Interfaces

- Adding New Pets
- Pre-Odyssey Mini-Game
- Monster Health Bars
- Equipment Slots
- Currency Exchange Interface

Adding New Pets

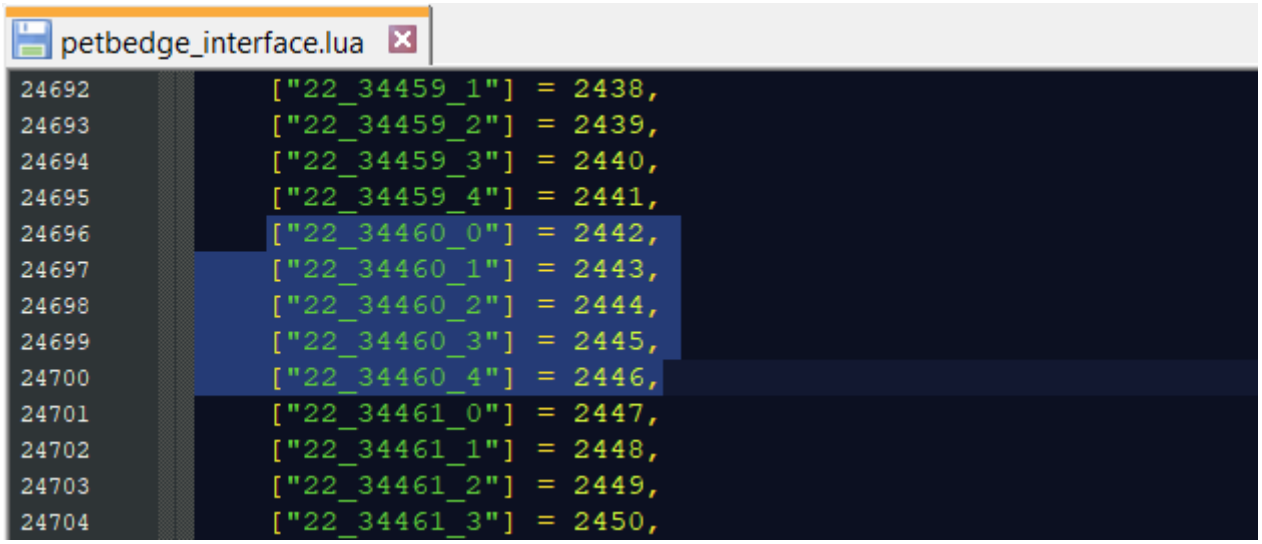
Locations:
Client Side - Found in interfaces.pck, location: element\interfaces.pck.files\interfaces\script
Server Side - Found in /root/kdxy/gamed/config

Pets - Petbedge_interface.lua - This file needs to be edited both client and server (separately as it has specifics exclusive to both server and client side). Clone a pet in Seledit or Rody's Angelica Editor (much easier in this editor, but it's subscription based).

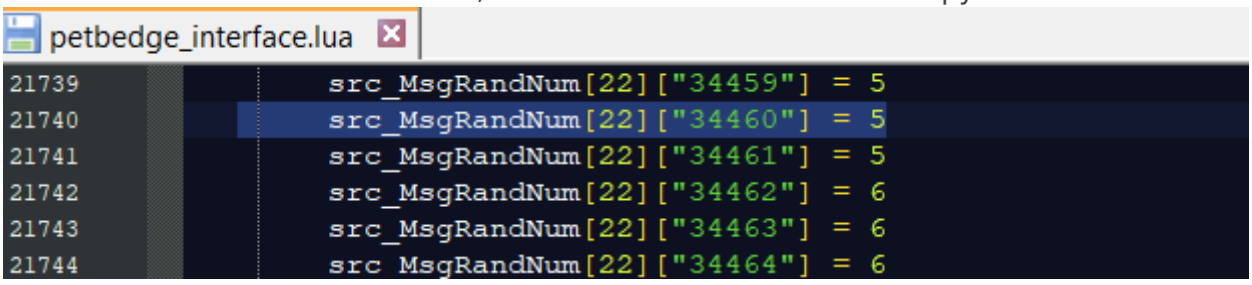
We'll be using Pandapocalypse (Item ID: 34460) as an example for cloning. Basically we're going to copy everything with the ID 34460 for a new ID.

