon CR	1030	19880	1030	104000	97000
121	Grey Dragon	Dragon CS	1040	20080	1040	105000	98000
122	Yellow Dragon	Dragon CT	1050	20280	1050	106000	99000
123	Green Dragon	Dragon CU	1060	20480	1060	107000	100000
124	Blue Dragon	Dragon CV	1070	20680	1070	108000	101000
125	Red Dragon	Dragon CW	1080	20880	1080	109000	102000
126	White Dragon	Dragon CX	1090	21080	1090	110000	103000
127	Black Dragon	Dragon CY	1100	21280	1100	111000	104000
128	Grey Dragon	Dragon CZ	1110	21480	1110	112000	105000
129	Yellow Dragon	Dragon DA	1120	21680	1120	113000	106000
130	Green Dragon	Dragon DB	1130	21880	1130	114000	107000
131	Blue Dragon	Dragon DC	1140	22080	1140	115000	108000
132	Red Dragon	Dragon DD	1150	22280	1150	116000	109000
133	White Dragon	Dragon DE	1160	22480	1160	117000	110000
134	Black Dragon	Dragon DF	1170	22680	1170	118000	111000
135	Grey Dragon	Dragon DG	1180	22880	1180	119000	112000
136	Yellow Dragon	Dragon DH	1190	23080	1190	120000	113000
137	Green Dragon	Dragon DI	1200	23280	1200	121000	114000
138	Blue Dragon	Dragon DJ	1210	23480	1210	122000	115000
139	Red Dragon	Dragon DK	1220	23680	1220	123000	116000
140	White Dragon	Dragon DL	1230	23880	1230	124000	117000
141	Black Dragon	Dragon DM	1240	24080	1240	125000	118000
142	Grey Dragon	Dragon DN	1250	24280	1250	126000	119000
143	Yellow Dragon	Dragon DO	1260	24480	1260	127000	120000
144	Green Dragon	Dragon DP	1270	24680	1270	128000	121000
145	Blue Dragon	Dragon DQ	1280	24880	1280	129000	122000
146	Red Dragon	Dragon DR	1290	25080	1290	130000	123000
147	White Dragon	Dragon DS	1300	25280	1300	131000	124000
148	Black Dragon	Dragon DT	1310	25480	1310	132000	125000
149	Grey Dragon	Dragon DU	1320	25680	1320	133000	126000
150	Yellow Dragon	Dragon DV	1330	25880	1330	134000	127000
151	Green Dragon	Dragon DW	1340	26080	1340	135000	128000
152	Blue Dragon	Dragon DX	1350	26280	1350	136000	129000
153	Red Dragon	Dragon DY	1360	26480	1360	137000	130000
154	White Dragon	Dragon DZ	1370	26680	1370	138000	131000
155	Black Dragon	Dragon EA	1380	26880	1380	139000	132000
156	Grey Dragon	Dragon EB	1390	27080	1390	140000	133000
157	Yellow Dragon	Dragon EC	1400	27280	1400	141000	134000
158	Green Dragon	Dragon ED	1410	27480	1410	142000	135000
159	Blue Dragon	Dragon EE	1420	27680	1420	143000	136000
160	Red Dragon	Dragon EF	1430	27880	1430	144000	137000
161	White Dragon	Dragon EG	1440	28080	1440	145000	138000
162	Black Dragon	Dragon EH	1450	28280	1450	146000	139000
163	Grey Dragon	Dragon EI	1460	28480	1460	147000	140000
164	Yellow Dragon	Dragon EJ	1470	28680	1470	148000	141000
165	Green Dragon	Dragon EK	1480	28880	1480	149000	142000
166	Blue Dragon	Dragon EL	1490	29080	1490	150000	143000
167	Red Dragon	Dragon EM	1500	29280	1500	151000	144000
168	White Dragon	Dragon EN	1510	29480	1510	152000	145000
169	Black Dragon	Dragon EO	1520	29680	1520	153000	146000
170	Grey Dragon	Dragon EP	1530	29880	1530	154000	147000
171	Yellow Dragon	Dragon EQ	1540	30080	1540	155000	148000
172	Green Dragon	Dragon ER	1550	30280	1550	156000	149000
173	Blue Dragon	Dragon ES	1560	30480	1560	157000	150000
174	Red Dragon	Dragon ET	1570	30680	1570	158000	151000
175	White Dragon	Dragon EU	1580	30880	1580	159000	152000
176	Black Dragon	Dragon EV	1590	31080	1590	160000	153000
177	Grey Dragon	Dragon EW	1600	31280	1600	161000	154000
178	Yellow Dragon	Dragon EX	1610	31480	1610	162000	155000
179	Green Dragon	Dragon EY	1620	31680	1620	163000	156000
180	Blue Dragon	Dragon EZ	1630				

