

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

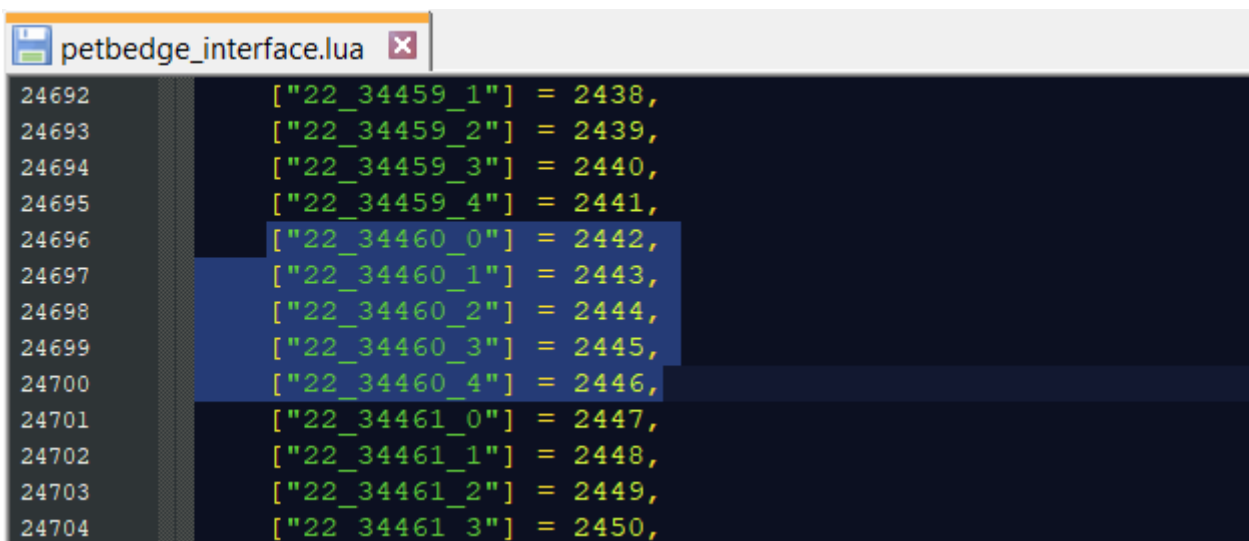
Server Side - Found in /root/kdxy/gamed/config

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):

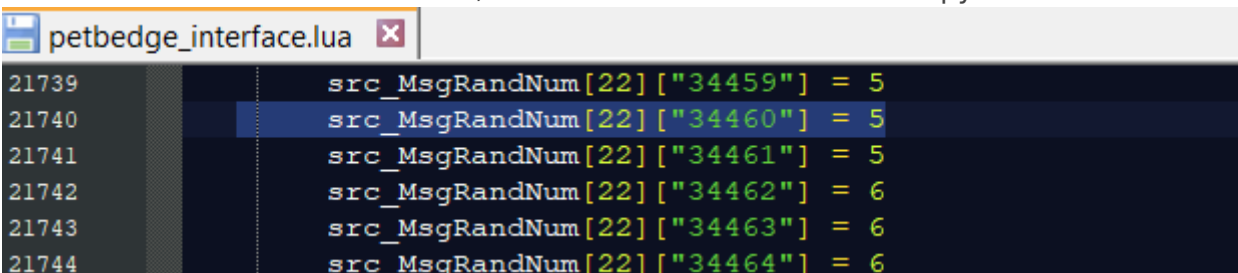
If the last ending number were 2446, add 2447 and so on.

