Guides

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Cloning Dungeons

CLONING, HOW TO CLONE A MAP:

Locations of What Needs to be Changed:

-The map folder itself (in /element/maps)
-instance.txt =>inside=> CONFIGS.PCK (contains World ID and above map directory location)
-LITMODELS.PCK
-SURFACES.PCK (Map and mini map)
-LODDATA.PCK (For some maps)
-Directory: \element\maps\
-Server-side: /root/kdxy/gamed/config

" From cloning existing maps, I have noticed something when it comes to naming (without changing any of the actual map files "inside"). I cloned b05 -to- house, well here was the file naming scheme within /element/maps/house:" - The file can be named whatever you want. But some file names CAN NOT be changed. (Specified later).

Directory of E:\PW_Client\element\maps\house (Example is for PWE, but works the same)

06/01/2011 08:37 PM <DIR> .
06/01/2011 08:37 PM <DIR> ..
06/01/2011 08:37 PM <DIR> bsdata
09/17/2010 05:17 AM 703,718 b05_1.t2bk
09/17/2010 05:17 AM 526,424 b05_1.t2lm
09/17/2010 05:17 AM 526,424 b05_1.t2lm1
09/17/2010 05:17 AM 249,272 b05_1.t2mk
09/17/2010 05:17 AM 38,236 b05_light.dat
09/17/2010 05:17 AM 32 house.cld
09/17/2010 05:17 AM 7,519 house.ecbsd
09/17/2010 05:17 AM 92,459 house.ecwld
09/17/2010 05:17 AM 4,372 house.t2hc
09/17/2010 05:17 AM 404 house.trn2
09/17/2010 06:27 AM 834 precinct.clt
01/19/2011 04:27 PM 1,914 region.clt
09/17/2010 05:17 AM 3,704 scenelights.dat

"and ofc the map itself I called "house" -- so it's in /element/maps/house ==> instance.txt points to "house" ==> and LITMODELS/house ==> SURFACES.PCK house.dds etc..."

So... I guess what if anything I've learned about using (or "cloning") an existing map is you can name it whatever you want. However the above files (just like in my b05~house example) should NOT have their filenames changed (unless you feel like editing "INSIDE" the files that actually point to those)...

So, the files that CANNOT have a name change from their original names (in /element/maps/mapname) are:

.t2bk
.t2lm
.t2lm1
.t2mk
xxx_light.dat

The ones that HAVE to be changed (to match your new map name)

.cld
.ecbsd
.ecwld
.t2hc
.trn2

Server Side:

Server side is really simple, just copy the map you're cloning to another directory within ../gamed/config/ with the new name you will be giving the new clone map. This time you won't have to change any file names.

EX, say you're cloning b05 => house, you would make a copy of the directory (and all the files in it):

../gamed/config/b05/ => ../gamed/config/house/

Then, all you have to do is configure your new map/clone in GS.CONF and GSALIAS.CONF. Duplicate the section from the map you're cloning and change a few settings to make your new map/clone work.

Perfect World Edit Example:

EX:

[Original b05 GS.CONF section:]

;--
[World_b05]
index = 25

```
tag = 205
base_path = b05/
limit = allow-root;

grid = {80,80,25,-1000.0,-1000.0}
base_region = {-512.0,-512.0} , {512,512.0}
local_region = {-512.0,-512.0} , {512,512.0}

;instance_capacity = 400
;save_point = 1,1285.881,219.612,1274.732

;player_per_instance = 15
player_capacity = 6000
npc_count = 131072
matter_count = 262144

pool_threshold_low = 10
pool_threshold_high = 20

cid = 0,2,13

[Terrain_b05]
szMapPath = map
nAreaWidth = 512
nAreaHeight = 512
nNumAreas = 1
nNumCols = 1
nNumRows = 1
vGridSize = 2.0f
vHeightMin = 0.0f
vHeightMax = 800.0f

[MsgReceiverTCP_b05]
type = tcp
listen_addr = INSTANCEB05:10945
so_sndbuf = 16384
so_rcvbuf = 16384
tcp_nodelay = 1
listen_backlog = 10

[MsgReceiverUNIX_b05]
type = unix
listen_addr = /tmp/gssock_b05
so_sndbuf = 16384
so_rcvbuf = 16384
listen_backlog = 10
```

