

ID utilisés dans les Scripts

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ID des créatures

```
CREATURE_UNKNOWN = 0
CREATURE_PEASANT = 1
CREATURE_MILITIAMAN = 2; -- Conscrit
CREATURE_ARCHER = 3
CREATURE_MARKSMAN = 4
CREATURE_FOOTMAN = 5
CREATURE_SWORDSMAN = 6; -- Champion
CREATURE_GRIFFIN = 7
CREATURE_ROYAL_GRIFFIN = 8; -- Griffon impérial
CREATURE_PRIEST = 9
CREATURE_CLERIC = 10; -- Inquisiteur
CREATURE_CAVALIER = 11
CREATURE_PALADIN = 12
CREATURE_ANGEL = 13
CREATURE_ARCHANGEL = 14
CREATURE_FAMILIAR = 15
CREATURE_IMP = 16
CREATURE_DEMON = 17; -- Démon cornu
CREATURE_HORNED_DEMON = 18; -- Tyran cornu
CREATURE_HELL_HOUND = 19
CREATURE_CERBERI = 20; -- Cerbère
CREATURE_SUCCUBUS = 21
CREATURE_SUCCUBUS_SUCCUBUS = 22; -- Maîtresse succube
CREATURE_NIGHTMARE = 23; -- Cheval infernal
CREATURE_NIGHTMARE = 24
CREATURE_PIT_FIEND = 25
CREATURE_BALOR = 26; -- Seigneur des abîmes
CREATURE_DEVIL = 27
CREATURE_ARCHDEVIL = 28
CREATURE_SKELETON = 29
CREATURE_SKELETON_ARCHER = 30
CREATURE_WALKING_DEAD = 31; -- Zombie
CREATURE_ZOMBIE = 32; -- Zombie pestilentiel
CREATURE_MANES = 33; -- Fantôme
CREATURE_GHOST = 34; -- Spectre
CREATURE_VAMPIRE = 35
CREATURE_VAMPIRE_LORD = 36
CREATURE_LICH = 37
CREATURE_DEMILICH = 38; -- Archiliche
CREATURE_WIGHT = 39
CREATURE_WRAITH = 40
CREATURE_BONE_DRAGON = 41
CREATURE_SHADOW_DRAGON = 42; -- Dragon Spectral
CREATURE_PIXIE = 43
CREATURE_SPRITE = 44
CREATURE_BLADE JUGGLER = 45; -- Dance-lame
CREATURE_WAR_DANCER = 46
CREATURE_WOOD_ELF = 47; -- Chasseur
CREATURE_GRAND_ELF = 48; -- Maître chasseur
CREATURE_DRUID = 49
CREATURE_DRUID_ELDER = 50
CREATURE_UNICORN = 51
CREATURE_WAR_UNICORN = 52; -- Licorne d'argent
CREATURE_TREANT = 53
CREATURE_TREANT_GUARDIAN = 54; -- Treant séculaire
CREATURE_GREEN_DRAGON = 55
CREATURE_GOLD_DRAGON = 56
CREATURE_GREMLIN = 57
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CREATURE_MASTER_GREMLIN = 58
CREATURE_STONE_GARGOYLE = 59
CREATURE_OBSIDIAN_GARGOYLE = 60
CREATURE_IRON_GOLEM = 61
CREATURE_STEEL_GOLEM = 62
CREATURE_MAGE = 63
CREATURE_ARCH_MAGE = 64
CREATURE_GENIE = 65; -- Djinn
CREATURE_MASTER_GENIE = 66; -- Sultan Djinn
CREATURE_RAKSHASA = 67
CREATURE_RAKSHASA_RUKH = 68
CREATURE_GIANT = 69; -- Colosse
CREATURE_TITAN = 70
CREATURE_SCOOT = 71
CREATURE_ASSASSIN = 72
CREATURE_WITCH = 73
CREATURE_BLOOD_WITCH = 74
CREATURE_MINOTAUR = 75
CREATURE_MINOTAUR_KING = 76
CREATURE_RIDER = 77
CREATURE_RAVAGER = 78
CREATURE_HYDRA = 79
CREATURE_CHAOS_HYDRA = 80
CREATURE_MATRON = 81
CREATURE_MATRIARCH = 82
CREATURE_DEEP_DRAGON = 83
CREATURE_BLACK_DRAGON = 84
CREATURE_FIRE_ELEMENTAL = 85
CREATURE_WATER_ELEMENTAL = 86
CREATURE_EARTH_ELEMENTAL = 87
CREATURE_AIR_ELEMENTAL = 88
CREATURE_BLACK_KNIGHT = 89
CREATURE_PHOENIX = 91
CREATURES_COUNT = 92
```

ID des machines de guerre

```
WAR_MACHINE_BALLISTA = 1
WAR_MACHINE_CATAPULT = 2
WAR_MACHINE_FIRST_AID_TENT = 3
WAR_MACHINE_AMMO_CART = 4
```

ID des sorts

```
SPELL_NONE = 0;
SPELL_MAGIC_ARROW = 1; -- Flèche des arcanes
SPELL_MAGIC_FIST = 2; -- Poing de la colère
SPELL_LIGHTNING_BOLT = 3;
SPELL_ICE_BOLT = 4;
SPELL_FIREBALL = 5;
SPELL_FROST_RING = 6; -- Cercle de l'Hiver
SPELL_CHAIN_LIGHTNING = 7;
SPELL_METEOR_SHOWER = 8;
SPELL_IMPLOSION = 9;
SPELL_ARMAGEDDON = 10;
SPELL_CURSE = 11; -- Hex de Faiblesse
SPELL_SLOW = 12;
SPELL_DISRUPTING_RAY = 13; -- Hex de Vulnérabilité
SPELL_PLAGUE = 14; -- Hex de Peste
```