Pet Speech (continue the sequence):
If the last ending number were 2446, add 2447 and so on.

NOTE: ALL OF THE FOLLOWING IS FOR SERVER-SIDE AS THIS AS MORE SETTINGS TO BE CHANGED.

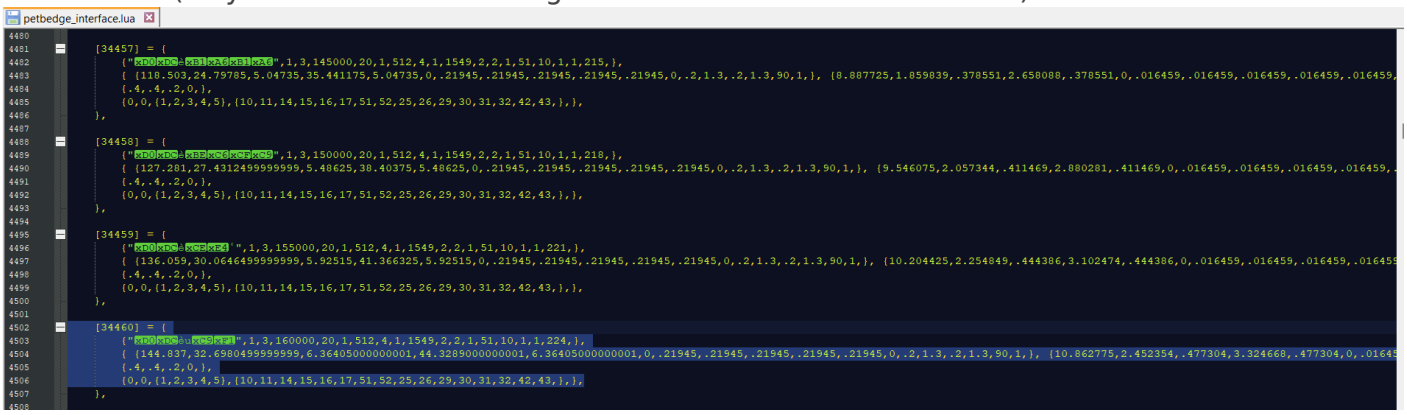


Unconfirmed as to what this edits, but we need to make sure to copy the format of #34460.

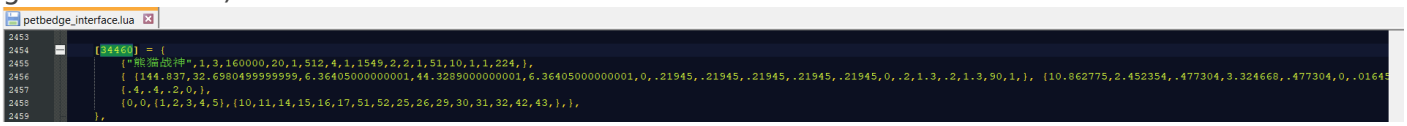


This location is the actual pet stats (this option needs to be different for both server and client side).

Server Side (all you need to do is change the number to another item ID):



Client Side (change the item ID, but the name must remain Chinese for this section to work or your game will crash):



