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Thread: NPC's #IF and #ACT And Variables names.

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22-03-2012, 03:48 AM

#1

MythRohan

Nanaki - Red IIIX

High Poster



Join Date: Nov 2011

Location: Rohan's Lair
N'hants

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NPC's #IF and #ACT And Variables names.

Hello All

Please Scroll to the Bottom
for Scripts and to see the Variable's Guide

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#IF statements:

general stuff:

check - Usage: - CHECK [200] 1 - what it does: - checks to see if flag 200 is set to 1 (on) , 0 = off

set - Usage: - SET [200] 1 - what it does: - sets questflag 200 on, options: 1(on),0(off)

reset - Usage: - RESET [50] 10 - what it does: - sets questflag 50-59 to 0(off)

daytime - Usage: - DAYTIME SUNSET - what it does: - compares the current server 'time' to the option you entered: SUNRISE,DAY,SUNSET,NIGHT

dayofweek - Usage: - DAYOFWEEK SUN - what it does: - checks if its sunday, options:
SUN,MON,TUE,WED,THU,FRI,SAT

hour - Usage: - HOUR 20 21 - what it does: - checks if the hour right now is higher or equal to 20 and lower then 21

min - Usage: - MIN 30 35 - what it does: - checks if the minutes right now are higher or equal to 30 and lower then 35

random - Usage: - RANDOM 50 - what it does: - takes a random number from 0-50 and if it's 0 then it is true

randomex - Usage: - RANDOMEX 10 = 5 - what it does: - takes random number between 0 and 10 and checks if its 5, options: =,<,>,>=

close - Usage: - CLOSE - what it does: - closes the clients npc dialog

break - Usage: - BREAK - what it does: - stops the rest of the npc code from being run

param1 - Usage: - what it does: ?

param2 - Usage: - what it does: ?

param3 - Usage: - what it does: ?

param4 - Usage: - what it does: ?

getauctionitems - Usage: - GETAUCTIONITEMS 5 - what it does: - gets all auction items from 'category' 5

closeauction - Usage: - CLOSEAUCTION - what it does: - closes the auction window

goquest - Usage: - GOQUEST questname - what it does: - starts quest called questname (dont ask me how to set the quests at this point tho)

endquest - Usage: - ENDQUEST - what it does: - stops the quest you where working on

goto - Usage: - GOTO @main - what it does: - makes the npc go to the @main menu

gmexecute - Usage: - GMEEXECUTE command name - what it does: - executes any command with full gm command

exeaction - Usage: - EXEACTION KICK - what it does: - kicks you from server, other options are CHANGEEXP, CHANGELEVEL, KILL

sendmsg - Usage: - SENDMSG 3 text what it does:works exactly the same as linemsg

linemsg - Usage: - LINEMSG 3 text - what it does: - sends a msg with the content 'text', options: 0(regular msg), 1 (*) infront, 2 [npc name] infront, 3 [charname] infront, 4 just msg of (i think npc) saying, 5 (red text), 6 (green text), 7(blue text), 8(group text), 9 (guild text)

setsendmsgflag - Usage: - SETSENDMSGFLAG - what it does: - sets bosendmsgflag to true(probably whisper not sure)

messagebox - Usage: - MESSAGEBOX text - what it does: - sends the player a menu popup with the 'text' in it

setscriptflag - Usage: - SETSCRIPTFLAG 1 True - what it does: - sets bochangeitemnameflag to true, options: 0 = bosendmsgflag, 1 = changeitemanmefflag
runsound - Usage: - RUNSOUND 50 - what it does: - plays sound number 50 on the players client

Mob stuff:
mongen - Usage: - MONGEN Yob 5 10 - what it does: - spawns 5 yob mobs in a 10 square radius around the map, x, y coords you set using Param1 (mapname), Param2(x), Param3(y)
recallmob - Usage: - RECALLMOB Yob 1 20 0 1 - what it does: - gives the player a yob pet that's level 1 and will stay there for 20 minutes, it will also have color number 1, the 4th param if it's 1 then the color will randomly change
killslave - Usage: - KILLSLAVE - what it does: - kills all your pets/slaves
mission - Usage: - MISSION mapname 5 10 - what it does: - sets the mission to mapname, 5, 10 (name of map to spawn on, x, y coord)
mobplace - Usage: - MOBPLACE mobname - what it does: - spawns a mob called 'mobname' and tells it to go to the coords you set using mission, also needs Param1 (x coord), Param2 (Y coord), Param3 (amount), Param4 (range) to know where to spawn
mongenex - Usage: - MONGENEX mapname 5 6 yob 6 7 - what it does: - spawns mob at map called mapname at coords 5/6 mob called yob, range around spawn point = 6, amount of mobs = 7
clearmapmon - Usage: - CLEARMAPMON mapname - what it does: - deletes all mobs from the map called mapname
openitembox - Usage: - OPENITEMBOX mobname - what it does: - makes a mob called 'mobname' infront of you then makes it die
recallclone - Usage: - RECALLCLONE mobname 1 20 - what it does: - gives the player a clone pet called 'mobname' that starts at lvl 1 and stays tamed for 20 minutes