SPELL_WEAKNESS = 15;
SPELL_ABILITY_WEAKNING_STRIKE = 16;
SPELL_FORGETFULNESS = 17; -- Hex de Confusion
SPELL_BERSERK = 18; -- Hex de Rage
SPELL_BLIND = 19; -- Hex d'Aveuglement
SPELL_HYPNOTIZE = 20; -- Hex d'Asservissement
SPELL_UNHOLY_WORD = 21; -- Blasphème des ténèbres
SPELL_UNHOLY_WORD_HIT_EFFECT = 22; -- Blasphème des ténèbres
SPELL_BLESS = 23; -- Grâce de force
SPELL_HASTE = 24;
SPELL_STONESKIN = 25; -- Endurance
SPELL_DISPEL = 26; -- Grâce de pureté
SPELL_DISPEL_FAIL = 27; -- Echec de pureté
SPELL_BLOODLUST = 28; -- Grâce de puissance
SPELL_DEFLECT_ARROWS = 29; -- Grâce de deflection
SPELL_DEFLECT_ARROWS_HIT_EFFECT = 30; -- Grâce de deflection
SPELL_ANTI_MAGIC = 31; -- Grâce d'Immunité
SPELL_TELEPORT = 32; -- Téléportation
SPELL_TELEPORT_FINISH_EFFECT = 33; -- Fin de Teleportation
SPELL_CELESTIAL_SHIELD = 34; -- Arcane Armor
SPELL_HOLY_WORD = 35; Mot de Lumière
SPELL_HOLY_WORD_HIT_EFFECT = 36; -- Effet de touché de Mot de lumière
SPELL_ARMAGEDDON_HIT_EFFECT = 37;
SPELL_LAND_MINE = 38; -- Piège de feu
SPELL_WASP_SWARM = 39;
SPELL_PHANTOM = 40; -- Forces fantômatiques
SPELL_EARTHQUAKE = 41;
SPELL_ANIMATE_DEAD = 42; -- Réanimation de morts
SPELL_SUMMON_ELEMENTALS = 43;
SPELL_EFFECT_SUMMON_ELEMENTALS_AIR = 44;
SPELL_EFFECT_SUMMON_ELEMENTALS_EARTH = 45;
SPELL_EFFECT_SUMMON_ELEMENTALS_FIRE = 46;
SPELL_EFFECT_SUMMON_ELEMENTALS_WATER = 47;
SPELL_RESURRECT = 48; -- Résurrection
SPELL_SUMMON_BOAT = 49; -- Nef de Shalassa
SPELL_DIMENSION_DOOR = 50; -- Voyage Instantané
SPELL_TOWN_PORTAL = 51;
SPELL_ENCOURAGE = 52; -- Faveur Divine
SPELL_HOLY_CHARGE = 53;
SPELL_PRAYER = 54; -- Bénédiction
SPELL_DEMONIC_STRIKE_CAST = 55; -- Marque démoniaque
SPELL_DEMONIC_STRIKE = 56; -- Marque démoniaque
SPELL_CONSUME_CORPSE = 57; -- Dégustation de cadavres
SPELL_SPIRIT_LINK = 58; -- Stigmate du nécromancien
SPELL_DEATH_SCREAM = 59; -- Hurlement de banshee
SPELL_SNIPE_DEAD = 60; -- Précision mortelle
SPELL_MULTISHOT = 61; -- Pluie de flèches
SPELL_IMBUE_ARROW = 62;
SPELL_ABILITY_MAGIC_BOND = 63; -- Marque du magicien
SPELL_ABILITY_MELT_ARTIFACT = 64; -- Fusion d'artefact
SPELL_ABILITY_COUNTERSPELL = 65;
SPELL_ABILITY_UNSUMMON = 66; -- Bannissement
SPELL_ABILITY_DARK_RITUAL = 67;
SPELL_SKILL_OFFENCE1 = 68;
SPELL_SKILL_OFFENCE2 = 69;
SPELL_SKILL_OFFENCE3 = 70;
SPELL_SKILL_ARCHERY = 71;
SPELL_SKILL_FRENZY = 72; -- Frénésie
SPELL_SKILL_DEFENCE1 = 73; -- Defense1
SPELL_SKILL_DEFENCE2 = 74; -- Defense2
SPELL_SKILL_DEFENCE3 = 75; -- Defense3
SPELL_SKILL_PROTECTION = 76;
SPELL_SKILL_EVASION = 77;
SPELL_SKILL_TOUGHNESS = 78; -- Robustesse

