

# 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\_bg**3701**]

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\_bg**3701**]

szMapPath = map

nAreaWidth = 512

nAreaHeight = 512

nNumAreas = 4

nNumCols = 2

nNumRows = 2

vGridSize = 2.0f

vHeightMin = 0.0f

vHeightMax = 800.0f

[World\_bg**3702**]

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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Revision #8

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