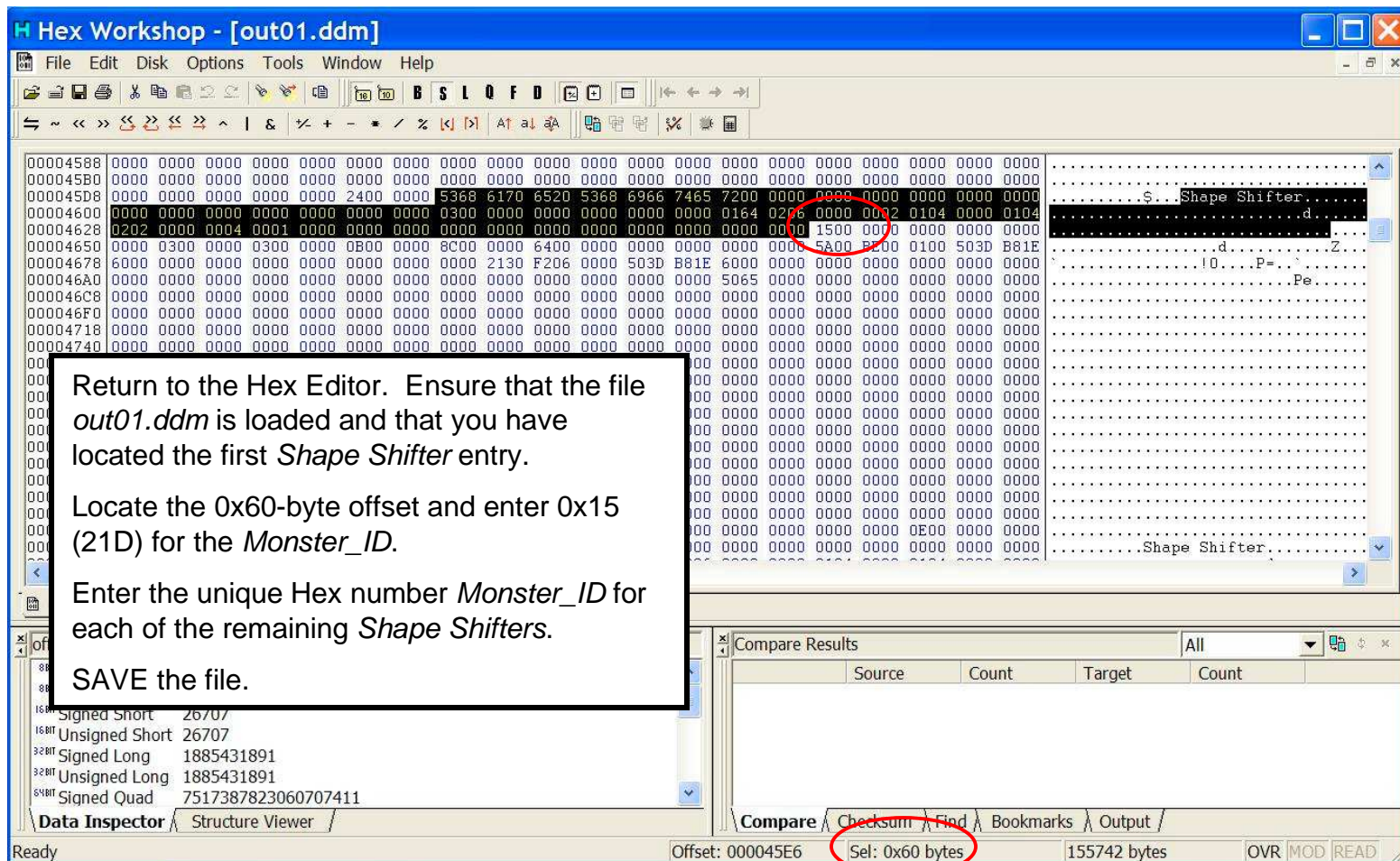
Step 3 (continued)

Locate the Graphic ID offset.



Step 3 (continued)

Insert new Monster ID.



Hex Workshop - [out01.ddm]

File Edit Disk Options Tools Window Help

Return to the Hex Editor. Ensure that the file *out01.ddm* is loaded and that you have located the first *Shape Shifter* entry.

