

Upon request from shieldwolf23 I have made my own hex editing guide. I was originally against using a text guide seeing as I have a hard time explaining things, but I decided to do it either way.

All of my knowledge comes from JCGF and only very little self taught. I used some of JCGF's guides to teach myself a bit.

Used programs are:

HxD Hex Editor

EE Unit

Resource Hacker

Alright then, a little explanation over the programs first of all:

HxD Hex Editor is as states a hex editor, but seeing as this is my first and currently only used hex editor, I can not confirm if it is suitable for beginners or not. Fact is, I started with no hexing knowledge with this program. It allows you to search for text, hex, floating integers and floating point numbers amongst various other useful things that I have seen but never used. I only use the search function for numbers and hex values though. It automatically makes a backup of the file you're editing after each edit. I personally do not use this feature, I just back up the entire file from before editing it, and take note of what I changed and where.

EE Unit is a program used to hex edit various features of units in the game, without the hassle of actual hex editing. Therefore, there are limitations that sometimes only actual hex editing can solve. This may only be the problem by me, but in case not, then now you know. I find it best to know how to use this program and a hex editor decently well, the two can support each other then. When you first open this program and set the paths, you will notice a colossal list of stuff right? Well, these are every single units, objects, buildings, upgrades, epochs and amongst some other things like calamities. These include units we know as the Canine Scout, and units we either don't know or never see such as the most famous one "Homer", no, not from The Simpsons, he is a prophet according to the game files. So here is what you can do no problem that at least by me, works without needing to do any hexing work:

Edit all resource costs for any specified unit or building, even epochs! You can also edit the build speed, and by various units, the transport capacity and pop count. But by some buildings, like the airport, changing the capacity of planes that can be held (Noted as Transport Capacity in the program) you can not change it as it is grayed out. By cases like these, you must use a hex editor, or so I did.

You may also change various other values in the objects editor proportion of the program, but I found only the transport cap and pop count to actually work. You may also add and remove units and technologies that buildings and units and such can create along with changing the command buttons, removing or adding up to a maximum of 10 buttons (By buttons the program means "Explore, Stop, Convert, etc")

Resource Hacker is kinda hard to explain what it can all do. The only thing I use it for is changing text in the game, and I believe that that is the only thing it was meant to do. It can for example open your “Language.dll” file in your games’ main directory. In there you can change anything’s name that you see in game, meaning units, buildings, epochs, technologies, hell, by some things even stuff like what you see in the main menu! For example, I can confirm that you can do what I did in one of my updates I changed the “B-52 Bomber” to it’s official name “Boeing B-52 Stratofortress”. Now be aware, there is one downfall that I have yet to solve. If you give it a too long name, then when selecting the unit, you will notice in the “unit box” thing where it’s stats are, that the name gets cutoff. Yeah, that just means the name is too long. But do take note, I could be wrong as I only play in a resolution as the game box says “1024 x 768”, it may be cut off more, less or not all at different resolutions. After you edit something, you must click on “Compile Script” and then “Save” before doing anything else. Do **NOT** edit anything else or close the program before doing both. The program does remind you sometimes, but by me, it has forgotten sometimes, and well, I got a whole 2 hours of editing gone lost then. Yeah, don’t make this harsh mistake I made, TWICE!

That is, pretty much my explanation of the three programs I use, at least to the writing of this document.

Now I shall do my best to explain some hex editing as good as I can, explanations are my weak point, so please, tell me if something is explained incorrectly or in a not so understandable way:

Now, the thing about hex editing is you’re a programmer pretty much, if you can master this. You can do anything in the game, you can make anything happen, basically, your wildest dreams can come true, only limitations being the game engine, not being able to open certain files with hex editors, and copyrights disallowing you from editing certain programs, although that is usually only the .exe as you can make a virus then. Next page shows the next step:

Step 1 (dbtechtree.dat):

So, simple thing is, not always, but to my knowledge and experience, USUALLY “00” means off or disabled, just like in binary code, which means “01” is on or enabled. So, you see here, I have the code for an object called “Lighthouse of Alexandria” well that is the thing with some names in hex, they are incorrect, or possibly the older later replaced names. This is actually the “Pharos Lighthouse”. Now, obviously, the only code it has is in “dbtechtree.dat” is from where it’s name is, to where the next objects’ name is. If you see a “w” before an objects’ name, in this case a building, then that means it is a Wonder. Now, from the values “77” to “the row below it “61”, I would highly recommend changing nothing. I used to think that I could change the name of the object like this, but that doesn’t work that way, I have found that this works by no object, so no need to change it, unless you don’t believe me and wanna try it out yourself.

