Might & Magic: Heroes VII
Modding Manual

Revision: 12673

1. Intro

1.1. Basics
In order to be able to create custom content like new Heroes, Creatures and Spells it is necessary to first understand how Might & Magic: Heroes VII is actually made.

The game was created using a modified version of Unreal Engine 3. So if you know the Unreal Engine 3 or the freely available UDK, you already have a good basis to follow the way that Heroes VII is set up.

Heroes VII is developed in a data-driven way. That means that for the addition of new Content like Creatures or Buildings, no coding is involved. For example, if you want a new creature, you create a new archetype based on the H7Creature class, and configure the archetype to contain the desired data like stats and visuals. Of course you can also just create a copy of one of the official Heroes VII creatures, and tweak the data as you wish.

To include a new object like a creature in the game, it is often enough to connect it to another object placed on the map. For example, to get a creature into the game, you just place an army on the map and set one of its stacks to be the new creature! Other scenarios, like making a custom town that produces custom creatures, are a bit more complicated than that (though not as complex as one might think!)

So you can create your own maps and populate it with either official content or your own content. But where should your content be stored? The official content is stored in packages that only contain archetypes and assets to be placed on the maps. But in Unreal Engine 3, the maps are also packages! Therefore all modded content can directly get saved into the map that wants to make use of it! This map can then be opened and played by everyone just like any other map in the game, just with new content!

