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Debug Console

Server Side Changes

Simply edit `kdxxy/gamed/ptemplate.conf` and change `debug_command_mode` to either true or false. `1` is true and `0` is false.

```
[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
```

Client Changes

Launch `elementclient.exe` using the launch argument `console:1`. The easiest way to do this will be making a shortcut, right click -> properties, and editing the `target` box to have `console:1` outside of the quotation marks.

Example

```
"C:\path\to\your\game\element\elementclient.exe" console:1
```

GDeliveryServer

Extended Player Names

To allow character names longer than 8 letters simply add this line to gdeliveryd/gamesys.conf in [GDeliveryServer] section:

Code: `max_name_len=24`

24 means 12 characters allowed.

Gamed

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
```

Npcgen - World Boss Triggers

Lady Whiteskull in Skeletal Den - 5209 and trigger 202

Aughorn Champion and Aughorn Legend in Metallon Cavern - 10599/10598 and trigger 275

Inari Minister in Serpentail Valley - 10600 and trigger 276

Redchuckle Speartot in Infernal Grotto - 11394 and trigger 506

Fugubokuh Minister in Inspiration Temple - 11395 and trigger 507

Dracofin First Class in Palace of River God - 11393 and trigger 505

Big Green Bull in Aughorn Cave - 13662 and trigger 508

Nether Lutist in Harmony Hallow - 13661 and trigger 509

Leaffan Roxaress in Leaf Fan Cavern - 19550 and trigger 676

Changes that need to be made in NPCgen to activate: Switch from AutoStart Delay to AutoStop delay in the NPCGen trigger list

Update Server Research

Research on Ether Saga update server implementations.

Preliminary Notes

they will have version endpoint that returns a version file that just says the current version like `1002` for example and then it has `.inc` files per version that seem to tell you what files need to exist or not for a particular version.

note every single one of these is text files other than the patch contents itself.

So like `v-100.inc` will have a header that says:

```
# 902 1002 27033968
```

and a list of files and I havent discerned what this means but my guess is this set will let you update from 902 to 1002 and then it just has a bunch of lines that are like:

```
!78fb0446c5fee2c7116d2a238a180e8e /Y29uZmlncw==/YnVmZl9pY29uLnR4dA==  
!4c8dff71d38b7ee408c41f8af06592c2 YnVmZl9zdHludHh0  
!28399910eac8b6c5f9d2c274c66cce0 ZWxlbWVudF9jbGllbnQuY2Zn  
!1a94e997ccf9ea21a25fb54d1f7bdd48 aW5zdGFuY2UudHh0
```

where theres an md5 of the file and a prefix that can be `!,+,-` and my best guess is that its a diff type thing where its like overwrite, add, remove? and then the end is a path with parts encoded as b64 to the file on the server *and* the path it belongs in the game.

so the first line in my example is `configs/buff_icon.txt` so you would download it at `updateuri.com/update/${element} || patcher || launcher}/Y29uZmlncw==/YnVmZl9pY29uLnR4dA==` and then patcher saves it as and compress it into the `configs.pck` at `configs/buff_icon.txt`

the files are zlib compressed.