

The Teach You How to Not Suck Page!

Godding Tutorial

Not that difficult actually, unless you encounter problems. Just go to the 'Need Help?' section if you find something's amiss, or go to Contact Us and e-mail someone if you still can't figure anything out.

Basic Ethics

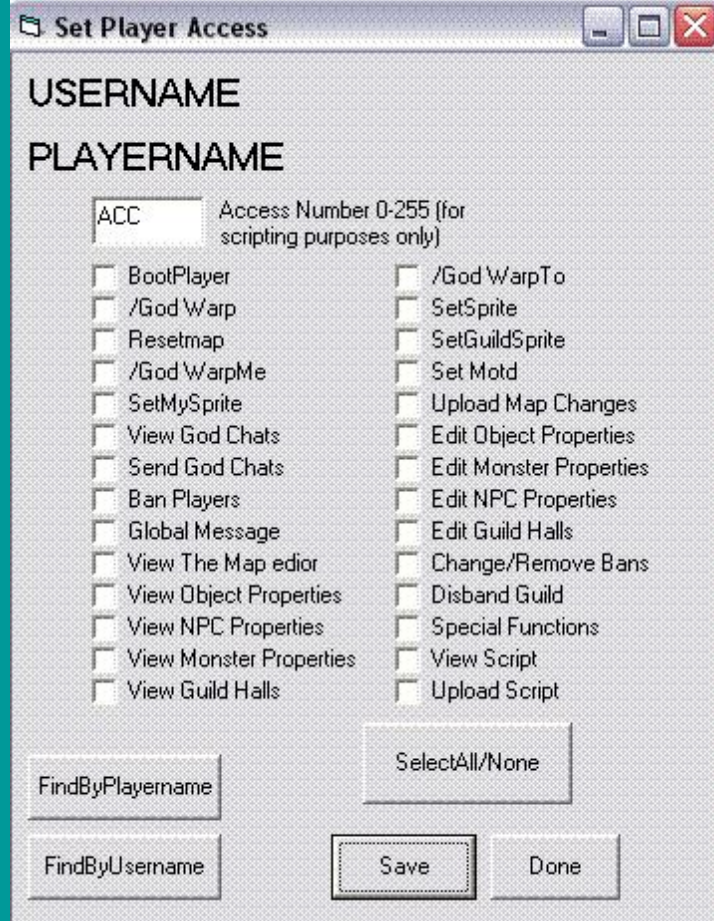
[For a large scale of God-Ethics click here](#)

Gods should NEVER interfere into mortal fights, that is there own problem. The *job of a god is to make sure the server is running* smoothly, make sure there are no bugs and deal with any complaints or suggestions, along with changing and improving the server. It is NOT to empower others, it is NOT to get in the middle of a fight to break it up. If two people are arguing, they can argue all they like, banning, kicking, or threatening them isn't something that will change anything but make the gods look corrupt. Although, Blocking is somewhat disputed as something gods might need to interfere in, but it is not a problem with the game, I personally feel gods should not interfere into the affairs of mortals whatsoever, but to watch over and control the game itself- making sure that every rule is being followed. If the server owner doesn't allow blocking, flaming, or anything like that, then by all means go ahead and get involved, but otherwise, Gods Should Not Interfere Into The Affairs of Mortals. When gods do, corruption is in place, unless they are just playing around, in which case No Harm should be done at the end cause, and no mortal or god can complain about the outcome.

God Abilities

The first god abilities requires Only 1 access minimum. This ability is.. guess.. being a god! Yay! As a God, you cannot attack others, nor can they attack you. And with just 1 access, that's all you get. If you get other abilities though, like the ones described below, you can do so much more!

To check your God Level, simply type */God Level* Here is a list of what is printed in */God Level* and what it means. It is also the names and actions listed for the Server Owner when adding/taking out new gods.



Access Number: Determines how long of script you can write. Need at least 1 access to be a god. Maximum is 255.

