

# Maps

- [Precinct.clt](#)
- [Region.clt](#)

# Precinct.clt

## Example #1:

// Element precinct file (client version)

version 7

1330501267

"Pokari City" Area Name

1601 5 75 0 16 1 60 1 16 0 Area ID / # of Co-ords / # of NPCs / # of Other Areas / World ID /  
# of Music / Leave Timer / Ambient Stereo / World ID / Group ID

15.000000, 16.000000, -56.360001, 42.500000, -18.719999 ? / World ID / Portal Co-ords

0,0,0.000000,0.000000,0.000000

0,0,0.000000,0.000000,0.000000

0,0,0.000000,0.000000,0.000000

-377.255249 138.131409 457.909088 Area Boarder Co-ords (xyz)

-362.873779 78.828430 -221.574158

207.600723 58.555016 -202.462250

270.362122 174.479614 475.261200

-377.240601 138.131958 457.901886

"Stash Keeper Pital" -239.110001 43.840000 0.690000 "NPC" Co-ords (xyz)

"Transporter Marcy" -71.570000 38.049999 -143.500000

"Roor the Hunter" 120.980003 41.189999 6.540000

"Apothecary Yoon" -155.199997 40.650002 14.990000

"Blacksmith Qioz" -138.229996 41.139999 6.990000

"Ancestral Forge" -131.820007 40.340000 -10.150000

"Wehn" -52.130001 50.680000 174.899994

"Pokari Bulletin Board" -36.450001 38.049999 -143.589996

"Dispatcher Chun" -76.000000 38.000000 -144.000000

"Award Agent" 114.000000 44.000000 -110.000000

"Cloud Creek" -56.000000 42.000000 -28.000000

"Pokari Deputy" -34.720001 38.049999 -143.550003

"Pokari Agent" -38.330002 38.049999 -143.589996

"Pokari Sheriff" -41.459999 38.049999 -143.669998

"Miss Grace" 105.949997 44.320000 -90.430000

"Wu Cheng'en" 18.530001 45.740002 328.910004

"Glide Gear Dealer" -141.169998 41.290001 -98.300003

"Nimbus Rider" -227.899994 41.189999 8.420000

"Book Merchant Wath" -181.039993 42.520000 -74.120003

"Clan Director" -34.900002 47.759998 120.309998

"Woodsman Roki" -221.580002 44.290001 -88.620003

"Mount Merchant" 120.320000 41.189999 -4.070000  
"Mapkeeper Ming" -47.540001 38.049999 1.920000  
"General Scruffins" 39.220001 40.650002 15.370000  
"Foreign Monk" 66.349998 40.650002 15.340000  
"Swordkeeper Kash" 84.330002 40.360001 -55.029999  
"Elsa" 67.669998 41.320000 -73.459999  
"Scholar Loskit" 32.750000 40.279999 -16.040001  
"General Zurin" -62.230000 50.689999 175.009995  
"General Uree" -62.259998 50.500000 172.889999  
"Ziola" 26.629999 41.290001 -64.269997  
"Traveling Monk" 25.570000 41.290001 -97.989998  
"Veteran" 61.500000 41.560001 -36.910000  
"Hydraulic Engineer" 66.449997 41.340000 -74.699997  
"Engineer's Wife" 68.800003 41.310001 -72.400002  
"Pumpkin Farmer" 19.990000 43.450001 -132.460007  
"Craftsman Bolo" -231.919998 44.860001 -108.629997  
"Tool Merchant Gin" -223.000000 43.290001 -111.000000  
"Gear Guide Fren" -224.130005 43.290001 -103.290001  
"Guard Mino" -61.900002 38.529999 87.660004  
"Guard Su" -50.740002 38.529999 87.739998  
"Guard Inko" -50.919998 49.040001 156.449997  
"Guard Deen" -63.290001 49.040001 156.460007  
"Guard Leon" -67.910004 38.049999 58.830002  
"Guard Lon" -44.389999 38.049999 58.849998  
"Pokari Broker" -183.199997 43.950001 -36.180000  
"Matchmaker" -251.350006 41.360001 303.880005  
"Destroyer Kong" 19.750000 40.650002 -22.490000  
"Trader Larz" -140.229996 41.290001 -63.740002  
"Mogui Outfitter Mali" -140.020004 41.330002 -65.029999  
"The Sweeper" 98.669998 40.009998 243.199997  
"Dusk Dragonkin" -109.000000 38.000000 79.000000  
"Dawn Dragonkin" -119.000000 38.000000 79.000000  
"Pokari Virtue Agent" -83.000000 48.000000 127.000000  
"Ether Castle Agent" -32.000000 48.000000 124.000000  
"Achievement Shrine" 129.000000 40.000000 -26.000000  
"Dragon Slayer Forger" -142.570007 41.139999 15.010000  
"General Moyon" -51.770000 50.349998 171.050003  
"Warrior Mofan" -51.919998 50.500000 172.899994  
"Master of Arms" -183.610001 40.689999 15.350000  
"Wath's Assistant" -28.670000 47.759998 126.680000  
"Cloud Boy" -25.570000 47.759998 129.850006  
"Ingot Exchanger Tee" -92.300003 47.759998 135.940002  
"Ingot Exchanger Doo" -89.260002 47.759998 132.970001  
"Ingot Exchanger Qien" -86.230003 47.759998 129.759995  
"Ingot Exchanger Dollar" -95.000000 48.000000 139.000000  
"Mail Box" -2.380000 38.029999 -48.590000  
"East Market Teleporter" 57.000000 42.000000 -38.000000