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SPELL_SKILL_LUCK1 = 79;
SPELL_SKILL_LUCK2 = 80;
SPELL_SKILL_LUCK3 = 81;
SPELL_SKILL_RESISTANCE = 82;
SPELL_SKILL_LUCKY_STRIKE = 83; -- Guerrier chanceux
SPELL_SKILL_LEADERSHIP1 = 84;
SPELL_SKILL_LEADERSHIP2 = 85;
SPELL_SKILL_LEADERSHIP3 = 86;
SPELL_SKILL_WAR_MACHINES1 = 87;
SPELL_SKILL_WAR_MACHINES2 = 88;
SPELL_SKILL_WAR_MACHINES3 = 89;
SPELL_SKILL_FIRST_AID = 90;
SPELL_SKILL_BALLISTA = 91;
SPELL_SKILL_CATAPULT = 92;
SPELL_SKILL_DEMONIC_FIRE = 93; -- Flammes des enfers
SPELL_SKILL_ELVEN_VOLLEY = 94; -- Rafale de tempête
SPELL_SKILL_MATRON_SALVO = 95;
SPELL_SKILL_ANCIENT_SMITHY = 96; -- Frappe effroyable
SPELL_SKILL_FIRE_PROTECTION = 97; -- Résistance au feu
SPELL_SPEC_JOUSTER = 98;
SPELL_SPEC_PEASANTS = 99;
SPELL_SPEC_ARCHERS = 100;
SPELL_SPEC_FOOTMEN = 101;
SPELL_SPEC_GRIFFINS = 102;
SPELL_SPEC_ARTILLERYMAN = 103;
SPELL_SPEC_FURIOUS = 104;
SPELL_SPEC_BOMBARDIER = 105;
SPELL_SPEC_IMPREGNABLE = 106;
SPELL_SPEC_FLAGBEARER_OF_DARKNESS = 107;
SPELL_SPEC_HOUNDS = 108;
SPELL_SPEC_SUCCUBUSES = 109;
SPELL_SPEC_BLADE_MASTER = 110;
SPELL_SPEC_ELVES = 111;
SPELL_SPEC_UNICORNS = 112;
SPELL_SPEC_ELVEN_FURY = 113;
SPELL_SPEC_FOREST_GUARDIAN = 114;
SPELL_SPEC_ZOMBIES = 115;
SPELL_SPEC_VAMPIRES = 116;
SPELL_SPEC_EMPIRIC = 117;
SPELL_SPEC_SOULHUNTER = 118;
SPELL_SPEC_MASTER_OF_ELEMENTS = 119;
SPELL_SPEC_GREMLINS = 120;
SPELL_SPEC_GOLEMS = 121;
SPELL_SPEC_MAGES = 122;
SPELL_SPEC_PRUDENT = 123;
SPELL_SPEC_EVASIVE = 124;
SPELL_SPEC_RIDERS = 125;
SPELL_SPEC_MATRON_SALVO = 126;
SPELL_SPEC_SAVAGE = 127;
SPELL_SPEC_WITCHES = 128;
SPELL_SPEC_MINOTAURS = 129;
SPELL_TOWN_OFFENCE_P1 = 130;
SPELL_TOWN_OFFENCE_M1 = 131;
SPELL_TOWN_DEFENCE_P1 = 132;
SPELL_TOWN_DEFENCE_M1 = 133;
SPELL_TOWN_OFFENCE_DEFENCE_P1 = 134;
SPELL_TOWN_OFFENCE_DEFENCE_M1 = 135;
SPELL_TOWN_OFFENCE_P2 = 136;
SPELL_TOWN_OFFENCE_M2 = 137;
SPELL_TOWN_DEFENCE_P2 = 138;
SPELL_TOWN_DEFENCE_M2 = 139;
SPELL_TOWN_OFFENCE_DEFENCE_P2 = 140;
SPELL_TOWN_OFFENCE_DEFENCE_M2 = 141;
SPELL_TOWN_LUCK_P1 = 142;
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SPELL_TOWN_LUCK_M1 = 143;
SPELL_TOWN_MORALE_P1 = 144;
SPELL_TOWN_MORALE_M1 = 145;
SPELL_TOWN_ELVEN_CAPITAL = 146;
SPELL_TOWN_WALLS = 147;
SPELL_TOWN_TOWERS = 148;
SPELL_TOWN_UNHOLY_TEMPLE = 149;
SPELL_TOWN_DARK_GUARDIAN = 150;
SPELL_TOWN_SPARKLING_FOUNTAIN = 151;
SPELL_TOWN_DIETY_OF_FIRE = 152;
SPELL_TOWN_INFERNAL_LOOM = 153;
SPELL_ABILITY_BATTLE_DIVE = 154;
SPELL_ABILITY_BATTLE_DIVE_FINISH = 155;
SPELL_ABILITY_LAY_HANDS = 156;
SPELL_ABILITY_RESURRECT_ALLIES = 157;
SPELL_ABILITY_SCATTER_SHOT = 158;
SPELL_ABILITY_GATING = 159;
SPELL_ABILITY_FEAR = 160;
SPELL_ABILITY_SUMMON_BALOR = 161;
SPELL_ABILITY_EXPLOSION = 162;
SPELL_ABILITY_EXPLOSION_EFFECT = 163;
SPELL_ABILITY_CHAIN_SHOT_END_EFFECT = 164;
SPELL_ABILITY_MANA_DESTROY = 165;
SPELL_ABILITY_MANA_STEAL = 166;
SPELL_ABILITY_LIFE_DRAIN = 167;
SPELL_ABILITY_MANA_DRAIN = 168;
SPELL_ABILITY_DEATH_CLOUD = 169;
SPELL_ABILITY_HARM_TOUCH = 170;
SPELL_ABILITY_MANA_FEED = 171;
SPELL_ABILITY_ENTANGLING_ROOTS = 172;
SPELL_ABILITY_REPAIR = 173;
SPELL_ABILITY_RANDOM_CAST_DARK = 174;
SPELL_ABILITY_RANDOM_CAST_DARK_LIGHT = 175;
SPELL_ABILITY_DASH = 176;
SPELL_ABILITY_DASH_EFFECT = 177;
SPELL_REMOTE_CONTROL = 178;
SPELL_EFFECT_ARMOR_CRUSHING = 179;
SPELL_ABILITY_POISONOUS_ATTACK = 180;
SPELL_LIZARD_BITE_HIT = 181;
SPELL_EFFECT_REGENARATION = 182;
SPELL_EFFECT_REBIRTH = 183;
SPELL_ABILITY_FROST_BREATH = 184;
SPELL_EFFECT_BAD_LUCK = 185;
SPELL_EFFECT_GOOD_LUCK = 186;
SPELL_EFFECT_BAD_MORALE = 187;
SPELL_EFFECT_GOOD_MORALE = 188;
SPELL_EFFECT_FIRST_AID_TENT_HEAL = 189;
SPELL_EFFECT_CLERIC_HIT = 190;
SPELL_EFFECT_COMBAT_HIT_00 = 191;
SPELL_EFFECT_COMBAT_HIT_01 = 192;
SPELL_EFFECT_COMBAT_HIT_02 = 193;
SPELL_EFFECT_WAR_MACHINE_HIT = 194;
SPELL_EFFECT_FIRST_AID_HIT = 195;
SPELL_EFFECT_FIRE_HIT = 196;
SPELL_EFFECT_BASH_HIT = 197;
SPELL_EFFECT_SUN_FIRE = 198;
SPELL_EFFECT_SOIL_BURN = 199;
SPELL_EFFECT_CATAPULT_CHARGE_EXPLOSION = 200;
SPELL_EFFECT_FROZEN = 201;
SPELL_EFFECT_FIRE_DAMAGE = 202;
SPELL_EFFECT_LAND_MINE_EXPLOSION = 203;
SPELL_EFFECT_PHANTOM_OUT = 204;
SPELL_EFFECT_FIRE_SHIELD = 205;
SPELL_EFFECT_DIMENSION_DOOR_END = 206;