Locate the 0x60-byte offset and enter 0x15 (21D) for the *Monster_ID*.

Enter the unique Hex number *Monster_ID* for each of the remaining *Shape Shifters*.

SAVE the file.

Compare Results

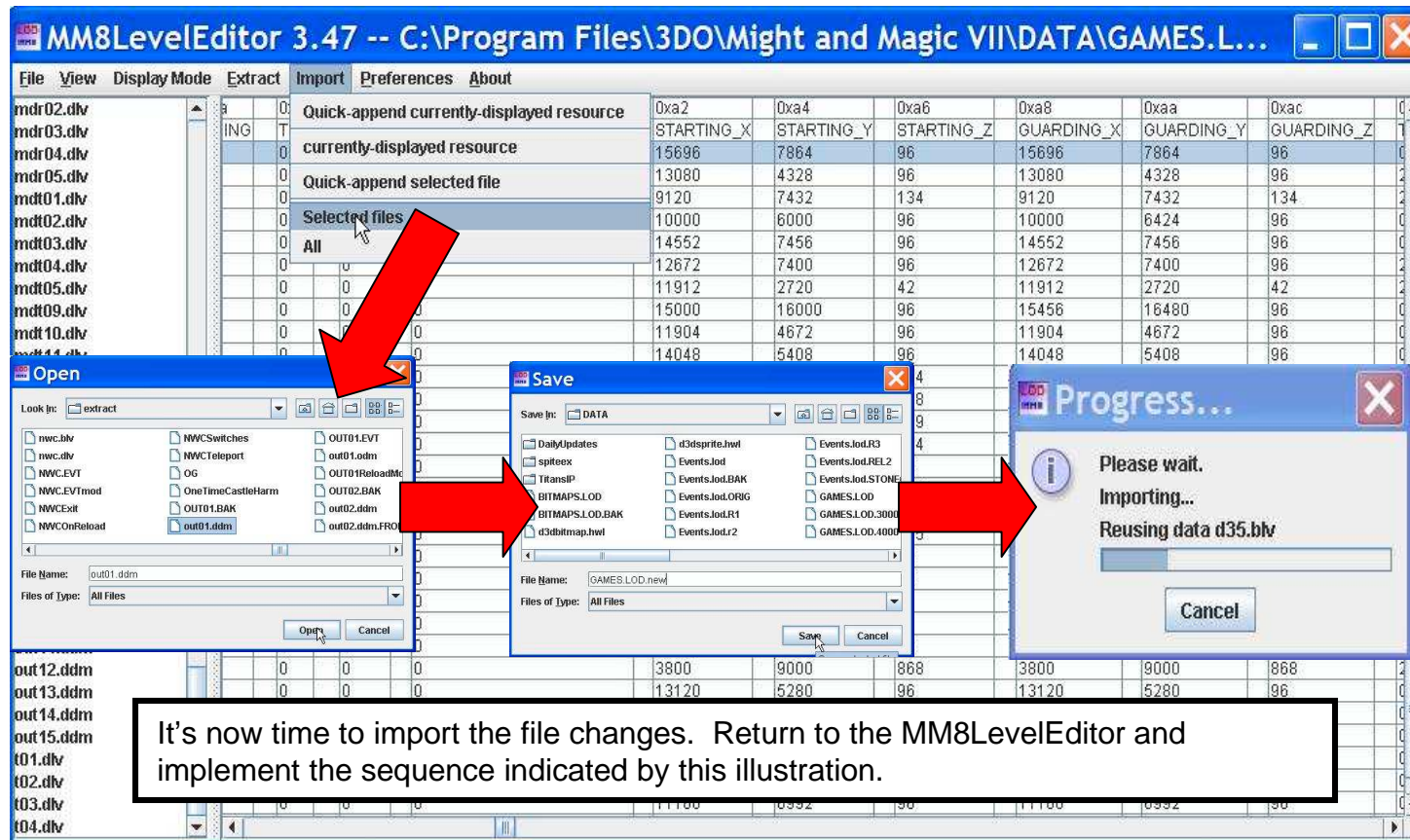
Source Count Target Count

Compare Checksum Find Bookmarks Output

Offset: 000045E6 Sel: 0x60 bytes 155742 bytes OVR MOD READ

Step 3 (continued)

Import the changes.



Step 3 (concluded)

Verify the changes.

It's now time to verify the file changes.

