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Surfaces

Emotions

Emotions are the chat smileys used in the in-game chat. Each smiley pack is stored as a DDS spritesheet (`emotions.dds`, `emotions0.dds`, `emotions1.dds`, etc) paired with a text file (`emotions.txt`, `emotions0.txt`, `emotions1.txt`, etc) that helps define where each smiley in the sheet starts and ends alongside their name and other necessary data.

Each sprite should be 40x40 pixels.

Example:



`emotions.txt` is utf-16 encoded.

```
0 3 "01██" 15 29 50
3 2 "02██" 15 25
5 7 "03██" 10 20 30 40 50 60 70
```

12 2 "04□□" 20 30
14 3 "05□□" 10 20 30
17 7 "06□□" 15 25 37 50 60 70 80
24 6 "07□□" 10 20 30 40 50 60
30 3 "08□□" 20 30 40
...

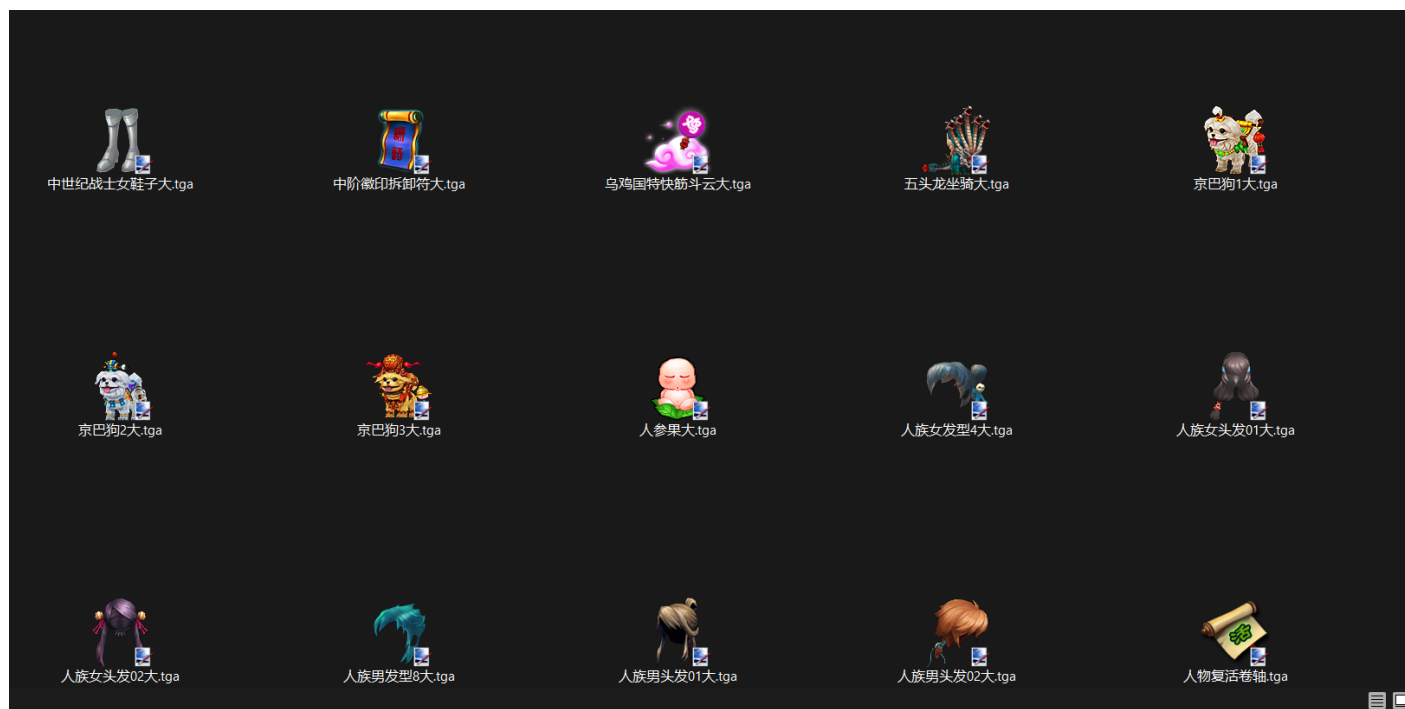
Start Frame	Total Frames	"Name"	Timing for each frame?
0	3	"01□□ "	15 29 50
3	2	"02□□ "	15 25
5	7	"03□□ "	10 20 30 40 50 60 70

Heaven Repository (HR)

Icons

Location: surfaces.pck.files\surfaces\qshop\1

In this location you can find the icons used for gshop files. With a gshop editor this is the file names you want to place with visuals for the items you purchase from HR. (Items will have a copy in this location regardless of if you've added them to item icons in "element\surfaces.pck.files\surfaces\iconset" and set in elements).