Further more, you see these “FF” values are being reflected as these weird looking y’s. These are to my knowledge just “placeholders” and the game sees it as blank space and skips it. Correct me if I’m wrong. Now, you also see how I have highlighted a value “01”. That was a reference and or reminder for me. This value is usually “00”, can you guess what this means? No? Well that’s ok. You see, at the time of writing this document, I am making a realism mod for the game. And seeing as in reality, wonders like the Library of Alexandria do not have any special powers like in the game (Like being able to see every building in the world), I have decided to do the closest you can do to removing it from the game. I have made it a scenario only building. Changing this highlighted value from “00” to “01” like I did makes this happen. You can do the same for any scenario editor only object. BUT, only if it has a specified building way. For example the Mining Unit or Advanced Mining Unit will not appear as it is unbuildable, no building can produce it. You CAN however make a building build it through hex, but that is a bit complicated and for me, well I haven’t mastered it yet. If I ever update this document I may have it stated how to do so though ok? I have for example made it happen that the Engineer along with the Pillbox and Barbed Wire can be built in normal games, which includes multiplayer. The Engineer is built at the Barracks, and the Pillbox and Barbed Wire is built by him, so making these three objects not scenario editor only, was no hassle.

NOTE: I had to put the picture on the next page as in order to fit it below this text, it would be low quality and you wouldn’t be able to understand the numbers aka tell that they were numbers.

Offset (h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	
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00044D60	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00044D70	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00044D80	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
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00044E20	01	00	01	01	00	00	00	00	00	00	00	00	00	00	00	00
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00044E40	E0	01	00	00	77	20	4C	69	67	68	74	68	6F	75	73	65	à...w Lighthouse
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00044E60	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00044E70	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00044E80	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00044E90	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
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00044F40	00	00	00	00	00	00	00	00	00	00	00	00	E0	01	00	00à...
00044F50	02	00	00	00	20	00	00	00	E0	01	00	00	77	20	54	6Fà...w To
00044F60	77	65	72	20	6F	66	20	42	61	62	79	6C	6F	6E	00	00	wer of Babylon..
00044F70	00	02	09	00	04	10	00	00	00	00	00	00	00	00	00	00
00044F80	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00044F90	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00044FA0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00044FB0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00044FC0	4D	01	00	00	E8	0B	00	00	02	00	00	00	0F	00	00	00	M...è.....
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00044FF0	00	00	00	00	A0	BB	0D	00	00	00	00	00	00	00	00	00 ».....
00045000	00	00	00	00	00	00	00	00	13	01	00	00	EA	01	00	00é...
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00045020	00	00	00	00	00	00	00	00	00	00	00	00	FF	FF	FF	FF

Step 2 (dbobjects.dat):

Now we shall not necessarily get any complexer, but do something that Sierra should've done in the first place. We shall make the Canine Scouts have an attack. Looking at the picture below, I have highlighted a "00". Again, you see it is called a "Domestic Wolf", and that there are many many other "00" values. Well, that just proves, that when I say it took me 2 hours to find this value, that I am not kidding. I couldn't figure out what the name of the Canine Scout was in here. Now, this value alone (I am unsure if you can use the 00's to the left and right of it as well) is for the attack, it is at 00 meaning it is disabled, hence in game it having no attack. Seeing as this is a wolf in game, I have decided to give it the same attack as the wolf. Now here's where it gets quite annoying to figure out without a guide. You may think "Oh, let's just change the value to 10, then it has 10 attack just like the wolf" Well, no, not even close, that would result in the Canine Scout having 16 attack. In order to give it 10 attack, you must change this value to "0A". I am not going to list up the whole decimal – hex conversion table, because it is big. But here, this link is the one I use if I need some converting:

http://interstellar.com/support/Model_4201-B/Application_Notes/Decimal_To_Hex.txt

If this link becomes broken or deleted for whatever reason, tell me and I will find a new one for you, or in the worst case scenario, write my own! Now if you've done this correctly, you will notice that in game, the Canine Scout CAN attack! The game does not crash as it HAS an attack animation, basically hinting at the fact that Sierra originally wanted to have the Canine Scout attack. BUT, there is one downfall which seems like a glitch, and probably why Sierra deleted it's attack. It doesn't matter if you attack or not, wild animals for some reason WILL attack your Canine Scout! Maybe this is just my game, but it will happen! So it's a risk of it's own for now, until somebody helps me solve this glitch...