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SPELL_SKILL_CHILLING_BONES = 207;
SPELL_DEBUG_TELEPORT = 208;
SPELL_ABILITY_ENRAGED = 209;
SPELL_MASS_CURSE = 210;
SPELL_MASS_DISRUPTING_RAY = 211;
SPELL_MASS_SLOW = 212;
SPELL_MASS_FORGETFULNESS = 213;
SPELL_MASS_PLAGUE = 214;
SPELL_MASS_WEAKNESS = 215;
SPELL_MASS_BLESS = 216;
SPELL_MASS_DISPEL = 217; -- Grâce de pureté de masse
SPELL_MASS_STONESKIN = 218;
SPELL_MASS_DEFLECT_ARROWS = 219;
SPELL_MASS_BLOODLUST = 220;
SPELL_MASS_HASTE = 221;
SPELL_ABILITY_CALL_LIGHTNING = 222;
SPELL_EMPOWERED_MAGIC_ARROW = 223;
SPELL_EMPOWERED_MAGIC_FIST = 224;
SPELL_EMPOWERED_LIGHTNING_BOLT = 225;
SPELL_EMPOWERED_ICE_BOLT = 226;
SPELL_EMPOWERED_FIREBALL = 227;
SPELL_EMPOWERED_FROST_RING = 228;
SPELL_EMPOWERED_CHAIN_LIGHTNING = 229;
SPELL_EMPOWERED_METEOR_SHOWER = 230;
SPELL_EMPOWERED_IMPLOSION = 231;
SPELL_EMPOWERED_ARMAGEDDON = 232;
SPELL_EMPOWERED_STONE_SPIKES = 233;
SPELL_SUMMON_CREATURES = 234;
SPELL_CONJURE_PHOENIX = 235;
SPELL_FIREWALL = 236;
SPELL_STONE_SPIKES = 237;
SPELL_UBER_CHAIN_LIGHTNING = 238;
SPELL_DEMON_SOVEREIGN_FX = 239;
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ID des Joueurs

```
PLAYER_NONE = 0
PLAYER_1 = 1
PLAYER_2 = 2
PLAYER_3 = 3
PLAYER_4 = 4
PLAYER_5 = 5
PLAYER_6 = 6
PLAYER_7 = 7
PLAYER_8 = 8
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Nom des Etages

```
GROUND = 0
UNDERGROUND = 1
```

Types de ressources

```
WOOD = 0
ORE = 1
MERCURY = 2
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CRYSTAL = 3
SULFUR = 4
GEM = 5
GOLD = 6

ID des dates

DAY = 0
WEEK = 1
MONTH = 2
DAY_OF_WEEK = 3
ABSOLUTE_DAY = DAY

ID des statistiques des héros

STAT_EXPERIENCE = 0
STAT_ATTACK = 1
STAT_DEFENCE = 2
STAT_SPELL_POWER = 3
STAT_KNOWLEDGE = 4
STAT_LUCK = 5
STAT_MORALE = 6
STAT_MOVE_POINTS = 7
STAT_MANA_POINTS = 8

ID des objectifs

OBJECTIVE_SCENARIO_INFO = 0
OBJECTIVE_UNKNOWN = 1
OBJECTIVE_ACTIVE = 2
OBJECTIVE_COMPLETED = 3
OBJECTIVE_FAILED = 4

ID des artefacts

ARTIFACT_SWORD_OF_RUINS = 1; -- Sword of Might
ARTIFACT_GREAT_AXE_OF_GIANT_SLAYING = 2; -- Axe of the Mountain Lords
ARTIFACT_WAND_OF_X = 3
ARTIFACT_UNICORN_HORN_BOW = 4
ARTIFACT_TITANS_TRIDENT = 5; -- Trident of the Titans
ARTIFACT_STAFF_OF_VEXINGS = 6; -- Staff of Ensnarement
ARTIFACT_SHACKLES_OF_WAR = 7; -- Shackles of the Last Man
ARTIFACT_FOUR_LEAF_CLOVER = 8
ARTIFACT_ICEBERG_SHIELD = 9; -- Shield of Crystal Ice
ARTIFACT_GOLDEN_SEXTANT = 10; -- Sextant of the Sea Elves
ARTIFACT_CROWN_OF_COURAGE = 11; -- Lion Crown
ARTIFACT_CROWN_OF_MANY_EYES = 12; -- All-Seeing Crown
ARTIFACT_PLATE_MAIL_OF_STABILITY = 13; -- Armor of the Forgotten Hero
ARTIFACT_BREASTPLATE_OF_PETRIFIED_WOOD = 14; -- Breastplate of Eldritch Might
ARTIFACT_PEDANT_OF_MASTERY = 15
ARTIFACT_NECKLACE_OF_BRAVERY = 16; -- Necklace of the Lion
ARTIFACT_WEREWOLF_CLAW_NECKLACE = 17; -- Necklace of the Bloody Claw
ARTIFACT_EVERCOLD_ICICLE = 18; -- Pendant of Winter's Grip
ARTIFACT_NECKLACE_OF_POWER = 19; -- Necklace of Victory

