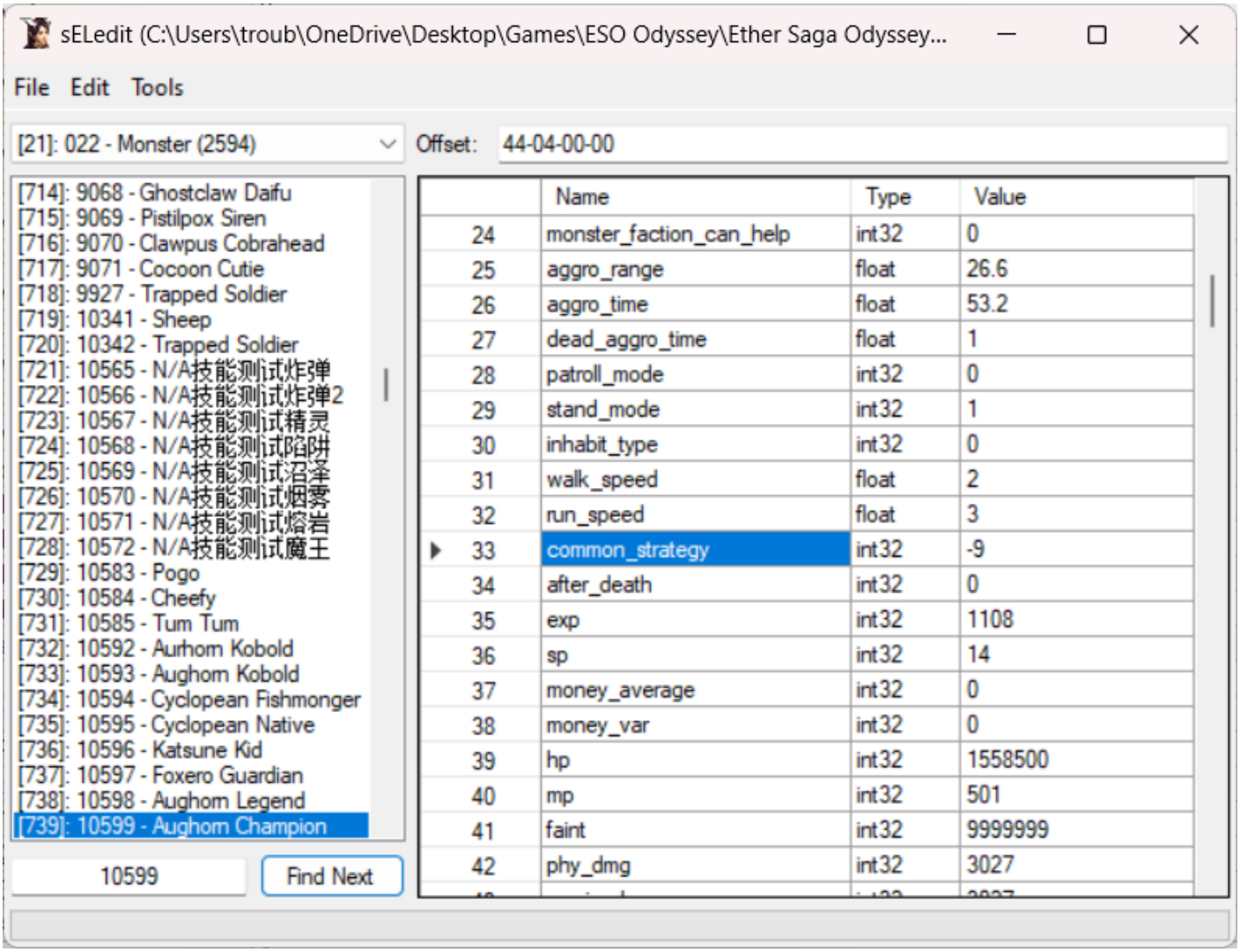
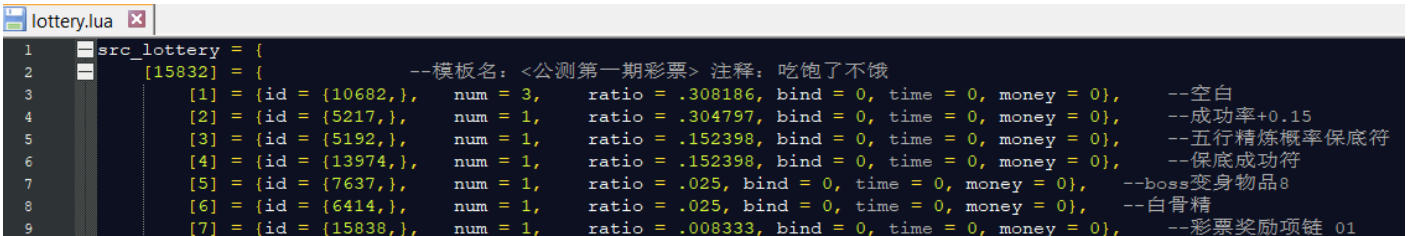
Locations on Editing Areas

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). A more detailed guide will be added for this in it's own section.