[illegible]

Step 3 (dbobjects.dat):

Now here is where you must definitely need the link for conversion help unless you can remember this, although I think not, but who knows right? Now we shall edit the Health value from a gate, the Bamboo Gate to be specific. Looking at the picture below you see the highlighted value “E0 2E”. You cannot possibly guess what this means unless you use logic. But don’t try and figure it out yourself unless you wanna risk making a false calculation. The way to figure out this value is simple. In game, the gate has 12000 HP. Now, hex values only go up to 255, so you’re wondering “WHAT, IMPOSSIBLE! How do you get 12000 HP then?!” Well that is where hex gets you.

What you have to do is simply described. Going up in 256 increments, you must find the closest number below 12000, which is 11776. The hex value for 11776 is 2E, take note of this. Now you subtract 11776 from 12000 which gives you 224, in hex 224 has a value of E0. Now you simply change their positions! What I mean is not “2E E0” I would mean switching them like “E0 2E”.

So what I did was change the gate’s HP to the same as the gate, meaning it should have 4000 HP, using the method described above, you will see that you must change those two values (In the hex editor, the 12000 HP standard value should be “E0 2E”) to “A0 0F” and there you go, you have created “logic in EE”! Seriously, why do gates have more HP than walls?!

Still need help? Let the link explain it to you then:

http://interstellar.com/support/Model_4201-B/Application_Notes/Decimal_To_Hex.txt

[illegible]

Step 4 (dbobjects.dat):

Alright then, now we still don't get complex, but do something that makes the game just SO SO much more realistic, well, at least with the limitations of EE. Now, we are gonna make the citizens including cyber citizens be able to **go through forests** and **walk up mountains**. Obviously, there is no mountain hiking feature or something similar in EE, they just walk. People could always go through forests, throughout humanity, and people could also get up mountains also, sure not always, but they figured out ways to do this, even in primitive Stone Ages and such. There is one drawback, you cannot edit any values for citizens or cyber citizens in certain epochs. It goes for all citizens and cyber citizens in every epoch there in. Meaning you couldn't per se, make people learn to mountain climb in the Middle Ages onwards, but not any earlier, it's either all epochs or none.

So the values are split between both the Male and Female citizens and cybers. Seen below, the first two pictures are the male citizens and cyber values for first, going through forests, and second, climbing up mountains. They are both "00" values right? Simply change them to "01" and there you go, now your male citizens and cyber citizens can go through forests and up mountains!

Same goes for pictures three and four, change the "00" to "01" and now your female citizens and cyber citizens can go through forests and up mountains! You see now how simple hex editing can be? Sometimes you change one value, other times, you change hundreds...

[illegible]

[illegible]

Offset (h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	
000E5B80	00	00	00	00	00	00	00	00	00	00	00	40	00	00	40	400...00
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000E5BC0	05	00	00	00	05	00	00	00	00	00	00	00	00	00	00	00
000E5BD0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
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000E5C10	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
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000E5CC0	01	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5CD0	00	00	00	00	FF	FF	FF	FF	00	00	00	00	06	08	00	00ýýýý.....
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000E5CF0	07	00	00	00	00	00	00	00	00	00	80	3E	9A	99	99	3E«»š ^{mm} >
000E5D00	00	00	00	00	00	00	20	3F	9A	99	99	3E	01	01	00	00 ?š ^{mm} >.....
000E5D10	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5D20	00	00	00	00	00	00	00	00	03	00	00	00	03	00	00	00
000E5D30	00	00	00	00	00	00	00	00	01	00	00	00	00	00	00	00
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000E5DE0	01	01	01	01	00	01	01	01	01	01	01	01	01	01	01	00
000E5DF0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5E00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5E10	00	00	70	41	00	00	00	00	00	00	00	00	01	00	01	00	..pA.....
000E5E20	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5E30	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5E40	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
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000E5E90	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5EA0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5EB0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5EC0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