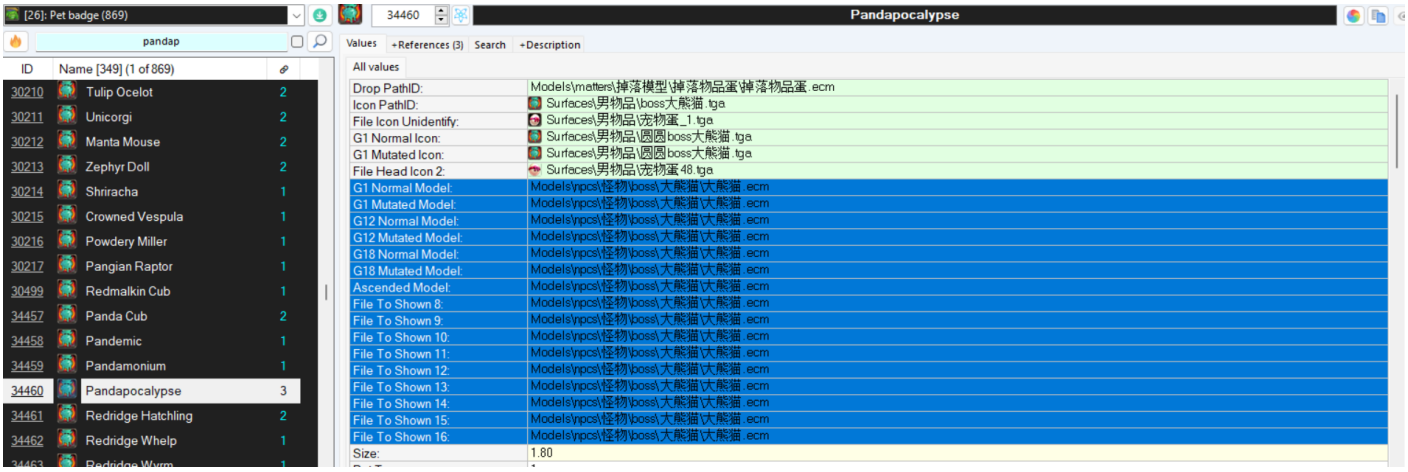
Elements (shown in Rody's Angelica Editor):
-Game model is changed in the highlighted area to whatever you want the pet to look like
-Drop path: What the pet will look like if you drop it (default is an egg)
-Icon path (item appearance in inventory)
-File Icon Unidentify: what the pet looks like in inventory without mirror identification (suggested not to change)
-G1 Normal Icon - Usual icon
-G1 Mutated Icon - Usual icon
-File Head Icon - Uses egg icon (suggested not to change)

Example of values:

[34460] = {
{"Mèuŋ",1,3,160000,20,1,512,4,1,[redacted],2,2,1,51,10,1,1,224,},
{
{144.837,32.6980499999999,6.36405000000001,44.3289000000001,6.36405000000001,0,.21945,.21945,.21945,.21945,0,.2,1.3,.2,1.3,90,1,},
{10.862775,2.452354,.477304,3.324668,.477304,0,.016459,.016459,.016459,.016459,.016459,0,.015,0,.015,0,6.75,.075,},
{8600,98.09415,19.09215,132.9867,19.09215,0,.72,.72,.693,.693,.756,0,.45,0,.45,0,270,3,},
{39.91064,4.00106666666667,1.00026666666667,4.5012,1.00026666666667,0,.250066666666667,.250066666666667,.250066666666667,.250066666666667,0,2.2733333333333E-04,0,2.27333333333333E-04,0,0,0,},
{2.993298,.30008,.07502,.33759,.07502,0,.018755,.018755,.018755,.018755,.018755,0,.000017,0,.000017,0,0,0,},
{164,39.2,9.9,44.4,9.9,0,.36179,.36179,.36179,.36179,.396,0,.00066,0,.0006556,0,0,0,},},
{.4,.4,.2,0,},
{0,0,{1,2,3,4,5},{10,11,14,15,16,17,51,52,25,26,29,30,31,32,42,43,},},

