

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

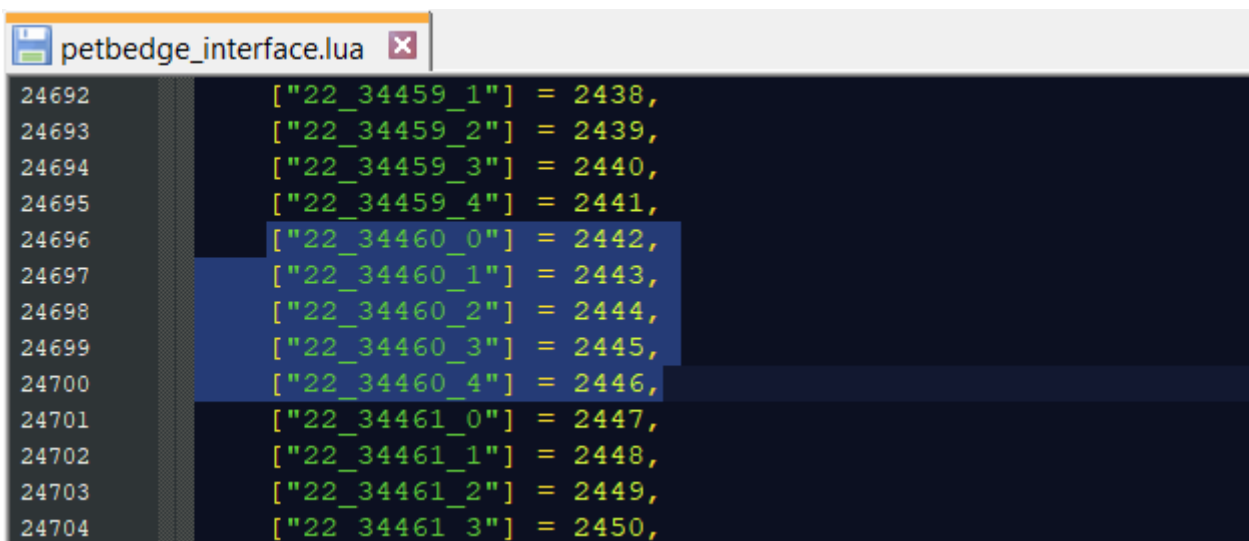
Pets - Petbedge_interface.lua - This file needs to be edited both client and server (separately as it has specifics exclusive to both server and client side). Clone a pet in Seledit or Rody's Angelica Editor (much easier in this editor, but it's subscription based).

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):

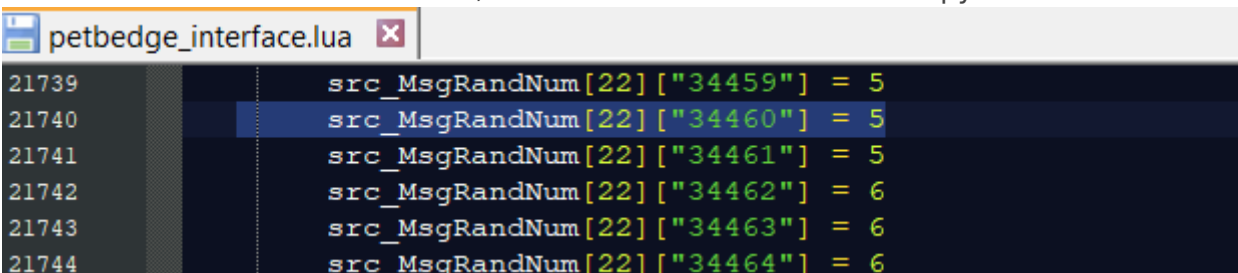
If the last ending number were 2446, add 2447 and so on.

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



```
petbedge_interface.lua x
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 x
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):

1549 would be the pet skill it naturally learns

512 would be the pet type (Demonix)

The screenshot shows a game database interface. On the left is a list of items with columns for ID, Name, and a count. Item 34460, 'Pandapocalypse', is highlighted. On the right is a detailed view for item 34460, showing various attributes and their values.

ID	Name [349] (1 of 869)	
30210	Tulip Ocelot	2
30211	Unicorgi	2
30212	Manta Mouse	2
30213	Zephyr Doll	2
30214	Shiracha	1
30215	Crowned Vespuia	1
30216	Powdery Miller	1
30217	Pangian Raptor	1
30499	Redmalkin Cub	1
34457	Panda Cub	2
34458	Pandemic	1
34459	Pandamonium	1
34460	Pandapocalypse	3
34461	Redridge Hatchling	2
34462	Redridge Whelp	1
34463	Redridge Worm	1

Values	References [3]	Search	Description
All values			
Drop PathID:	Models\ymeters\掉落模型\掉落物品蛋\掉落物品蛋.ecm		
Icon PathID:	Surfaces\男物品\boss大熊猫.tga		
File Icon Unidentify:	Surfaces\男物品\洗物蛋_1.tga		
G1 Normal Icon:	Surfaces\男物品\圆圆boss大熊猫.tga		
G1 Mutated Icon:	Surfaces\男物品\圆圆boss大熊猫.tga		
File Head Icon 2:	Surfaces\男物品\洗物蛋48.tga		
G1 Normal Model:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
G1 Mutated Model:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
G12 Normal Model:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
G12 Mutated Model:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
G18 Normal Model:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
G18 Mutated Model:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
Ascended Model:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
File To Shown 8:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
File To Shown 9:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
File To Shown 10:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
File To Shown 11:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
File To Shown 12:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
File To Shown 13:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
File To Shown 14:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
File To Shown 15:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
File To Shown 16:	Models\npcs\怪物\boss\大熊猫试熊猫.ecm		
Size:	1.80		

Revision #3

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