[duplicated and modified for new map/clone:]

;--
[World_house]
index = 76
tag = 400
base_path = house/
limit = allow-root;

grid = {80,80,25,-1000.0,-1000.0}
base_region = {-512.0,-512.0} , {512,512.0}
local_region = {-512.0,-512.0} , {512,512.0}

;instance_capacity = 400
;save_point = 1,1285.881,219.612,1274.732

;player_per_instance = 15
player_capacity = 6000
npc_count = 131072
matter_count = 262144

;pool_threshold_low = 10
;pool_threshold_high = 20

cid = 0,2,13

[Terrain_house]
szMapPath = map
nAreaWidth = 512
nAreaHeight = 512
nNumAreas = 1
nNumCols = 1
nNumRows = 1
vGridSize = 2.0f
vHeightMin = 0.0f
vHeightMax = 800.0f

[MsgReceiverTCP_house]
type = tcp
listen_addr = HOUSE:11946
so_sndbuf = 16384
so_rcvbuf = 16384
tcp_nodelay = 1
listen_backlog = 10

[MsgReceiverUNIX_house]
type = unix

listen_addr = /tmp/gssock_house
so_sndbuf = 16384
so_rcvbuf = 16384
listen_backlog = 10

;--
Ether Saga Odyssey GS.CONF Example:

What needs to be changed:
Battle ID: Match with new Directory folder name (b37 = 37)
Template ID: (this will be the cloned dungeon's number in Seledit edit or another element editor)
Index = (You can choose whatever, but have this match the bg#)
Tag = Match with Index

[World_bg3701]

SACRED HUNT CONFIGURATION:
is_battle_world = 1
battle_id = 37
template_id = 178
index = 3701
tag = 3701
cid = 10001,2,13
base_path = b37/
max_sight_range = 50
max_flight_height = 500
grid = {125,125,20.5,-1280.5,-1280.5}
local_region = {-1024,-1024.0} , {1024.0,1024.0}
limit = allow-root;no-couple-jump;no-fly;no-duel;no-bind;no-market;
player_capacity = 4096

[Terrain_bg3701]
szMapPath = map
nAreaWidth = 512
nAreaHeight = 512
nNumAreas = 4
nNumCols = 2
nNumRows = 2
vGridSize = 2.0f
vHeightMin = 0.0f
vHeightMax = 800.0f

[World_bg3702]
is_battle_world = 1
battle_id = 37
template_id = 178

index = 3702
tag = 3702
cid = 10001,2,13
base_path = b37/
max_sight_range = 50
max_flight_height = 500
grid = {125,125,20.5,-1280.5,-1280.5}
local_region = {-1024,-1024.0} , {1024.0,1024.0}
limit = allow-root;no-couple-jump;no-fly;no-duel;no-bind;no-market;
player_capacity = 4096

[Terrain_bg3702]
szMapPath = map
nAreaWidth = 512
nAreaHeight = 512
nNumAreas = 4
nNumCols = 2
nNumRows = 2
vGridSize = 2.0f
vHeightMin = 0.0f
vHeightMax = 800.0f

[World_bg3703]
is_battle_world = 1
battle_id = 37
template_id = 178
index = 3703
tag = 3703
cid = 10001,2,13
base_path = b37/
max_sight_range = 50
max_flight_height = 500
grid = {125,125,20.5,-1280.5,-1280.5}
local_region = {-1024,-1024.0} , {1024.0,1024.0}
limit = allow-root;no-couple-jump;no-fly;no-duel;no-bind;no-market;
player_capacity = 4096

[Terrain_bg3703]
szMapPath = map
nAreaWidth = 512
nAreaHeight = 512
nNumAreas = 4
nNumCols = 2
nNumRows = 2
vGridSize = 2.0f
vHeightMin = 0.0f

vHeightMax = 800.0f

CLONED SACRED HUNT:

