Adding New Pets

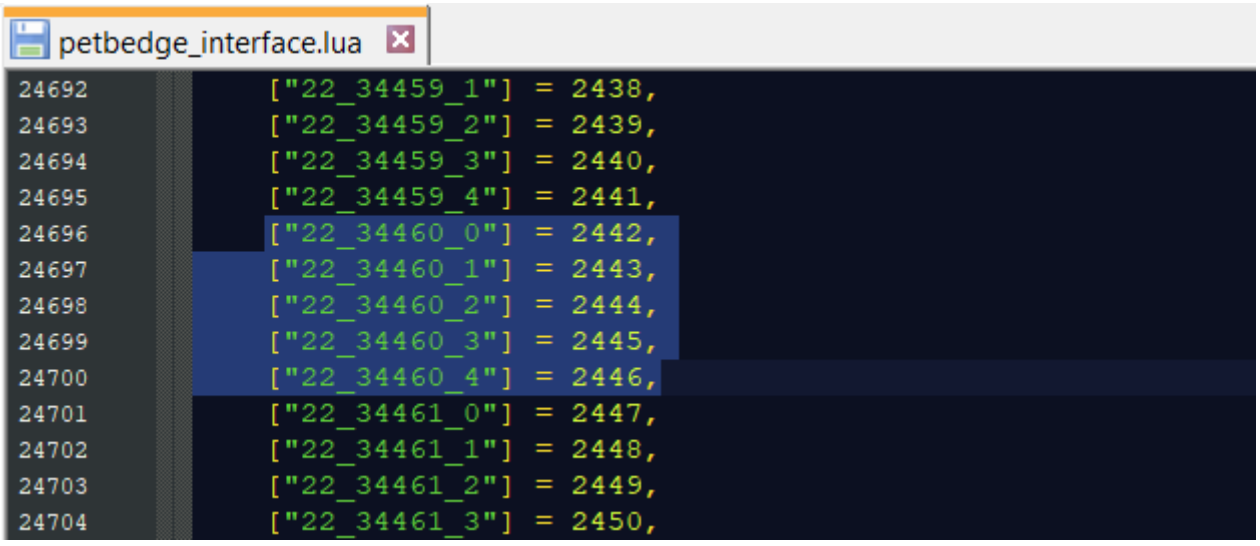
Pets - Petbedge_interface.lua - This file needs to be edited both client and server (separately as it has specifics exclusive to both server and client side). Clone a pet in Seledit or Rody's Angelica Editor (much easier in this editor, but it's subscription based).

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

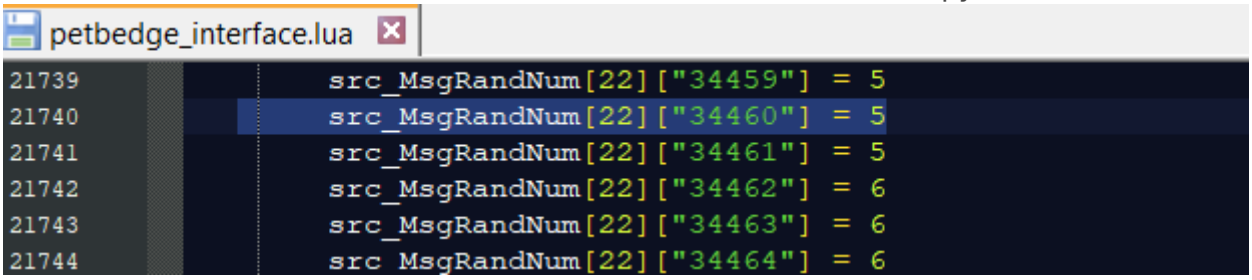
We'll be using Pandapocalypse (Item ID: 34460) as an example for cloning. Basically we're going to copy everything with the ID 34460 for a new ID.

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.