Event Summary

The event summary is a menu that was visible in "old eso" (Pre-Odyssey). At some point they decided to remove this feature from the game but not before updating all the icons and UI.

The location of the Event Summary menu button was on the minimap in the upper right corner just below the mail icon.

Adding The UI Button Back

To add the icon back you should edit `interfaces\minimap.xml` within `interfaces.pck` to include the following button.

You should change the height of the entire minimap node to 185 otherwise the button will only be half clickable.

```
<STILLIMAGEBUTTON Name="Btn_Daily" x="152" y="162" Width="28" Height="28"
Command="List_Activities">
  <Hint String="Events" />
  <Text FontName="□□□□□□□□" FontSize="12" />
  <Resource>
    <FrameUpImage FileName="button\radar_daily.tga" />
    <FrameDownImage FileName="button\radar_dailydown.tga" />
  </Resource>
</STILLIMAGEBUTTON>
```



Editing The Event Summary

The event summary menu pulls its data from `surfaces\ingame\taskdaily.txt` within `surfaces.pck`.

The file seems to be space delimited (5), each event on a new line and has the following columns in this order.

Day of Week	Time	Name	Level	Remarks	Line	Task ID	NPCid	Reward Item ID	Description
-------------	------	------	-------	---------	------	---------	-------	----------------	-------------

Example event.

"1,2,3,4,5,6,7"	"00:00-24:00"	"Test"	"1-105"	"□□"	"6-15□"	"4035"			
"0"	"24072,24020,14977,7139"	"This is a test event."							

Event Summary

Monday Tuesday Wednesday Thursday Friday Saturday Sunday

Time	Quest	Level	Note
12:00-14:	七十二变 (新)	Above LV40	日常
18:00-20:	七十二变 (新)	Above LV41	日常
17:00-21:	三阳开泰 (新)	LV1-LV105	日常
Whole	点化大赛	LV1-LV105	日常
Whole	反攻的号角	LV1-LV105	日常
Whole	升官图	LV90-LV105	日常
Whole	小猪快跑	LV1-LV105	日常
Whole	Test	LV1-LV105	日常

Filter

N/A Conditions not met. ☐ Hide N/A Advent
 Blue Already finished ☐ Hide Blue Advent

Quest Test
 Realm 6-15线
 Start

Quest
 This is a test event.

Rewards



Decompressing and Extraction of Client Files

Ether Saga game files are compressed into `.pck` archives. To decompress and extract these archives a tool called sPCK is needed.

sPCK usage is quite simple. It takes an argument for the game, whether to extract or compress, and what file to work on.

```
sPCK.exe -eso -x surfaces.pck
```

Arguments for each game are as follows:

- `-pw` - Perfect World
- `-jd` - Jade Dynasty
- `-fw` - Forsaken World
- `-eso` - Ether Saga

You use `-c` for compress or `-x` for extract.

In the above example, we are telling `sPCK.exe` that our `.pck` file is from `-eso` Ether Saga and to `-x` extract the files from `surfaces.pck`

Extracting the files will create a folder called `surfaces.pck.files` that contains all the files extracted from `surfaces.pck`.

For convenience sake you can create a batch script called `unpack.bat` containing the above example and change `surfaces.pck` to whichever `.pck` you wish to extract.

Recompressing

To recompress the files you can simple switch the `-x` to a `-c` and pass `surfaces.pck.files` instead of `surfaces.pck`.

```
sPCK.exe -eso -c surfaces.pck.files
```

For convenience sake you can create a batch script called `recompress.bat` containing the above example and change `surfaces.pck.files` to whichever `.pck.files` you wish to recompress.