Boot Player: Allows you to boot players. Use with /god boot <Player> <Why>

/God Warp Allows you to use /god warp map The X and Y numbers are optional. This also allows you to type /god savewarp *name*, and you could then do /god warp *name* to return to that spot. Can Also Hold Alt and click the map to warp there automatically.

Reset Map Allows you to type /God ResetMap, to reset the map, respawning objects and monsters, and such.

/God WarpMe Allows you to type /God WarpMe to warp to another player

SetMySprite Allows you to type /God SetMySprite to change your sprite to something else

View God Chats Allows you to view god chats.

Send God Chats Allows you to send god chats with /God Chat, or holding alt and pressing f8..

Ban Players/Change/Remove Bans Allows you to type /God Ban for a player. For Change/Remove Bans, allows you to type /god bans to change the bans.

Global Message Allows you to type a global message to everyone in blue, (the god colours). /God Global <message>

/God WarpTo Allows you to type a /God WarpMeTo <Name> to warp to a player. ****Notice, /God WarpMETo ****

SetSprite Allows you to type /God SetSprite <Name> <Number> to change peoples sprites.

SetGuildSprite Allows you to type /God SetGuildSprite <Guild> <Number> to change an entire guild sprite.

Disband Guild allows you to type /God Disband <Name>

Special Features Allows you to Not be see by monsters, to hold alt and ctrl to click the map and forcewalk there, and allows you to type /quit. May or May Not be more.

Set Motd Allows you to type /God MoTD <Message> to change the message of the day displayed when you first log in.

View/Edit Scripts Allows you to either view, or view and edit the scripts depending on if you have both. /God EditScript <Name> or hold alt and press f2 then type the name. The Acc depends on how long a script you can write.

View/Edit Map Editor Allows you to either view, or view and edit the map editor depending on if you have both. /God EditMap, or hold alt and press f1

View/Edit Object Properties Allows you to either view, or view and edit the object editor depending on if you have both. /God EditObject, or hold alt and press f3. You can also type /God EditObject (Number) to directly start editing an object.

View/Edit NPC Properties Allows you to either view, or view and edit the npc editor depending on if you have both. /God Editnpc, or hold alt and press f5. You can also type /God EditNpc (Number) to directly start editing a npc.

View/Edit Monster Properties Allows you to either view, or view and edit the Monster editor depending on if you have both. /God EditMonster, or hold alt and press f4. You can also type /God EditMonster (Number) to directly start editing a Monster.

View/Edit Guild Halls Allows you to either view, or view and edit the Guild Halls editor depending on if you have both. /God EditMonster, or hold alt and press f6. You can also type /God EditHall (Number) to directly start editing a hall.

Terms you should Know:

Status#- Status is the color of your name. Number refers to what color;



Sprite#- Refers to your picture or a monsters picture. Refers to Tiles, Objects, anything that is drawn as a hole.

Map#- The number of the map you are on. Type /where and you will get "You are at location {#, #,#}" The first number is the map number (1-5000)

X#- The second number is your X number (0-11)

Y#- The third number is your Y number (0-11)

Object/NPC/Hall/Monster#- The number to the right of the Object/NPC/Hall/Monster in the editor.

Red Map Name- Anyone can fight.

White Map Name- Guilds can fight.

Blue Map Name- No one can fight.

God Commands and Shortcuts

Anything in Parenthesis is optional. Anything in brackets is required

Checking your God Level:

/God Level

Warping Commands:

/God WarpMe <PlayerName>

/God WarpToMe <PlayerName>

/God Warp Map <Map#> (X#) (Y#)

/God SaveWarp <LocationName>

/God Warp <LocationName>

Sprite Changing Commands:

/God SetSprite <Name> <Sprite#>

/God SetMySprite <Sprite#>

God Guild-Editing Commands:

/God Disband <GuildName>

/God SetGuildSprite <GuildName> <Sprite#>

God Chat Commands

/God MoTD <Message Of The Day>

/God Chat (Message)

/God Global (Message)