chars stats:
checklevel - Usage: - CHECKLEVEL 45 - what it does: - if you are below lvl 45 it fails (if you are 45 or above it's ok)
checkjob - Usage: - CHECKJOB Warrior - what it does: - if you are warrior then it works, options: Warrior, Wizzard, Taoist
gender - Usage: - GENDER MAN - what it does: - checks if the person is a 'man' or a 'woman'
checkluckypoint - Usage: - CHECKLUCKYPOINT 50 - what it does: - checks if your bodylucky is higher or equal to 50
checkbaggage - Usage: - CHECKBAGGAGE Sunpotion - what it does: - checks if there's enough bagweight left to carry an extra sunpotion
checkmagic - Usage: - CHECKMAGIC magicname - what it does: - checks if you have this magic spell
checkmagiclevel - Usage: - CHECKMAGICLEVEL magicname 3l - what it does: - checks if you have this magic spell and it's at training level 3
checkhorse - Usage: - CHECKHORSE - what it does: - checks if you have a horse equipped
checkriding - Usage: - CHECKRIDING - what it does: - checks if you are riding a horse
checkbbcount - Usage: - CHECKBBCOUNT 4 - what it does: - if you have less then 4 slaves/pets/... it's false else it's true
checkslavecount - Usage: - CHECKSLAVECOUNT = 10 - what it does: - checks if you have 10 slaves/pets/... , options are =, <, >
checkslavelevel - Usage: - CHECKSLAVELEVEL = 4 - what it does: - checks if the highest level slave you have = lvl 4, options: =,<,>,>=
checkslavename - Usage: - CHECKSLAVENAME Yob = 2 - what it does: - checks if you have 2 yobs tamed as pets, options: =, <, >, >=
issysop - Usage: - ISSYSOP - what it does: - checks if your permission level (aka gm and stuff) is 4 or more
isadmin - Usage: - ISADMIN - what it does: - checks if your permission level is 6 or more
checklevelex - Usage: - CHECKLEVELEX = 5 - what it does: - checks if player is lvl 5, options: =, <, >
checkbonuspoint - Usage: - CHECKBONUSPOINT = 5 - what it does: - checks if players total amount of bonus ability stats = 5, options: =, <, >
isnewhuman - Usage: - ISNEWHUMAN - what it does: - checks if you only just made your char
checkdc - Usage: - CHECKDC = 20 -
-

Last edited by MythRohan; 03-07-2012 at 08:58 PM.

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22-03-2012, 03:50 AM

#2

MythRohan 

Nanaki - Red IIIIX

High Poster



 **Re: NPC's #IF and #ACT Explained abit more for new commers**

Item bits:

checkitem - Usage: - CHECKITEM Sunpotion 3 - what it does: - checks if you have 3 or more sunpots if not false
take - Usage: - TAKE Sunpotion 5 - what it does: - takes 5 sunpotions
give - Usage: - GIVE Sunpotion 5 - what it does: - gives 5 sunpotions
takew - Usage: - TAKEW Goldring 2 - what it does: - takes 2 goldrings you're wearing away from you, like left+right, you can also make it take a specific type of item you're wearing by replacing the itemname with: [NECKLACE],[RING],[ARMRING],[WEAPON],[HELMET],[DRESS],[U_BUJUK],[U_BELT],[U_BOOTS],[U_CHARM]
checkitemw - Usage: - CHECKITEMW GMBLADE 2 - what it does: - check if you wearing 2 gmlades (i



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know this isn't possible but it's possible for rings/braces :p)

checkgold - Usage: - CHECKGOLD 5000 - what it does: - checks if you have 5000 or more gold

istakeitem - Usage: - ISTAKEITEM Sunpotion - what it does: - not entirely sure it checks if some name = the param you enter

checkdura - Usage: - CHECKDURA GoldOre 15 - what it does: - checks if you have a dura 15 or more goldore in your bag

checkduraeva - Usage: - CHECKDURA GoldOre 50 - what it does: - checks if the total amount of all dura on goldores in your bag combined is 50 or more

checkuseitem - Usage: - CHECKUSEITEM 2 - what it does: - checks if you have something equipped on position 2 of your body

checkbagsize - Usage: - CHECKBAGSIZE 10 - what it does: - checks if you have 10 spare spaces in your bag

checkitemtype - Usage: - CHECKITEMTYPE 3 25 - what it does: - checks if the stdmode of the item on position 3 of your body = 25