1.2. Example Workflow
Here is an example of the steps required to create a new map with a new type of creature:

1. Create a new map and save it (in this example we call the map "new_mod").
2. Find the creature archetype you want your creature be based on ("Creature_Rakshasa" in this example) in the Content Browser:
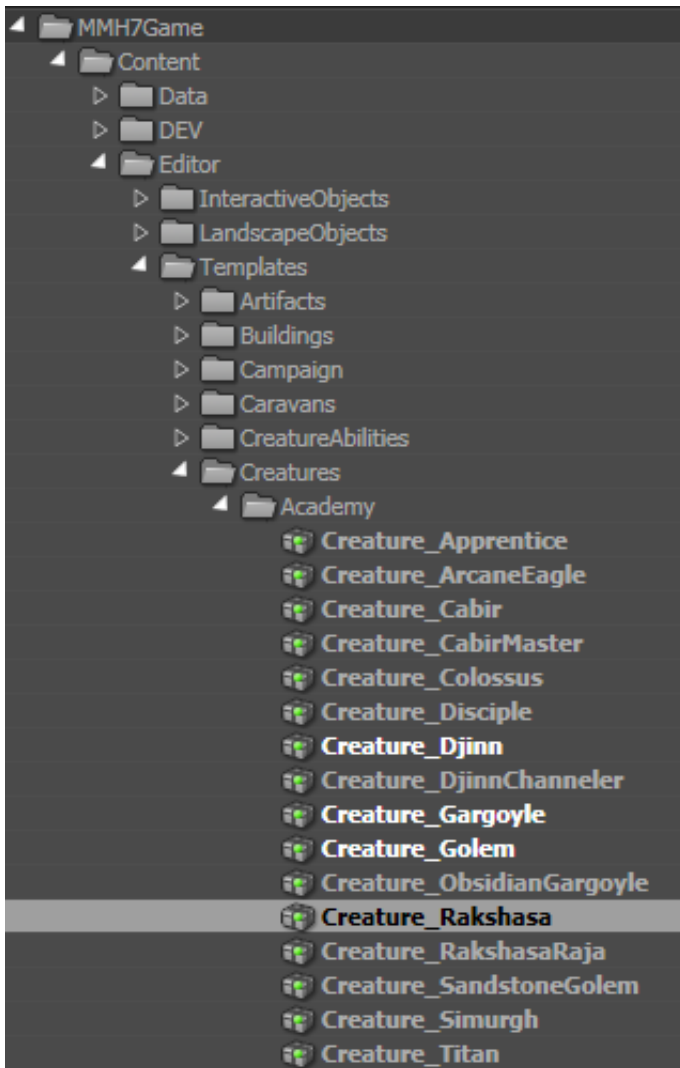
3. Right-click the creature archetype in the Asset Browser and select "Create a Copy"):
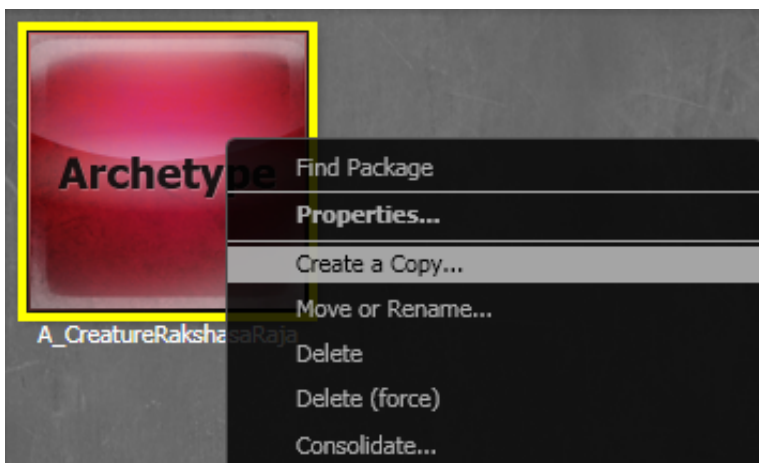
4. Enter the name of your custom map as package and the name you want for the new creature archetype as new name. You should also specify a grouping, to easily find the archetype within the map-package.
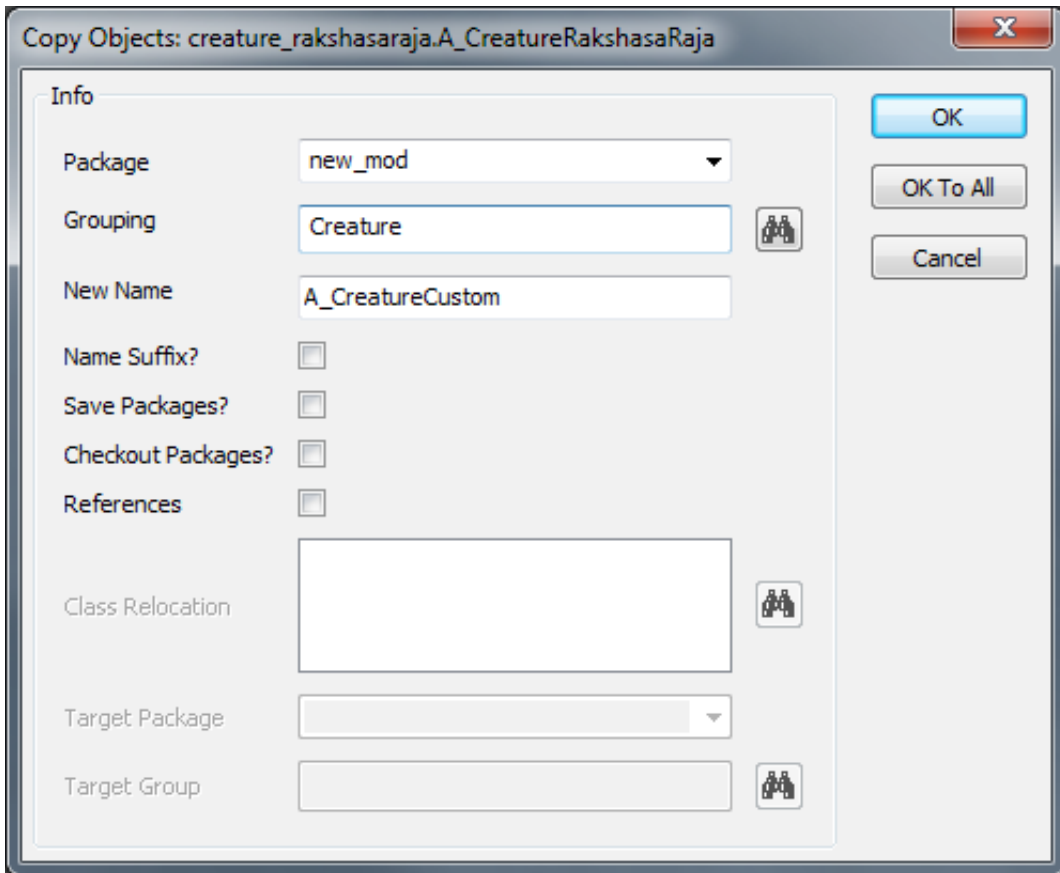
5. Find the map package in the content browser and check the freshly created Creature Archetype:
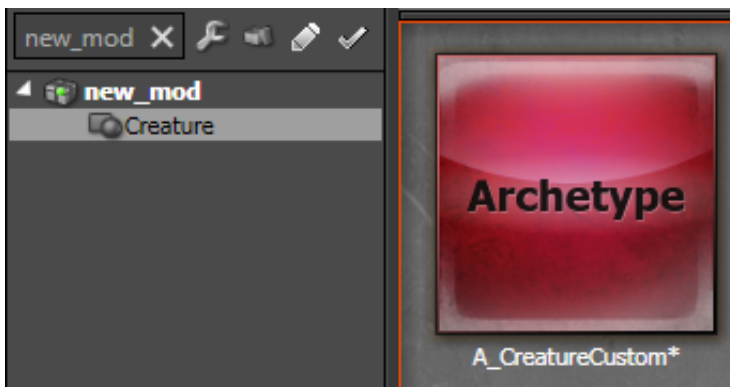
6. You can now change the Creature archetype to your liking, for example changing the name and the stats, and assign it to the stacks of any army placed on the map!