[World_bg3006]
is_battle_world = 1
battle_id = 51
template_id = 35790
index = 3006
tag = 3006
cid = 10001,2,13
base_path = b51/
max_sight_range = 50
max_flight_height = 500
grid = {125,125,20.5,-1280.5,-1280.5}
local_region = {-1024,-1024.0} , {1024.0,1024.0}
limit = allow-root;no-couple-jump;no-fly;no-duel;no-bind;no-market;
player_capacity = 4096

[Terrain_bg3006]
szMapPath = map
nAreaWidth = 512
nAreaHeight = 512
nNumAreas = 4
nNumCols = 2
nNumRows = 2
vGridSize = 2.0f
vHeightMin = 0.0f
vHeightMax = 800.0f

[World_bg3007]
is_battle_world = 1
battle_id = 51
template_id = 35790
index = 3007
tag = 3007
cid = 10001,2,13
base_path = b51/
max_sight_range = 50
max_flight_height = 500
grid = {125,125,20.5,-1280.5,-1280.5}
local_region = {-1024,-1024.0} , {1024.0,1024.0}
limit = allow-root;no-couple-jump;no-fly;no-duel;no-bind;no-market;
player_capacity = 4096

[Terrain_bg3007]
szMapPath = map
nAreaWidth = 512
nAreaHeight = 512
nNumAreas = 4
nNumCols = 2
nNumRows = 2
vGridSize = 2.0f
vHeightMin = 0.0f
vHeightMax = 800.0f

[World_bg3008]
is_battle_world = 1
battle_id = 51
template_id = 35790
index = 3008
tag = 3008
cid = 10001,2,13
base_path = b51/
max_sight_range = 50
max_flight_height = 500
grid = {125,125,20.5,-1280.5,-1280.5}
local_region = {-1024,-1024.0} , {1024.0,1024.0}
limit = allow-root;no-couple-jump;no-fly;no-duel;no-bind;no-market;
player_capacity = 4096

[Terrain_bg3008]
szMapPath = map
nAreaWidth = 512
nAreaHeight = 512
nNumAreas = 4
nNumCols = 2
nNumRows = 2
vGridSize = 2.0f
vHeightMin = 0.0f
vHeightMax = 800.0f

EXAMPLE of edited Instance.txt for Sacred Hunt (just change the IDs):

"Battlefield Sacred Hunt 124+"
{
3006 // ID
0 // Zone ID XXX
"X5" // path
"X5" // data path
"Textures\Maps\detail\x5_0.dds" // detail texture