checkitemaddvalue - Usage: - CHECKITEMADDVALUE 8 = 5 - what it does: - checks if the total amount of added stats of the item on position 8 on your body = 5, options: =, <, >, >=

takecheckitem - Usage: - TAKECHECKITEM - what it does: - takes the item recently 'checked' for by this npc

clearneeditems - Usage: - CLEANNEEDITEMS 2 - what it does: - deletes all items in your bag, storage that have need value set to '2'

clearmakeitems - Usage: - CLEARMAKEITEMS Sunpotion 15245 0 - what it does: - deletets all the equipped items with makeindex 15245, if the last 0 would be 1 then it'll delete all the items equipped called 'sunpotion'

upgradeitem - Usage: - UPGRADEITEM 3 2 1 - what it does: - upgrades item equipped on slot 3 with 1 in 3 chances of succes (basicaly it's 2+1 cause 0's an option aswel) and will add 1 point to one of the stats on the item (this can result into bugged items tho so dont use it :p)

upgradeitemex - Usage: - UPGRADEITEMEX 3 5 1 2 1 - what it does: - same as above but instead here it's position on your equipment(3), type of stat to add (these values are rather hard to explain but in this case it's 5), chance of succes: 1/2 (1+1), points to add: 2, last value is the type of upgrade: 0= just fail, 1 = deletes item if failed, sets the added stat to 0 if failed

[map bits:](#)

checkmonmap - Usage: - CHECKMONMAP d024 10 - what it does: - if there's less then 10 mobs on the map then it's false

checkrealmonmap - Usage: - CHECKREALMONMAP d024 10 - what it does: - if there's less then 10 mobs (pets not counted) on the map then it's false

checkhum - Usage: - CHECKHUM d024 10 - what it does: - if there's less then 10 players on the d024 map then this is false

checkpos - Usage: - CHECKPOS mapname x y - what it does: - checks if you are standing on map called 'mapname' at coords x, y

checkrangemoncount - Usage: - CHECKRANGEMONCOUNT mapname x y range = 5 - what it does: - checks on map called 'mapname' around x,y coords if there are 5 mobs in a range, options: =, <, >, >=

checkinmaprange - Usage: - CHECKINMAPRANGE mapname x y range - what it does: - checks if you are within the range of those x/y coords on that mapname

checkmaphumancount - Usage: - CHECKMAPHUMANCOUNT mapname = 6 - what it does: - checks if there are 6 humans on map with name 'mapname', options: =, <, >, >=

checkmapmoncount - Usage: - CHECKMAPMONCOUNT mapname > 5 - what it does: - same as above but for monsters on the map

checkmap - Usage: - CHECKMAP mapname - what it does: - checks if the map you are on is called 'mapname'

timerecall - Usage: - TIMERECALL 50 - what it does: - sets a 50 minute delay after which you will be teleported back to the spot you are on when you clicked npc

mapmove - Usage: - MAPMOVE mapname 5 10 - what it does: - moves you to map with name 'mapname' position 5:10

map - Usage: - MAP mapname - what it does: - moves you to map with name 'mapname' on random coords
breaktimerecall - Usage: - BREAKTIMERECALL - what it does: - stops a timed recall if any npc set it for your char

exchangemap - Usage: - EXCHANGEMAP mapname - what it does: - makes you switch places with someone on map called 'mapname' if there's nobody there you just get teleported there

recallmap - Usage: - RECALLMAP mapname - what it does: - makes everyone on map called 'mapname' get random teleported to the map you're on

addbatch - Usage: - ADDBATCH mapname - what it does: - sets the options for the batchmove

batchdelay - Usage: - BATCHDELAY 10 - what it does: - sets the batch delay to 10 seconds

batchmove - Usage: - BATCHMOVE - what it does: - sets a delayed random move to a map set by addbatch; FIRST do batchdelay then addbatch then batchmove

setmapmon - Usage: - SETMAPMODE mapname SAFE - what it does: - turns map into a safemode, there are other options like DARK, FIGHT, pretty much everything from mapflag value, there's a few other options you can add at the end like say SAFE 0 would turn off the safe rather then turning it on

pkzone - Usage: - PKZONE 2 3 100 50 - what it does: - activates a map effect in a square around the npc in range 2, the 'looks' = 3 (no idea what that is tho :p), will last for 100 seconds and do 50 dmg

mobfireburn - Usage: - MOBFIREBURN mapname x y type points - what it does: - as far as i know does exactly the same as pkzone except around player instead of npc

gtmapmove - Usage: - GTMAPMOVE mapname 5 10 - what it does: - moves you to map with name 'mapname' coords 5:10 but on the same gt number as where the npc is on