Editing Commands:

/God ResetMap

/God EditMap

/God EditScript <Name>

/God EditObject (#)

/God EditMonster (#)

/God EditNpc (#)

/God EditHall (#)

Ban/Boot Commands:

/God Ban <Player> <Days#> <why>

/God Boot <Player> <Why>

HotKeys:

Alt+F1 - /God EditMap

Alt+F2 - /God EditScript

Alt+F3 - /God EditObject

Alt+F4 - /God EditMonster

Alt+F - /God EditNpc

Alt+F6 - /God EditHall

Alt+F7 - /God ResetMap

Alt+F8 - /God Chat

Alt+F9 - /God WarpMe

Alt+F10 - /God WarpToMe

Alt+F11 - /God Warp

Alt+F12 - /God Warp Map

Alt+DirectionalKey - Warp 1 tile in that direction, regardless of Attachments (No Scripts

Alt+Ctrl+DirectionalKey - Walk 1 tile in that direction regardless of Attachments (Runs Scripts/Warps/Etc.)

Alt+ClickMap - Warp to clicked location (No Scripts)

Alt+Ctrl+ClickMap - ForceWalks to clicked location regardless of Attachments (Runs End Location Script/Warp/etc)

Using The Editor

Please note this will not explain the map or script editor, those are separate.

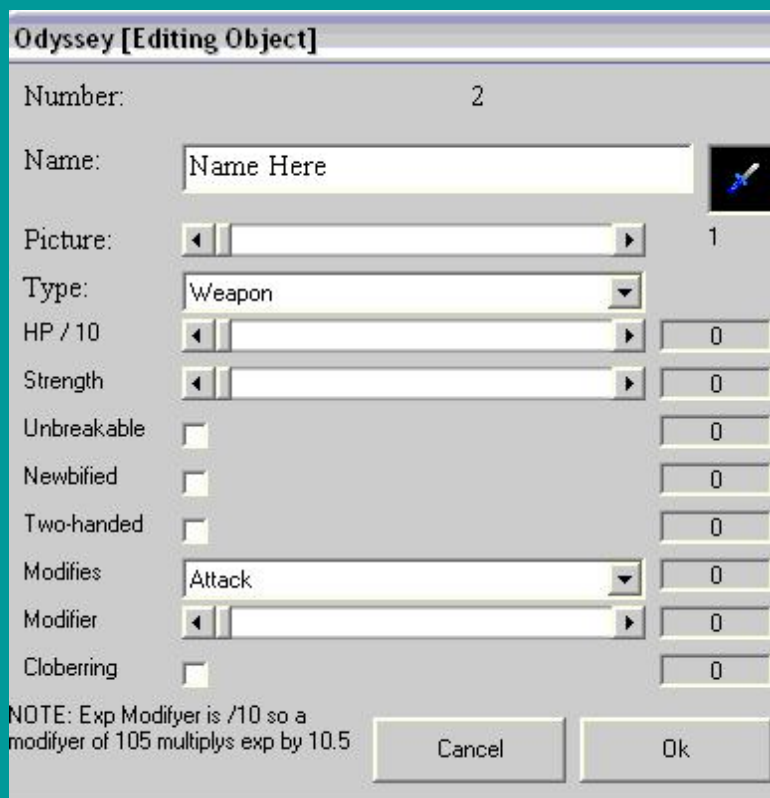
In General, this is what the editors first look like:



You can search through the objects for objects with certain characters in their names, or just scroll up and down throughout the numbers.

The number on the Left is the number of the object- The number needed to identify the object with scripts or the Object Attachment.

Object (Item) Editor:



You can then choose the sprite of the object, and type the name. From here, you can designate which type of object you

want it to be. Please note Money is just stackable, and not deposit-able in the bank unless you put the item number (the number at the top) as the Money Object in the Server. -- Refer to the server section for more details.

Generalized...

HP/10 is the durability of the object. Times it by 10 to get what the real one will be.

