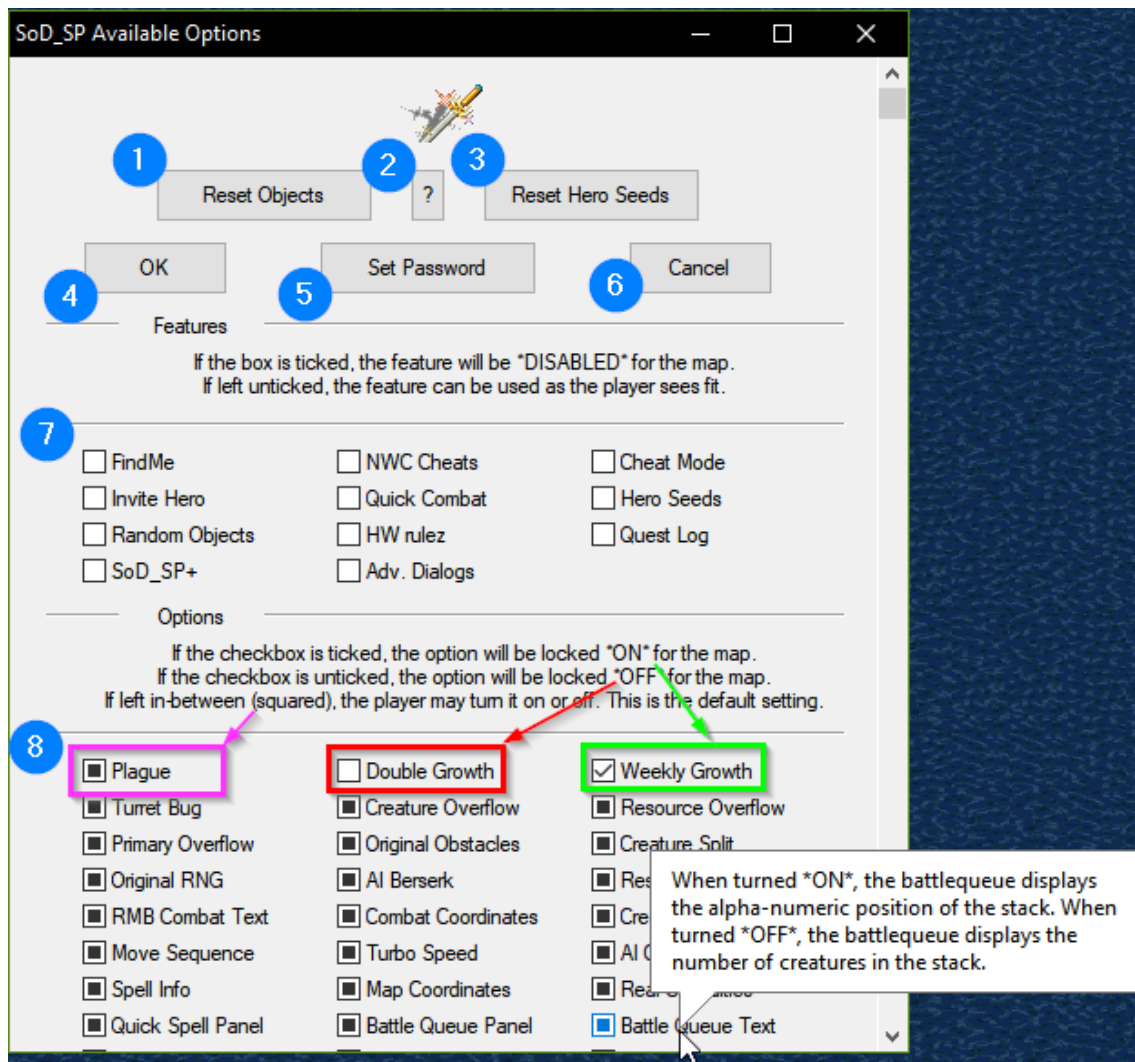


SoD SP Options and Features

Unleashed mapeditor 1.06 comes with a new set of options and features tied with the SoD_SP 1.16.0+ plugin. These options can be accessed through the hotkey **CTRL+F9**.

Features and options will only be applied to maps that have them, players will not be forced to use these outside of map with them.