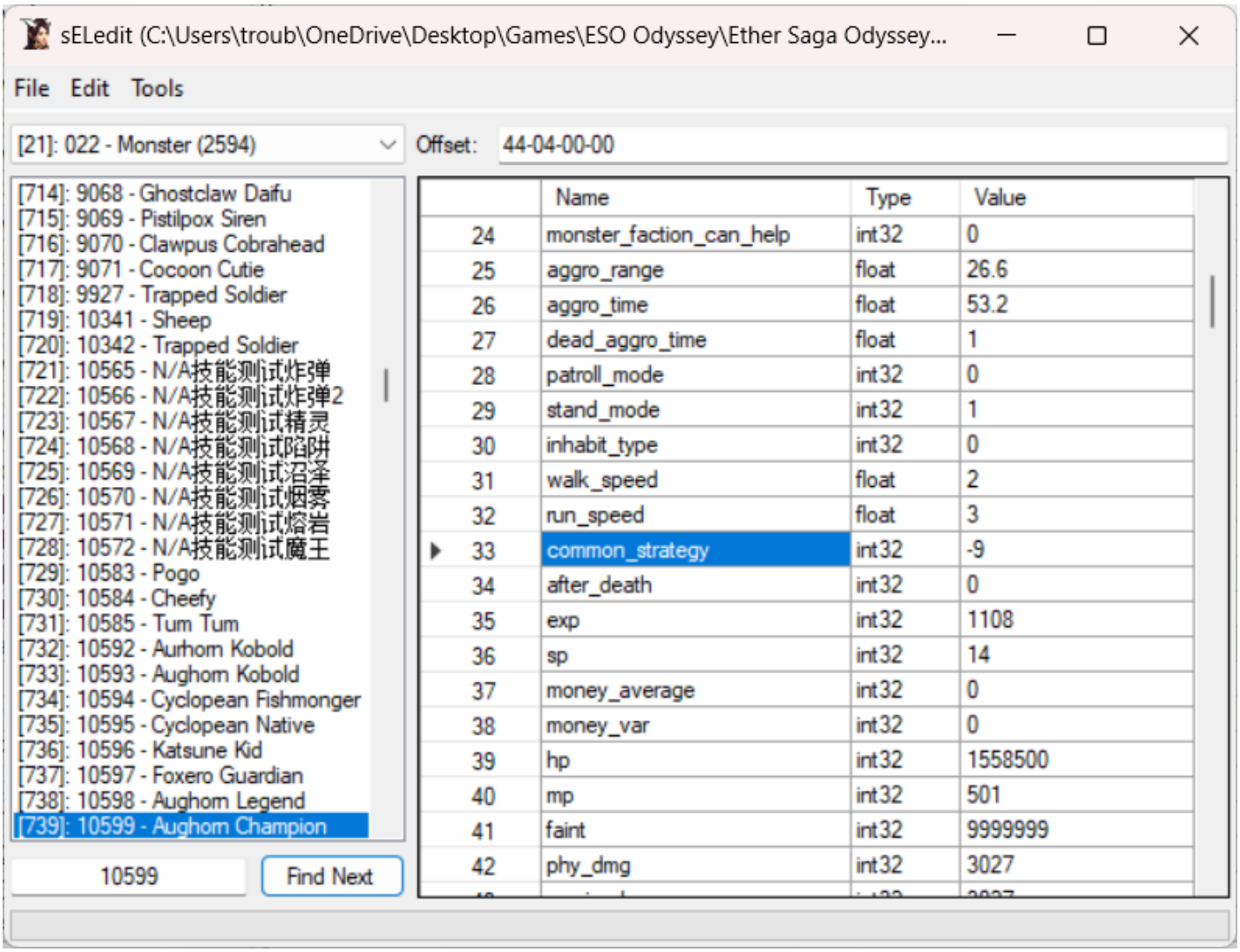
```
2, 2        //  row, column
37, 79, 85    //  water color
0        //  0-normal scene, 1-under water  scene
500    //    max fly height
}

"Battlefield Sacred Hunt 124+"
{
3007        //  ID
0        //  Zone ID XXX
"X5"        //  path
"X5"        //  data path
"Textures\Maps\detail\x5_0.dds" // detail texture
2, 2        //  row, column
37, 79, 85    //  water color
0        //  0-normal scene, 1-under water  scene
500    //    max fly height
}

"Battlefield Sacred Hunt 124+"
{
3008        //  ID
0        //  Zone ID XXX
"X5"        //  path
"X5"        //  data path
"Textures\Maps\detail\x5_0.dds" // detail texture
2, 2        //  row, column
37, 79, 85    //  water color
0        //  0-normal scene, 1-under water  scene
500    //    max fly height
}
```

Note: Tested and Revised for Ether Saga and Edited from Ragezone's "Perfect World" Guide by Omega

Locations on Editing Areas

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). A more detailed guide will be added for this in it's own section.

Boss AI connection - View in Seledit (elements editor) under "common_strategy"
For example: The world boss Aughorn Champion uses ai9 (server side)



Lottery Items - Needs to be edited via lottery.lua and client side (elements). These accept item IDs from Seledit or RAE. In the example "15832" is the number for "Lady Whiteskull Jewelry Box" and the number "10682" is for the item "Portal Tome" and the other numbers in this position are all the items you can win as well as probabilties.

