

- While i was playing around with the M2Server, I seem to have found something quite interesting. It seems you can create your own sets without having to code anything.

First create a txt folder in your Envir folder called GroupItems.

Inside the txt file insert this

[0]

FLD\_DRESSNAME=BaseDress(F)

FLD\_WEAPONNAME=

FLD\_RIGHTHANDNAME=

FLD\_NECKLACENAME=

FLD\_HELMETNAME=

FLD\_ARMRINGLNAME=

FLD\_ARMRINGRNAME=

FLD\_RINGLNAME=

FLD\_RINGRNAME=

FLD\_BUJUKNAME=

FLD\_BELTNAME=

FLD\_BOOTSNAME=

FLD\_CHARMNAME=

FLD\_HINTMSG=Bonus Activated

;Added HP %

FLD\_RATE1=1

;Added MP %

FLD\_RATE2=2

;Added AC

FLD\_RATE3=3

;Added AMC

FLD\_RATE4=4

;Added DC

FLD\_RATE5=5

;Added MC

FLD\_RATE6=6

;Added SC

FLD\_RATE7=7

;Added Accuracy

FLD\_RATE8=8

;Added ASpeed?

FLD\_RATE9=9

;Added Magic Resistance (not working?)

FLD\_RATE10=10

;Added Poison Resistance (not working?)

FLD\_RATE11=11

;Added Poison Recovery (not working?)

FLD\_RATE12=12

;Added HP Recovery (not working?)

FLD\_RATE13=13  
;Added MP Recovery (not working?)  
FLD\_RATE14=13  
;Not Sure About these..  
FLD\_RATE15=0  
FLD\_RATE16=0  
FLD\_RATE17=0  
FLD\_RATE18=0  
FLD\_RATE19=0  
FLD\_RATE20=0  
;Item Effects like Tele, Para? Set to 1 to activate  
;Paralysis Ring  
FLD\_FLAG1=0  
FLD\_FLAG2=0  
FLD\_FLAG3=0  
FLD\_FLAG4=0  
FLD\_FLAG5=0  
FLD\_FLAG6=0  
FLD\_FLAG7=0  
FLD\_FLAG8=0  
FLD\_FLAG9=0  
FLD\_FLAG10=0  
FLD\_FLAG11=0  
FLD\_FLAG12=0  
FLD\_FLAG13=0  
FLD\_FLAG14=0  
FLD\_FLAG15=0  
FLD\_FLAG16=0  
FLD\_FLAG17=0  
FLD\_FLAG18=0  
FLD\_FLAG19=0  
FLD\_FLAG20=0

It cant be to hard to understand where to go from here. To add another set simply add [1] then again adjust all the stats to your needs.

Last edited by ChiliPepper; 26-09-2011 at 03:16 AM.

[Reply](#) [Reply With Quote](#)    - - -

- 26-09-2011, 12:27 PM [#2](#)

**MiloFoxburr**



Administrator



Join Date

Mar 2003



Location  
Dublin, Ireland

Location  
Dublin, Ireland

Posts 6,345

Posts 6,345



## Re: Custom Set Items

Nice find, I've said it before but this is why I love these files, still finding new things in them nearly a year after starting work on them.

I've finished off the M2Server Form for it and added GroupItems.txt to the enviro on the SVN

The screenshot shows a software interface titled "??????" with standard Windows window controls. The interface is organized into several sections:

- Top Bar:** A series of tabs or buttons labeled: Make Disable, Make Enable, Log, Map, Upgrade, Bind, Item Bind, Ip, Name, Drop, Take Off.
- Sub-Section Headers:** Below the top bar are labels: Sell, Mon, Admin, Pick Up, CustomSets, Scatter Item, and BoxItems.
- Left Column:** A vertical list of items with corresponding input fields: Dress, Weapon, R Hand, Necklace, Helmet, L Brace, R Brace, L Ring, R Ring, Bujuk:, Belt, Boot, Charm.
- Middle Section:** Titled "Stats to add", it contains two columns of rate settings (Hp Rate, Mp Rate, Ac Rate, Mac Rate, Dc Rate, Mc Rate, Sc Rate) paired with percentage values (0%) and dropdown arrows. To the right of these are checkboxes for Flag 1 through Flag 16.
- Right Panel:** Titled "Custom Sets", it features a table with three columns: No, Items in Set, and Hint. The first row contains the value "0", "BaseDress(M),,,,...", and "HP+10".
- Bottom Left:** A label "Message:" followed by an empty text input field.
- Bottom Right:** Four buttons labeled Add, Delete, Modify, and Save.