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

Revision #3
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