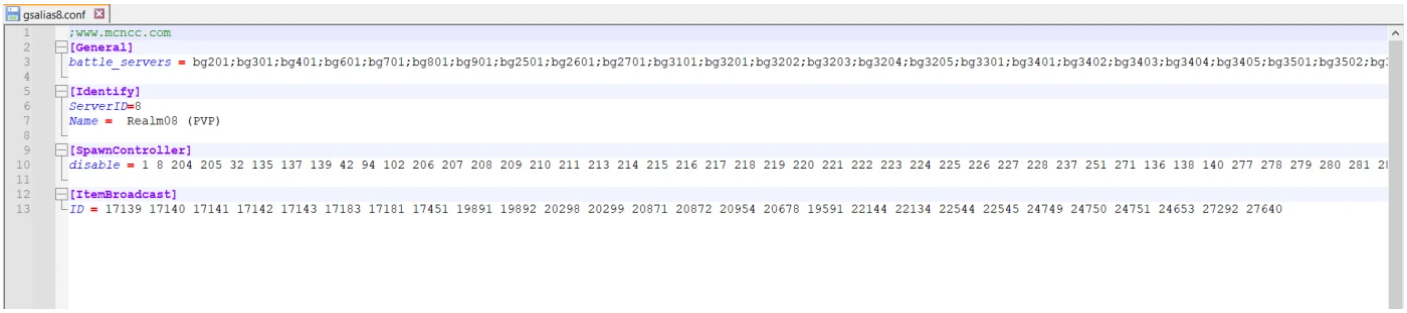
Map IDs:
Gaap - 1
Gallion - 2
Amaz/Judium/Dizzet - 6
Leandris: 9
Future's End: 18
Future's Finale: 21
Dream Lost World: 17
Lost World: 14

Change time of Deletion for Item/Character
Server side: gamedbd folder - gamesys.conf - delete_timeout = 604800

Fix for maxed bag not being centered correctly: element\interfaces.pck.files\interfaces inventory.xml

```
    </Resource>
</IMAGEPICTURE>
<IMAGEPICTURE Name="Item_32" x="124" y="260" Width="42" Height="42">
    <Resource>
        <FrameImage FileName="Icon\Icon_bag.tga"/>
    </Resource>
</IMAGEPICTURE>
<IMAGEPICTURE Name="Item_33" x="166" y="261" Width="42" Height="42">
    <Resource>
        <FrameImage FileName="Icon\Icon_bag.tga"/>
    </Resource>
</IMAGEPICTURE>
<IMAGEPICTURE Name="Item_34" x="208" y="260" Width="42" Height="42">
    <Resource>
        <FrameImage FileName="Icon\Icon_bag.tga"/>
    </Resource>
</IMAGEPICTURE>
<IMAGEPICTURE Name="Item_35" x="250" y="260" Width="42" Height="42">
    <Resource>
        <FrameImage FileName="Icon\Icon_bag.tga"/>
```

Activating Bosses/Events in realm (like realm 8) - enable instead of disabled for Spawn Controller (gsalias - realm files).



100000 "Amaymonia Virtue"

100001 "Korson Heights Virtue"
100002 "Gaap Lands Virtue"
100003 "Ziminian Domain Virtue"
100004 "Scalen Bond"
100005 "Aerax Bond"
100006 "Vena Bond"
100010 "Buyer Credit"
100011 "Charisma"
100012 "Elmenta Bond"
100013 "Mechen Bond"
100014 "Haunten Bond"
100015 "Humanoid Bond"
100016 "Beastkin Bond"
100017 "Florax Bond"
100018 "Karma"
100019 "Reputation"
100020 "Culture"
100021 "Gems"
100022 "Honor"
100023 "Achievements"
100024 "Personal Funds"
100032 "Valor"

