

Server

- Debug Console
- GDeliveryServer
 - Extended Player Names
- Gamed
 - GS.conf
 - Ptemplate.conf
- Npcgen - World Boss Triggers

Debug Console

`debug_command_mode = 1` (server side)

`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`

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]

```
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

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