Interfaces

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

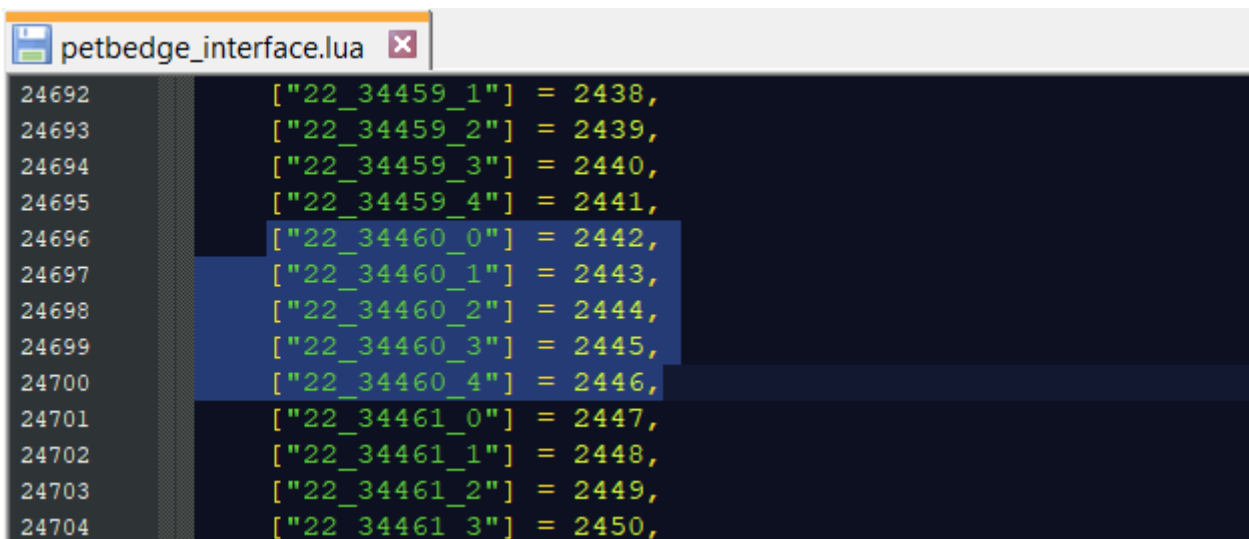
Pets - Petbedge_interface.lua - This file needs to be edited both client and server (separately as it has specifics exclusive to both server and client side). Clone a pet in Seledit or Rody's Angelica Editor (much easier in this editor, but it's subscription based).

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):

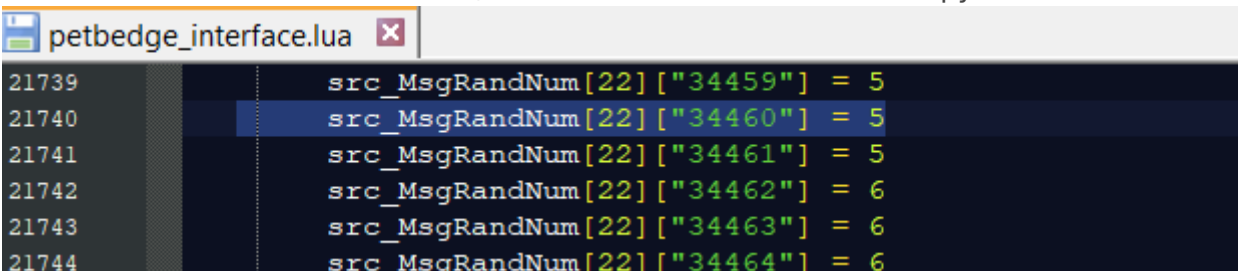
If the last ending number were 2446, add 2447 and so on.