Adding New Pets

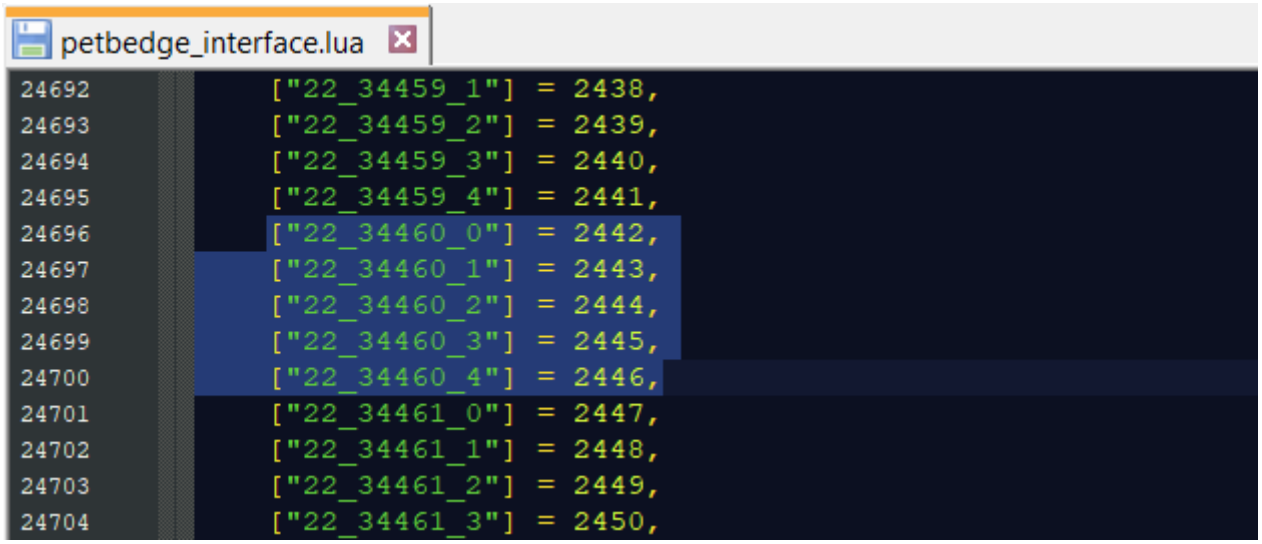
Pets - Petbedge_interface.lua - This file needs to be edited both client and server (separately as it has specifics exclusive to both server and client side). Clone a pet in Seledit or Rody's Angelica Editor (much easier in this editor, but it's subscription based).

Locations:
Client Side - Found in interfaces.pck, location: element\interfaces.pck.files\interfaces\script
Server Side - Found in /root/kdxy/gamed/config

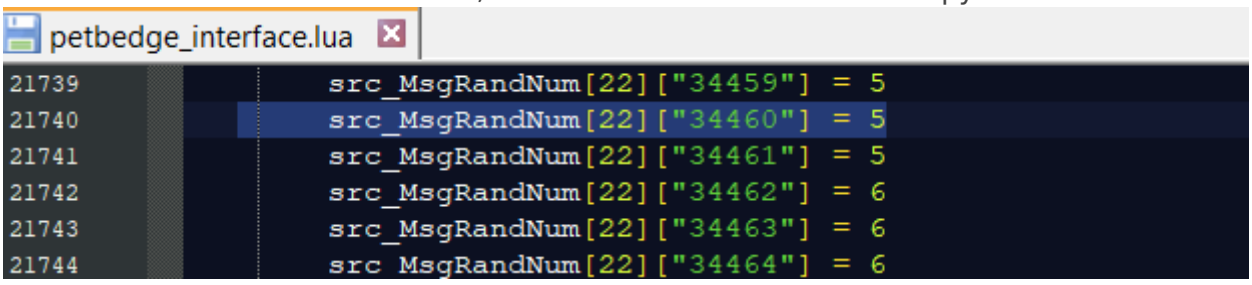
We'll be using Pandapocalypse (Item ID: 34460) as an example for cloning. Basically we're going to copy everything with the ID 34460 for a new ID.

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.