},

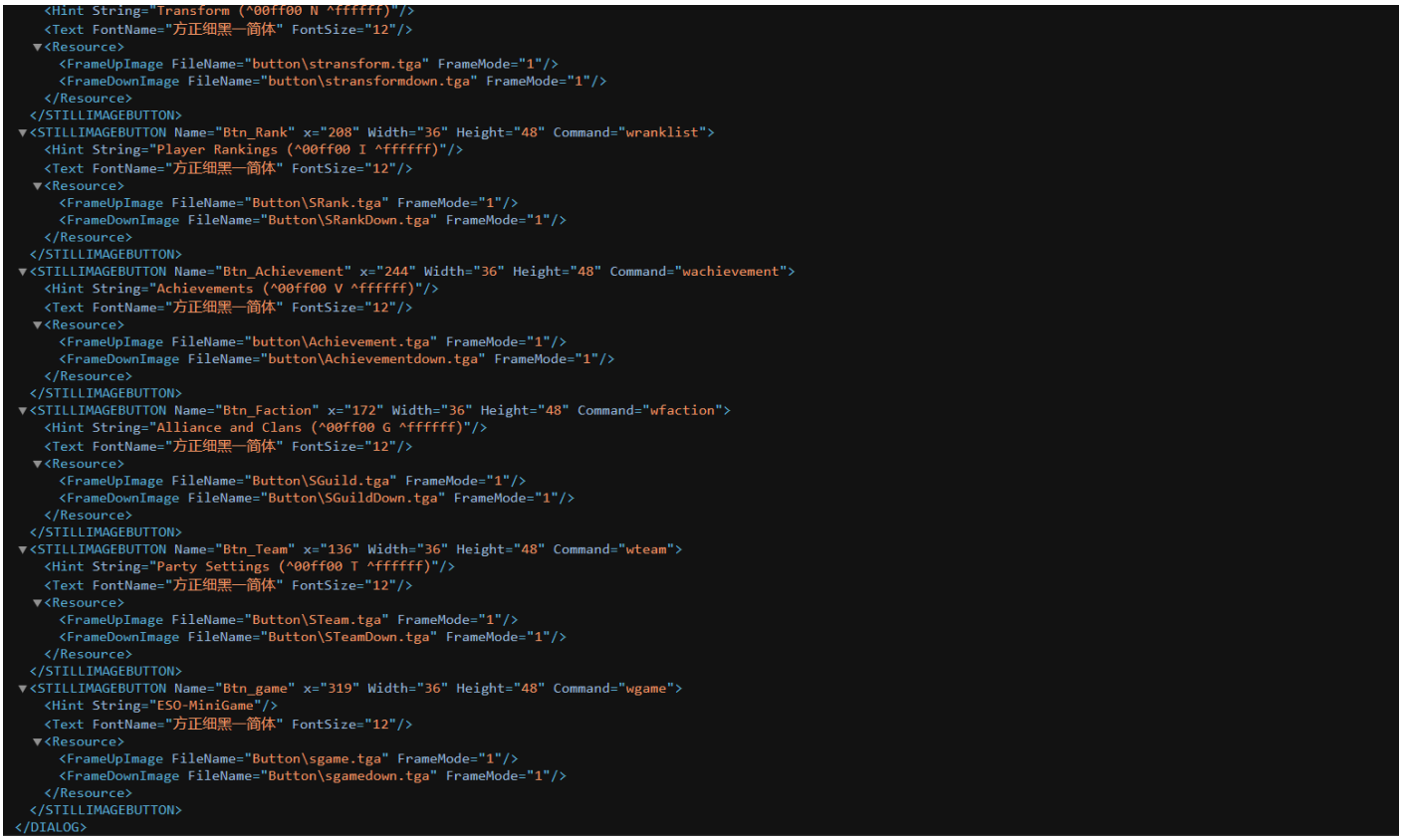
1549 would be the pet skill it naturally learns
512 would be the pet type (Demonix)



Pre-Odyssey Mini-Game

You can find the file for this in "element\interfaces.pck.files\interfaces" and would need to look for the file "winmain2.xml"
The mini-game was long since removed with the update for Odyssey but all the components are still in-game.

You just need to add a new button for the mini bar (example on the bottom of it pre-added).