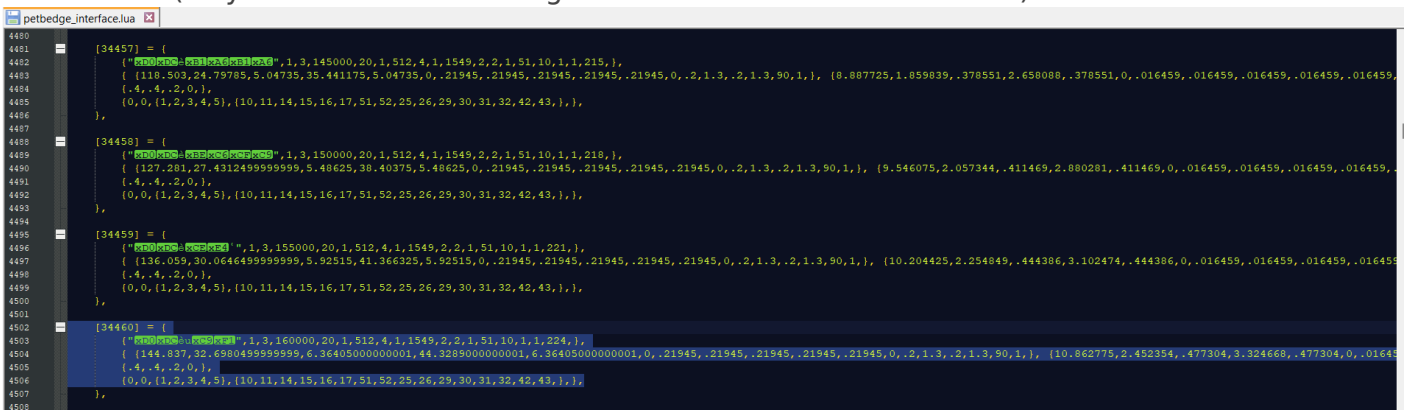


Unconfirmed as to what this edits, but we need to make sure to copy the format of #34460.

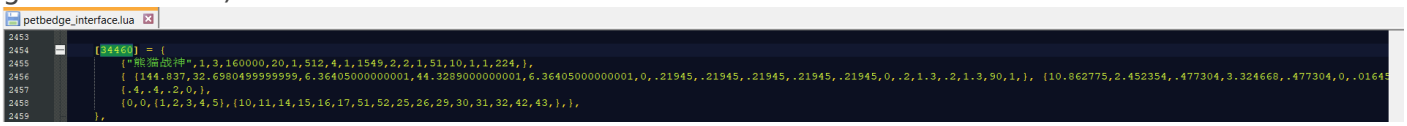


This location is the actual pet stats (this option needs to be different for both server and client side).

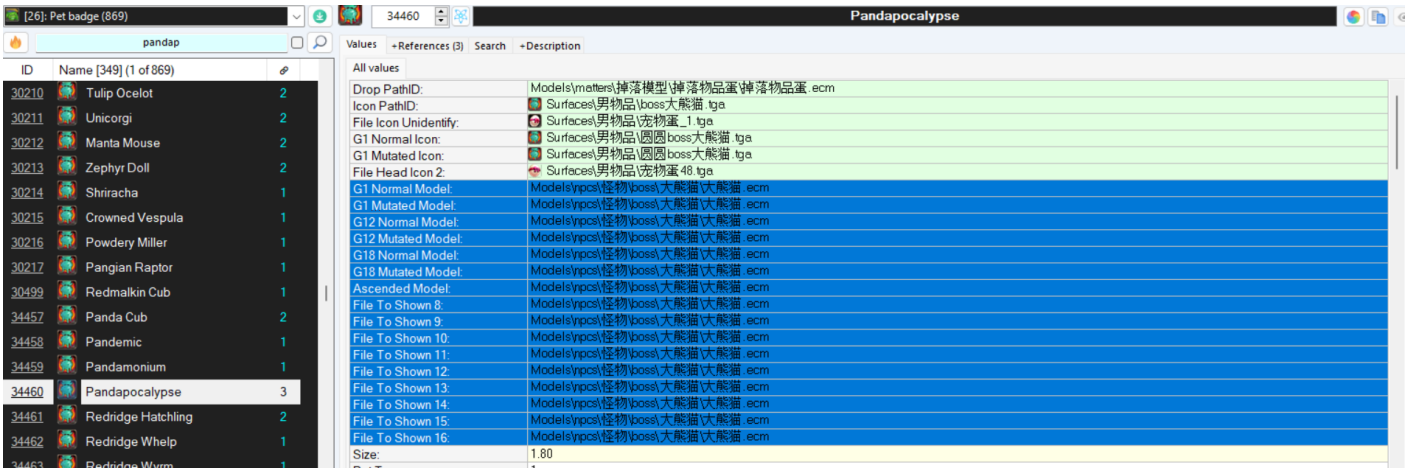
Server Side (all you need to do is change the number to another item ID):



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)



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