1. Exit the MM8LevelEditor.
2. Delete the current *GAMES.LOD* file.
3. Rename the *GAMES.LOD.new* file to *GAMES.LOD*.
4. Launch MM7 and Start a New Game.
5. Visually verify the new graphic for each of the *Shape Shifters*.
6. Exit the game and proceed to Step 4.

The Process - Step 4

Add new NPC.

MM8LevelEditor 3.47 -- C:\Program Files\3DO\Might and Magic VII\DATA\Events.lod

File View Display Mode Extract Import Preferences About

2DEvents.txt
Global.txt
SPELLS.TXT
POTION.TXT
POTNOTES.TXT
HISTORY.TXT
MAPSTATS.TXT
Hostile.txt
PlaceMon.txt
MONSTERS.TXT
STDITEMS.TXT
SPCITEMS.TXT
ITEMS.TXT
RNDITEMS.TXT
SKILLDES.TXT
STATS.TXT
CLASS.TXT
AWARDS.TXT
SCROLL.TXT
MERCHANT.TXT
TRANS.TXT
AUTONOTE.TXT
QUESTS.TXT
NPCTEXT.TXT
NPCTOPIC.TXT
NPCDIST.TXT
Npcdata.txt
npcgreet.txt
NPCGROUP.TXT
NPCNEWS.TXT
NPCNAMES.TXT
NPCPROF.TXT
Credits.txt

422	Quick-append currently-displayed resource	0	0	396	
423	currently-displayed resource	0	0	520	
424	Quick-append selected file	0	0	295	
425	Selected files	0	0	313	
426	All	0	0	453	
427		0	0	339	
428		0	0	334	
429	Jayce Kedrin	319	0	0	336
430	Giliyan Redfern	471	0	0	309
431	Karzon Skyefyre	418	0	0	321
432	Rainyn Rivencrest	480	0	0	313
433	Tom Ono	949	0	0	0
434	Karl Drown	951	0	0	0
435	Tony Evans	18	0	0	0
436	Chris Miller	416	0	0	0
437	Carl Pindor	412	0	0	0
438	Eric Heffron	408	0	0	0
439	Hairbaugh	30	0	0	0
440	Rawn Talreisch	622	0	0	305
441	Guard	326	0	0	0
442	Peni Pretty	176	0	0	290
443	Tallia Ravenswood	165	0	0	492
444	Harli Quinn	536	0	0	340
445	Madigan Tarent	166	0	0	429
446	Carlen Ramirez	17	0	0	430
447	Rathbone	21	0	0	0
448	Boob	0	0	0	0
449	Boob	0	0	0	0
450	Boob	0	0	0	0
451	Boob	0	0	0	0
452	Boob	0	0	0	0
453	Boob	0	0	0	0

Open *Events.lod* in the MM8LevelEditor and select *Npcdata.txt*. Scroll down to entry 447 and add the following information;