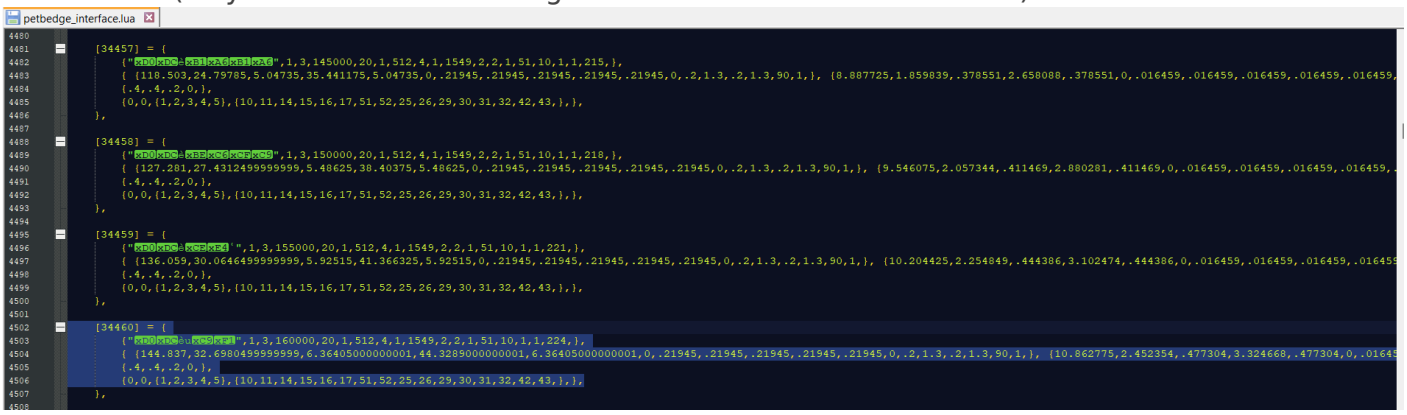


Unconfirmed as to what this edits, but we need to make sure to copy the format of #34460.

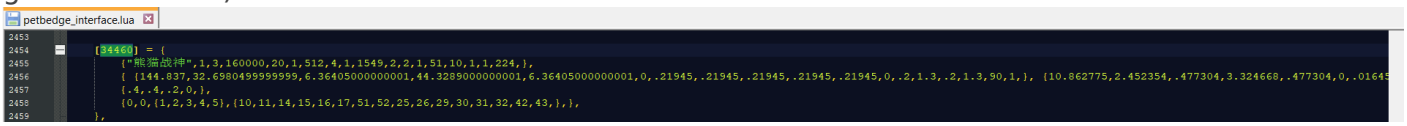


This location is the actual pet stats (this option needs to be different for both server and client side).

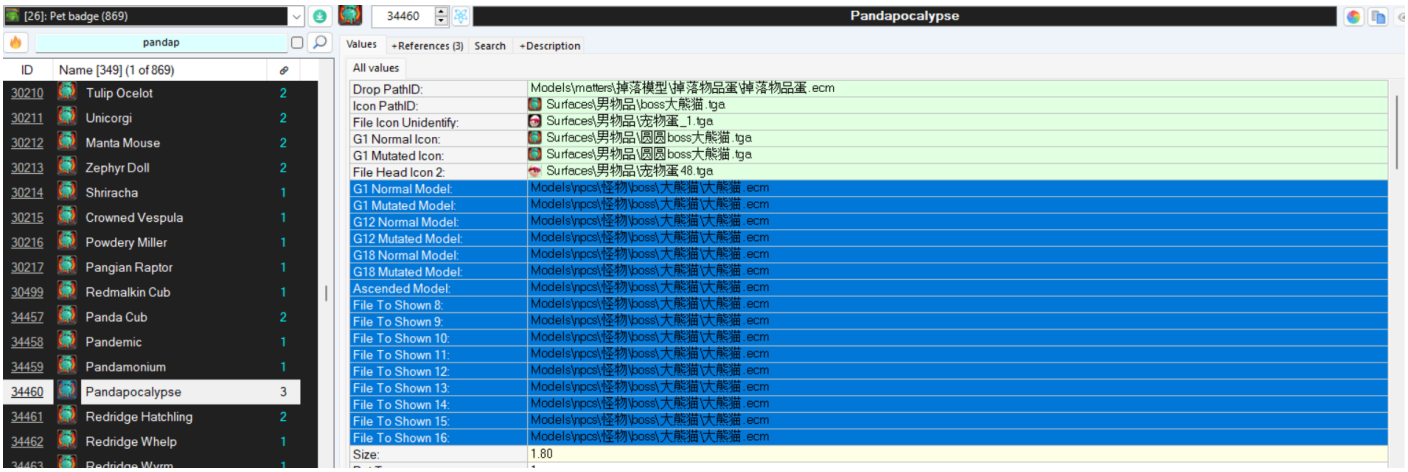
Server Side (all you need to do is change the number to another item ID):



