Mod tools

Posted by Leonatos - 13 Jul 2026 20:49

Hi to all! Thanks for having me.

I was thinking the other day about tinkering the game, but I don't know where to start. Are there any editable text files in the game's folder? Are there any tools/source to compile modifications?

It occured to me that perhaps the game viewport could be "zoomed out" to allow more comfortable gameplay. This and other quality of life features would be interesting to make this game even better.

Thanks in advance!

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Re: Mod tools

Posted by KGB - 21 Jul 2026 13:05

Hi Leonatos,

The only mod tool I know of for War4 is the Warlord and Retinue editor that lets you modify your Warlord and retinue.

There are editable text files (in XML) but those are only for various languages (ie what the name of a unit / item / spell is).

The game does support 1600x1200 resolution if your monitor can support that much vertical resolution (basic 1080 and HiDef usually don't since they only have 1080).

KGB

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Re: Mod tools
Posted by Leonatos - 22 Jul 2026 09:02

Many thanks!

I'll dive into those files and then a bit more.

About the resolution I meant the ability to view more terrain in the main game, not just scaling the graphics. For example, in the old game Imperivm, as the graphics are all pre-rendered I was able to simulate a "zooming out" of the camera, giving the player much more view range. Everything was smaller, but the player now had to move the camera much less.

Something like the images I attached.

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Re: Mod tools
Posted by KGB - 22 Jul 2026 19:40

Its been a while since I ran War4 but I believe that at higher resolutions you see more of the terrain.

I am not sure how you'd manage that programmatically and I did the source code patches for the game (though I did not touch the graphics which I knew little about). The one thing I did wish I understood was how to render the game in something other than 4x3 format since most players now have a 16x9 format.

KGB

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