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):

```

4480 [34457] = {
4481   ("熊猫战神", 1, 3, 145000, 20, 1, 512, 4, 1, 1549, 2, 2, 1, 51, 10, 1, 1, 215, },
4482   { (118.503, 24.79785, 5.04735, 35.441175, 5.04735, 0, .21945, .21945, .21945, .21945, 0, .2, 1.3, .2, 1.3, 90, 1, }, (8.807725, 1.855839, .378551, 2.658088, .378551, 0, .016459, .016459, .016459, .016459,
4483   { (118.503, 24.79785, 5.04735, 35.441175, 5.04735, 0, .21945, .21945, .21945, .21945, 0, .2, 1.3, .2, 1.3, 90, 1, }, (8.807725, 1.855839, .378551, 2.658088, .378551, 0, .016459, .016459, .016459, .016459,
4484   { (118.503, 24.79785, 5.04735, 35.441175, 5.04735, 0, .21945, .21945, .21945, .21945, 0, .2, 1.3, .2, 1.3, 90, 1, }, (8.807725, 1.855839, .378551, 2.658088, .378551, 0, .016459, .016459, .016459, .016459,
4485   { (118.503, 24.79785, 5.04735, 35.441175, 5.04735, 0, .21945, .21945, .21945, .21945, 0, .2, 1.3, .2, 1.3, 90, 1, }, (8.807725, 1.855839, .378551, 2.658088, .378551, 0, .016459, .016459, .016459, .016459,
4486   },
4487 },
4488 [34458] = {
4489   ("熊猫战神", 1, 3, 150000, 20, 1, 512, 4, 1, 1549, 2, 2, 1, 51, 10, 1, 1, 218, },
4490   { (127.281, 27.431249999999999, 5.48625, 38.40375, 5.48625, 0, .21945, .21945, .21945, .21945, 0, .2, 1.3, .2, 1.3, 90, 1, }, (9.546075, 2.057944, .411469, 2.880281, .411469, 0, .016459, .016459, .016459, .016459,
4491   { (127.281, 27.431249999999999, 5.48625, 38.40375, 5.48625, 0, .21945, .21945, .21945, .21945, 0, .2, 1.3, .2, 1.3, 90, 1, }, (9.546075, 2.057944, .411469, 2.880281, .411469, 0, .016459, .016459, .016459, .016459,
4492   { (127.281, 27.431249999999999, 5.48625, 38.40375, 5.48625, 0, .21945, .21945, .21945, .21945, 0, .2, 1.3, .2, 1.3, 90, 1, }, (9.546075, 2.057944, .411469, 2.880281, .411469, 0, .016459, .016459, .016459, .016459,
4493   { (127.281, 27.431249999999999, 5.48625, 38.40375, 5.48625, 0, .21945, .21945, .21945, .21945, 0, .2, 1.3, .2, 1.3, 90, 1, }, (9.546075, 2.057944, .411469, 2.880281, .411469, 0, .016459, .016459, .016459, .016459,
4494   },
4495 [34459] = {
4496   ("熊猫战神", 1, 3, 155000, 20, 1, 512, 4, 1, 1549, 2, 2, 1, 51, 10, 1, 1, 221, },
4497   { (136.059, 30.064649999999999, 5.92515, 41.366325, 5.92515, 0, .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   { (136.059, 30.064649999999999, 5.92515, 41.366325, 5.92515, 0, .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,
4499   { (136.059, 30.064649999999999, 5.92515, 41.366325, 5.92515, 0, .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,
4500   { (136.059, 30.064649999999999, 5.92515, 41.366325, 5.92515, 0, .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,
4501   },
4502 [34460] = {
4503   ("熊猫战神", 1, 3, 160000, 20, 1, 512, 4, 1, 1549, 2, 2, 1, 51, 10, 1, 1, 224, },
4504   { (144.837, 32.698049999999999, 6.364050000000001, 44.32890000000001, 6.364050000000001, 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,
4505   { (144.837, 32.698049999999999, 6.364050000000001, 44.32890000000001, 6.364050000000001, 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,
4506   { (144.837, 32.698049999999999, 6.364050000000001, 44.32890000000001, 6.364050000000001, 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,
4507   { (144.837, 32.698049999999999, 6.364050000000001, 44.32890000000001, 6.364050000000001, 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,
4508   },

```

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

```

2453 [34460] = {
2454   ("熊猫战神", 1, 3, 160000, 20, 1, 512, 4, 1, 1549, 2, 2, 1, 51, 10, 1, 1, 224, },
2455   { (144.837, 32.698049999999999, 6.364050000000001, 44.32890000000001, 6.364050000000001, 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,
2456   { (144.837, 32.698049999999999, 6.364050000000001, 44.32890000000001, 6.364050000000001, 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,
2457   { (144.837, 32.698049999999999, 6.364050000000001, 44.32890000000001, 6.364050000000001, 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,
2458   { (144.837, 32.698049999999999, 6.364050000000001, 44.32890000000001, 6.364050000000001, 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,
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)

ID	Name [349] (1 of 869)	Values	References [3]	Description
30210	Tulip Ocelot	Drop PathID:	Models\matters\掉落模型\掉落物品蛋\掉落物品蛋.ecm	
30211	Unicorgi	Icon PathID:	Surfaces\男物品\boss大熊猫.tga	
30212	Manta Mouse	File Icon Unidentify:	Surfaces\男物品\洗物蛋_1.tga	
30213	Zephyr Doll	G1 Normal Icon:	Surfaces\男物品\圆圆boss大熊猫.tga	
30214	Shiracha	G1 Mutated Icon:	Surfaces\男物品\圆圆boss大熊猫.tga	
30215	Crowned Vespula	File Head Icon 2:	Surfaces\男物品\洗物蛋48.tga	
30216	Powdery Miller	G1 Normal Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
30217	Pangian Raptor	G1 Mutated Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
30499	Redmalkin Cub	G12 Normal Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
34457	Panda Cub	G12 Mutated Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
34458	Pandemic	G18 Normal Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
34459	Pandamonium	G18 Mutated Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
34460	Pandapocalypse	Ascended Model:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
34461	Redridge Hatchling	File To Show 8:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
34462	Redridge Whelp	File To Show 9:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
34463	Redridge Wurm	File To Show 10:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
		File To Show 11:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
		File To Show 12:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
		File To Show 13:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
		File To Show 14:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
		File To Show 15:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
		File To Show 16:	Models\npcs\怪物\boss\大熊猫\大熊猫.ecm	
		Size:	1.80	

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