

# Interfaces

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# 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

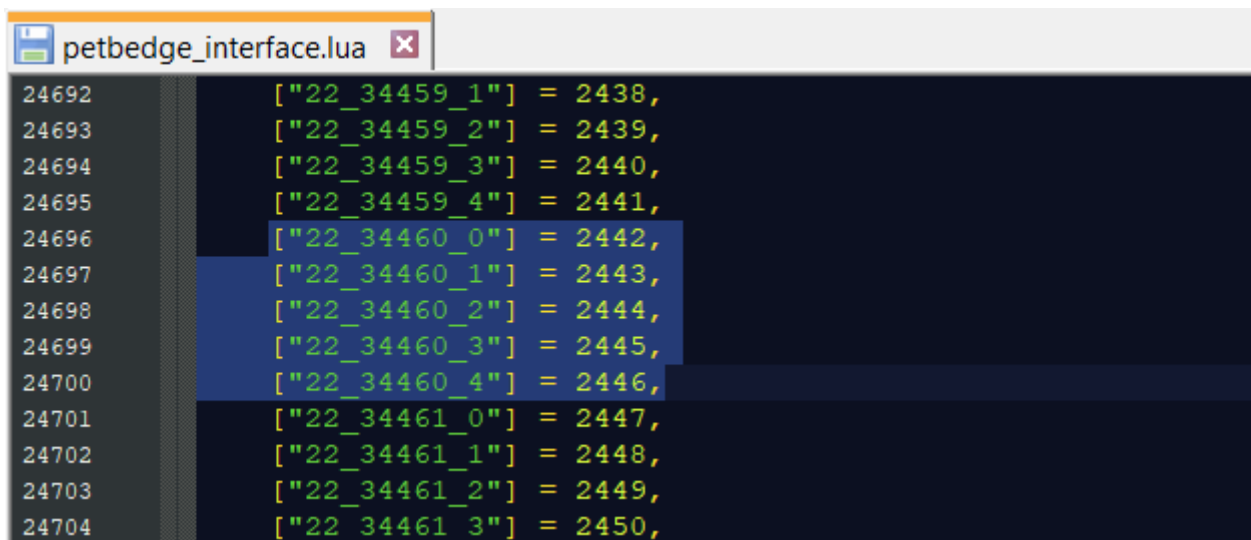
Pets - Petbedge\_interface.lua - This file needs to be edited both client and server (separately as it has specifics exclusive to both server and client side). Clone a pet in Seledit or Rody's Angelica Editor (much easier in this editor, but it's subscription based).

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):

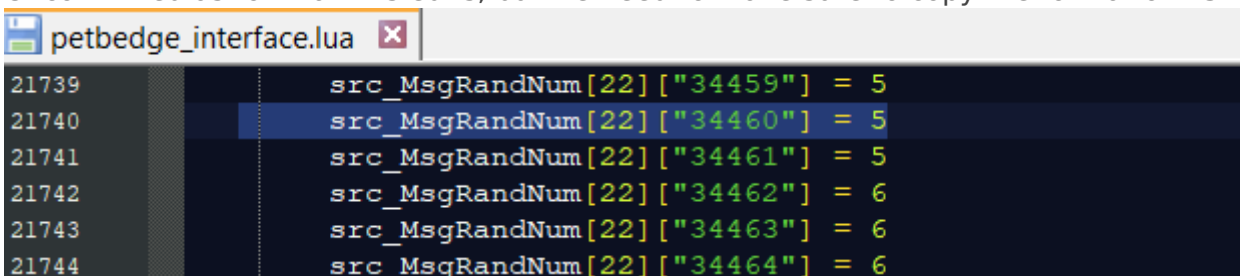
If the last ending number were 2446, add 2447 and so on.