Pre-Edited Mini-Game (Feel Free to Use):

```
<DIALOG Name="Win_Main2" Width="367" Height="48">
    <EDIT Name="Img_Back" x="18" y="23" Width="346" Height="25" ReadOnly="true" MaxLen="20">
        <Text FontName="□□□□□□□□" FontSize="10" Shadow="255"/>
        <Resource>
            <FrameImage FileName="frame\sback.tga"/>
        </Resource>
    </EDIT>
    <STILLIMAGEBUTTON Name="Btn_Produce" x="64" Width="36" Height="48" Command="wproduce">
        <Hint String="Crafting (^00ff00 O  ^ffffff)"/>
```

```
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="Button\SProduce.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\SProduceDown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Action" x="280" Width="36" Height="48" Command="waction">
        <Hint String="Actions (^00ff00 U  ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="Button\SAction.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\SActionDown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Friend" x="100" Width="36" Height="48" Command="wsociety">
        <Hint String="Friends^ffffff (^00ff00 F ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="button\friend.tga" FrameMode="1"/>
            <FrameDownImage FileName="button\frienddown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_change" x="28" Width="36" Height="48" Command="wchange">
        <Hint String="Transform (^00ff00 N ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="button\stransform.tga" FrameMode="1"/>
            <FrameDownImage FileName="button\stransformdown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Rank" x="208" Width="36" Height="48" Command="wranklist">
        <Hint String="Player Rankings (^00ff00 I  ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="Button\SRank.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\SRankDown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Achievement" x="244" Width="36" Height="48"
Command="wachievement">
```

```
        <Hint String="Achievements (^00ff00 V  ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="button\Achievement.tga" FrameMode="1"/>
            <FrameDownImage FileName="button\Achievementdown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Faction" x="172" Width="36" Height="48" Command="wfaction">
        <Hint String="Alliance and Clans (^00ff00 G ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="Button\SGuild.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\SGuildDown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Team" x="136" Width="36" Height="48" Command="wteam">
        <Hint String="Party Settings (^00ff00 T  ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="Button\STeam.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\STeamDown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
      <STILLIMAGEBUTTON Name="Btn_game" x="319" Width="36" Height="48" Command="wgame">
        <Hint String="ESO-MiniGame"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="Button\sgame.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\sgamedown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
</DIALOG>
```

Monster Health Bars

Location: element\interfaces.pck.files\interfaces

> *Warning: Issue still of not showing percentage still remains with the boss "Red-Horn Ape" and anything you may clone using this specific mob.*

Files that need to be edited to add monster percentages:
targetmonster.xml
targetmonster01.xml
targetmonster02.xml
targetmonster03.xml
targetmonster04.xml

Note: Adjust X and Y coordinates as needed to make sure the percentage fits into the bar properly.

Difference (in Example):
<LABEL Name="Txt_Hp" x="90" y="24">
<Text String="100%" FontName="□□□□□□□ " FontSize="8" Shadow="100" Bold="true" OutlineColor="0,0,0,0" TextUpperColor="0,0,0,0" TextLowerColor="0,0,0,0"/>
</LABEL>

Original:

targetmonster.xml

```
<DIALOG Name="Win_TargetMonster" Width="179" Height="55" CanMove="false">
    <IMAGEPICTURE Name="Img_Back" x="10" Width="159" Height="37">
        <Resource>
            <FrameImage FileName="Window\Target20.tga"/>
        </Resource>
    </IMAGEPICTURE>
    <LABEL Name="Txt_Name" x="89" y="6" Align="1">
        <Text String="Name" FontName="方正細黑一简体" FontSize="11" Shadow="100" Bold="true" OutlineColor="0,0,0,0" TextUpperColor="0,0,0,0" TextLowerColor="0,0,0,0"/>
    </LABEL>
    <PROGRESS Name="Prg_HP" x="27" y="26" Width="124" Height="8">
        <Resource>
            <FillImage FileName="progress\Pro_Mon.tga"/>
        </Resource>
    </PROGRESS>
    <IMAGEPICTURE Name="st_1" x="26" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_2" x="42" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_3" x="58" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_4" x="74" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_5" x="90" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_6" x="106" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_7" x="122" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_8" x="138" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="Img_Race" x="157" y="16" Width="21" Height="21">
        <Resource>
            <FrameImage FileName="ICON\race.tga" Frames="10"/>
        </Resource>
    </IMAGEPICTURE>
    <STILLIMAGEBUTTON Name="Btn_Link" y="15" Width="22" Height="22" Command="link">
        <Text FontName="方正細黑一简体" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="button\Btn_drop.tga"/>
            <FrameDownImage FileName="button\Btn_drop_down.tga"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <IMAGEPICTURE Name="image_catch" x="132" y="26" Width="36" Height="36">
        <Resource>
            <FrameImage FileName="button\pet_catch.tga" Frames="3"/>
        </Resource>
    </IMAGEPICTURE>
</DIALOG>
```

