

## Enable hotkeys for taverns and goblinshops by jeytimes

### **Problem**

Since Icefrog changed the taverns in 6.60, you can't assign hotkeys to choose a hero from a tavern. Same applies to items from the goblinshops on the lanes.

### **Reason**

There is no default hotkey set and it seems you can only change hotkeys for things which have one.

### **Solution**

Set a default hotkey. This has to be done in the map itself.

### **#1 The quick and easy way**

#### Pro

- fast
- easy

#### Contra

- patches are language specific
- You have to wait for a patch to be released.

Use one of the these patches:

- [\(eng\)6.60b by Unexpected3D](#)
- [\(eng\)6.61b by Unexpected3D](#)
- [\(eng\)6.63 by Unexpected3D](#)
- [\(eng\)6.63b by Unexpected3D](#)
- [\(eng\)6.64 by Unexpected3D](#)
- [\(eng\)6.65 by jeytimes](#)
- [\(eng\)6.65 by Unexpected3D](#)
- [\(eng\)6.66 by jeytimes](#)
- [\(eng\)6.66b by jeytimes](#)
- [\(eng\)6.67 by jeytimes](#)
- [\(eng\)6.67b by jeytimes](#)
- [\(eng\)6.67c by jeytimes](#)([obsolete, md5 778faf1a9d1ee8ae877b3e3126a4df79](#))
- [\(eng\)6.67c v2 by jeytimes](#)([use this if you downloaded the map recently from GetDotA; md5 ab502c302e459c990b84456b4140e40b](#))
- [\(eng\)6.68 by jeytimes](#)
- [\(eng\)6.68b by jeytimes](#)
- [\(eng\)6.68c by jeytimes](#)
- [\(eng\)6.69 by Talposo](#)
- [\(eng\)6.69b by jeytimes](#)
- [\(eng\)6.69c by jeytimes](#)

## #2 The manual way

### Pro

- works for every language and version
- you get to do the work all by yourself and don't have to trust some program from the internet

### Contra

- takes some time

### **Step 1 \*Prepare your workspace\***

You'll need:

- MPQMaster
- text editor with regular expression search (I use Notepad++)
- DotA from [Official DotA Allstars : Downloads](#)
- MPQMaster\_listfile\_UnitStrings.txt (attached to this post)

Now put MPQMaster\_listfile\_UnitStrings.txt in your "MPQMaster\Listfiles" folder and we are ready to go.

### **Step 2 \*MPQMaster - Extraction\***

Start MPQMaster and select File-->Open and open the map. A "Select Listfile"-window pops up. Choose MPQMaster\_listfile\_UnitStrings.txt and hit ok. Click on "Units" in the treeview and mark these 6 files:

- CampaignUnitsStrings.txt
- HumanUnitsStrings.txt
- NeutralUnitsStrings.txt
- NightElfUnitsStrings.txt
- OrcUnitsStrings.txt
- UndeadUnitsStrings.txt

Select Operation-->Extract and choose a destination.

### **Step 3 \*Notepad++ - Replacement\***

Start Notepad++ and open those 6 files you just extracted from the map. Press Ctrl+F to open the search window and select the "Replace"-tab.

Set Search Mode to "Regular Expression".

Find what:

Code:

```
^(Hotkey=) $
```

Replace with:

Code:

```
Hotkey=_
```

Hit "Replace All in All Opened Documents"

Press Ctrl+Shift+S to save all.

#### **Step 4 \*MPQMaster - Insertion\***

Make sure "Units" is still selected in the treeview.

Select Operation-->Add File(s) from the menu.

Select the 6 files we just edited and press ok.

Select Operation-->Compact(Flush)

Voila, we are done.

#### **Step 5 \*BinDiffW - Patch Creation\*** \*optional\*

Download BinDiff.zip attached to this post and extract the archive.

Make 2 new folders, name them "new" and "old".

Put the original DotA map in the "old"-folder and the modified map in the "new"-folder.

Run BinDiffW.exe

The settings are pretty straightforward, nevertheless here's a rundown

- Old/New Version Folder is self-explanatory
- "Diff file" is the filename of the to-be-created patch file
- Leave "Make SFX" checked and check "Registry Lookup"
- "Registry Path" should be "HKEY\_Current\_User\Software\Blizzard Entertainment\Warcraft III\InstallPath"
- Enter a "Window Title"
- Press the "Start!"-Button

That's it.

Attached files are here:

<https://auct.eu/files/HowToPatchMapForTavernAndShopHotkeysToWork.zip>  
<https://1drv.ms/u/s!Amo9QV1738RhhDtXj3BxzyXlnXFB?e=gBTvLq>