ARTIFACT_RING_OF_LIGHTING_PROTECTION = 20
ARTIFACT_RING_OF_LIFE = 21; -- Ring of Vitality
ARTIFACT_RING_OF_HASTE = 22; -- Ring of Speed
ARTIFACT_NIGHTMARISH_RING = 23; -- Ring of the Broken Spirits
ARTIFACT_BOOTS_OF_SPEED = 24; -- Boots of the Swift Journey
ARTIFACT_GOLDEN_HORSESHOE = 25
ARTIFACT_WAYFARER_BOOTS = 26; -- Boots of the Open Road
ARTIFACT_BOOTS_OF_INTERFERENCE = 27; -- Boots of Magical Defense
ARTIFACT_ENDLESS_SACK_OF_GOLD = 28; -- Sack of Endless Gold
ARTIFACT_ENDLESS_BAG_OF_GOLD = 29
ARTIFACT_ANGEL_WINGS = 30
ARTIFACT_LION_HIDE_CAPE = 31; -- Cape of the Lion's Mane
ARTIFACT_PHOENIX_FEATHER_CAPE = 32
ARTIFACT_CLOAK_OF_MOURNING = 33
ARTIFACT_HELM_OF_ENLIGHTMENT = 34; -- Turban of Enlightenment
ARTIFACT_CHAIN_MAIL_OF_ENLIGHTMENT = 35; -- Scale Mail of Enlightenment
ARTIFACT_DRAGON_SCALE_ARMOR = 36
ARTIFACT_DRAGON_SCALE_SHIELD = 37
ARTIFACT_DRAGON_BONE_GRAVES = 38
ARTIFACT_DRAGON_WING_MANTLE = 39
ARTIFACT_DRAGON_TEETH_NECKLACE = 40
ARTIFACT_DRAGON_TALON_CROWN = 41
ARTIFACT_DRAGON_EYE_RING = 42
ARTIFACT_DRAGON_FLAME_TONGUE = 43
ARTIFACT_ROBE_OF_MAGI = 44; -- Robe of Sar-Issus
ARTIFACT_STAFF_OF_MAGI = 45; -- Staff of Sar-Issus
ARTIFACT_CROWN_OF_MAGI = 46; -- Crown of Sar-Issus
ARTIFACT_RING_OF_MAGI = 47; -- Ring of Sar-Issus
ARTIFACT_DWARVEN_MITHRAL_CUIRASS = 48; -- Cuirass of the Dwarven Kings
ARTIFACT_DWARVEN_MITHRAL_GREAVES = 49; -- Greaves of the Dwarven Kings
ARTIFACT_DWARVEN_MITHRAL_HELMET = 50; -- Helm of the Dwarven Kings
ARTIFACT_DWARVEN_MITHRAL_SHIELD = 51; -- Shield of the Dwarven Kings
ARTIFACT_SCROLL_OF_SPELL_X = 52
ARTIFACT_GRAAL = 53
ARTIFACT_BOOTS_OF_LEVITATION = 54
ARTIFACT_SKULL_HELMET = 55; -- Necromancer's Helm
ARTIFACT_VALORIOUS_ARMOR = 56; -- Armor of Valor
ARTIFACT_BOOTS_OF_SWIFTNESS = 57; -- Windstrider Boots
ARTIFACT_MOONBLADE = 58
ARTIFACT_RING_OF_CELERITY = 59
ARTIFACT_BAND_OF_CONJURER = 60; -- Elemental Waistband
ARTIFACT_EARTHSLIDERS = 61; -- Emerald Slippers
ARTIFACT_RIGID_MANTLE = 62; -- Cloak of Sylanna
ARTIFACT_ARTIFACT_JINXING_BAND = 63; -- Cursed Waistband
ARTIFACT_BONESTUDDERED_LEATHER = 64; -- Tunic of the Carved Flesh
ARTIFACT_WISPERING_RING = 65; -- Ring of Caution
ARTIFACT_HELM_OF_CHAOS = 66
ARTIFACT_TWISTING_NEITHER = 67; -- Pendant of Conflux
ARTIFACT_SANDALS_OF_THE_SAINTE = 68; -- Sandals of the Blessed
ARTIFACT_SHAWL_OF_GREAT_LICH = 69; -- Sandro's Cloak
ARTIFACT_RING_OF_DEATH = 70; -- Ring of the Unrepentant
ARTIFACT_NECROMANCER_PENDANT = 71; -- Amulet of Necromancy
ARTIFACT_FREIDA = 72
ARTIFACT_RING_OF_THE_SHADOWBRAND = 73
ARTIFACT_ARTIFACT_EFFECT_COUNT = 74

ID des compétences

Compétences basiques

SKILL_LOGISTICS = 1; -- Logistique
SKILL_WAR_MACHINES = 2
SKILL_LEARNING = 3; -- Apprentissage
SKILL_LEADERSHIP = 4
SKILL_LUCK = 5
SKILL_OFFENCE = 6
SKILL_DEFENCE = 7
SKILL_SORCERY = 8
SKILL_DESTRUCTIVE_MAGIC = 9
SKILL_DARK_MAGIC = 10
SKILL_LIGHT_MAGIC = 11
SKILL_SUMMONING_MAGIC = 12