Strength is the Object Strength, which is **different** for each object type. Strength for a weapon gives attack, while strength for a shields give blocking abilities, and strength for armor gives defense, etc

NOTE: Helmet hits and Armor hits are two different things, *not the same*.

Unbreakable means that this object will not break, if checked,

Newbified means that people with gold names, or newbies, will not waste durability when using the object

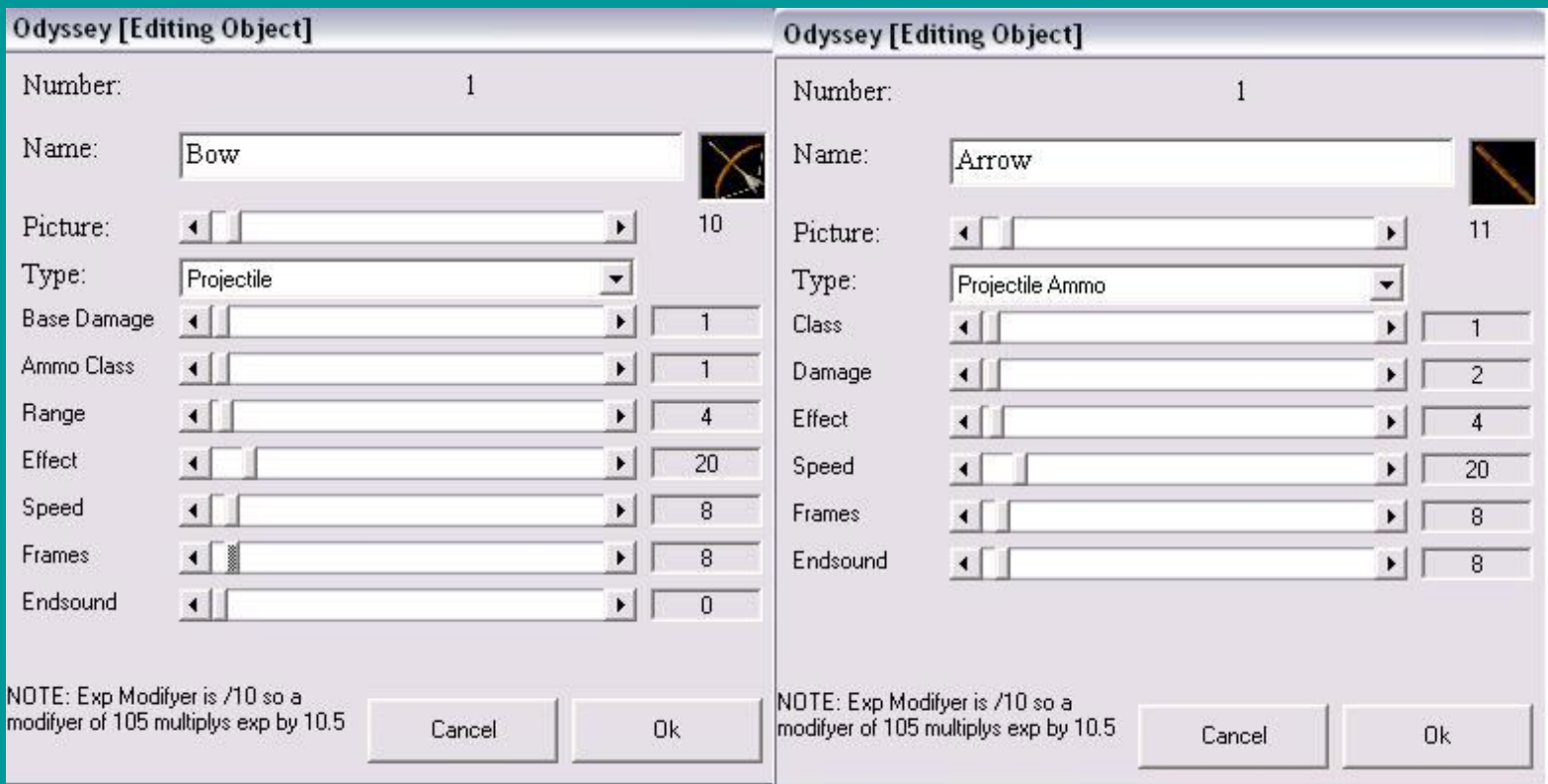
Two handed (swords only) designates whether or not they can use a shield at the same time as this object.