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000E5B20	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5B30	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5B40	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5B50	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5B60	00	00	00	00	00	00	00	44	02	00	00	24	00	00	00	00D...\$...
000E5B70	13	00	00	00	01	00	00	00	E0	01	00	00	41	00	00	00à...A...
000E5B80	00	00	00	00	00	00	00	00	00	00	00	40	00	00	40	40@...@@
000E5B90	00	00	00	40	00	00	00	00	00	00	3F	9A	99	99	3F		...@.....?ššššš?
000E5BA0	15	7A	43	41	F3	66	5F	41	00	00	00	00	00	00	00	00	.zCÁóf_A.....
000E5BB0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5BC0	05	00	00	00	05	00	00	00	00	00	00	00	00	00	00	00
000E5BD0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5BE0	90	02	00	00	26	00	00	00	01	00	00	00	CD	CC	CC	3E&.....íîî>
000E5BF0	43	69	74	69	7A	65	6E	00	00	00	00	00	00	00	00	00	Citizen.....
000E5C00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5C10	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
000E5C20	00	00	00	00	06	00	00	00	00	00	00	00	EA	03	00	00é...
000E5C30	CE	02	00	00	00	00	7A	44	00	80	BB	45	00	C0	8F	45	Î.....zD.«»E.À.E
000E5C40	00	80	BB	45	00	10	24	46	00	80	89	45	00	C0	5A	45	.«»E...\$F.«»E.ÀZE
000E5C50	00	80	A2	45	FA	01	00	00	E2	02	00	00	E2	02	00	00	.«»Eú...á...á...
000E5C60	E3	02	00	00	E3	02	00	00	C0	01	00	00	01	00	00	00	ã...ã...À.....
000E5C70	17	00	00	00	18	00	00	00	FF	FF	FF	FF	03	00	00	00ýýýý....
000E5C80	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	yyyyyyyyyyyyyyyyyy
000E5C90	FF	FF	FF	FF	FF	FF	FF	FF	FF	01	00	00	00	00	00	00	yyyyyyyyyy.....
000E5CA0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	20	42 B
000																	

Step 5 (dbobjects.dat):

Now we are gonna get very complex so complex that it's baffled me and couple of the professional hex editors at EE Heaven! Now, in this picture you see a highlighted 41. This is supposedly the range value of the Trench Mortar. This alone. Now, the same by the Hand Cannoneer and Heavy Mortar, the first 41 you see besides any you may see in there name's hex values. Just like in this photo. Those should be the range values, but they AREN'T! Well actually, they are only a **part** of it. You see, the Trench Mortar has a range of 10 in game, which in hex should be "0A", but here you see, there is no 0A, ANYWHERE. Just 41, which in game SHOULD be 65 range. Now here's the interesting thing, you change the value to 40, the range is then 3, change it to 42 and it is then 40!! Something isn't right here, as you can see, this is one of the things that make hexing a challenge. When you find only part of a value, and even using logical methods, can't find the other part. ARGH, well this is still useful info either way.

Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	
00048AE0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048AF0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048B00	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048B10	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048B20	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048B30	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048B40	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048B50	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048B60	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048B70	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048B80	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048B90	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048BA0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048BB0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048BC0	00	00	00	00	49	6E	66	31	30	2D	20	54	72	65	6E	Inf10 - Tren
00048BD0	63	68	20	4D	6F	72	74	61	72	00	00	00	00	00	00	00	ch Mortar.....
00048BE0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00048BF0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00048C00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00048C10	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00048C20	00	00	00	00	00	00	00	00	AD	00	00	00	17	00	00	00~.....
00048C30	06	00	00	00	0A	00	00	00	98	00	00	00	77	01	00	00~...w...
00048C40	00	00	00	00	00	00	00	00	00	00	20	41	00	00	00	41 41...A
00048C50	00	00	00	41	00	00	00	3F	9A	99	19	3F	00	00	00	40	...A...?šm.?.@
00048C60	15	7A	43	41	F3	66	5F	41	00	00	00	00	00	00	00	00	.zCAóf_A.....
00048C70	00	00	00	00	00	00	00	00	C3	B8	B2	3E	00	00	00	00Ā,²>....
00048C80	03	00	00	00	5A	00	00	00	00	00	00	00	00	00	00	00Z.....
00048C90	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00048CA0	64	00	00	00	39	00	00	00	01	00	00	00	66	66	E6	3E	d...9.....ffa>
00048CB0	4C	61	6E	64	20	50	61	74	72	6F	6C	6C	69	6E	67	00	Land Patrolling.
00048CC0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00048CD0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00048CE0	00	00	00	00	05	00	00	00	00	00	00	00	07	01	00	00
00048CF0	E8	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	è.....
00048D00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00048D10	00	00	00	00	81	01	00	00	7E	03	00	00	77	03	00	00~...w...
00048D20	83	03	00	00	72	03	00	00	8A	03	00	00	00	00	00	00	f...r...š.....
00048D30	03	00	00	00	17	00	00	00	12	00	00	00	06	00	00	00
00048D40	FF	FF	FF	FF	FF	FF	FF	FF	1D	00	00	00	1E	00	00	00	YYYYYYYY.....
00048D50	FF	FF	FF	FF	FF	FF	FF	FF	01	00	00	00	00	00	00	00	YYYYYYYY.....
00048D60	00	00	00	00	00	00	00	00	00	00	00	00	00	00	20	42 B
00048D70	01	00	00	00	00	00	00	00	01	00	00	00	00	00	00	00
00048D80	01	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00048D90	00	00	00	00	FF	FF	FF	00	00	00	00	63	04	00	00	00	...ýýýý...c...
00048DA0	D0	07	00	00	00	00	00	00	00	00	00	01	01	01	00	00	D.....
00048DB0	05	00	00	00	00	00	00	00	00	80	3E	9A	99	99	3E	€>šm>
00048DC0	00	00	00	00	00	00	20	3F	00	00	00	3F	01	01	00	00 ?...?....
00048DD0	00	00	C8	42	00	00	34	42	00	00	00	00	00	00	00	01	..ÈB..4B.....
00048DE0	FF	FF	FF	FF	00	00	00	00	07	00	00	00	07	00	00	00	ýýýý.....
00048DF0	07	00	00	00	0E	00	00	00	01	00	00	00	43	00	00	00C...
00048E00	00	00	00	00	1F	85	2B	3F	01	00	01	00	01	00	00	00+?.....
00048E10	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	YYYYYYYYYYYYYYYY
00048E20	0D	00	00	00	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	oooooooooooo

Step 6 (dbobjects.dat):

Now for another simple task. Here you have the attack value of the Heavy Mortar. 78 is in game 120. Change this to whatever you want to increase or decrease the attack, again, I am unsure if you can change the values to the left or right of the 78 in order to get massively high attack in game. You could do like I did and change it to 130 attack, simply change the 78 to 82 then and you're done!