Name: Rathbone

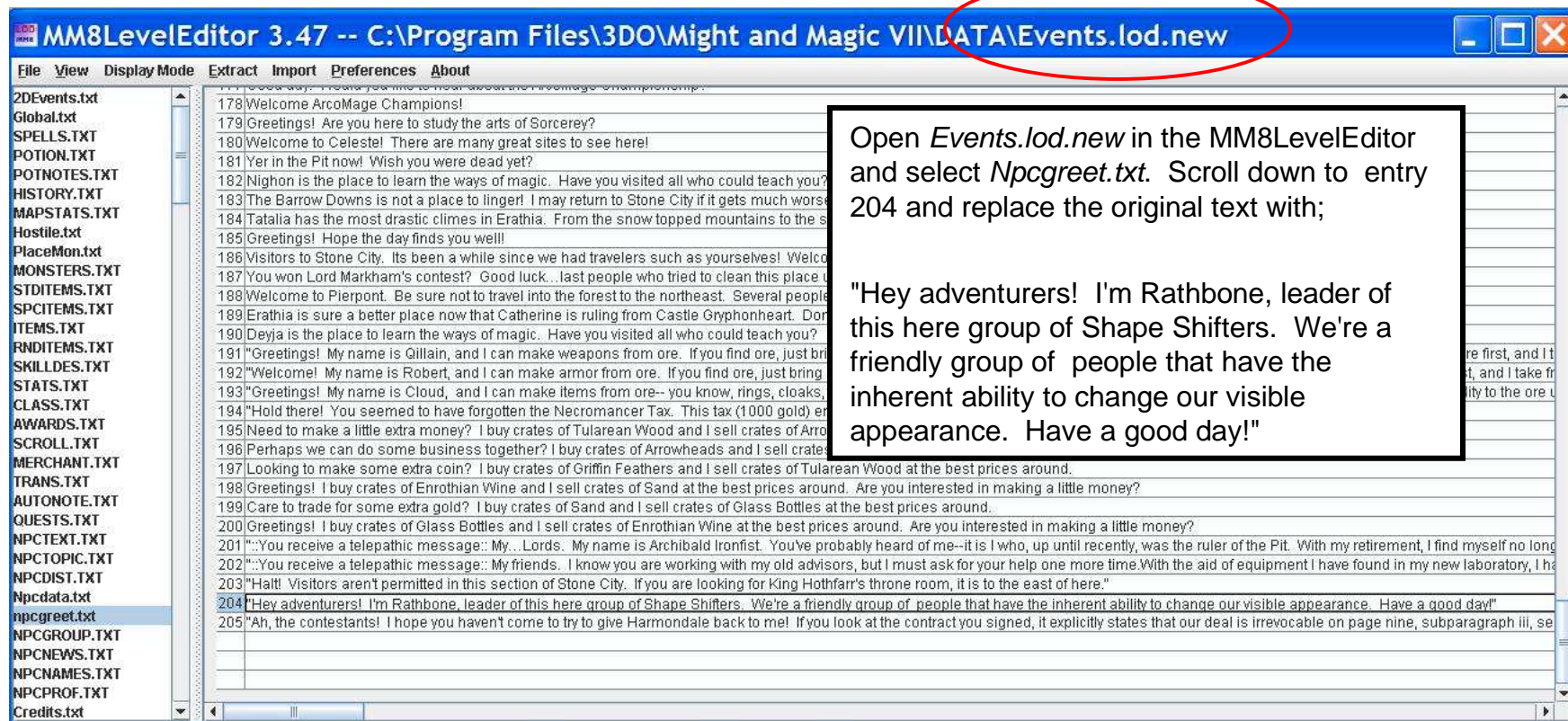
Picture: 21

Greeting: 204

Select line 448. Import currently-displayed resource.

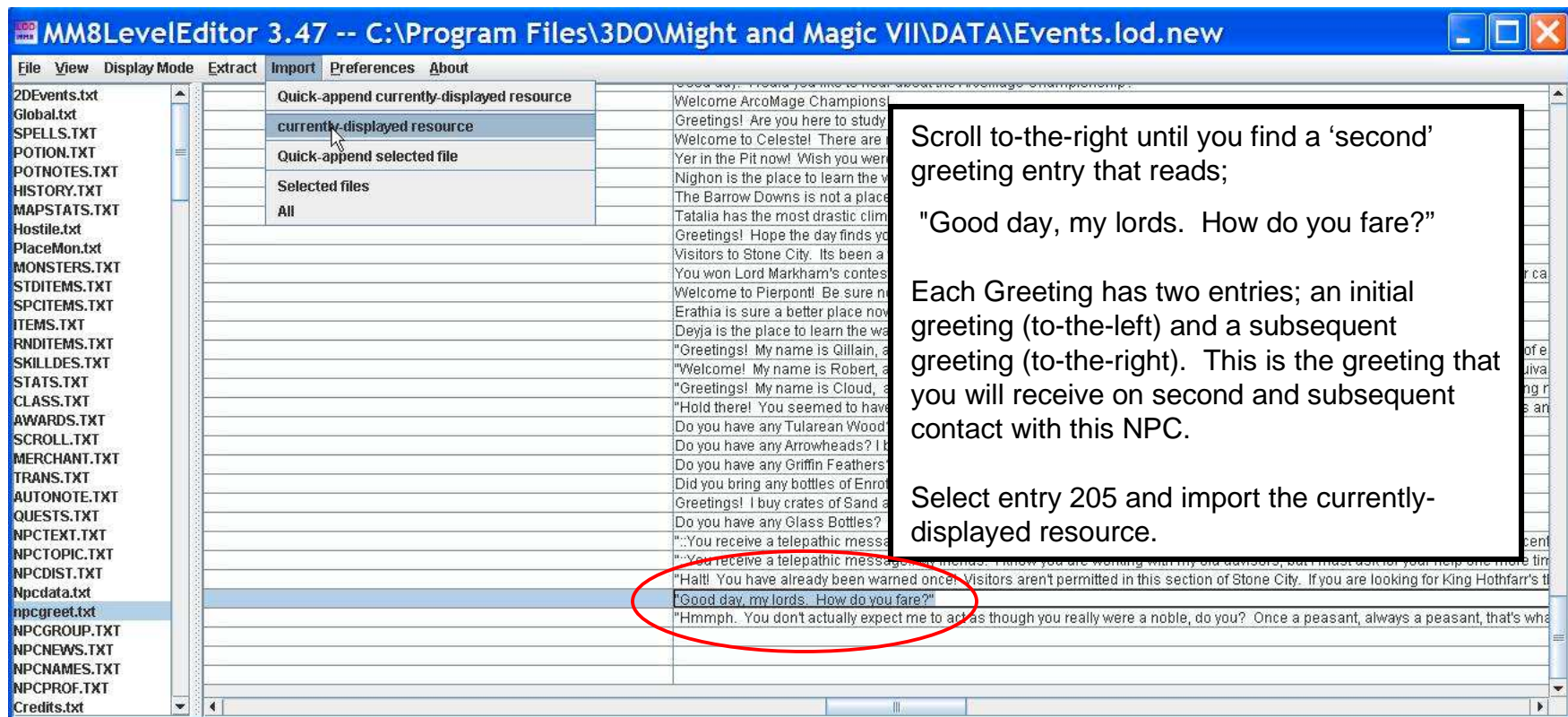
Step 4 (continued)