Compétences de classe

SKILL_TRAINING = 13
SKILL_GATING = 14
SKILL_NECROMANCY = 15
SKILL_AVENGER = 16
SKILL_ARTIFICIER = 17
SKILL_INVOCATION = 18

Capacités générales

PERK_PATHFINDING = 19
PERK_SCOUTING = 20
PERK_NAVIGATION = 21
PERK_FIRST_AID = 22
PERK_BALLISTA = 23
PERK_CATAPULT = 24
PERK_INTELLIGENCE = 25
PERK_SCHOLAR = 26
PERK_EAGLE_EYE = 27; -- Arcane Intuition
PERK_RECRUITMENT = 28
PERK_ESTATES = 29
PERK_DIPLOMACY = 30
PERK_RESISTANCE = 31; -- Magic resistance
PERK_LUCKY_STRIKE = 32
PERK_FORTUNATE_ADVENTURER = 33; -- Resourcefulness
PERK_TACTICS = 34
PERK_ARCHERY = 35
PERK_FRENZY = 36
PERK_PROTECTION = 37
PERK_EVASION = 38
PERK_TOUGHNESS = 39; -- Vitality
PERK_PERK_MYSTICISM = 40; -- Mana Regeneration
PERK_PERK_WISDOM = 41; -- Magic Insight
PERK_ARCANE_TRAINING = 42
PERK_MASTER_OF_ICE = 43
PERK_MASTER_OF_FIRE = 44
PERK_MASTER_OF_LIGHTNINGS = 45; -- Master of Storms
PERK_MASTER_OF_CURSES = 46
PERK_MASTER_OF_MIND = 47
PERK_MASTER_OF_SICKNESS = 48; -- Master of Pain
PERK_MASTER_OF_BLESSING = 49
PERK_MASTER_OF_ABJURATION = 50
PERK_MASTER_OF_WRATH = 51
PERK_MASTER_OF_QUAKES = 52; -- Master of Earthblood

PERK_MASTER_OF_CREATURES = 53; -- Master of Conjuratation
PERK_MASTER_OF_ANIMATION = 54; -- Master of Life

Capacités de classe des chevaliers

PERK_HOLY_CHARGE = 55
PERK_PRAYER = 56; -- Benediction
PERK_EXPERT_TRAINER = 57

Capacités de classe des seigneurs démons

PERK_CONSUME_CORPSE = 58
PERK_HELLFIRE = 59
PERK_DEMONIC_STRIKE = 60; -- Mark of the Damned

Capacités de classe des nécromanciens

PERK_SKELETON_ARCHERS = 61
PERK_NO_REST_FOR_THE_WICKED = 62; -- Eternal Servitude
PERK_DEATH_SCREAM= 63

Capacités de classe des rôdeurs

PERK_MULTISHOT = 64; -- Rain of Arrows
PERK_SNIPE_DEAD = 65
PERK_IMBUE_ARROW = 66

Capacités de classe des magiciens

PERK_MAGIC_BOND = 67; -- Mark of the Wizard
PERK_MELT_ARTIFACT = 68; -- Consume artefact
PERK_MAGIC_MIRROR = 69

Capacités de classe des sorciers

PERK_EMPOWERED_SPELLS = 70; -- Arcane Surge
PERK_DARK_RITUAL = 71
PERK_ELEMENTAL_VISION = 72

Capacités spéciales des chevaliers

KNIGHT_FEAT_ROAD_HOME = 73; -- Familiar Ground
KNIGHT_FEAT_TRIPLE_BALLISTA = 74; -- Swift Ballista
KNIGHT_FEAT_ENCOURAGE = 75; -- Divine Guidance
KNIGHT_FEAT_RETRIBUTION = 76; -- Righteous Might
KNIGHT_FEAT_HOLD_GROUND = 77; -- Stand Your Ground
KNIGHT_FEAT_GUARDIAN_ANGEL = 78
KNIGHT_FEAT_STUDENT_AWARD = 79; -- Graduate
KNIGHT_FEAT_GRAIL_VISION = 80; -- Asha's Boon
KNIGHT_FEAT_CASTER_CERTIFICATE = 81; -- Arcane Excellence
KNIGHT_FEAT_ANCIENT_SMITHY = 82; -- Fiery Wrath
KNIGHT_FEAT_PARIAH = 83; -- Fallen Knight
KNIGHT_FEAT_ELEMENTAL_BALANCE = 84
KNIGHT_FEAT_ABSOLUTE_CHARGE = 85; -- Unstoppable charge

Capacités spéciales des seigneurs démons

DEMON_FEAT_MASTER_OF_SECRETS = 87; -- Arcane Exaltation
DEMON_FEAT_TRIPLE_CATAPULT = 88; -- Brimstone Rain
DEMON_FEAT_GATING_MASTERY = 89; -- Gate Master
DEMON_FEAT_CRITICAL_GATING = 90; -- Swarming Gate
DEMON_FEAT_CRITICAL_STRIKE = 91; -- Excruciating Strike
DEMON_FEAT_DEMONIC_RETALIATION = 92; -- Hellwrath
DEMON_FEAT_EXPLODING_CORPSES = 93; -- Soulfire
DEMON_FEAT_DEMONIC_FLAME = 94; -- Searing Fires

DEMON_FEAT_WEAKENING_STRIKE = 95
DEMON_FEAT_FIRE_PROTECTION = 96; -- Fire Resistance
DEMON_FEAT_FIRE_AFFINITY = 97; -- Fire Warriors
DEMON_FEAT_ABSOLUTE_GATING = 98; -- Urgash's_Call