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



```
petbedge_interface.lua
24692      ["22_34459_1"] = 2438,
24693      ["22_34459_2"] = 2439,
24694      ["22_34459_3"] = 2440,
24695      ["22_34459_4"] = 2441,
24696      ["22_34460_0"] = 2442,
24697      ["22_34460_1"] = 2443,
24698      ["22_34460_2"] = 2444,
24699      ["22_34460_3"] = 2445,
24700      ["22_34460_4"] = 2446,
24701      ["22_34461_0"] = 2447,
24702      ["22_34461_1"] = 2448,
24703      ["22_34461_2"] = 2449,
24704      ["22_34461_3"] = 2450,
```

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



```
petbedge_interface.lua
21739      src_MsgRandNum[22] ["34459"] = 5
21740      src_MsgRandNum[22] ["34460"] = 5
21741      src_MsgRandNum[22] ["34461"] = 5
21742      src_MsgRandNum[22] ["34462"] = 6
21743      src_MsgRandNum[22] ["34463"] = 6
21744      src_MsgRandNum[22] ["34464"] = 6
```

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):

```
petbedge_interface.lua
4450
4451 [34457] = {
4452     {"熊貓", "熊貓", "熊貓", "熊貓", "1,3,145000,20,1,512,4,1,1549,2,2,1,51,10,1,1,215,},
4453     { {118.503,24.79785,5.04735,35.441175,5.04735,0,.21945,.21945,.21945,.21945,.21945,0,.2,1.3,.2,1.3,90,1,}, {0.887725,1.859839,.378551,2.658088,.378551,0,.016459,.016459,.016459,.016459,},
4454     {4,.4,.2,0,},
4455     {0,0,{1,2,3,4,5},{10,11,14,15,16,17,51,52,25,26,29,30,31,32,42,43,},},
4456 },
4457
4458 [34458] = {
4459     {"熊貓", "熊貓", "熊貓", "熊貓", "1,3,150000,20,1,512,4,1,1549,2,2,1,51,10,1,1,218,},
4460     { {127.281,27.4312499999999,5.48625,38.40375,5.48625,0,.21945,.21945,.21945,.21945,.21945,0,.2,1.3,.2,1.3,90,1,}, {9.546075,2.057344,.411469,2.880281,.411469,0,.016459,.016459,.016459,.016459,},
4461     {4,.4,.2,0,},
4462     {0,0,{1,2,3,4,5},{10,11,14,15,16,17,51,52,25,26,29,30,31,32,42,43,},},
4463 },
4464
4465 [34459] = {
4466     {"熊貓", "熊貓", "熊貓", "熊貓", "1,3,155000,20,1,512,4,1,1549,2,2,1,51,10,1,1,221,},
4467     { {136.059,30.0646499999999,5.92515,41.366325,5.92515,0,.21945,.21945,.21945,.21945,.21945,0,.2,1.3,.2,1.3,90,1,}, {10.204425,2.254845,.444386,3.102474,.444386,0,.016459,.016459,.016459,.016459,},
4468     {4,.4,.2,0,},
4469     {0,0,{1,2,3,4,5},{10,11,14,15,16,17,51,52,25,26,29,30,31,32,42,43,},},
4470 },
4471
4472 [34460] = {
4473     {"熊貓", "熊貓", "熊貓", "熊貓", "1,3,160000,20,1,512,4,1,1549,2,2,1,51,10,1,1,224,},
4474     { {144.837,32.6980499999999,6.36405000000001,44.3289000000001,6.36405000000001,0,.21945,.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,},
4475     {4,.4,.2,0,},
4476     {0,0,{1,2,3,4,5},{10,11,14,15,16,17,51,52,25,26,29,30,31,32,42,43,},},
4477 },
4478
4479 }
```

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

```
petbedge_interface.lua
2452
2453 [34460] = {
2454     {"熊貓", "熊貓", "熊貓", "熊貓", "1,3,160000,20,1,512,4,1,1549,2,2,1,51,10,1,1,224,},
2455     { {144.837,32.6980499999999,6.36405000000001,44.3289000000001,6.36405000000001,0,.21945,.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,},
2456     {4,.4,.2,0,},
2457     {0,0,{1,2,3,4,5},{10,11,14,15,16,17,51,52,25,26,29,30,31,32,42,43,},},
2458 },
2459 }
```