Change Greeting.



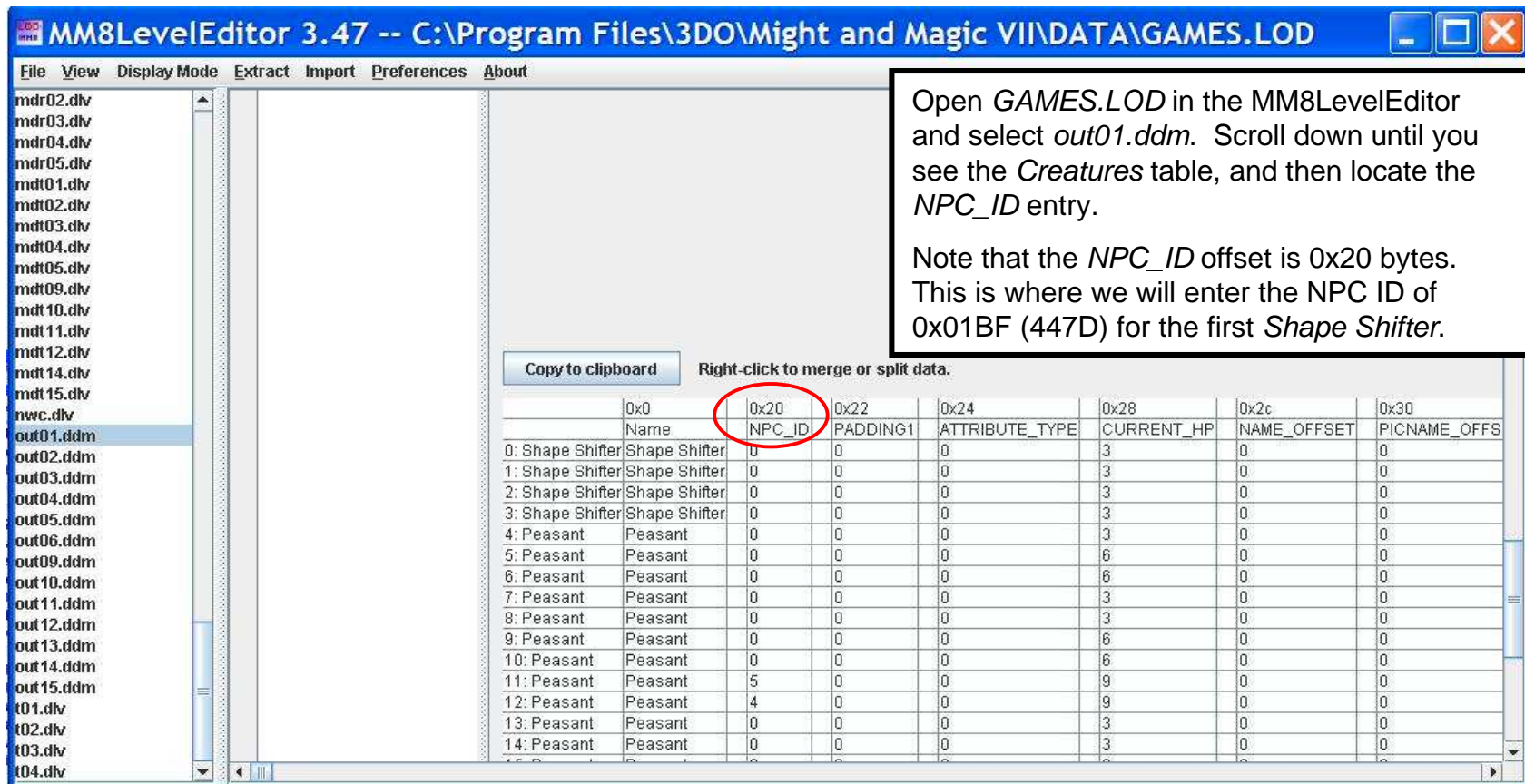
Step 4 (continued)