Capacités spéciales des nécromanciens

NECROMANCER_FEAT_DEATH_TREAD = 99; -- Death March
NECROMANCER_FEAT_LAST_AID = 100; -- Plague Tent
NECROMANCER_FEAT_LORD_OF_UNDEAD = 101; -- Lord of the Undead
NECROMANCER_FEAT_HERALD_OF_DEATH = 102
NECROMANCER_FEAT_DEAD_LUCK = 103; -- Dead Man's Curse
NECROMANCER_FEAT_CHILLING_STEEL = 104; -- Cold Steel
NECROMANCER_FEAT_CHILLING_BONES = 105
NECROMANCER_FEAT_SPELLPROOF_BONES = 106; -- Boneward
NECROMANCER_FEAT_DEADLY_COLD = 107; -- Cold Death
NECROMANCER_FEAT_SPIRIT_LINK = 108; -- Mark of the Necromancer
NECROMANCER_FEAT_TWILIGHT = 109
NECROMANCER_FEAT_HAUNT_MINE = 110; -- Haunted Mines
NECROMANCER_FEAT_ABSOLUTE_FEAR = 111; -- Howl_of_Terror

Capacités spéciales des rôdeurs

RANGER_FEAT_DISGUISE_AND_RECKON = 112; -- Silent Stalker
RANGER_FEAT_IMBUE_BALLISTA = 113;
RANGER_FEAT_CUNNING_OF_THE_WOODS = 114; -- Know Your Enemy
RANGER_FEAT_FOREST_GUARD_EMBLEM = 115; -- Battle Commander
RANGER_FEAT_ELVEN_LUCK = 116
RANGER_FEAT_FOREST_RAGE = 117; -- Nature's Wrath
RANGER_FEAT_LAST_STAND = 118
RANGER_FEAT_INSIGHTS = 119; -- Arcane Brilliance
RANGER_FEAT_SUN_FIRE = 120; -- Mana Burst
RANGER_FEAT_SOIL_BURN = 121; -- Corrupted Soil
RANGER_FEAT_STORM_WIND = 122
RANGER_FEAT_FOG_VEIL = 123; -- Wall of Fog
RANGER_FEAT_ABSOLUTE_LUCK = 124; -- Nature's Luck

Capacités spéciales des magiciens

WIZARD_FEAT_MARCH_OF_THE_MACHINES = 125; -- March of the Golems
WIZARD_FEAT_REMOTE_CONTROL = 126
WIZARD_FEAT_ACADEMY_AWARD = 127; -- Wizard's Reward
WIZARD_FEAT_ARTIFICIAL_GLORY = 128; -- Iron_Devotion
WIZARD_FEAT_SPOILS_OF_WAR = 129
WIZARD_FEAT_WILDFIRE = 130; -- Flaming Arrows
WIZARD_FEAT_SEAL_OF_PROTECTION = 131; Resistance
WIZARD_FEAT_COUNTERSPELL = 132
WIZARD_FEAT_MAGIC_CUSHION = 133; -- Sap Magic
WIZARD_FEAT_SUPPRESS_DARK = 134; -- Seal Dark
WIZARD_FEAT_SUPPRESS_LIGHT = 135; -- Seal Light
WIZARD_FEAT_UNSUMMON = 136; -- Banish
WIZARD_FEAT_ABSOLUTE_WIZARDY = 137; -- Arcane Omniscience

Capacités spéciales des sorciers

WARLOCK_FEAT_TELEPORT_ASSAULT = 138
WARLOCK_FEAT_SHAKE_GROUND = 139; -- Tremors
WARLOCK_FEAT_DARK_REVELATION = 140
WARLOCK_FEAT_FAST_AND_FURIOUS = 141; -- Aura of Swiftness
WARLOCK_FEAT_LUCKY_SPELLS = 142; -- Warlock's Luck
WARLOCK_FEAT_POWER_OF_HASTE = 143; -- Power of Speed
WARLOCK_FEAT_POWER_OF_STONE = 144; -- Power of Endurance
WARLOCK_FEAT_CHAOTIC_SPELLS = 145; -- Erratic Mana
WARLOCK_FEAT_SECRETS_OF_DESTRUCTION = 146

WARLOCK_FEAT_PAYBACK = 147; -- Dark Renewal
WARLOCK_FEAT_ELITE_CASTERS = 148; -- Refined Mana
WARLOCK_FEAT_ELEMENTAL_OVERKILL = 149; -- Exorcism
WARLOCK_FEAT_ABSOLUTE_CHAINS = 150; -- Rage_of_the_Elements