Clobbering (Swords only) isn't really in, but is suppose to be used for damageable walls, so don't really bother with this neither clobbering nor damageable walls are working

Modifier, well, modifies whatever property you put into it

For Projectiles..

This part talks about Projectiles and Projectile Ammo-- how to use them correctly. This is because they are especially difficult to figure out.



Now, Most Projectiles need ammo. In order to designate ammo for a projectile, you need to have an object with the type of Projectile Ammo. with the **same class** in order to be used together. As you see, in the above picture there are two objects.

Damage: Projectile Base Damage + Arrow Projectile Ammo + Project EndSound. Be careful when creating an object because the End Sound of the Projectile Ammo actually Increases damage!

Ammo Class: The Projectile can only use Ammo of the same number class.

Range: This designates how many TILES the Projectile can go. A range of 11 or more means it goes through out the ENTIRE Map. Also note that the only thing that stops Range is the Wall/Warp attachments.

Effect: The number of the effect to be played

Speed: How fast the effect LOOKS. The actual projectile is instantaneous, but the effect could be slightly slower.

Frames: How many frames the effect is (Normally 8).

End Sound: Careful here. EndSound for a Projectile Ammo adds on additional damage, while for a Projectile it plays a .wav file.

Monster Editor:

Odyssey [Edit Monster]

Number: 1 

Name: Skel

Small Sprites Large Sprites

Sprite: 38

HP: 24

Strength: 9

Armor: 1

Speed: 1

Sight: 12

Agility: 2

Regen: 2

Level: 5

Object 1: 1: Gold 5

Object 2: <None> 0

Object 3: <None> 0

Flags: Guard Only comes out in day
 Only comes out at night Friendly

Cancel Ok

Fairly straightforward.

Sprite: What picture number is shown for the monster

HP: The amount of Health the monster has (Hit Points)

Strength: *Exactly* how much damage the monster does. *Any Monster with a 255 strength/attack is what people call a ToD, or a Touch of Death.*

Armor: How much defense points a monster has

Speed we do not know exactly what is for, thought it is thought to have no purpose period.

Sight is how many tiles it can see,

Agility is how much you miss. It is SEEMS to be a direct percentage. 50 would be you miss 50% of the time, though in all my tests it would seem to be 50 would mean you miss 80% of the time. Though, I guess I could just be unlucky... Just be careful when using Agility. Also be sure to know that Agility does NOT effect how much a monster hits you. If you have a high agility, (50) then no matter what the monster's agility, you will have about a 1/3 chance of being hit, excluding head/shield hits.

Regn: How much HP the monster gains every 2 seconds (Regenerates)

Level: This currently has no known use.

Flags:

Guard means it only attacks players with a flashing, (PKer) name.

Only comes out at day means it only between the hours of 7 and 21 (Hours game time change every minute)

Only comes out at night means it only between the hours of 22 and 6 (Hours game time change every minute)

Friendly means it doesn't attack at all.

The main contributor to Experience is Strength, so if a monster is giving lower experience than you want, you can just change the strength to increase it.

The equation for monster experience is;

$$\text{Experience} = (\text{Strength} * 10) + (\text{HP} * 2) + (\text{Armor} * 2) + (\text{Agility} / 10)$$

NPC Editor:

The screenshot shows the 'NPC Editor' window for 'Odyssey'. The 'Number' field is set to '1'. The 'Name' field is empty. The 'Flags' section has two checkboxes: 'Banker' and 'Can Repair', both of which are unchecked. Below these are five text input fields for 'JoinText', 'LeaveText', 'SayText1', 'SayText2', 'SayText3', 'SayText4', and 'SayText5', all of which are empty. The 'Sale Items' section features a list of item slots numbered 0 through 9. To the right of this list are two dropdown menus for 'GiveObject' and 'TakeObject', both currently set to '<nothing>', and two numeric input fields for item counts, both set to '0'. An '<-- Update' button is located below these fields. At the bottom of the window are 'Cancel' and 'Ok' buttons.