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
4480
4481 [34457] = {
4482     {"熊貓幼仔", 1, 3, 145000, 20, 1, 512, 4, 1, 1549, 2, 2, 1, 51, 10, 1, 1, 215, },
4483     { (118.509, 24.79785, 5.04735, 35.441175, 5.04735, 0, .21945, .21945, .21945, .21945, .21945, 0, .2, 1.3, .2, 1.3, 90, 1, }, { 8.887725, 1.859839, .378551, 2.658088, .378551, 0, .016459, .016459, .016459, .016459,
4484     { 4, 4, .2, 0, },
4485     { 0, 0, { 1, 2, 3, 4, 5 }, { 10, 11, 14, 15, 16, 17, 51, 52, 25, 26, 29, 30, 31, 32, 42, 43, }, },
4486 },
4487
4488 [34458] = {
4489     {"熊貓幼仔", 1, 3, 150000, 20, 1, 512, 4, 1, 1549, 2, 2, 1, 51, 10, 1, 1, 218, },
4490     { (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,
4491     { 4, 4, .2, 0, },
4492     { 0, 0, { 1, 2, 3, 4, 5 }, { 10, 11, 14, 15, 16, 17, 51, 52, 25, 26, 29, 30, 31, 32, 42, 43, }, },
4493 },
4494
4495 [34459] = {
4496     {"熊貓幼仔", 1, 3, 155000, 20, 1, 512, 4, 1, 1549, 2, 2, 1, 51, 10, 1, 1, 221, },
4497     { (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, 2.254849, .444386, 3.102474, .444386, 0, .016459, .016459, .016459, .016459,
4498     { 4, 4, .2, 0, },
4499     { 0, 0, { 1, 2, 3, 4, 5 }, { 10, 11, 14, 15, 16, 17, 51, 52, 25, 26, 29, 30, 31, 32, 42, 43, }, },
4500 },
4501
4502 [34460] = {
4503     {"熊貓幼仔", 1, 3, 160000, 20, 1, 512, 4, 1, 1549, 2, 2, 1, 51, 10, 1, 1, 224, },
4504     { (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,
4505     { 4, 4, .2, 0, },
4506     { 0, 0, { 1, 2, 3, 4, 5 }, { 10, 11, 14, 15, 16, 17, 51, 52, 25, 26, 29, 30, 31, 32, 42, 43, }, },
4507 },
4508
```

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
2453
2454 [34460] = {
2455     {"熊貓幼仔", 1, 3, 160000, 20, 1, 512, 4, 1, 1549, 2, 2, 1, 51, 10, 1, 1, 224, },
2456     { (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,
2457     { 4, 4, .2, 0, },
2458     { 0, 0, { 1, 2, 3, 4, 5 }, { 10, 11, 14, 15, 16, 17, 51, 52, 25, 26, 29, 30, 31, 32, 42, 43, }, },
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,
        { 0, 0, { 1, 2, 3, 4, 5 }, { 10, 11, 14, 15, 16, 17, 51, 52, 25, 26, 29, 30, 31, 32, 42, 43, }, },
        { 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, .250066666666667, 0, 2.27333333333333, 333333E-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 Vespuia	1	File Head Icon 2:	Surfaces\男物品\宠物蛋 48	tga	
30216	Powdery Miller	1	G1 Normal Model:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
30217	Pangian Raptor	1	G1 Mutated Model:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
30499	Redmalkin Cub	1	G12 Normal Model:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
34457	Panda Cub	2	G12 Mutated Model:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
34458	Pandemic	1	G18 Normal Model:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
34459	Pandamonium	1	G18 Mutated Model:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
34460	Pandapocalypse	3	Ascended Model:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
34461	Redridge Hatchling	2	File To Shown 8:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
34462	Redridge Whelp	1	File To Shown 9:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
34463	Redridge Worm	1	File To Shown 10:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
			File To Shown 11:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
			File To Shown 12:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
			File To Shown 13:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
			File To Shown 14:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
			File To Shown 15:	Models\npcs\怪物\boss\大熊猫	沃能猫	ecm
			File To Shown 16:	Models\npcs\怪物\boss\大熊猫	沃能猫	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—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—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—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—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—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—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"/>
    <Resource>
      <FrameImage FileName="frame\sback.tga"/>
    </Resource>
  </EDIT>
  <STILLIMAGEBUTTON Name="Btn_Produce" x="64" Width="36" Height="48" Command="wproduce">
```



```

<Hint String="Crafting (^00ff00 0 ^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="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  <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

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 Reputation 22: %d"

This will now show as requiring the currency "Honor" in-game.

There are plenty unused currencies in-game.