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] = {
    {"Mèum",1,3,160000,20,1,512,4,1,1549,2,2,1,51,10,1,1,224,},
    {
        {144.837,32.6980499999999,6.36405000000001,44.3289000000001,6.36405000000001,0,.21945,.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,.250066666666667,0,2.27333333333333E-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)

[26]: Pet badge (869)			34460		Pandapocalypse	
pandap			Values	References (3)	Search	Description
ID	Name [349] (1 of 869)		All values			
30210	Tulip Ocelot	2	Drop PathID:	Models\matters\掉落模型\掉落物品蛋\掉落物品蛋.ecm		
30211	Unicorgi	2	Icon PathID:	Surfaces\男物品\boss大熊猫.tga		
30212	Manta Mouse	2	File Icon Unidentify:	Surfaces\男物品\宠物蛋_1.tga		
30213	Zephyr Doll	2	G1 Normal Icon:	Surfaces\男物品\圆圆boss大熊猫.tga		
30214	Shiracha	1	G1 Mutated Icon:	Surfaces\男物品\圆圆boss大熊猫.tga		
30215	Crowned Vespula	1	File Head Icon 2:	Surfaces\男物品\宠物蛋46.tga		
30216	Powdery Miller	1	G1 Normal Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
30217	Pangian Raptor	1	G1 Mutated Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
30499	Redmalkin Cub	1	G12 Normal Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
34457	Panda Cub	2	G12 Mutated Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
34458	Pandemic	1	G18 Normal Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
34459	Pandamonium	1	G18 Mutated Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
34460	Pandapocalypse	3	Ascended Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
34461	Redridge Hatchling	2	File To Shown 8:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
34462	Redridge Whelp	1	File To Shown 9:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
34463	Redridge Wurm	1	File To Shown 10:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
			File To Shown 11:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
			File To Shown 12:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
			File To Shown 13:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
			File To Shown 14:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
			File To Shown 15:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
			File To Shown 16:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm		
			Size:	1.80		

# 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).

```
<Hint String="Transform (^00ff00 N ^ffffff)"/>
<Text FontName="方正细黑一简体" 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="方正细黑一简体" 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="方正细黑一简体" 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="方正细黑一简体" 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="方正细黑一简体" 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="方正细黑一简体" FontSize="12"/>
  ▼<Resource>
    <FrameUpImage FileName="Button\sgame.tga" FrameMode="1"/>
    <FrameDownImage FileName="Button\sgamedown.tga" FrameMode="1"/>
  </Resource>
</STILLIMAGEBUTTON>
</DIALOG>
```

