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

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