Client Side (change the item ID, but the name must remain Chinese for this section to work or your game will crash):



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)



Models

Model Effect Paths

.smd file (SkinModelPath:)
files located at .\Game\element\models.pck.files

.ski files (AddiSkinPath:)
files located at .\Game\element\models.pck.files\Models

.wav files (FxFilePath:)
files located at .\Game\element\sfx.pck.files\sfx

.gfx files (FxFilePath:)
files located at .\Game\element\gfx.pck.files\gfx

.att files (AtkPath:)
files located at .\Game\element\gfx.pck.files\gfx\skillattack

About animation:
.ecm files links to animation by CombineActName. In .smd file there's name, and link to animation file (in 8 version of smd file).

About effects:
.att files links to .gfx files, and that's how it works.

Configuring LoMA

Models should be **below MOXTVersion: 67** (anything 67 does not work)
Use MODFIX for these and change version to 60 or 59 or lower

CustomData
AtkOrient
PSFileVersion
GfxRotWithModel

Downgrading from MOXTVersion: 71
MOXTVersion: 71, 1.5.5 only supports 67. To downgrade these, remove lines that say "AudioEventGroupEnable: 1", "ParticleBonesCount: 0" and "GfxUseFixedPoint: 0" and then obviously change the version number on the 1st line.

AudioEventGroupEnable: 1
ParticleBonesCount: 0
GfxUseFixedPoint: 0

These settings are listed multiple times in the .ecm file and need to be removed with Notepad or Notepad++

Structure of Model

.smd = Skeleton Model
.ski = Skin Information
.bon = Bone Model
.stck = Skeleton Track Animation
.phy = Not currently used
.ecm = link gfx (effects) to items/equipements.

- Model Description .smd (v5, v6, v8)
  - contains pathes to the seperated files
  - contains animation blocks with start_sample and end_sample (stored in bon file or in seperated stck files)
- Skeleton Bones .bon (v5, v6)
  - contains bones + properties
  - contains animation samples (position + quaternions) for each bone for all animation (directly concateneted, splited by start-end sample from .smd animation blocks)
  - contains hooks (for gfx / other models i.e. player) & hook matrices
- Skin Mesh .ski (v8, v9)
  - contains textures
  - contains material properties
  - contains vertices & polygons
- Seperated Bone Animation .stck (v1)
  - belongs to .bon file but was outsourced since .bon v6 to make editing of single animations easier
  - contains animation samples (positions and quaternions) for each bone for a single animation

GFX Guide

Changing colors of GFX (effects on models) via the .ecm file

Test code colors:

black - 16776960
mauve - 9502584
green - 9437304
dark weak green - 3211384 (like a dust)
dark mauve - 13565816
grady - 8417086
light mauve - 3984446
dark yellow - 27135
dark red - 63232
smoke like - 73232
good looking black - 16777215
red to mauve - 65280
verry dark orange - 165280
light green - 512128
dark green - 13079039
verry light green - 4259906
good looking green - 4260095
lighter dark - 16711680
9051137 - blue
16404230 dark blue

2.You can search for a gfx with the color that you want and simply add the code to your gfx.
---------- Editing GFX in the .ecm Example:
xFilePath: □□ \□□ \□□□□ .gfx
HookName:
HookOffset: 0.000000, 4.652373, 0.137119
HookYaw: 0.000000
HookPitch: 0.000000
HookRot: 0.000000
BindParent: 1
FadeOut: 1000
UseModelAlpha: 1
GfxScale: 3.000000 ------> scale size
GfxAlpha: 1.000000------> transparency
GfxSpeed: 1.000000------> overall speed
GfxOuterPath: 0
GfxParamCount: 0

EventType: 100
StartTime: 0
TimeSpan: -1
Once: 0

Credit: to Jacknife
on RageZone