

Gamed

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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]
; Enables or disables debug commands for all users.
; 1 = enable/true
; 2 = disabled/false
debug_command_mode = 1

; level cap
logic_level_limit = 120

; unknown
no_output = 1

; bit mask to restrict class logins
;allow_login_class_mask = 67108863
allow_login_class_mask = 67108863

; unknown
#exp_bonus = 0
#sp_bonus = 0
#money_bonus = 0
```