Change Greeting (concluded).



Step 4 (continued)

Locate NPC_ID offset



Open *GAMES.LOD* in the MM8LevelEditor and select *out01.ddm*. Scroll down until you see the *Creatures* table, and then locate the *NPC_ID* entry.

Note that the *NPC_ID* offset is 0x20 bytes. This is where we will enter the NPC ID of 0x01BF (447D) for the first *Shape Shifter*.

	0x0	0x20	0x22	0x24	0x28	0x2c	0x30
	Name	NPC_ID	PADDING1	ATTRIBUTE_TYPE	CURRENT_HP	NAME_OFFSET	PICNAME_OFFS
0: Shape Shifter	Shape Shifter	0	0	0	3	0	0
1: Shape Shifter	Shape Shifter	0	0	0	3	0	0
2: Shape Shifter	Shape Shifter	0	0	0	3	0	0
3: Shape Shifter	Shape Shifter	0	0	0	3	0	0
4: Peasant	Peasant	0	0	0	3	0	0
5: Peasant	Peasant	0	0	0	6	0	0
6: Peasant	Peasant	0	0	0	6	0	0
7: Peasant	Peasant	0	0	0	3	0	0
8: Peasant	Peasant	0	0	0	3	0	0
9: Peasant	Peasant	0	0	0	6	0	0
10: Peasant	Peasant	0	0	0	6	0	0
11: Peasant	Peasant	5	0	0	9	0	0
12: Peasant	Peasant	4	0	0	9	0	0
13: Peasant	Peasant	0	0	0	3	0	0
14: Peasant	Peasant	0	0	0	3	0	0

Step 4 (continued)

Enter NPC_ID.

Hex Workshop - [out01.ddm]

File Edit Disk Options Tools Window Help

000045B0 0000\$...Shape Shifter.....
000045D8 0000 0000 0000 0000 2400 0000 5368 6170 6520 5368 6966 7465 7200 0000 0000 0000 0000 0000 0000d.....Z..
00004600 0000 0000 0000 BFF01 0000 0000 0300 0000 0000 0000 0000 0164 0206 0000 0002 0104 0000 0104!0....P=...Pe..
00004628 0202 0000 0004 0001 0000 0000 0000 0000 0000 0000 0000 0000 0000 1500 0000 0000 0000 0000
00004650 0000 0300 0000 0300 0000 0800 0000 8C00 0000 6400 0000 0000 0000 5A00 BE00 0100 503D B81E
00004678 6000 0000 0000 0000 0000 0000 0000 2130 F206 0000 503D B81E 6000 0000 0000 0000 0000 0000
000046A0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 5065 0000 0000 0000 0000 0000
000046C8 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000046F0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00004718 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00004740 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00004768 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00004790 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000047B8 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000047E0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00004808 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00004830 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00004858 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00004880 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000048A8 0000 0100 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000048D0 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
000048F8 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
00004920 0000 0000 0000 0000 0000 5368 6170 6520 5368 6966 7465 7200 0000 0000 0000 0000 0000 0000Shape Shifter.....
00004948 0000 0000 0000 0000 0000 0300 0000 0000 0000 0000 0000 0164 0206 0000 0002 0104 0000 0104 0202d.....

Return to the Hex Editor. Ensure that the file *out01.ddm* is loaded and that you have located the first *Shape Shifter* entry.

Locate the 0x20-byte offset and enter 0xBF01 for the *NPC_ID*.

SAVE the file.

