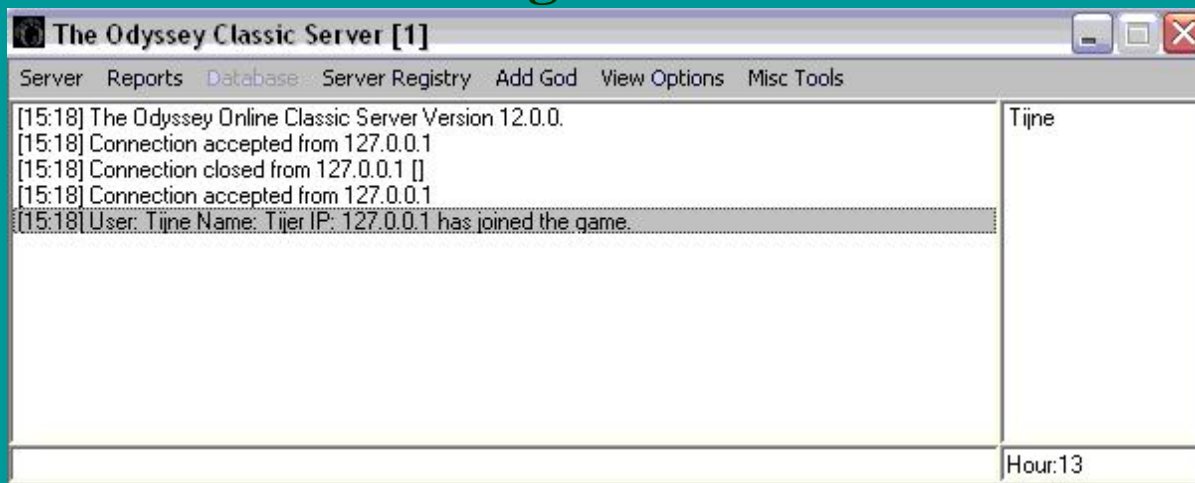


The Teach You How to Not Suck Page!

Operating The Server

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.

Understanding the Server Basics:



Refer to the 'Getting Started' section for how to download and get ready the server. When everything is ready, double click Server.Exe. This opens up a window, which size can be changed if needed. This window has a few things on it basically, first and foremost important are the drop downs. Then there's the area of text you see. It should give a time then say the server version you are using. If someone joins/leaves the game, it will be stated in this window who's IP it was. You can also view all written/spoken text in the game here, unless you set it otherwise. In the lower right hand corner is the game-time. It says Hour: *Number*. The number is in military time for the game. To the right of the time is a place to type. This place is Only for broadcasting messages over the entire server. Above the hour, is a blank space. This space shows the User Name of all people who are playing currently.

Using the Server's Drop Downs

Server:

Odyssey Server Options

MOTD:

Starting Locations

Map	X	Y	Text
<input type="text" value="4999"/>	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text"/>
<input type="text" value="4999"/>	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text"/>
<input type="text" value="4999"/>	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text"/>
<input type="text" value="4999"/>	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text"/>
<input type="text" value="4999"/>	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text"/>

God Options

Enable Action Limiting Action Limiting Access:

Enable Action Logging Enable Admin Commands

Port: Account Delay

Tileset Number:

Starting Objects

Object	Amount
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="text" value="0"/>	<input type="text" value="0"/>

Other Options

Max Users:

Admin Password:

Cost Per Item Durability:

Cost Per Item Strength:

Cost Per Item Modifier:

Encrypt Dat File:

Ok Cancel

Options: Here you can change the MOTD, or Message of the Day. It appears when you first log on and start to choose your character, and also appears as a broadcast when you join the game. To the right of the MOTD text box is the Starting Objects and Amount. I think you can figure out what THAT does, and if not close the server right now and walk away. Next is the Starting Map, X, Y locations, and there Text. This hasn't exactly been fully tested, for which ones are used when, and any contributed information would greatly be appreciated. We have some hint that one of these are used when you first join the game, and another when you die, and another might be for when you are murdered, but we aren't exactly sure. Some other rumors are that they depend on what class number you are, or level, or there's something like that. What we do know about this is that the Map is the Map Number, the X is the X number, Y is the Y number. If you type /where in the game, you get a message telling you your map, x, then y numbers. And the Text is something displayed to the person when they go there. Now, Under God Options, we have a few things I'm also unaware of. So let's skip those, I haven't really needed them anyways! Other Options there's also nothing useful. You see you can change the repair prices, depending on the weapons durability, strength, and modifier, but since /repair doesn't work anyways it won't do you much good. The Port don't change, the Account Delay is how long before they actually leave the game when they leave the game, used so people don't log out to avoid death, but again we are also unsure of this! I'm sorry we are unsure of so much, but the options really aren't used that much Anyways, or at least I never have heh. Anyways, the TileSet number doesn't really need to be changed, because the server supports multiple tilesets.. and uh.. That's options!