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"/>
  </EDIT>
  <Resource>
    <FrameImage FileName="frame\sback.tga"/>
  </Resource>
  <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\friendddown.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
1 <DIALOG Name="Win_TargetMonster" Width="175" Height="55" CanMove="false">
2   <IMAGEPICTURE Name="Img_Back" x="10" Width="159" Height="37">
3     <Resource>
4       <FrameImage FileName="Window\Target20.tga"/>
5     </Resource>
6   </IMAGEPICTURE>
7   <LABEL Name="Txt_Name" x="89" y="6" Align="1">
8     <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"/>
9   </LABEL>
10  <PROGRESS Name="Prg_Hp" x="27" y="26" Width="124" Height="8">
11    <Resource>
12      <FillImage FileName="progress\Pro_Mon.tga"/>
13    </Resource>
14  </PROGRESS>
15  <IMAGEPICTURE Name="st_1" x="26" y="39" Width="16" Height="16"/>
16  <IMAGEPICTURE Name="st_2" x="42" y="39" Width="16" Height="16"/>
17  <IMAGEPICTURE Name="st_3" x="58" y="39" Width="16" Height="16"/>
18  <IMAGEPICTURE Name="st_4" x="74" y="39" Width="16" Height="16"/>
19  <IMAGEPICTURE Name="st_5" x="90" y="39" Width="16" Height="16"/>
20  <IMAGEPICTURE Name="st_6" x="106" y="39" Width="16" Height="16"/>
21  <IMAGEPICTURE Name="st_7" x="122" y="39" Width="16" Height="16"/>
22  <IMAGEPICTURE Name="st_8" x="138" y="39" Width="16" Height="16"/>
23  <IMAGEPICTURE Name="Img_Race" x="157" y="16" Width="21" Height="21">
24    <Resource>
25      <FrameImage FileName="ICON\race.tga" Frames="10"/>
26    </Resource>
27  </IMAGEPICTURE>
28  <STILLIMAGEBUTTON Name="Btn_Link" y="15" Width="22" Height="22" Command="link">
29    <Text FontName="方正细黑一简体" FontSize="12"/>
30    <Resource>
31      <FrameUpImage FileName="button\Btn_drop.tga"/>
32      <FrameDownImage FileName="button\Btn_drop_down.tga"/>
33    </Resource>
34  </STILLIMAGEBUTTON>
35  <IMAGEPICTURE Name="image_catch" x="132" y="26" Width="36" Height="36">
36    <Resource>
37      <FrameImage FileName="button\pet_catch.tga" Frames="3"/>
38    </Resource>
39  </IMAGEPICTURE>
40 </DIALOG>
41
```



Edited:

```
targetmonster.xml targetmonster.xml
1 <DIALOG Name="Win_TargetMonster" Width="179" Height="55" CanMove="false">
2 <IMAGEPICTURE Name="Img_Back" x="10" Width="159" Height="37">
3 <Resource>
4 | <FrameImage FileName="Window\Target20.tga"/>
5 </Resource>
6 </IMAGEPICTURE>
7 <LABEL Name="Txt_Name" x="89" y="6" Align="1">
8 <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"/>
9 </LABEL>
10 <PROGRESS Name="Prg_HP" x="27" y="26" Width="124" Height="8">
11 <Resource>
12 | <FillImage FileName="progress\Pro_Mon.tga"/>
13 </Resource>
14 </PROGRESS>
15 <LABEL Name="Txt_Hp" x="90" y="24">
16 <Text String="100%" 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"/>
17 </LABEL>
18 <IMAGEPICTURE Name="st_1" x="26" y="39" Width="16" Height="16"/>
19 <IMAGEPICTURE Name="st_2" x="42" y="39" Width="16" Height="16"/>
20 <IMAGEPICTURE Name="st_3" x="58" y="39" Width="16" Height="16"/>
21 <IMAGEPICTURE Name="st_4" x="74" y="39" Width="16" Height="16"/>
22 <IMAGEPICTURE Name="st_5" x="90" y="39" Width="16" Height="16"/>
23 <IMAGEPICTURE Name="st_6" x="106" y="39" Width="16" Height="16"/>
24 <IMAGEPICTURE Name="st_7" x="122" y="39" Width="16" Height="16"/>
25 <IMAGEPICTURE Name="st_8" x="138" y="39" Width="16" Height="16"/>
26 <IMAGEPICTURE Name="Img_Race" x="157" y="16" Width="21" Height="21">
27 <Resource>
28 | <FrameImage FileName="ICON\race.tga" Frames="10"/>
29 </Resource>
30 </IMAGEPICTURE>
31 <STILLIMAGEBUTTON Name="Btn_Link" y="15" Width="22" Height="22" Command="link">
32 <Text FontName="方正细黑一简体" FontSize="12"/>
33 <Resource>
34 | <FrameUpImage FileName="button\Btn_drop.tga"/>
35 | <FrameDownImage FileName="button\Btn_drop_down.tga"/>
36 </Resource>
37 </STILLIMAGEBUTTON>
38 <IMAGEPICTURE Name="image_catch" x="132" y="26" Width="36" Height="36">
39 <Resource>
40 | <FrameImage FileName="button\pet_catch.tga" Frames="3"/>
41 </Resource>
42 </IMAGEPICTURE>
43 </DIALOG>
44
```

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

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

