

Magic Set Editor – Heroscape Template

Keyword Scripting Guide

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Ability texts in the MSE Heroscape Templates can be done in two ways. The simple way is to type the exact text for each ability, capitalizing the ability names and using the manual bold button at the top of the screen. If you choose this route, I recommend that you turn off “Automatic Abilities” in the “Set info” tab on the toolbar.

The cool way to do abilities is to use MSE’s automatic keywords feature. This feature will automatically detect ability names you type into the card’s Abilities Box and fill in the correct text for you. This document will teach you all about this feature.

Tips for Using Automatic Keywords

Many ability texts refer to a figure’s gender. To ensure these texts are correct, go to the “Style” tab on the toolbar at the top of the screen. **Be sure to check the box labeled “Options specific to this card”,** then select the figure’s gender.

This screen also has a box marked “Singular override”. In most cases, Magic Set Editor can automatically determine the singular form of a squad card’s name (for example, “Krav Maga Agents” becomes “Krav Maga Agent”). However, some squad names don’t translate easily (for example, “4th Massachusetts Line” becomes “soldier in the 4th Massachusetts Line”). If MSE can’t correctly find the singular form of the squad’s name, use this box to write the correct form.

For heroes, the singular override can be used to remove long titles from ability texts (for example, change “Concan the Kyrie Warrior” to “Concan”).

After changing any of these settings, you must make a change in the ability box’s text for the text to update itself – just delete and retype one character from any ability’s name.

Adding Custom Abilities

The template supports a few methods of adding your own automatic ability texts. The most direct is to navigate to the “Keywords” tab on the toolbar, then find the button that looks like a key with a green plus over it. Fill in the boxes: “Keyword” is the name of the keyword, “Mode” serves no purpose unless you choose to use it to distinguish your own keywords, “Matches” is the name of the keyword in all capital letters with parameters inserted as needed. Parameters are numbers or words that can be changed when the keyword is used – for example, in MINDSHACKLE 19, the 19 is a number parameter (“MINDSHACKLE <number>”). In WARLORD BONDING, WARLORD is a string parameter (“<string> BONDING”). Finally, the large box contains the actual text of the ability. If you use this method to add custom abilities, **they will only be usable within the current set**. If you make a new set, these abilities will not be present.

To create custom abilities that will apply to any set you create, you must add them to the text file **Program Files/Magic Set Editor 2/data/heroscape.mse-game/keywords**. This file can be edited in your text-editing program of choice (for example, Notepad). This is the format for adding keywords to this file:

keyword:

keyword: [name]

match: [name in all caps with parameters]

mode: custom

reminder: [ability text]

Check out the existing keywords as examples, and see the paragraph above for a description of each of these fields. Parameters for the **match** field must be enclosed in **<atom-param>** tags, for example, **<atom-param>number</atom-param>** or **<atom-param>string</atom-param>**.

Scripting Ability Texts

This is where the fun begins. Each ability’s text has a number of things that vary depending on numerous factors: the figure’s gender, whether it is a hero or a squad, whether it is common, unique, or uncommon, even its class in some cases. To achieve this, we replace parts of the ability text with script phrases enclosed in curly braces (**{ }**). The curly braces identify that the text enclosed should be parsed as a script rather than actual ability text.

See existing abilities and the Magic Set Editor documentation as examples of how to do this.

Script Reference

Card Fields

card.key_name	The name of the card (ex: "Knights of Weston")
card.key_name_sing	The singular name of the card (ex: "Knight of Weston")
card.general	The general the unit follows(ex: "JANDAR")
card.species	The species of the unit (ex: "HUMAN")
card.type	The type of the unit (ex: "COMMON SQUAD")
card.class	The class of the unit (ex: "KNIGHT")
card.personality	The personality of the unit (ex: "VALIANT")
card.size	The size of the unit (ex: "MEDIUM")
card.marvel_size_number	The size number of the unit (ex: "4"). This is not marvel-only.
card.life	The unit's life number
card.move	The unit's move number
card.range	The unit's range number
card.attack	The unit's attack number
card.defense	The unit's defense number
card.points	The unit's point cost

Functions

Spaces are represented by a dot character (●)

sqvalue(sq, oth)	This function will evaluate to the value sq if the card is a squad, oth otherwise.
uncvalue(unc, oth)	This function will evaluate to the value unc if the card is uncommon, oth otherwise.
uncTHIS()	This function will insert the string "this●" if the card is uncommon.
uncTHISC()	Same as uncTHIS() , but capitalized. Use at the beginning of a sentence.
sqA()	This function will insert the string "a●" if the card is a squad.
sqAC()	Same as sqA() , but capitalized. Use at the beginning of a sentence.
sqTHE()	This function will insert the string "the●" if the card is a squad.

sqTHEC()	Same as sqTHE() , but capitalized. Use at the beginning of a sentence.
HIM()	This function will insert the proper third-person objective pronoun for the card's gender (ex: "him", "her", "it").
HIM("plural")	This function will insert the proper third-person objective pronoun for the card's gender, or "them" if the card is a squad.
HE()	This function will insert the proper third-person subjective pronoun for the card's gender (ex: "he", "she", "it").
HE("plural")	This function will insert the proper third-person subjective pronoun for the card's gender, or "they" if the card is a squad.
HIS()	This function will insert the proper third-person possessive pronoun for the card's gender (ex: "his", "her", "its").
HIS("plural")	This function will insert the proper third-person possessive pronoun for the card's gender, or "their" if the card is a squad.

Other functions are available from Magic Set Editor itself, to do such things as correct capitalization.

They can be found [here](#).