Boss AI connection - View in Seledit (elements editor) under "common_strategy"
For example: The world boss Aughorn Champion uses ai9 (server side)



Lottery Items - Needs to be edited via lottery.lua and client side (elements). These accept item IDs from Seledit or RAE. In the example "15832" is the number for "Lady Whiteskull Jewelry Box" and the number "10682" is for the item "Portal Tome" and the other numbers in this position are all the items you can win as well as probabilties.



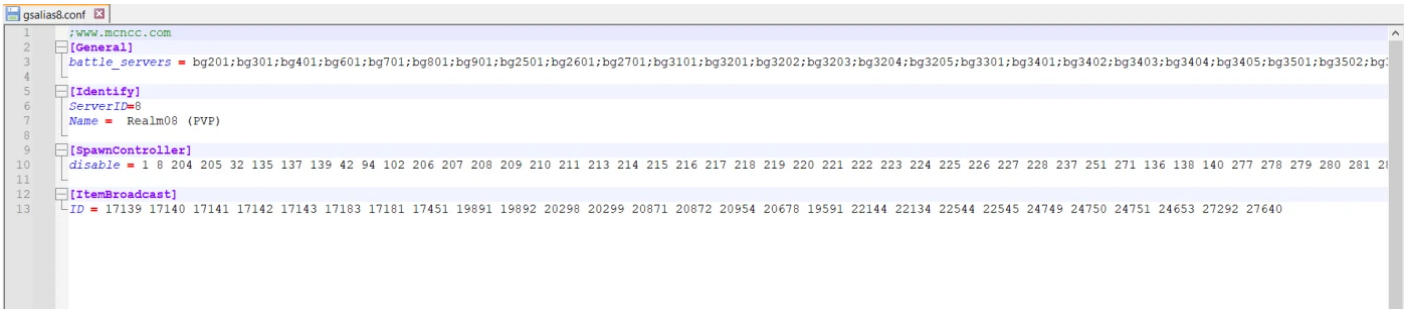
Map IDs:
Gaap - 1
Gallion - 2
Amaz/Judium/Dizzet - 6
Leandris: 9
Future's End: 18
Future's Finale: 21
Dream Lost World: 17
Lost World: 14

Change time of Deletion for Item/Character
Server side: gamedbd folder - gamesys.conf - delete_timeout = 604800

Fix for maxed bag not being centered correctly: element\interfaces.pck.files\interfaces inventory.xml

```
    </Resource>
</IMAGEPICTURE>
<IMAGEPICTURE Name="Item_32" x="124" y="260" Width="42" Height="42">
    <Resource>
        <FrameImage FileName="Icon\Icon_bag.tga"/>
    </Resource>
</IMAGEPICTURE>
<IMAGEPICTURE Name="Item_33" x="166" y="261" Width="42" Height="42">
    <Resource>
        <FrameImage FileName="Icon\Icon_bag.tga"/>
    </Resource>
</IMAGEPICTURE>
<IMAGEPICTURE Name="Item_34" x="208" y="260" Width="42" Height="42">
    <Resource>
        <FrameImage FileName="Icon\Icon_bag.tga"/>
    </Resource>
</IMAGEPICTURE>
<IMAGEPICTURE Name="Item_35" x="250" y="260" Width="42" Height="42">
    <Resource>
        <FrameImage FileName="Icon\Icon_bag.tga"/>
```

Activating Bosses/Events in realm (like realm 8) - enable instead of disabled for Spawn Controller (gsalias - realm files).



100000 "Amaymonia Virtue"

100001 "Korson Heights Virtue"
100002 "Gaap Lands Virtue"
100003 "Ziminian Domain Virtue"
100004 "Scalen Bond"
100005 "Aerax Bond"
100006 "Vena Bond"
100010 "Buyer Credit"
100011 "Charisma"
100012 "Elmenta Bond"
100013 "Mechen Bond"
100014 "Haunten Bond"
100015 "Humanoid Bond"
100016 "Beastkin Bond"
100017 "Florax Bond"
100018 "Karma"
100019 "Reputation"
100020 "Culture"
100021 "Gems"
100022 "Honor"
100023 "Achievements"
100024 "Personal Funds"
100032 "Valor"

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