Offset (h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	
00068C10	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	yyyyyyyyyyyyyyyy
00068C20	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	yyyyyyyyyyyyyyyy
00068C30	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	yyyyyyyyyyyyyyyy
00068C40	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	yyyyyyyyyyyyyyyy
00068C50	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	yyyyyyyyyyyyyyyy
00068C60	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	yyyyyyyyyyyyyyyy
00068C70	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	yyyyyyyyyyyyyyyy
00068C80	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	yyyyyyyyyyyyyyyy
00068C90	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	yyyyyyyyyyyyyyyy
00068CA0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	yyyyyyyyyyyyyyyy
00068CB0	FF	FF	FF	FF	FF	FF	FF	FF	00	00	00	00	49	6E	66	31	yyyyyyyy....Inf1
00068CC0	32	20	2D	20	48	65	61	76	79	20	4D	6F	72	74	61	72	2 - Heavy Mortar
00068CD0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00068CE0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00068CF0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00068D00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00068D10	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00068D20	6C	01	00	00	17	00	00	00	06	00	00	00	0C	00	00	00	1.....
00068D30	DB	00	00	00	A9	01	00	00	00	00	00	00	00	00	00	00	Ù...@.....
00068D40	00	00	30	40	00	00	00	41	00	00	00	41	00	00	00	3F	..0@...A...A...?
00068D50	9A	99	19	3F	00	00	00	40	15	7A	43	41	F3	66	5F	41	šm.?...@.zCAóf_A
00068D60	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00068D70	C3	B8	B2	3E	00	00	00	00	03	00	00	00	78	00	00	00	Ã.²>.....
00068D80	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00068D90	00	00	00	00	00	00	00	00	64	00	00	00	39	00	00	00d...9...
00068DA0	01	00	00	00	3F	35	DE	3E	4C	61	6E	64	20	50	61	74?5P>Land Pat
00068DB0	72	6F	6C	6C	69	6E	67	00	00	00	00	00	00	00	00	00	rolling.....
00068DC0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00068DD0	00	00	00	00	00	00	00	00	00	00	00	00	05	00	00	00
00068DE0	00	00	00	00	FE	00	00	00	7C	01	00	00	00	00	00	00b...
00068DF0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00068E00	00	00	00	00	00	00	00	00	00	00	00	00	81	01	00	00
00068E10	9C	01	00	00	5C	01	00	00	52	01	00	00	54	01	00	00	œ...\...R...T...
00068E20	29	01	00	00	00	00	00	00	03	00	00	00	17	00	00	00).....
00068E30	12	00	00	00	06	00	00	00	FF	FF	FF	FF	FF	FF	FF	FFÿÿÿÿÿÿÿÿ
00068E40	1D	00	00	00	1E	00	00	00	FF	FF	FF	FF	FF	FF	FF	FFÿÿÿÿÿÿÿÿ
00068E50	01	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00068E60	00	00	00	00	00	00	20	42	01	00	00	00	00	00	00	00 B.....
00068E70	01	00	00	00	00	00	00	00	01	00	00	00	00	00	00	00
00068E80	00	00	00	00	00	00	00	00	00	00	00	00	FF	FF	FF	FFÿÿÿÿ
00068E90	00	00	00	00	AD	04	00	00	D0	07	00	00	00	00	00	00-...D.....
00068EA0	00	00	00	00	01	01	01	00	05	00	00	00	00	00	00	00
00068EB0	00	00	80	3E	9A	99	99	3E	00	00	00	00	00	00	20	3F	..€>šššš>..... ?
00068EC0	00	00	00	3F	01	01	00	00	00	00	C8	42	00	00	A0	42	...?.....ÈB.. B
00068ED0	00	00	00	00	00	00	00	01	FF	FF	FF	FF	00	00	00	00ÿÿÿÿ....
00068EE0	07	00	00	00	07	00	00	00	07	00	00	00	16	00	00	00
00068EF0	01	00	00	00	43	00	00	00	00	00	00	00	1F	85	2B	3FC.....+?
00068F00	01	00	01	00	01	00	00	00	FF	FF	FF	FF	FF	FF	FF	FFÿÿÿÿÿÿÿÿ
00068F10	FF	FF	FF	FF	FF	FF	FF	FF	0D	00	00	00	FF	FF	FF	FF	ÿÿÿÿÿÿÿÿ....ÿÿÿÿ
00068F20	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	10	00	00	00	ÿÿÿÿÿÿÿÿÿÿ....
00068F30	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	ÿÿÿÿÿÿÿÿÿÿÿÿ
00068F40	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	ÿÿÿÿÿÿÿÿÿÿÿÿ
00068F50	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	28	00	00	00	#####

So for now, this is all I know about hexing, and all I have done. The rest that I have done, specifically making certain buildings build non-buildable units, I have forgotten, but do NOT worry! I will get back into that again in the future, and update this document ok? For example, what I have done, in case you didn't know, is make the Golden Hind be built at the Docks in the corresponding age, it cannot be added, so I had to replace the Galleys there. But until I update this document with my way of explaining how to do it, download this file, it is also a word document explaining how to replace units like I did with the Golden Hind, it does work since I used that exact document to do it back in 2011.

Umm, well, since I can't find the original download link, I have decided to just attach it here. It should have come along with this document in the folder. I am NOT the owner or creator of it, until I find the original download link or the owner, I cannot properly credit the man who did it. This and ONLY this word document you are currently reading is mine, hence my name being in the document name.

P.S. – In future updates, I will try and make this document smaller, less pages, and smaller pictures with better quality, I know how annoying it is when one picture HAS to take up one page in order to be seen good enough. Forgive me for this and I will try to fix it in future updates, promised!

Last Updated:
January 8, 2013 @ 3:48 PM