

# Elementclient.exe

- [Chat Colors](#)
- [Launch Arguments](#)

# Chat Colors

Chat colors are hardcoded values stored in the game executable as follows:

## Chat Name Color

This is stored at `0x003D745E` in `elementclient.exe`. It is not hardcoded as a string but as the raw ARGB value, `8ADCFFFF` in little endian. `8ADCFFFF` is the default chat name color, `FFFFDC8A`.

## Player Usable Chats

```
int commonChatOffset = 0x0067C4BB; // Common Chat[]Default Color: ^FFFFFF
int partyChatOffset = 0x0067C4CB; // Party Chat[]Default Color: ^00FF00
int whisperChatOffset = 0x0067E983; // Whisper Chat []Default Color: ^FF7FFF
int allianceChatOffset = 0x0067E993; // Alliance Chat[]Default Color: ^00FFFF
int clanChatOffset = 0x0067E943; // Clan Chat[]Default Color: ^14A9FF
int worldChatOffset = 0x0067E9A3; // World Chat[]Default Color: ^FFFF00
int superChatOffset = 0x0067E933; // Super Chat[]Default Color: ^A900C7
```

## Non-Player Chats

```
int broadcastChatOffset = 0x0067C4AB; // Broadcast Chat[]Default Color: ^FF0000
int otherChatOffset = 0x0067E953; // Other Chat[]Default Color: ^B680FF
int damageChatOffset = 0x0067E973; // Damage Chat[]Default Color: ^FFAE00
int systemChatOffset = 0x0067E963; // System Chat[]Default Color: ^FF7F00
```

## Example C# For Programmatic Editing

```
using System.Text;

namespace chatColorChanger
{
    class Program
    {
        static void Main(string[] args)
        {
```

```
using (BinaryWriter writer = new BinaryWriter(File.Open(args[0], FileMode.Open,
FileAccess.ReadWrite)))
{
    // player usable chats
    int commonChatOffset = 0x0067C4BB; // Common Chat Default Color: ^FFFFFF
    writer.Seek(commonChatOffset, SeekOrigin.Begin); //move your cursor to the position
    writer.Write(Encoding.BigEndianUnicode.GetBytes("^00fcda")); //write new color
}
}
```

# Launch Arguments

```
rendersize  
ip  
console  
luadebug  
luaalog  
noverchk  
forcelogin  
token  
area  
user  
pwd  
replay  
nochangedir
```

Example usage

```
elementclient.exe console:1 user:USERNAME pwd:PASSWORD
```

**rendersize**

**ip**

**console**

Usage: `console:1`

Values

- `1` - Enables in-game console.

**luadebug**

**luaalog**

noverchk

forcelogin

token

area

user

Usage: `user:USERNAME`

Replace `USERNAME` with your accounts username.

pwd

Usage: `pwd:PASSWORD`

Replace `PASSWORD` with your accounts password.

replay

nochangedir