

Gamed

- GS.conf
- Ptemplate.conf

GS.conf

Adding new maps and dungeons requires editing in this section.

This is the world information for Gaap as an example:

```
#-----  
[World_gs01]  
index      = 1  
tag        = 1  
cid        = 0,2,13  
base_path  = x1/  
max_sight_range    = 50  
max_flight_height  = 330  
grid           = {125,125,20.5,-1280.5,-1280.5}  
local_region    = {-1024,-1024.0} , {1024.0,1024.0}  
limit          = allow-root;  
player_capacity = 4096  
  
[Terrain_gs01]  
szMapPath      = map  
nAreaWidth     = 512  
nAreaHeight    = 512  
nNumAreas      = 4  
nNumCols       = 2  
nNumRows       = 2  
vGridSize      = 2.0f  
vHeightMin     = 0.0f  
vHeightMax     = 800.0f  
#-----
```

Index, Tag and Base_Path are the key identifiers to link it to Gaap files.

Base_path = x1 directory folder in configs.

Ptemplate.conf

[GENERAL]

```
debug_command_mode = 1
logic_level_limit = 120
no_output = 1
;allow_login_class_mask = 67108863
allow_login_class_mask = 67108863
#exp_bonus = 0
#sp_bonus = 0
#money_bonus = 0
```

debug_command_mode = This allows access to command console in-game. Shut this off if you plan to launch the server for non-early access as players can spawn in items or use commands otherwise.

Add the game:cpw console:1 to an elementclient.exe shortcut to use console.

Example: "C:\Users\user\Desktop\ESO Work\installationDirectory\element\elementclient.exe"
game:cpw console:1

logic_level_limit = Max Level of Characters