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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/gsock_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/gsock_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)

sELedit (C:\Users\troub\OneDrive\Desktop\Games\ESO Odyssey\Ether Saga Odyssey...)

File Edit Tools

[21]: 022 - Monster (2594) Offset: 44-04-00-00

ID	Name	Type	Value
[714]: 9068	- Ghostclaw Daifu		
[715]: 9069	- Pistilpox Siren		
[716]: 9070	- Clawpus Cobrahead		
[717]: 9071	- Cocoon Cutie		
[718]: 9927	- Trapped Soldier		
[719]: 10341	- Sheep		
[720]: 10342	- Trapped Soldier		
[721]: 10565	- N/A技能测试炸弹		
[722]: 10566	- N/A技能测试炸弹2		
[723]: 10567	- N/A技能测试精灵		
[724]: 10568	- N/A技能测试陷阱		
[725]: 10569	- N/A技能测试沼泽		
[726]: 10570	- N/A技能测试烟雾		
[727]: 10571	- N/A技能测试熔岩		
[728]: 10572	- N/A技能测试魔王		
[729]: 10583	- Pogo		
[730]: 10584	- Cheefy		
[731]: 10585	- Tum Tum		
[732]: 10592	- Aurhom Kobold		
[733]: 10593	- Aughorn Kobold		
[734]: 10594	- Cyclopean Fishmonger		
[735]: 10595	- Cyclopean Native		
[736]: 10596	- Katsune Kid		
[737]: 10597	- Foxero Guardian		
[738]: 10598	- Aughorn Legend		
[739]: 10599	- Aughorn Champion		

	Name	Type	Value
24	monster_faction_can_help	int32	0
25	aggro_range	float	26.6
26	aggro_time	float	53.2
27	dead_aggro_time	float	1
28	patroll_mode	int32	0
29	stand_mode	int32	1
30	inhabit_type	int32	0
31	walk_speed	float	2
32	run_speed	float	3
33	common_strategy	int32	-9
34	after_death	int32	0
35	exp	int32	1108
36	sp	int32	14
37	money_average	int32	0
38	money_var	int32	0
39	hp	int32	1558500
40	mp	int32	501
41	faint	int32	9999999
42	phy_dmg	int32	3027

10599 Find Next

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 probabilities.

```
lottery.lua
1 src_lottery = {
2   [15832] = { --模板名: <公测第一期彩票> 注释: 吃饱了不饿
3     [1] = {id = {10682}, num = 3, ratio = .308186, bind = 0, time = 0, money = 0}, --空白
4     [2] = {id = {5217}, num = 1, ratio = .304797, bind = 0, time = 0, money = 0}, --成功率+0.15
5     [3] = {id = {5192}, num = 1, ratio = .152398, bind = 0, time = 0, money = 0}, --五行精炼概率保底符
6     [4] = {id = {13974}, num = 1, ratio = .152398, bind = 0, time = 0, money = 0}, --保底成功符
7     [5] = {id = {7637}, num = 1, ratio = .025, bind = 0, time = 0, money = 0}, --boss变身物品8
8     [6] = {id = {6414}, num = 1, ratio = .025, bind = 0, time = 0, money = 0}, --白骨精
9     [7] = {id = {15838}, num = 1, ratio = .008333, bind = 0, time = 0, money = 0}, --彩票奖励项链_01
```

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

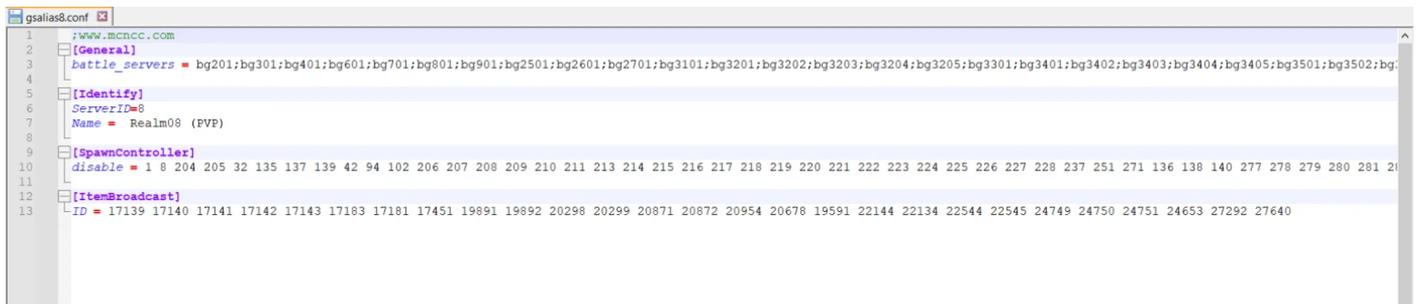
Change time of Deletion for Item/Character

Server side: gamedbd folder - gamesys.conf - delete_timeout = 604800

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

```
..... <FrameImage FileName="Icon\Icon_bag.tga" />
</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="136" 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" />
  </Resource>
</IMAGEPICTURE>
```