```
ingame.stf
6622 "Requisite Reputation 22: %d"
6623 "Requisite Reputation 23: %d"
6625 "Requisite Reputation 25: %d"
6626 "Requisite Reputation 26: %d"
6627 "Requisite Reputation 27: %d"
6628 "Requisite Reputation 28: %d"
6629 "Requisite Reputation 29: %d"
6630 "Requisite Reputation 30: %d"
6631 "Requisite Reputation 31: %d"
6632 "Requisite Reputation 32: %d"
6633 "Requisite Reputation 33: %d"
6634 "Requisite Reputation 34: %d"
6635 "Requisite Reputation 35: %d"
6636 "Requisite Reputation 36: %d"
6637 "Requisite Reputation 37: %d"
6638 "Requisite Reputation 38: %d"
6639 "Requisite Reputation 39: %d"
6640 "Requisite Reputation 40: %d"
6641 "Requisite Reputation 41: %d"
6642 "Requisite Reputation 42: %d"
6643 "Requisite Reputation 43: %d"
6644 "Requisite Reputation 44: %d"
6645 "Requisite Reputation 45: %d"
6646 "Requisite Reputation 46: %d"
6647 "Requisite Reputation 47: %d"
6648 "Requisite Reputation 48: %d"
6649 "Requisite Reputation 49: %d"
6650 "Requisite Reputation 50: %d"
6651 "Requisite Reputation 51: %d"
6652 "Requisite Reputation 52: %d"
6653 "Requisite Reputation 53: %d"
6654 "Requisite Reputation 54: %d"
6655 "Requisite Reputation 55: %d"
6656 "Requisite Reputation 56: %d"
6657 "Requisite Reputation 57: %d"
6658 "Requisite Reputation 58: %d"
6659 "Requisite Reputation 59: %d"
6660 "Requisite Reputation 60: %d"
6661 "Requisite Reputation 61: %d"
6662 "Requisite Reputation 62: %d"
6663 "Requisite Reputation 63: %d"
463 "Alliance"
468 6621 "Requisite Gems: %d"
469 464 "Whisper"
470 6622 "Requisite Reputation 22: %d"
471 465 "Party"
472 6623 "Requisite Reputation 23: %d"
473 466 "Common"
474 6624 "Requisite Personal Fund: %d"
475 6625 "Requisite Reputation 25: %d"
476 6626 "Requisite Reputation 26: %d"
477 6627 "Requisite Reputation 27: %d"
478 470 "Settings"
479 6628 "Requisite Reputation 28: %d"
480 3550 "3"
481 6629 "Requisite Reputation 29: %d"
482 3551 "Automatically sort items in Bag.\rInterval for sorting: %d minutes.\rUnavailable during trade and other operations, excluding Stash operation."
483 6630 "Requisite Reputation 30: %d"
484 3552 "5"
485 6631 "Requisite Reputation 31: %d"
486 3553 "Automatically sort items in Stash.\rInterval for sorting: %d minutes."
487 6632 "Requisite Reputation 32: %d"
488 3554 "Unable to sort. Items already in order."
489 6633 "Requisite Reputation 33: %d"
490 3555 "Sort timed out."
491 6634 "Requisite Reputation 34: %d"
492 3556 "No items found. Unable to sort."
493 6635 "Requisite Reputation 35: %d"
494 3557 "An error happened during sorting."
495 6636 "Requisite Reputation 36: %d"
496 3558 "Stash sorting interrupted."
497 6637 "Requisite Reputation 37: %d"
498 6638 "Requisite Reputation 38: %d"
499 6639 "Requisite Reputation 39: %d"
500 6640 "Requisite Reputation 40: %d"
501 6641 "Requisite Reputation 41: %d"
502 6642 "Requisite Reputation 42: %d"
503 6643 "Requisite Reputation 43: %d"
504 6644 "Requisite Reputation 44: %d"
505 6645 "Requisite Reputation 45: %d"
506 6646 "Requisite Reputation 46: %d"
507 6647 "Requisite Reputation 47: %d"
508 490 ""ffcb4aPhysical Resistance\r""ffffff Damage from level %d enemy attacks will be reduced by %d%%"
509 6648 "Requisite Reputation 48: %d"
510 491 ""ffcb4aFerus Resistance\r""ffffff Ferus damage from level %d enemies will be reduced by %d%%"
511 6649 "Requisite Reputation 49: %d"
512 492 ""ffcb4aFlora Resistance\r""ffffff Flora damage from level %d enemies will be reduced by %d%%"
513 6650 "Requisite Reputation 50: %d"
514 493 ""ffcb4aAquan Resistance\r""ffffff Aquan damage from level %d enemies will be reduced by %d%%"
515 6651 "Requisite Reputation 51: %d"
516 494 ""ffcb4aPyros Resistance\r""ffffff Pyros damage from level %d enemies will be reduced by %d%%"
517 6652 "Requisite Reputation 52: %d"
518 495 ""ffcb4aTerra Resistance\r""ffffff Terra damage from level %d enemies will be reduced by %d%%"
519 6653 "Requisite Reputation 53: %d"
520 6654 "Requisite Reputation 54: %d"
521 6655 "Requisite Reputation 55: %d"
522 6656 "Requisite Reputation 56: %d"
523 6657 "Requisite Reputation 57: %d"
524 500 "Requisite Reputation 58: %d"
```

Configs

In-game Database

Create and add htm files to a folder of your choosing.
The client originally had pre-made ones for several monsters. You will need to add their locations and monster IDs to the txt file monster_item.txt in configs.pck

```
monster_item.txt
File Edit View

5204 "surfaces/html/boss/boss1a.htm"
5205 "surfaces/html/boss/boss1b.htm"
5206 "surfaces/html/boss/boss1c.htm"
5207 "surfaces/html/boss/boss1d.htm"
5208 "surfaces/html/boss/boss1e.htm"
5209 "surfaces/html/boss/boss1f.htm"
6958 "surfaces/html/boss/boss2h.htm"
6959 "surfaces/html/boss/boss2i.htm"
7657 "surfaces/html/boss/boss2j.htm"
7658 "surfaces/html/boss/boss2k.htm"
7825 "surfaces/html/boss/boss3l.htm"
7827 "surfaces/html/boss/boss3m.htm"
7828 "surfaces/html/boss/boss3n.htm"
7829 "surfaces/html/boss/boss3o.htm"
7830 "surfaces/html/boss/boss3p.htm"
7831 "surfaces/html/boss/boss3q.htm"
14599 "surfaces/html/boss/fuben_longgong1.htm"
14600 "surfaces/html/boss/fuben_longgong2.htm"
14601 "surfaces/html/boss/fuben_longgong3.htm"
14602 "surfaces/html/boss/fuben_longgong4.htm"