SoD_SP Available Options dialog

[1] Reset Objects

This button allows you to reset all set random objects on the map. Immediate effect. For more information, refer to the [Random Objects](#) section.

[2] ?

This button allows you to view the number of custom random objects and random hero seeds.

[3] **Reset Hero Seeds**

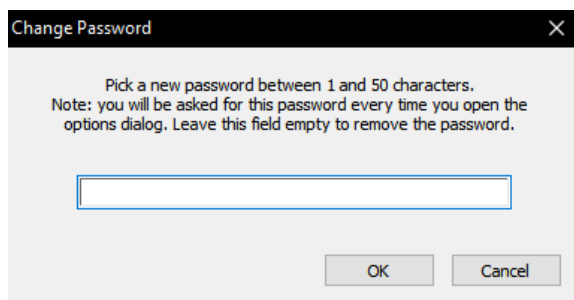
This button removes all custom hero seeds. Immediate effect.

[4] **OK**

Saves all options and features modifications. Password modification [5] and reset buttons [1], [3] are immediate and not affected.

[5] **Set Password**

This button allows you to set a new password to access the SoD_SP Available Options dialog, to prevent others from making changes. Make sure to remember your password!



Set or change password dialog

[6] **Cancel**

Discards all options and features modifications. Password modification [5] and reset buttons [1], [3] are immediate and not affected.

[7] **Features**

Features descriptions are available on mouse hover. For more information, see the [Features](#) section. By default all features are turned off.

[8] **Options**

Options descriptions are available on mouse hover. These are the same options available through SoD_SP. Options can be locked ON, OFF or left unlocked to allow players to modify them as they see fit.

Features

This section contains a brief description of the available features. These cannot be altered in SoD_SP, only the mapmaker may use these.

FindMe

This feature prevents the use of the FindMe dialog (**CTRL-F**) in Heroes III.

NWC Cheats

This feature prevents the use of all in-game typed cheats, e.g. 'nwctrinity', 'nwcredpill', 'nwcnebuchadnezzar'.

Cheat mode

Prevents the use of the 'nwcegrail' cheat mode.

Invite Hero

Removes the option to invite heroes in the tavern.

Quick Combat

Prevents the use of 'Q' to instantly finish initiated combat.

Hero Seeds

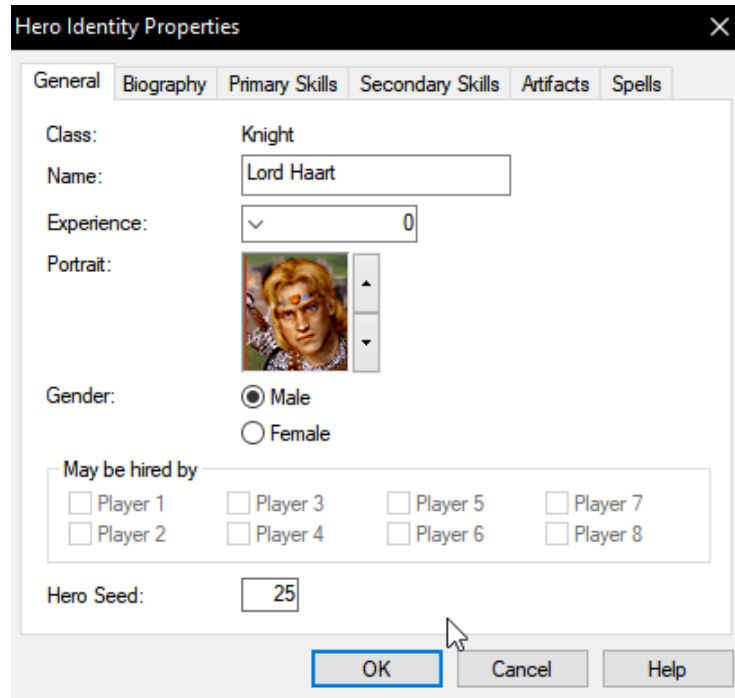
If you enable this feature, a new field will appear in hero General tab, where you may select a custom hero seed (1-255) or make it random (0). Without this option, the Hero Seed will not appear.

Random Objects

When this feature is enabled, double-clicking on random objects (see [*Random Objects*](#) section) will open a customizable dialog. When turned off, the dialogs are not accessible.

HW rulez

This option will disable the HW rulez plugin that is now enforced by HDmod.