ID des type de villes

TOWN_HEAVEN = 0
TOWN_PRESERVE = 1; -- Sylvan
TOWN_ACADEMY = 2
TOWN_DUNGEON = 3
TOWN_NECROMANCY = 4
TOWN_INFERNO = 5

ID des bâtiments des villes

TOWN_BUILDING_TOWN_HALL = 0
TOWN_BUILDING_FORT = 1
TOWN_BUILDING_MARKETPLACE = 2
TOWN_BUILDING_SHIPYARD = 3
TOWN_BUILDING_TAVERN = 4
TOWN_BUILDING_BLACKSMITH = 5
TOWN_BUILDING_MAGIC_GUILD = 6
TOWN_BUILDING_DWELLING_1 = 7
TOWN_BUILDING_DWELLING_2 = 8
TOWN_BUILDING_DWELLING_3 = 9
TOWN_BUILDING_DWELLING_4 = 10
TOWN_BUILDING_DWELLING_5 = 11
TOWN_BUILDING_DWELLING_6 = 12
TOWN_BUILDING_DWELLING_7 = 13
TOWN_BUILDING_GRAIL = 14; -- Larme d'Asha
TOWN_BUILDING_WONDER = 15
TOWN_BUILDING_SPECIAL_0 = 16
TOWN_BUILDING_SPECIAL_1 = 17
TOWN_BUILDING_SPECIAL_2 = 18
TOWN_BUILDING_SPECIAL_3 = 19
TOWN_BUILDING_SPECIAL_4 = 20
TOWN_BUILDING_SPECIAL_5 = 21
TOWN_BUILDING_SPECIAL_6 = 22
TOWN_BUILDING_SPECIAL_7 = 23
TOWN_BUILDING_SPECIAL_8 = 24
TOWN_BUILDING_SPECIAL_9 = 25
TOWN_BUILDING_HAVEN_TRAINING_GROUNDS = TOWN_BUILDING_SPECIAL_1
TOWN_BUILDING_HAVEN_MONUMENT_TO_FALLEN_HEROES = TOWN_BUILDING_SPECIAL_2
TOWN_BUILDING_HAVEN_HOSPITAL = TOWN_BUILDING_SPECIAL_3
TOWN_BUILDING_HAVEN_STABLE = TOWN_BUILDING_SPECIAL_4
TOWN_BUILDING_HAVEN_FARMS = TOWN_BUILDING_SPECIAL_5
TOWN_BUILDING_INFERNO_INFERNAL_LOOM = TOWN_BUILDING_SPECIAL_1
TOWN_BUILDING_INFERNO_ORDER_OF_FIRE = TOWN_BUILDING_SPECIAL_3
TOWN_BUILDING_INFERNO_HALLS_OF_HORROR = TOWN_BUILDING_SPECIAL_4
TOWN_BUILDING_INFERNO_SACRIFICIAL_PIT = TOWN_BUILDING_SPECIAL_5
TOWN_BUILDING_DUNGEON_ALTAR_OF_ELEMENTS = TOWN_BUILDING_SPECIAL_1
TOWN_BUILDING_DUNGEON_RITUAL_PIT = TOWN_BUILDING_SPECIAL_3
TOWN_BUILDING_DUNGEON_TRADE_GUILD= TOWN_BUILDING_SPECIAL_4
TOWN_BUILDING_DUNGEON_TREASURE_DIG_SITE = TOWN_BUILDING_SPECIAL_5
TOWN_BUILDING_DUNGEON_HALL_OF_INTRIGUE = TOWN_BUILDING_SPECIAL_6
TOWN_BUILDING_ACADEMY_LIBRARY = TOWN_BUILDING_SPECIAL_1
TOWN_BUILDING_ACADEMY_ARCANE_FORGE = TOWN_BUILDING_SPECIAL_2
TOWN_BUILDING_ACADEMY_ARTIFACT_MERCHANT= TOWN_BUILDING_SPECIAL_3

TOWN_BUILDING_ACADEMY_TREASURE_CAVE = TOWN_BUILDING_SPECIAL_4
TOWN_BUILDING_ACADEMY_ELEMENTAL_ENCLAVE = TOWN_BUILDING_SPECIAL_5
TOWN_BUILDING_PRESERVE_AVENGERS_BROTHERHOOD= TOWN_BUILDING_SPECIAL_0
TOWN_BUILDING_PRESERVE_MYSTIC_POND = TOWN_BUILDING_SPECIAL_2
TOWN_BUILDING_PRESERVE_SPARKLING_FONTAINS = TOWN_BUILDING_SPECIAL_3
TOWN_BUILDING_PRESERVE_BLOOMING_GROVE = TOWN_BUILDING_SPECIAL_4
TOWN_BUILDING_PRESERVE_TREANT_SAMPLING = TOWN_BUILDING_SPECIAL_5
TOWN_BUILDING_NECROMANCY_AMPLIFIER = TOWN_BUILDING_SPECIAL_1
TOWN_BUILDING_NECROMANCY_UNHOLY_TEMPLE = TOWN_BUILDING_SPECIAL_2
TOWN_BUILDING_NECROMANCY_UNEARTHED_GRAVES = TOWN_BUILDING_SPECIAL_3
TOWN_BUILDING_NECROMANCY_DRAGON_TOMBSTONE = TOWN_BUILDING_SPECIAL_4
TOWN_BUILDING_NECROMANCY_SHROUD_OF_DARKNESS = TOWN_BUILDING_SPECIAL_5

ID des états d'esprit des monstres

MONSTER_MOOD_FRIENDLY = 0
MONSTER_MOOD_AGGRESSIVE = 1
MONSTER_MOOD_HOSTILE = 2
MONSTER_MOOD_WILD = 3

ID de courage des monstres

MONSTER_COURAGE_ALWAYS_JOIN = 0
MONSTER_COURAGE_ALWAYS_FIGHT = 1
MONSTER_COURAGE_CAN_FLEE_JOIN = 2

Couleur des Maîtres des clés

RED_KEY = 1
BLUE_KEY = 2
GREEN_KEY = 3
YELLOW_KEY = 4
ORANGE_KEY = 5
TEAL_KEY = 6
PURPLE_KEY = 7
TAN_KEY = 8

ID des déclenchements

NEW_DAY_TRIGGER = 0
WAR_FOG_ENTER_TRIGGER = 9
PLAYER_ADD_HERO_TRIGGER = 1
PLAYER_REMOVE_HERO_TRIGGER = 2
OBJECTIVE_STATE_CHANGE_TRIGGER = 3
OBJECT_TOUCH_TRIGGER = 4
OBJECT_CAPTURE_TRIGGER = 5
TOWN_HERO_DEPLOY_TRIGGER = 10
REGION_ENTER_AND_STOP_TRIGGER = 6
REGION_ENTER_WITHOUT_STOP_TRIGGER = 7
HERO_LEVELUP_TRIGGER = 8