Again, fairly straightforward.

Name: What is this NPC called? This can be a name like Bob, or a Store name like Jim's Bike Shop.

Flags

Banker means that you can deposit and withdraw money and all that such.

Can Repair is not functioning properly currently, it used to let you do /repair and have it repair your weapons with the cost being that designated in the server's options, but it does not work.

JoinText: When you enter the map, this text is said to the player.

LeaveText: When you leave the map, this text is said to the player.

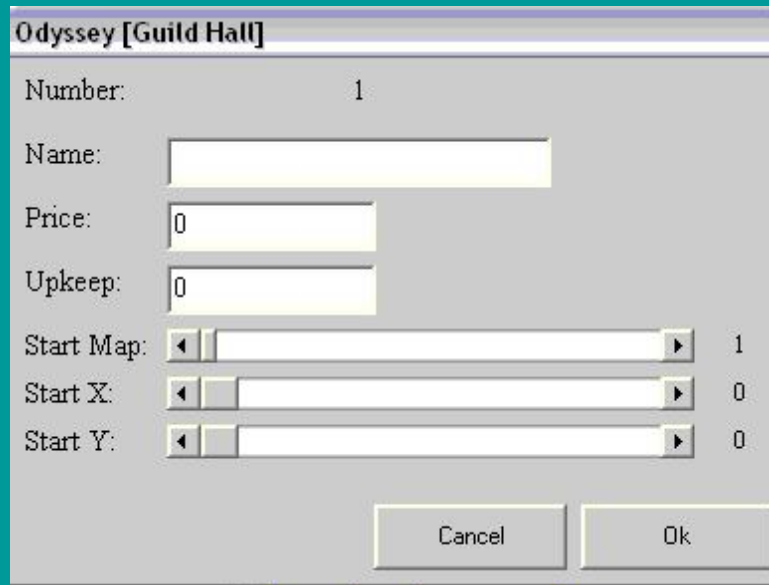
SayText1-5: Random messages that will be said randomly while you are on the map.

Sale Items:

You designate an object the NPC gives, an amount of that object, the object he takes in return, and the amount of that object. Then, you press Update. You will see what you put in this box.

If you type /trade when a NPC has items to trade, you will see a list of objects.

Hall Editor:



Odyssey [Guild Hall]

Number: 1

Name:

Price: 0

Upkeep: 0

Start Map: 1

Start X: 0

Start Y: 0

Cancel Ok

The most confusing topic.

Number: This is the number of a hall. When you use a Touchplate, the Hall has to be the same for this

Price: How much money you need in the Guild Bank to buy the hall

Price: How much money you need in the Guild Bank to keep owning the hall (Per Person-- Deducts every real 24 hours)

Start Map/X/Y: *This is NOT where the Guild Hall starts.* When a Guild Member of this hall *Dies*, this is where he will *respawn*. **The StartMap/X/Y is where you will *respawn* after you die if you own the hall**

So that explains a lot... but it leaves one thing. How do you determine where a guild hall is? Simply, all guild halls need a Touch-Plate that says that only members of the guild hall number can activate it. This is described more in the Map Editor Section, and the Guilds and Halls sections

Quick Links

[Getting Started](#)

[How to Play](#)

[In-Depth General Playing](#)

[Guilds and Guild Halls](#)

[Operating The Server](#)

[Godding Tutorial](#)

[Mapping Tutorial](#)

[Scripting Tutorial](#)

[Mapping Form](#)

[Editing The Interface](#)



CREATE YOUR OWN WEBSITE

Click Here >