```

463 "Alliance"
468 6621 "Requisite Gems: Nd"
469 464 "Whisper"
470 6622 "Requisite Reputation 22: Nd"
471 465 "Party"
472 6623 "Requisite Reputation 23: Nd"
473 466 "Common"
474 6624 "Requisite Personal Fund: Nd"
475 6625 "Requisite Reputation 25: Nd"
476 6626 "Requisite Reputation 26: Nd"
477 6627 "Requisite Reputation 27: Nd"
478 470 "My settings"
479 6628 "Requisite Reputation 28: Nd"
480 3550 "3"
481 6629 "Requisite Reputation 29: Nd"
482 3551 "Automatically sort items in Bag.\rInterval for sorting: Nd minutes.\rUnavailable during trade and other operations, excluding Stash operation."
483 6630 "Requisite Reputation 30: Nd"
484 3552 "5"
485 6631 "Requisite Reputation 31: Nd"
486 3553 "Automatically sort items in Stash.\rInterval for sorting: Nd minutes."
487 6632 "Requisite Reputation 32: Nd"
488 3554 "Unable to sort. Items already in order."
489 6633 "Requisite Reputation 33: Nd"
490 3555 "Sort timed out."
491 6634 "Requisite Reputation 34: Nd"
492 3556 "No items found. Unable to sort."
493 6635 "Requisite Reputation 35: Nd"
494 3557 "An error happened during sorting."
495 6636 "Requisite Reputation 36: Nd"
496 3558 "Stash sorting interrupted."
497 6637 "Requisite Reputation 37: Nd"
498 6638 "Requisite Reputation 38: Nd"
499 6639 "Requisite Reputation 39: Nd"
500 6640 "Requisite Reputation 40: Nd"
501 6641 "Requisite Reputation 41: Nd"
502 6642 "Requisite Reputation 42: Nd"
503 6643 "Requisite Reputation 43: Nd"
504 6644 "Requisite Reputation 44: Nd"
505 6645 "Requisite Reputation 45: Nd"
506 6646 "Requisite Reputation 46: Nd"
507 6647 "Requisite Reputation 47: Nd"
508 490 ""^fcb4aPhysical Resistance\r^ffffff Damage from level Nd enemy attacks will be reduced by %d%%"
509 6648 "Requisite Reputation 48: Nd"
510 491 ""^fcb4aFerus Resistance\r^ffffff Ferus damage from level Nd enemies will be reduced by %d%%"
511 6649 "Requisite Reputation 49: Nd"
512 492 ""^fcb4aFlora Resistance\r^ffffff Flora damage from level Nd enemies will be reduced by %d%%"
513 6650 "Requisite Reputation 50: Nd"
514 493 ""^fcb4aAquan Resistance\r^ffffff Aquan damage from level Nd enemies will be reduced by %d%%"
515 6651 "Requisite Reputation 51: Nd"
516 494 ""^fcb4aPyros Resistance\r^ffffff Pyros damage from level Nd enemies will be reduced by %d%%"
517 6652 "Requisite Reputation 52: Nd"
518 495 ""^fcb4aTerra Resistance\r^ffffff Terra damage from level Nd enemies will be reduced by %d%%"
519 6653 "Requisite Reputation 53: Nd"
520 6654 "Requisite Reputation 54: Nd"
521 6655 "Requisite Reputation 55: Nd"
522 6656 "Requisite Reputation 56: Nd"
523 6657 "Requisite Reputation 57: Nd"
524 500 "Language: %d; Resistance: %d"

```