14651 "surfaces/html/boss/fuben_longgong11.htm"
14652 "surfaces/html/boss/fuben_longgong22.htm"
14653 "surfaces/html/boss/fuben_longgong33.htm"
14654 "surfaces/html/boss/fuben_longgong44.htm"

15204 "surfaces/html/boss/fuben_baigu1.htm"
15205 "surfaces/html/boss/fuben_baigu2.htm"
15206 "surfaces/html/boss/fuben_baigu3.htm"
15207 "surfaces/html/boss/fuben_baigu4.htm"
15208 "surfaces/html/boss/fuben_baigu5.htm"

15211 "surfaces/html/boss/fuben_hu1ang3.htm"
15212 "surfaces/html/boss/fuben_hu1ang2.htm"
15213 "surfaces/html/boss/fuben_hu1ang1.htm"

15219 "surfaces/html/boss/fuben_huangfeng3.htm"
15220 "surfaces/html/boss/fuben_huangfeng2.htm"
15221 "surfaces/html/boss/fuben_huangfeng1.htm"
```

In this case, there needs to be a "surfaces" directory in elements folder. These boss htm still exist in surfaces.pck.



If the folder "surfaces" (from the surfaces.pck) is moved to the correct location, the button above should appear next to the boss names that have the appropriate corresponding htm pages made. Above is an example with the dungeon "Crypt of Hunters" and the first boss of that dungeon, "Blackbear Sovereign"

Elementclient.exe

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

lua`log`

nover`chk`

force`login`

token

area

user

Usage: `user:USERNAME`

Replace `USERNAME` with your accounts username.

pwd

Usage: `pwd:PASSWORD`

Replace `PASSWORD` with your accounts password.

replay

nochange`dir`

Maps

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

Maps

Region.clt

// Element region file (client version)

version 6

1330501267

```
[region]                Area
"██████"                Area Name
1 895 0 5                PK-Zone / Area ID / ? / Number of Points
-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]                Portal
1 16 1                World ID To (e.g. Gaap) / World ID From (e.g. Pokari) / Minimum Level
-56.187237, 37.604233, -133.804794    Portal Co-ords From (e.g. Pokari)
2.500000, 25.000000, 2.500000        Portal Range Allowance
463.795013, 245.500000, 439.851013    Portal Co-ords To (e.g Gaap)
```

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

Data

path.data

`path.data` is fairly simple. It contains a mapping of ID's to asset paths.

The file starts with 4 bytes representing a `timestamp` in unix epoch and 4 bytes representing the total number of paths in the file.

Each path consists of a varying number of bytes. The first 4 bytes of a path are the ID, the next 4 bytes are the length of the path in bytes. Reading bytes equivalent to the length will give you a `GB2312` encoded string representing the path.

Example snippet of a `path.data` export.

```
1,Models\npcs\00\000\00\00.ecm
2,Models\npcs\00\000\00000\00000.ecm
3,Models\npcs\00\000\000\000.ecm
4,Models\npcs\00\000\00000\00000.ecm
5,Models\npcs\00\000\0000\0000.ecm
6,Models\npcs\00\000\000\000.ecm
7,Models\npcs\00\000\000\000.ecm
```

An example C# class representing the data.

```
public class PathData
{
    public Int32 Timestamp { get; set; }
    public Int32 TotalPaths { get; set; }
    public ES0Path[] ES0Paths { get; set; }
}