Edited:

targetmonster.xml targetmonster.xml

```
<DIALOG Name="Win_TargetMonster" Width="179" Height="55" CanMove="false">
    <IMAGEPICTURE Name="Img_Back" x="10" Width="155" Height="37">
        <Resource>
            <FrameImage FileName="Window\Target20.tga"/>
        </Resource>
    </IMAGEPICTURE>
    <LABEL Name="Txt_Name" x="89" y="6" Align="1">
        <Text String="Name" FontName="方正细黑一简体" FontSize="11" Shadow="100" Bold="true" OutlineColor="0,0,0,0" TextUpperColor="0,0,0,0" TextLowerColor="0,0,0,0"/>
    </LABEL>
    <PROGRESS Name="Prg_HP" x="27" y="26" Width="124" Height="8">
        <Resource>
            <FillImage FileName="progress\Pro_Mon.tga"/>
        </Resource>
    </PROGRESS>
    <LABEL Name="Txt_Hp" x="90" y="24">
        <Text String="1004" FontName="方正细黑一简体" FontSize="8" Shadow="100" Bold="true" OutlineColor="0,0,0,0" TextUpperColor="0,0,0,0" TextLowerColor="0,0,0,0"/>
    </LABEL>
    <IMAGEPICTURE Name="st_1" x="26" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_2" x="42" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_3" x="58" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_4" x="74" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_5" x="90" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_6" x="106" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_7" x="122" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_8" x="138" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="Img_Race" x="157" y="16" Width="21" Height="21">
        <Resource>
            <FrameImage FileName="ICON\race.tga" Frames="10"/>
        </Resource>
    </IMAGEPICTURE>
    <STILLIMAGEBUTTON Name="Btn_Link" y="15" Width="22" Height="22" Command="link">
        <Text FontName="方正细黑一简体" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="button\Btn_drop.tga"/>
            <FrameDownImage FileName="button\Btn_drop_down.tga"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <IMAGEPICTURE Name="image_catch" x="132" y="26" Width="36" Height="36">
        <Resource>
            <FrameImage FileName="button\pet_catch.tga" Frames="3"/>
        </Resource>
    </IMAGEPICTURE>
</DIALOG>

```

Make sure to edit all monster .xml files.

Equipment Slots

Information stored in `interfaces.pck/character.htf`

```
Equip_10 "Fashion Headwear"
Equip_11 "Fashion Bodywear"
Equip_12 "Fashion Pants"
Equip_13 "Fashion Footwear"
Equip_14 "Fashion Backwear"
Equip_15 "Wings"
Equip_19 "Smiley"
Equip_00 "Weapon"
Equip_01 "Headwear"
Equip_02 "Bodywear"
Equip_03 "Footwear"
Equip_04 "Necklace"
Equip_05 "Ring 1"
Equip_06 "Ring 2"
Equip_07 "Fashion Eyewear"
Equip_08 "Fashion Nosewear"
Equip_09 "Fashion Beard"
Btn_weapon "Use Spirit points to\\rupgrade weapons."
```

Currency Exchange Interface

This is for currency exchange interfaces. This is for editing the name of currencies in previews such as the below example for Gems.



You can find this in Interfaces/ingame.stf

This is what the list of values looks like. Editing the "Reputation #" of any of these can make it appear as whatever you'd like. For example,

"6622 "Requisite Honor: %d"" instead of "Requisite Reputaion 22: %d"
This will now show as requiring the currency "Honor" in-game.

There are plenty unused currencies in-game.