Hero General tab with **Hero Seeds** enabled

Quest Log

This feature restores the original quest log dialog, preventing players from scouting in the darkness for hidden Artifacts.

SoD_SP+

This option will break save compatibility; saved games with SoD_SP+ will absolutely require players to use SoD_SP 1.16.0 or more recent.

Adv. Dialogs

This feature is upcoming; with the Advanced Dialogs feature, players will be able to view extended information from adventure map objects (e.g. wandering monsters) and more when **right-clicking** while holding the **ALT** key.

Random Objects

In Heroes III, there are a number of adventure map objects that are completely random. Inclusion of these items on a custom map can be quite detrimental to the advanced mapmaker who attempts to restrict some resources, artifacts and such. To circumvent these issues, mapmakers have made these objects inaccessible or simply not used them.

There are two categories of random objects (RO):

- 1- Regenerating RO with weekly randomization (e.g. Windmill, Mystical Garden)
- 2- Non-regenerating RO randomized at start (e.g. Dragon Utopia, Black Market)

Only RO belonging to the second category can be customized. The logic behind this is that RO that are randomized once at game start could technically, using the correct random seed, be generated precisely the way the mapmaker or player wants them to.



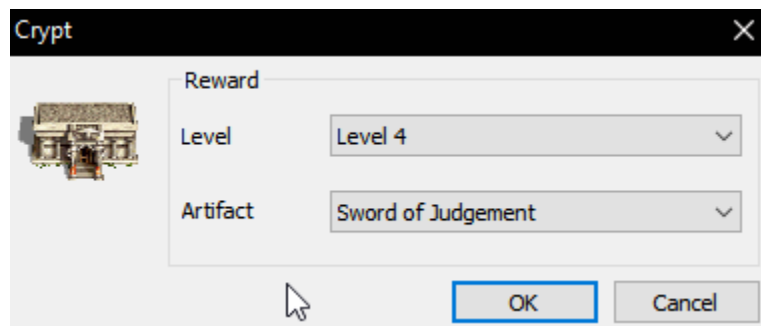
These random objects have custom settings

In order to maintain compatibility with other mapeditors, some limits and conditions are imposed on RO.

- To modify, add or remove random objects, the [Random Objects feature](#) must be turned on.
- If the feature is turned on, a checkmark will appear next to RO that have custom settings. Turning the feature off will hide them.
- RO settings may not be used to circumvent game settings, each RO is individually checked when saving to ensure it is valid; invalid settings are then discarded. If a RO has no valid setting, it is removed.

- A **maximum of 512 RO** is allowed. Once this threshold is reached, you will not be able to modify additional RO on the map, only the ones currently assigned. The current amount may be obtained from the [*SoD SP Available Options*](#) dialog.
- RO are **not** subjected to undo and redo buttons, any changes made will not be restored or modified through their use.
- To remove a RO, you may **erase it**, **delete it** or modify its properties so it becomes purely random again.
- Copy/Cut and paste does not work with RO.
- Modifying a RO's appearance or properties through *Advanced Properties* dialog will also remove its attributes.
- The rules for artifacts availability follow Heroes III code. For example Crypts may contain a *Treasure* artifact, however if there are no *Treasure* artifacts available on the map, a **random** available artifact of any level is chosen.

The previous point means that in certain circumstances, you could place the *Sword of Judgement* in a Crypt; that's just the way the game mechanics operate.



There are no treasure artifacts available in this map

Following is a list of possible RO as well as a brief description of the custom settings they may carry.

Black Market

Each of the individual seven artifacts may be customized.

Campfire

Lean To

The random resource as well as the amount present may be selected.

Corpse

Sea Chest

Treasure Chest

The reward type or artifact may be selected.

Creature Banks

Crypt

Derelect Ship

Dragon Utopia

Shipwreck

The level of difficulty (number of guardians) and matching rewards may be selected. The presence of a randomly upgraded stack is also selectable, when applicable.

Flotsam

The reward type may be selected.

Pyramid

The level 5 spell offered by the pyramid may be chosen.

Shipwreck Survivor

Warrior's Tomb

The artifact may be selected.

Tree of Knowledge

The associated cost to the level gain may be selected.

University

Each of the individual four secondary skills may be customized.

Wagon

Any of the reward type, resource quantity and amount or artifact may be selected.