public class ES0Path : PathData
{
    public Int32 ID { get; set; }
    public Int32 PathLength {get; set;}
    public String? FilePath { get; set; }
}
```


Data

aipolicy.data

Data

domain.data

Data

dyn_tasks.data

Data

dynamicobjects.data

Data

elements.data

Data

gshop.data

Data

screentasks.data

Data

task_npc.data

Data

tasks.data

Models

Ski Files

This information is taken from resources for Perfect World. While Perfect World and other Angelica engine games are very similar there may be some differences. This information needs to be confirmed for Ether Saga.

General File Structure

Offset	Name	Data Size	Typ. Values	Meaning	Comments
0x0000	moxbiksa[8]	CHAR	"MOXBIKSA"	file type identifier	Ski BMOX
0x0008	ski_type	DWORD	8 or 9		Type 9 has bone names listed, type 8 doesn't
0x000C	mesh_count[4]	DWORD	1,0,0,0 or 2,0,0,0	number of meshes	Defines a <code>vertex_type</code> as well. (index to <code>mesh_count[]</code>); so <code>vertex_type</code> goes (0,1,?,?)
0x001C	tex_count	DWORD	1 or 2	number of textures	
0x0020	mat_count	DWORD	1 or 2	number of materials	
0x0024	num_bips	DWORD	4 or more	number of "bones"	if <code>ski_type</code> =8, always no bips (but <code>num_bips</code> =4)
0x0028	(unknown_2)	DWORD	0		only value 0 spotted currently
0x002C	(type_mask)	DWORD	41 or 43 or ...	num.Bones in *.bon	Seems to identify the type of Avatar; Human_Female= 41, Demon_Female = 43, Human_Male = 35, ...

Offset	Name	Data Size	Typ. Values	Meaning	Comments
0x0030	zero_60	DWORD	0,0,0,...		just 15 zero DWORDs (or 60 zero BYTES)

```

IF ski_type == 9:{{{
    Bone Names{{{
    0x006C Repeat [num_bips]:{{{
    bone_len DWORD e.g. 12 string len (bone name)
    bone_name[len] CHAR "Bip01 L Foot" the bone name string no trailing /0
    }}}}}}
   Textures{{{
    0x006C + (bones) Repeat [tex_count]:{{{
    tex_len DWORD e.g. 16 number of bytes, not chinese letters
    tex_name[len] CHAR ".dds" Texture file name (maybe unicode)
    }}}}}}
    Materials{{{
    Repeat [mat_count]:{{{
    MatHeader String-z "MATERIAL: "/0 Header for Mat.Block 10 bytes + trail-/0
    mat_values[16] FLOAT 1, 1, 1, 1, 1, 1, 1, 1, (unknown) could be a matrix ...
    0, 0, 0, 1, 0, 0, 0, 1 (unknown) ... or other float parameters
    scale_param FLOAT 9.999 or 19,999 or 10.0 a scaling factor? (a "0" was spotted too)
    is_clothing BYTE 0x00 or 0x01 if fashion or not? could be boolean
    }}}}}}
    Meshes{{{
    Repeat [mesh_count]:<<<
    obj_len DWORD e.g. 8 string len (mesh_obj)
    mesh_obj[len] CHAR "_0" name of the model no trailing /0
    tex_index LONG_32 0 or 1 or ...? index to texture none if -1
    mat_index LONG_32 0 index to materials
    IF vertex_type == 1:{{{
    extra_data[4] BYTE (unknown)
    }}}}}}
    vertex_count DWORD 1235 number of vertices
    faceverts_count DWORD 6084 number of faceverts faceverts_count = 3*face_count, because always
    triangles
    Vertices{{{
    Repeat [vertex_count]:{{{

```