Compare Results

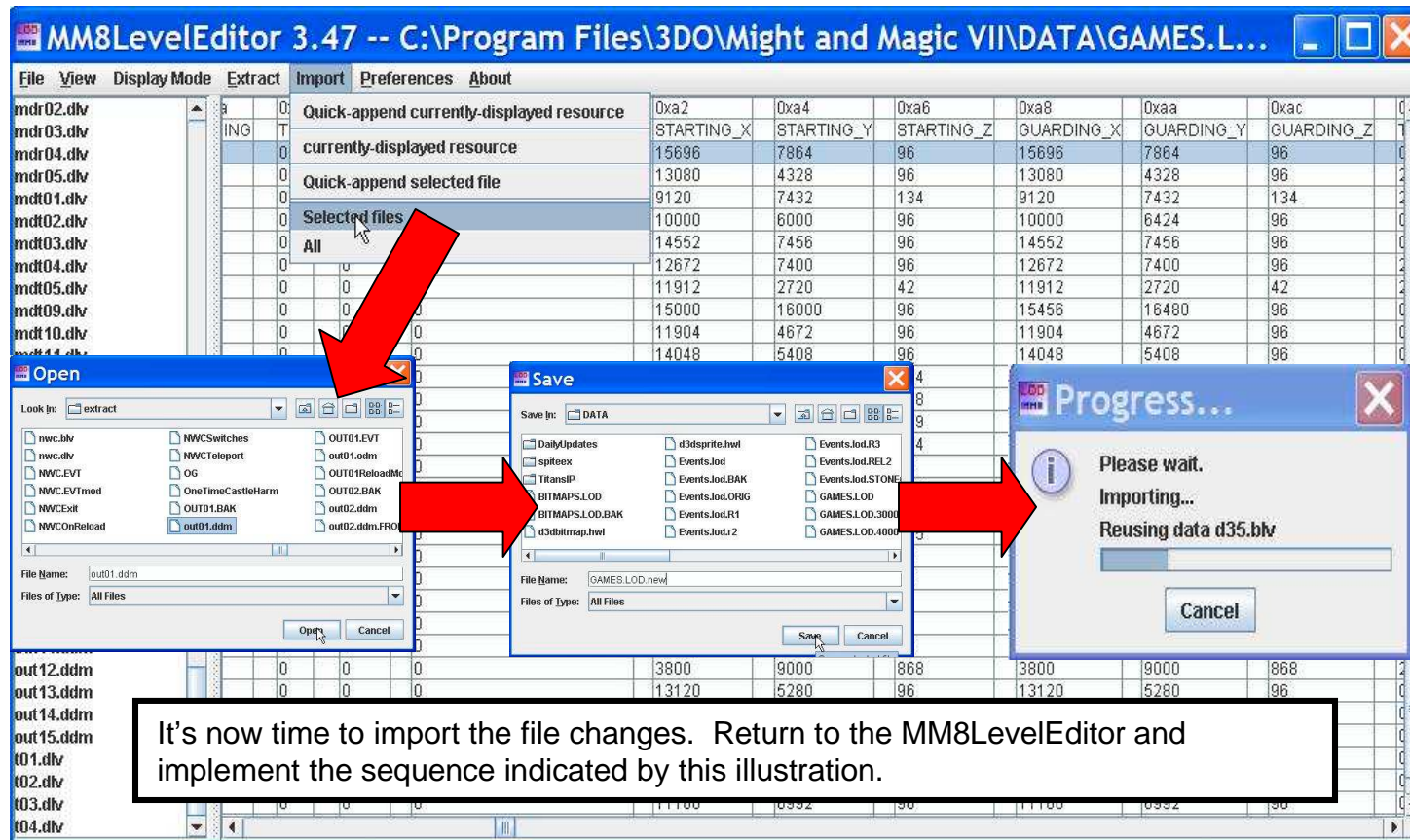
Source	Count	Target	Count
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Compare Checksum Find Bookmarks Output

Offset: 000045E6 Sel: 0x20 bytes 155742 bytes OVR MOD READ

Step 4 (continued)

Import Changes.



Step 4 (concluded)

Verify Changes.

It's now time to verify the file changes.

1. Exit the MM8LevelEditor.
2. Delete the current *GAMES.LOD* , *Events.lod*, and *Events.lod.new* files.
3. Rename the *GAMES.LOD.new* file to *GAMES.LOD*.
4. Rename the *Events.lod.new.new* file to *Events.lod*.
5. Launch MM7 and Start a New Game.
6. Locate and select Rathbone (Priest of the Sun). Note the initial greeting.
7. Close and select Rathbone a second time. Note the subsequent greeting.
8. Exit the game.

This concludes the MM7 Modding Part 1 Guide. You now have sufficient background information to start to experiment with the other Creature 'control fields' in the *GAMES.LOD* file for *out01.ddm*.

Good Luck! BDJ ...