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



```
gsalias8.conf
1 ;www.mcnc.com
2 [General]
3 battle_servers = bg201:bg301:bg401:bg601:bg701:bg801:bg901:bg2501:bg2601:bg2701:bg3101:bg3201:bg3202:bg3203:bg3204:bg3205:bg3301:bg3401:bg3402:bg3403:bg3404:bg3405:bg3501:bg3502:bg3503:bg3504:bg3505
4
5 [Identify]
6 ServerID=8
7 Name = Realm08 (PVP)
8
9
10 [SpawnController]
11 disable = 1 8 204 205 32 135 137 139 42 94 102 206 207 208 209 210 211 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 237 251 271 136 138 140 277 278 279 280 281 282
12
13 [ItemBroadcast]
14 ID = 17139 17140 17141 17142 17143 17183 17181 17451 19891 19892 20298 20299 20871 20872 20954 20678 19591 22144 22134 22544 22545 24749 24750 24751 24653 27292 27640
```

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

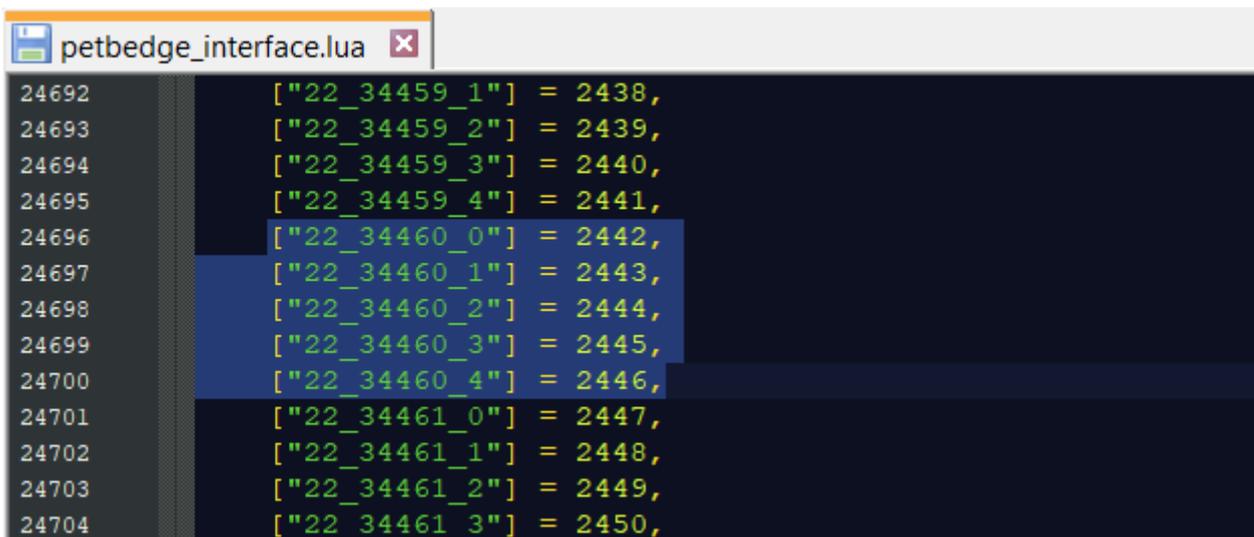
Server Side - Found in /root/kdxy/gamed/config

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):

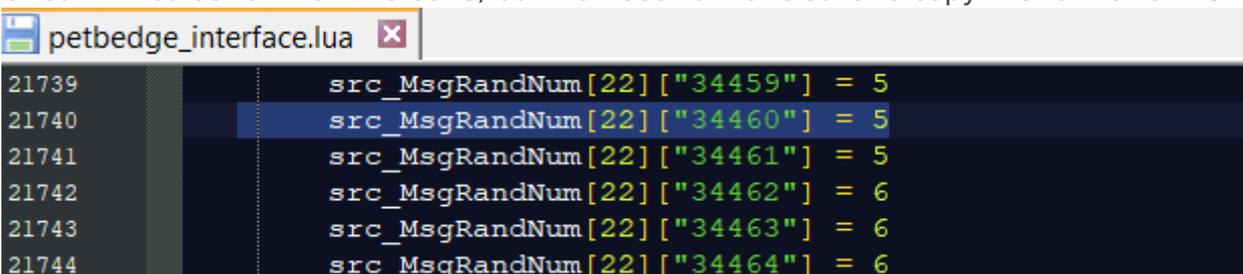
If the last ending number were 2446, add 2447 and so on.

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



```
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):

```

petbadge_interface.lua
4480
4481 [34457] = {
4482     ("熊猫战士", 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, }, {8.887725, 1.859839, .378551, 2.658008, .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     ("熊猫战士", 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     ("熊猫战士", 1, 3, 150000, 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     ("熊猫战士", 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):

```

petbadge_interface.lua
2453
2454 [34460] = {
2455     ("熊猫战士", 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)



Models

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.

Models

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 concatenated, 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