```

vertex_position[3] FLOAT(0.05, 1.0, -0.234) vertex coordinate -X, -Z, Y
IF vertex_type == 0:{{{
vertex_weight[3] FLOAT(0.7, 0.3, 0.0) bone influence ? seem 2nd value is always between 1st a
3rd
bone_index[4] BYTE(3, 12, 0, 27) list of 4 "bones" the order must be kept; don't sort!
}}}
vertex_normal[3] FLOAT vertex normal vector
vertex_UV_coord[2] FLOAT u/v-coordinate of vertex U, 1-V
}}}
Faces
Repeat [face_count]:{{{
face_count = faceverts_count / 3
vertex_index[3] USHORT_16(123, 122, 144) 3 indices to vertices
}}}
(End Meshes)>>>
EOF
EOF

```

Console Commands

Debug Commands

Disclaimer: Most of these have been proven to work, some have yet to be tested.

System Commands

Changer render of mipmap/pixel. 0-10 high-low quality

`d_mipmapbias`

Sight of your camera.

`d_viewradius`

Seems to be useless or not working.

`d_playerradius`

Change the render of the trees. 0-4

`d_treelod`

Show/Hide Water 0-2

`d_render_water`

Show/Hide Grasses

`d_render_grass`

Show/Hide Trees

`d_render_forest`

Show/Hide Shadow

`d_render_shadow`

Show/Hide Outline

d_render_outline

Do not prevent the window from updating when it loses focus.

d_rendernofocus

Changes UI theme 0=old 1=new

d_theme

Change ingame time (client side only). Format: 10,00 (mean 10AM).

d_settimeofday

Same thing as (F9) but without the Screenshot window.

d_cameramode

Move to X, Y cords. Use d_showpos to help you.

d_goto x, y

Move to the specified game coordinates

d_go x, y

Display all purchased EB?

d_money

Open a url in the browser

d_ie <url>

Changes window title?

d_title

Fly but only works when you have a high movement speed.

For flying without speed adjustments use [d_c2scmd fly](#)

d_fly

Changes player runspeed values exceeding 5 cause rubberbanding due to server anti-cheat

d_runspeed

Seems to be useless or not working. Perhaps to use a skill?

d_skill

Seems to be useless or not working. Quests are known as Tasks may be related to completing a quest

d_task

Return to character selection screen.

d_relogin

Information

Some wire boxes on in-game objects.

d_boundbox

Show Dynamic NPC's ID in the order they were spawned.

d_npcid

Show/Hide the cords for every NPC, MOB, PLAYER (and you).

d_showpos

Show the distance between your character and the cursor.

d_testdist

Show/Hide item/npc/character's ID instead of their name.

You can also get a character's ID by **CTRL + Right Click** their name in chat.

d_showid

Show the server date and time.

d_getservertime

Show last login time

d_lastlogintime

Show character creation time

d_createtime

Show Debug info

Shows debug info

d_rtdebug

Show/Hide 3D game information.

d_a3dstat

Show/Hide computer and game resources.

d_gamestat

Display information related to debugging UI

d_uidebug

Show/Hide FPS in the right upper corner of the screen.

d_fps

Shows a gfc from gfc.pck (requires dir location)

d_gfx

Seems to be useless or not working.

d_skipframe

Seems to be useless or not working.

d_modelupdate

Write dump, close the game and show the Report Bug window.

d_minidump

ID Search

Search for a partial name of an item / mob / npc and get its ID in return

d_query

Type an npc id and get back its coordinates (if its already in the autopath database)

d_querynpc

Search for a partial name of an NPC Service and get its ID in return

d_queryservice

Type in a partial model path and it spits out the items that use it

d_querymodel

???

Seems to be useless or not working.

d_turnaround

Seems to be useless or not working.

d_trnlayer

Seems to be useless or not working.

d_trncull

Maybe for make some changes on GS(gamed)? GS controls the servers rates(exp/drop/gold/spirit/etc) and who knows what else.

d_gscmd

Delete command?

d_delcmd

Seems to be useless or not working.

d_namepos

Client to Server Commands

Drop gold on ground

```
d_c2scmd 20 <amount>
```

Invite player to party

```
d_c2scmd 27 <id>
```

Meditate

```
d_c2scmd 46
```

Open Self Shop

```
d_c2scmd 84
```

Initiate duel with a player

```
d_c2scmd 92 <id>
```

Take your hands? (Embrace)

```
d_c2scmd 95 <id>
```

View characters information

```
d_c2scmd 99 <id>
```

Change class

```
d_c2scmd 1102 0 <id>
```

Gain gold relevant to the equation (level*100)

```
d_c2scmd 1988
```

Change pet mood maybe?

```
d_c2scmd 1989 <id>
```

Gives exp + spirit(note this is affected by the servers exp rate and can result in receiving negative experience)

```
d_c2scmd 1999
```

Add level 1 character

```
d_c2scmd 2000
```

Create item with 1 minute timer(no idea how to change timer amount needs to be looked into)

```
d_c2scmd 2001 <id>
```

Grants double experience for target player for a duration range of 0 to 14400 seconds.

```
d_c2scmd 2009 <id>
```

Gain 100 EB

```
d_c2scmd 2014
```

Expand inventory slots by amount

```
d_c2scmd 2016 <amount>
```

Makes target player spouse

```
d_c2scmd 2020 <id or 0 for divorce>
```

Clears inventory

```
d_c2scmd 4444
```

Spawns item by quantity on the ground

```
d_c2scmd 10800 <id> <quantity>
```

Gain experience by amount(note this is affected by the servers exp rate and can result in receiving negative experience)

```
d_c2scmd 10889 <value>
```

Spawns a mob/npc for the specified duration (NPCs that are spawned are not interactable)

```
d_c2scmd 10802 <id> <quantity> <spawnduration> 0
```

Fly but not broken

```
d_c2scmd 10803 66
```

GM Commands

- `gm_kickout_role`
- `gm_kickout_user`
- `gm_list_user`
- `gm_online_num`
- `gm_restart_sev`
- `gm_shutup_role`
- `gm_shutup_user`
- `gm_moveto_player`
- `gm_callin_player`
- `gm_broadcast`
- `gm_showid`
- `gm_forbid_role`
- `gm_trigger_chat`
- `gm_generate`