Bandwidth Usage: Tells you how much bandwidth you are using. Appears in the servers text area Useless? More or less.

Settings: Here you can turn on/off connecting to the Registry automatically. You can run off script events, and using checksum, the names are actually quiet clear. Using equations to define exp gain from monsters I don't think changes anything though. The Money Object tells you which object the bank uses as 'gold', generally people make it 1. Map Reset time is how much time off the map before the map resets, it's set for 3 minutes default, and object reset is how much time an

object can be on the ground before it disappears.

Classes: Contrary to popular belief, players WILL see these changes when creating a character. Please note class 1 gains 2 mana instead of one at every level up, class 5 gains 2 hp, and class 15 gains 2 energy. You can change the class names, the starting statuses, and the chances. Generally any chance lower the 70/80 will rarely ever increase. A good increasing rate is between 75-100, as not to discourage players.

Darkness By Hour:



Hour	Light Value
1	130
2	130
3	130
4	100
5	50
6	20
7	5
8	100
9	100
10	100
11	100
12	100
13	100
14	100
15	100
16	100
17	100
18	100
19	100
20	100
21	5
22	20
23	50
24	100

Personal light radius:
intensity:

Defaults
Cancel OK

Changes how dark the server is per hour (On the left). 255 being pitch black, and 0 being pure bright. The Personal Light Radius is something that can also be set by script, but in general is how much "glow" a person has. Personal Light is currently disabled.

Reports:

Generally, everything under This section is just a report of what is going on.

Database:

Used for resetting things, accounts, maps, objects, anything of that like. Can only be used when **no one is logged on** though.

Server Registry

Used to connect to the registry, or change the registry password/server description when used. The server description is the most important description of the server, as people see that before they even log on to play the server.

Add God

Adds a god onto the server. Gods are used to help you maintain the server. You can give them different abilities, or full abilities depending on what help you want to give them. **Most gods should be trustworthy and talented. Do not be afraid to remove any gods you have**, if you are not approving of what they are doing. Inside of it, you can find a player by username OR player name. You can select or unselect all features of a god. Acc is access number. **0 is not a god, while anything else is a god.** Acc- short for Access determines the length of script a god can write, and nothing else unless you set otherwise.

View Options

Changes the view that your server window can read the text from. Used if you don't really care about idle chat between players and only want to read certain texts. With everything on, you can read all text that players communicate to each other with. The Hour is just the hour of day in the lower right hand corner, not text.

Misc Tools

Attribute	Value	Update
Name:	Tijer	Update
Class:	1	Update
Gender:	0	Update
Sprite:	1	Update
MaxHP:	5	Update
MaxEnergy:	5	Update
MaxMana:	5	Update
Strength:	2	Update
Endurance:	2	Update
Agility:	2	Update
Intelligence:	2	Update
Level:	1	Update
Experience:	0	Update
Peak Walks Per	0	Update

StatPoints:	0	Update
Bank:	0	Update
Map:	5000	
X:	7	
Y:	11	Warp
Guild:	0	Update
Rank:	0	Update
Status:	2	Update

0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0

Update

Character Data: Used to look at or change the data of a player. Please note that when changing, you must enter the user name of the player E-X-A-C-T-L-Y how it is shown in your username box. Including capitals and all those likes. You can only find people by there username, because you can change just about everything else about them.

Message: Sends a private server message to someone, requires knowing there name.

Runscript: Actives a script for any person you choose. Many uses, depending on the script used.

KickPlayer: Boots a player off your server

BanPlayer: Bans a player from your server for a certain amount of time.

EditScript: Edits a script from the server. There is no "Test", Though, like there is in the upper right hand corner. Test is only available when editing a script as a player.

Who: Lists all the player names who are currently online, they appear in the text window of the server.

Scripting Events: Lists all events and parameters that a player can activate, depending on the action. For example, when you leave a map, the PartMap script runs, also the PartMap# script runs. If the event is a function, you can stop the player from doing it by putting in Main = Stop. Check the scripting tutorial for a more clear description.

Delete Account: Permanently deletes a players account. You can check records if you need to know their username/player name. May or May Not Work if the player is still online.

Quick Links

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[Guilds and Guild Halls](#)

[Operating The Server](#)

[Godding Tutorial](#)

[Mapping Tutorial](#)

[Scripting Tutorial](#)

[Mapping Form](#)

[Editing The Interface](#)



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