Written by Evgeny Voronov - Last Updated Monday, 03 February 2020 10:41

Software for working with
Might and Magic 6,7,8 games

MMExtension by Sergey Rozhenko (aka GrayFace)

MMExtension is a rich modding environment for MM6-8. It features a level editor, uses Lua scripting language, lets you use all commands of internal M&M scripts language (evt commands) and lets you do a lot of other things. In future it can be extended with commands modders need.

1. [MMExtension, version 2.2](#) (696 Kb, zip-archive)

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1. [MMExtension, version 2.1](#) (676 Kb, zip-archive)
2. [MMExtension, version 2.1 sources](#) (4.01 Mb, zip-archive)

MMEditor by Sergey Rozhenko (aka GrayFace)

Fully-featured level editor for M&M 6-8.

1. [MMEditor, version 2.1](#) (717 Kb, zip-archive)
2. [MMEditor, Delphi 2006 sources](#) (2.22 Mb, zip-archive)
3. [Solo Game script for MM7/MM8](#) (1 Kb, zip-archive)
      A very basic solo game support script for MM6/MM7. Unpack this script into game folder,
run the game, press Ctrl+F1, write "vars.PartySize = 1" and press Ctrl+Enter. This will make
you play solo. To play with 2 or 3 persons write "vars.PartySize = 2" or "vars.PartySize = 3"
correspondingly.
4. [M&M6 decompiled scripts](#) (154 Кб, zip-archive)
5. [M&M7 decompiled scripts](#) (205 Кб, zip-archive)
6. [M&M8 decompiled scripts](#) (194 Кб, zip-archive)
     Use decompiled scripts as an example of Evt commands usage.

[Discussion](#) (a topic for MMExtension / MMEditor discussion and work examples, ENG only)
[Help for MMExtension](#) is under *abandoned* construction. Examples do get updated still. Make
sure you look at example quests.

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MMArchive by Sergey Rozhenko (aka GrayFace)

Fully-featured M&M and Heroes 3 archives editor. Supports all archive types except ".hwl".

[MMArchive, v1.3, from 01.02.2020](#) (636 Кб, zip-archive)

Last changes:

[+] Support for bitmaps.lwd, an archive format made for full color HD bitmaps loaded by MM7 and MM8 patches exclusively for hardware-accelerated rendering mode.
[+] Better transparent color detection during import.
[+] Palettes preview.
[+] After you create an archive from a selection of files, it's added to recent files list.
[-] Unpacking errors while dragging files onto other apps were leading to MMArchive hanging.
[-] "Ignore Unpacking Errors" option state wasn't preserved on program restart.
[-] Misleading default file type when creating new archive.

TXT Edit by Sergey Rozhenko (aka GrayFace)

Txt tables editor for Heroes 3 and M&M.

[TXT Edit, v1.4.1](#) (276 Кб, zip-archive)

Last changes:

[+] "Fill Cells" menu command that is similar to "Paste", but fill all selected cells with the clipboard data.

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[+] Better column width calculation.
[+] "Font Height" and "Font Name" INI options let you change the main font.
[+] Czech language by Templayer.
[-] Sometimes hint was shown even for fully visible cells.
[-] Pressing right mouse button was resetting multi-cell selection.

MM8 Level Editor

1. [Executable files](#) (2.91 Mb, zip-archive)
2. [Sources](#) (5 Mb, zip-archive)

MM7 Editor

1. [Executable files](#) (578 Kb, zip-archive)

MM Map Viewer by [Angel Death](#) (v2.0 from 23.01.2009)

With MM Map Viewer you can view M&M maps and properties of their elements.

1. [Executable files](#) (229 Kb, zip-archive)
2. [Ogre3d Engine](#) , also required for this programm (4.1 Mb, zip-archive)
3. [DirectX End-User Runtimes (August 2008)](#) , required for this programm (80.3 Mb, zip-archive)

4. [Sources](#) (260 Kb, zip-archive)
5. [Old version, 1.02a](#) (454 Kb, zip-archive)

Mod Making Might & Magic 6,7,8

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