

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

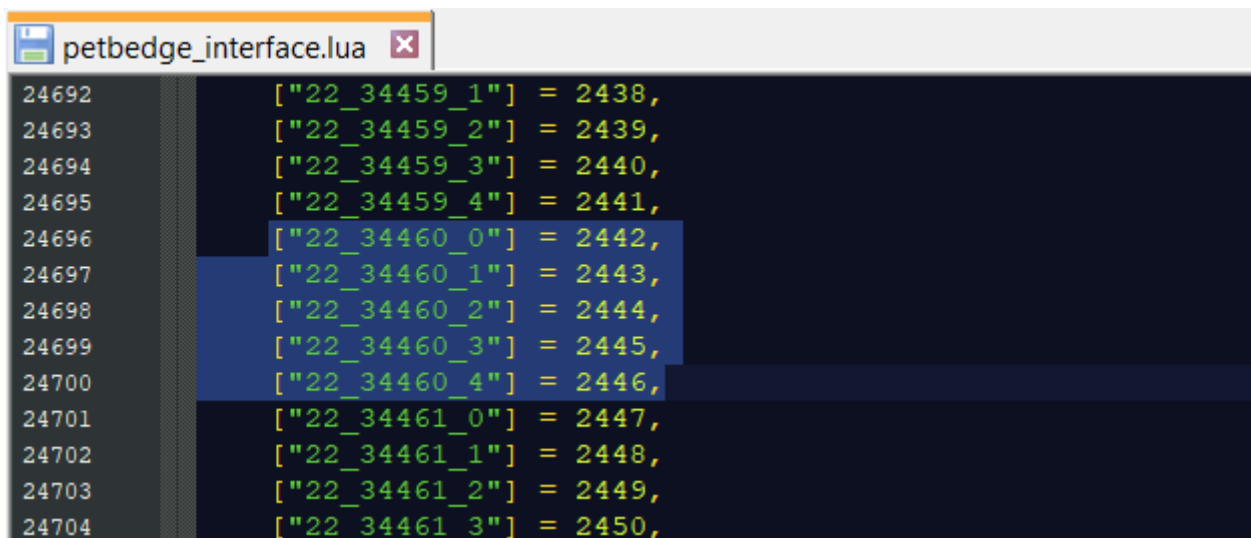
Pets - Petbedge_interface.lua - This file needs to be edited both client and server (separately as it has specifics exclusive to both server and client side). Clone a pet in Seledit or Rody's Angelica Editor (much easier in this editor, but it's subscription based).

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):

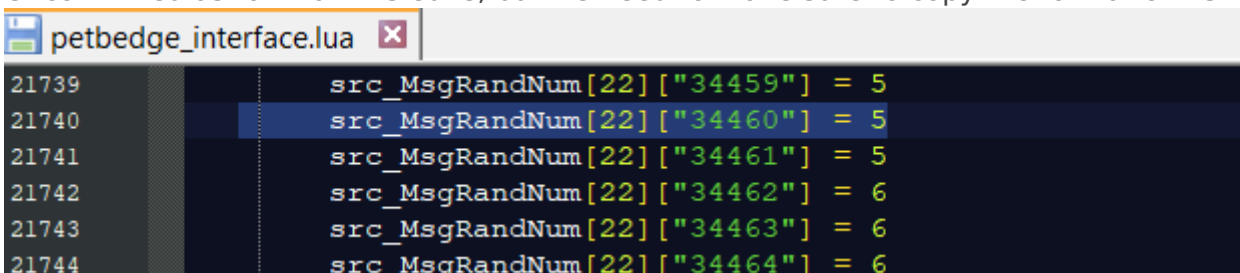
If the last ending number were 2446, add 2447 and so on.

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", "熊貓", "熊貓", "熊貓", "1,3,145000,20,1,512,4,1,1549,2,2,1,51,10,1,1,215,},
4483     { {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,
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", "熊貓", "熊貓", "熊貓", "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", "熊貓", "熊貓", "熊貓", "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,}, {10.204425,2.254845,.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", "熊貓", "熊貓", "熊貓", "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", "熊貓", "熊貓", "熊貓", "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,.21945,0,.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)

pandap

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 Vespula	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 Wurm	1

34460

Pandapocalypse

ValuesReferences [3]SearchDescription

All values

Drop PathID:	Models\meters\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\宠物蛋_1.tga
G1 Normal Icon:	Surfaces\男物品\圆蛋boss大熊猫.tga
G1 Mutated Icon:	Surfaces\男物品\圆蛋boss大熊猫.tga
File Head Icon 2:	Surfaces\男物品\宠物蛋48.tga
G1 Normal Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm
G1 Mutated Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm
G12 Normal Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm
G12 Mutated Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm
G18 Normal Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm
G18 Mutated Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm
Ascended Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm
File To Shown 8:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm
File To Shown 9:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm
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

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