

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

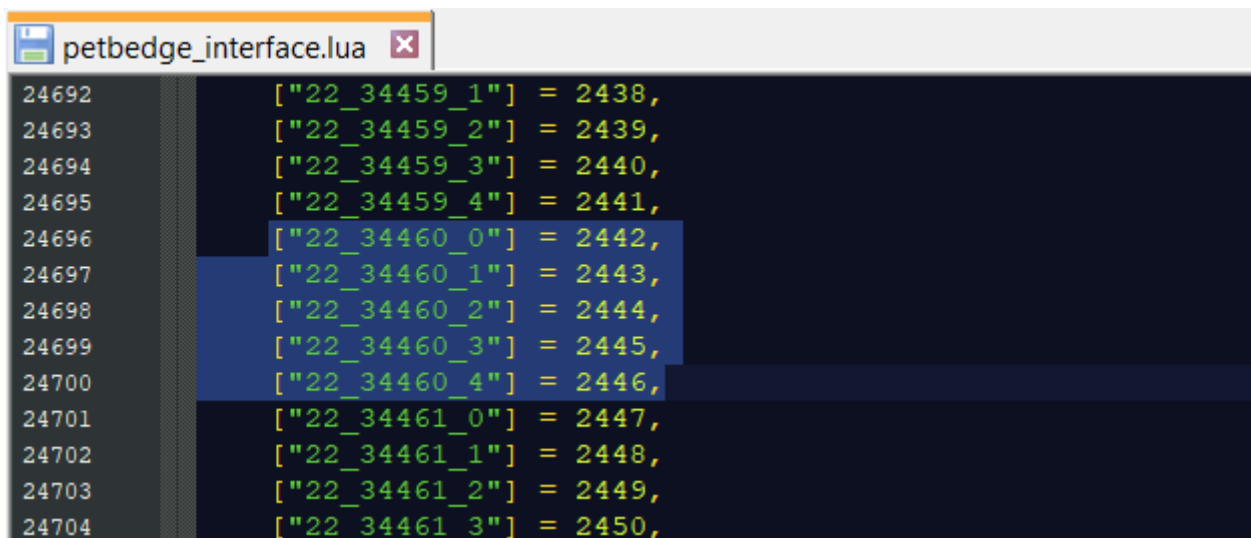
Server Side - Found in /root/kdxy/gamed/config

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):

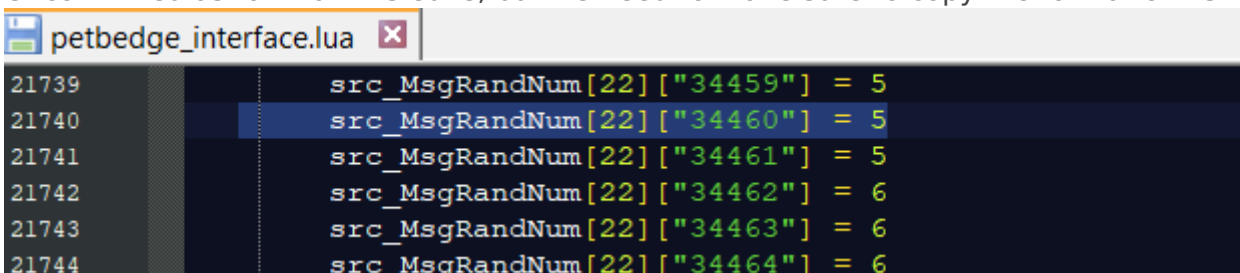
If the last ending number were 2446, add 2447 and so on.

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).

```

petbridge_interface.lua
4480
4481 [
4482   [34457] = {
4483     ("000000-000000000000",1,3,145000,20,1,512,4,1,1549,2,2,1,51,10,1,1,215,},
4484     { (110.503,24.79785,5.04735,35.441175,5.04735,0,.21945,.21945,.21945,.21945,0,.2,1,3,.2,1,3,90,1,}, {0.807725,1.059039,.370551,2.650080,.370551,0,.016459,.016459,.016459,.016459,.016459,
4485     {4,.4,.2,0,},
4486     {0,0,{1,2,3,4,5},{10,11,14,15,16,17,51,52,25,26,29,30,31,32,42,43,}},},
4487 ],
4488 [
4489   [34458] = {
4490     ("000000-000000000000",1,3,150000,20,1,512,4,1,1549,2,2,1,51,10,1,1,218,},
4491     { (127.281,27.431245999999999,5.48625,38.40375,5.48625,0,.21945,.21945,.21945,.21945,0,.2,1,3,.2,1,3,90,1,}, {9.546075,2.057344,.411469,2.080281,.411469,0,.016459,.016459,.016459,.016459,.016459,
4492     {4,.4,.2,0,},
4493     {0,0,{1,2,3,4,5},{10,11,14,15,16,17,51,52,25,26,29,30,31,32,42,43,}},},
4494 ],
4495 [
4496   [34459] = {
4497     ("000000-000000000000",1,3,155000,20,1,512,4,1,1549,2,2,1,51,10,1,1,221,},
4498     { (136.059,30.064645999999999,5.92515,41.366325,5.92515,0,.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,.016459,
4499     {4,.4,.2,0,},
4500     {0,0,{1,2,3,4,5},{10,11,14,15,16,17,51,52,25,26,29,30,31,32,42,43,}},},
4501 ],
4502 [
4503   [34460] = {
4504     ("000000-000000000000",1,3,160000,20,1,512,4,1,1549,2,2,1,51,10,1,1,224,},
4505     { (144.837,32.698045999999999,6.3640500000000001,44.328900000000001,6.364050000000001,0,.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,.016459,
4506     {4,.4,.2,0,},
4507     {0,0,{1,2,3,4,5},{10,11,14,15,16,17,51,52,25,26,29,30,31,32,42,43,}},},
4508 ],

```

```
petbedge_interface.lua
2453
2454   [3446] = {
2455     {"熊淵战神",1,3,160000,20,1,512,4,1,1549,2,2,1,51,10,1,1,224,},
2456     {[144,837,32,690499999999,6,36405000000001,44,328900000001,6,36405000000001,0,-21945,,21945,,21945,,21945,,21945,0,.2,1,3,.2,1,3,90,1,],[10,862775,2,452354,.477304,3.324668,.477304,0,.01645,},
2457     {[4,4,4,2,0,],
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   },
```

- 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)

[illegible]

Created 28 February 2024 16:51:36 by Arima
Updated 28 February 2024 17:17:18 by Arima