

Locations on Editing Areas

Pets - Petbidge_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)

The screenshot shows the sLEdit interface. On the left, a list of monster IDs is displayed, with [739]: 10599 - Aughorn Champion selected. On the right, a table lists various attributes for this monster:

	Name	Type	Value
24	monster_faction_can_help	int32	0
25	aggro_range	float	26.6
26	aggro_time	float	53.2
27	dead_aggro_time	float	1
28	patroll_mode	int32	0
29	stand_mode	int32	1
30	inhabit_type	int32	0
31	walk_speed	float	2
32	run_speed	float	3
33	common_strategy	int32	-9
34	after_death	int32	0
35	exp	int32	1108
36	sp	int32	14
37	money_average	int32	0
38	money_var	int32	0
39	hp	int32	1558500
40	mp	int32	501
41	faint	int32	9999999
42	phy_dmg	int32	3027

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 probabilities.

```
1 src_lottery = {
2   [15832] = {
3     [1] = {id = {10682}, num = 3, ratio = .308186, bind = 0, time = 0, money = 0}, --空白
4     [2] = {id = {5217}, num = 1, ratio = .304797, bind = 0, time = 0, money = 0}, --成功率+0.15
5     [3] = {id = {5192}, num = 1, ratio = .152398, bind = 0, time = 0, money = 0}, --五行精炼概率保底符
6     [4] = {id = {13974}, num = 1, ratio = .152398, bind = 0, time = 0, money = 0}, --保底成功符
7     [5] = {id = {7637}, num = 1, ratio = .025, bind = 0, time = 0, money = 0}, --boss变身物品8
8     [6] = {id = {6414}, num = 1, ratio = .025, bind = 0, time = 0, money = 0}, --白骨精
9     [7] = {id = {15838}, num = 1, ratio = .008333, bind = 0, time = 0, money = 0}, --彩票奖励项链_01
10    [8] = {id = {8178}, num = 1, ratio = .008333, bind = 0, time = 0, money = 0}, --白骨主材
```


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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