"West Market Teleporter" -189.000000 42.000000 -42.000000  
"Temple Teleporter" -52.000000 48.000000 120.000000  
"Trainer Gruffin" 123.419998 41.189999 3.010000  
"Chef Theo" 117.519997 41.189999 8.900000  
"Trapper Verni" 113.559998 41.189999 9.540000  
"Collector Val" 123.796997 41.194000 -0.228000  
"Transformation Card Trade" 107.327003 40.849998 248.007004

#### Other Areas

"huanjingyinxiao\chengzhenbaitian.wav" Ambient Stereo  
"Music\changan.ogg" Music  
"huanjingyinxiao\chengzhenbaitian.wav" Ambient Stereo

Credit: Rouge Alma

#### Example #2:

PRECINCT.CLT/SEV Go To Town Configuration (example):

// Element precinct file (client version)

version 6  
1136977321

"Den of Rabid Wolves"

10601 5 0 4 1 3 30 1 106 0 = WID-AID / # of co-ord lines / # of other area lines /  
ambiencestereo / WID TO "RELEASE" or "Town Portal" TO / BGM(music) / LEAVE TIMER / enable  
disable (0-1) / WID OF CURRENT MAP / Group ID  
-1496.193970, 254.130005, 889.504028 = COORDINATES TO "RELEASE" or "Town Portal" TO  
-512.000000 332.649017 512.000000 \  
512.000000 332.649017 512.000000  
512.000000 332.649017 -512.000000 co-ord lines (town limits)  
-512.000000 332.649017 -512.000000  
-512.000000 332.649017 512.000000 /

"Avalanche Village" -710.494019 231.817001 4244.563965 \  
"Snowy Village" -2520.416016 216.925003 4100.319824

"The Forgotten Frostland" -2820.738037 241.505005 4180.767090 Other area lines (added  
for example only-not part of a06)[if it were it would change the very first line to this: 10601 5 (4)  
4 1 3 30 1 106 0 ]

"Harshlands Officer" -2517.510010 216.667999 4109.569824 /

```
"ambiencestereo\dungeon4.wav"  
"Music\common_e1.mp3"      \  
"Music\dungeon_b1.mp3"     BGM(music)[3]  
"Music\dungeon_c1.mp3"     /  
"ambiencestereo\dungeon4.wav"
```

--==further precinct notes==--

ambiencestereo = 0-none 1,2,3,4

BGM(music) 0-none or the number of lines of music played in sequence

Group ID for world\_targets?

enable disable 0=off/disable 1=on/enable

WID = World ID

Credit: Steve Langley

# Region.clt

// Element region file (client version)

version 6

1330501267

```
[region]
"      "
1 895 0 5
-377.255249 138.131409 457.909088
-362.873779 78.828430 -221.574158
207.600723 58.555016 -202.462250
270.362122 174.479614 475.261200
-377.240601 138.131958 457.901886
```

```
[trans]
1 16 1
-56.187237, 37.604233, -133.804794
2.500000, 25.000000, 2.500000
463.795013, 245.500000, 439.851013
```

Credit: RougeAlma

```
[region]
"    "
1 10
-2530.360596 212.984573 4179.893066
-2479.267334 220.548294 4190.765625
-2437.542236 220.995117 4137.787109
-2469.698486 218.411942 4087.776855
-2505.385742 221.888626 4047.897217
-2520.250244 217.868668 4051.548096
-2579.227051 217.949570 4079.913330
-2578.665527 216.452377 4123.163086
-2546.649414 218.257568 4170.906250
-2530.360596 212.984573 4179.893066
```

is the safezone section

the:

[trans]

116 1 0

-2392.144043, 260.299011, 4428.956055

10.000000, 5.000000, 5.000000

-175.348999, 256.104004, -437.670990

is the region transport

[trans] = tells it the following is transport info

131 1 60 = WORLD ID TAG TO / WORLD ID TAG FROM / LV REQ (IDK why HH/TT is 1 60; when every other [trans] is 1 0)

-2708.798096, 404.276001, 1185.218994 = this line tells it the cords to teleport from the map (in which this region file is for)

5.000000, 5.000000, 5.000000 = this I am guessing is the range for which the transport area works (how far outside of the above number)

-477.000000, 131.000000, 475.000000 = this line tells it where to take you inside the new location

Credit: 343