Monster Centering

Monster centering is still an experimental feature in Unleashed 1.24, thus incomplete. As a result, Unleashed ships without any of the modifications required to make this feature actually do anything - it will be up to users to play around with settings to determine what works best for them until such a time when agreed-upon settings are determined. It also remains to be seen if the feature will ever be full-fledged or if it will be removed in the future.

Positive horizontal offset correction

Modifying creature position

<u>WHAT</u>: To modify the horizontal placement of monsters, you need to modify the text file **zeobjts.txt**. While I will not detail the contents of this file, it is important to mention that this file is parsed by a stream which splits data based on spaces ' '.
<u>WHERE</u>: Once all the sought information has been found, the stream moves on to the next line - discarding any excess information. This is the perfect place to add horizontal offset data: **at the very end of the line**.
<u>HOW</u>: Simply navigate to any of the monster *def*s and at the very end of the line, **add a blank space and then an integer** (positive : right or negative : left) to indicate how you wish to shift this creature's position.

```
AvWPike.def 011111111111111111111111111111111111111111111111 10000000000000000000000000000000000000000000000000 111111111 000000100 54 0 2 0
AvWPike.def 011111111111111111111111111111111111111111111111 10000000000000000000000000000000000000000000000000 111111111 000000100 54 0 2 0 11
```

Shifting AVWPike.def 11 pixels to the right

Unleashed adds a few hooks to read this offset information and stores it within memory to be used whenever the matching *def* is used.

What works

<u>SAVING</u>: any modifications made to offset is saved within the h3m format in an unused region and doesn't affect the h3m format whatsoever;

<u>LOADING</u>: any modifications that were previously saved within the h3m format are loaded back to memory;

<u>MOVING</u>: when dragging a monster with the mouse cursor, it retains its offset;

<u>RIGHT EDGE</u>: when a monster has a negative offset and appears on the right edge of the screen, its appearance is correctly shown;

<u>POSITION</u>: since the actual position of monsters doesn't change, there is no ill-effect on passability, quests or map victory conditions.
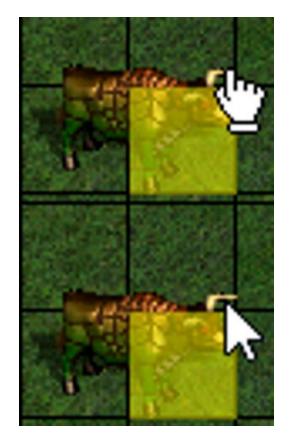
What doesn't work

<u>EXISTING</u>: there is currently no way to modify offsets of already existing objects, it's on the to-do-list. This means that Monster centering only works with new objects;

<u>LEFT EDGE</u>: monsters with a positive horizontal offset are not visible on the left edge of the screen if their base position is off-screen, it causes some visual annoyance which should eventually be possible to correct;
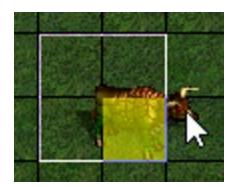
<u>GRABBING</u>: grabbing a creature has always been done on a pixel basis, meaning you can't grab something if there isn't a drawn pixel underneath the cursor;

<u>PROXIMITY</u>: centered monsters can showcase visual anomalies when in the proximity of other objects;

<u>H3</u>: there is still no work done to teach H3 to use the offsets.

Pixel-perfect grabbing of objects

Pixel-detection is not yet corrected outside regular surface

Suggested offsets

11	PIKEMAN
-4	HALBERDIER
10	ARCHER
-3	MARKSMAN
7	GRIFFIN
6	ROYAL GRIFFIN
4	SWORDSMAN
7	CRUSADER
1	MONK
1	ZEALOT
12	CAVALIER
4	CHAMPION
4	ANGEL
12	ARCHANGEL
8	CENTAUR
2	CENTAUR CAPTAIN
-3	DWARF
-3	BATTLE DWARF
6	WOOD ELF
-1	GRAND ELF
3	PEGASUS
12	SILVER PEGASUS
0	DENDROID GUARD
5	DENDROID SOLDIER
10	UNICORN
14	WAR UNICORN
10	GREEN DRAGON
10	GOLD DRAGON
2	GREMLIN
7	MASTER GREMLIN
2	STONE GARGOYLE
17	OBSIDIAN GARGOYLE
0	STONE GOLEM

-2	IRON GOLEM
1	MAGE
-3	ARCH MAGE
1	GENIE
0	MASTER GENIE
7	NAGA
7	NAGA QUEEN
2	GIANT
-3	TITAN
8	IMP
7	FAMILIAR
1	GOG
0	MAGOG
7	HELL HOUND
6	CERBERUS
1	DEMON
8	HORNED DEMON
-4	PIT FIEND
0	PIT LORD
-3	EFREETI
0	EFREET SULTAN
1	DEVIL
7	ARCH DEVIL
1	SKELETON
1	SKELETON WARRIOR
0	WALKING DEAD
5	ZOMBIE
-6	WIGHT
-3	WRAITH
0	VAMPIRE
4	VAMPIRE LORD
-1	LICH
1	POWER LICH
5	BLACK KNIGHT
9	DREAD KNIGHT
1	BONE DRAGON
13	GHOST DRAGON

0	TROGLODYTE
3	INFERNAL TROGLODYTE
11	HARPY
5	HARPY HAG
-2	BEHOLDER
-5	EVIL EYE
6	MEDUSA
5	MEDUSA QUEEN
1	MINOTAUR
2	MINOTAUR KING
3	MANTICORE
10	SCORPICORE
9	RED DRAGON
10	BLACK DRAGON
-4	GOBLIN
6	HOBGOBLIN
9	WOLF RIDER
10	WOLF RAIDER
0	ORC
0	ORC CHIEFTAIN
7	OGRE
5	OGRE MAGE
1	ROC
12	THUNDERBIRD
-4	CYCLOPS
-3	CYCLOPS KING
13	BEHEMOTH
6	ANCIENT BEHEMOTH
0	GNOLL
0	GNOLL MARAUDER
4	LIZARDMAN
-1	LIZARD WARRIOR
16	GORGON
4	MIGHTY GORGON
6	SERPENT FLY
9	DRAGON FLY
7	BASILISK

7	GREATER BASILISK
9	WYVERN
4	WYVERN MONARCH
2	HYDRA
2	CHAOS HYDRA
2	AIR ELEMENTAL
-1	EARTH ELEMENTAL
-2	FIRE ELEMENTAL
9	WATER ELEMENTAL
-4	GOLD GOLEM
-2	DIAMOND GOLEM
1	PIXIE
0	SPRITE
-1	PSYCHIC ELEMENTAL
-1	MAGIC ELEMENTAL
3	ICE ELEMENTAL
2	MAGMA ELEMENTAL
1	STORM ELEMENTAL
0	ENERGY ELEMENTAL
3	FIREBIRD
10	PHOENIX
8	AZURE DRAGON
6	CRYSTAL DRAGON
5	FAERIE DRAGON
6	RUST DRAGON
3	ENCHANTER
0	SHARPSHOOTER
1	HALFLING
1	PEASANT
5	BOAR
7	MUMMY
3	NOMAD
1	ROGUE
0	TROLL