[files:](#)

checknamelist - Usage: - CHECKNAMELIST filename.txt - what it does: - checks if your charname exists in filename.txt
checkaccountlist - Usage: - CHECKACCOUNTLIST filename.txt - what it does: - checks if your login exists in filename.txt
checkiplist - Usage: - CHECKIPLIST filename.txt - what it does: - checks if your ip exists in filename.txt
checknameiplist - Usage: - CHECKNAMEIPLIST filename.txt - what it does: - checks if your charname and ip address are in filename.txt (basically only with both combination will this give true if you have the charname with a dif ip in the list it'll be false)
checkaccountiplist - Usage: - CHECKACCOUNTIPLIST filename.txt - what it does: - checks if your account and ip are in filename.txt (same comment as above)
checknamelistposition - Usage: - CHECKNAMELISTPOSITION filename.txt 5 - what it does: - checks if your name is on the 5th line in the filename.txt basically
checkguildlist - Usage: - CHECKGUILDLIST filename.txt - what it does: - checks if your guild name is in the file
addnamelist - Usage: - ADDNAMELIST filename - what it does: - adds your charname to filename.txt
delnamelist - Usage: - DELNAMELIST filename - what it does: - deletes your charname from filename.txt
addguildlist - Usage: - ADDGUILDLIST filename - what it does: - adds your guildname to filename.txt
delguildlist - Usage: - DELGUILDLIST filename - what it does: - deletes your guildname from filename.txt
addaccountlist - Usage: - ADDACCOUNTLIST filename - what it does: - adds your login to filename.txt
delaccountlist - Usage: - DELACCOUNTLIST filename - what it does: - deletes your login from filename.txt
addiplist - Usage: - ADDIPLIST filename - what it does: - adds your ip to filename.txt
deliplist - Usage: - DELIPLIST filename - what it does: - deletes your ip from filename.txt
clearnamelist - Usage: - CLEARNAMELIST filename - what it does: - deletes all data from filename.txt
addnamedatelist - Usage: - ADDNAMEDATELIST filename - what it does: - adds your name and date to filename.txt
delnamedatelist - Usage: - DELNAMEDATELIST filename - what it does: - deletes your name and date from filename.txt
clearlist - Usage: - CLEARLIST filename - what it does: - deletes everything in filename.txt

Guild bits:

isguildmaster - Usage: - ISGUILDMASTER - what it does: - checks if you are a guild master
iscastleguild - Usage: - ISCASTLEGUILD - what it does: - checks if your guild owns a castle
isattackguild - Usage: - ISATTACKGUILD - what it does: - checks if your guild is attacking a castle
isdefenseguild - Usage: - ISDEFENSEGUILD - what it does: - checks if your guild is defending a castle
haveguild - Usage: - HAVEGUILD - what it does: - checks if you have a guild
checkcastledoor - Usage: - CHECKCASTLEDOOR OPEN - what it does: - checks if the castle door is open, options: OPEN,CLOSE,DESTROYED
isattackallyguild - Usage: - ISATTACKALLYGUILD - what it does: - checks if your guild is allied to the attackers
isdefenseallyguild - Usage: - ISDEFENSEALLYGUILD - what it does: - checks to see if your guild is allied with the defenders
iscastlemaster - Usage: - ISCASTLEMASTER - what it does: - checks if you are guild leader and your guild owns a castle
checkofguild - Usage: - CHECKOFGUILD guildname - what it does: - checks if you are in guild called 'guildname'
checkcastlegold - Usage: - CHECKCASTLEGOLD = 5000 - what it does: - checks if the gold on your castle is 5000, options: =, <, >, >=
castlechangeday - Usage: - CASTLECHANGEDAY = 4 - what it does: - checks if your guild owns the castle for 4 days, options: =,<,>,>=
castlewarday - Usage: - CASTLEWARDAY = 6 - what it does: - checks if it's another 6 days until next war or if it's been 6days ago since war, options: =,<,>,>=
takecastlegold - Usage: - TAKECASTLEGOLD 500 - what it does: - takes 500 gold out of the castle (i think where the npc is on)
guildbuildpoint - Usage: - GUILDBUILDPOINT = 50 - what it does: - sets your guilds buildpoint to 50, options: =, +, -
guildauraepoint - Usage: - GUILDAURAEPOINT = 5 - what it does: - reduces your guilds auraepoint by 5, options: =, +, -
guildstabilitypoint - Usage: - GUILDSTABILITYPOINT + 5 - what it does: - adds 5 points to your guilds 'stabilitypoint' value, options: =, +, -
guildflourishpoint - Usage: - GUILDFLOURISHPOINT = 10 - what it does: - sets your guilds flourishpoint to 10, options: =, +, -

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MythRohan ◉

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High Poster



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Re: NPC's #IF and #ACT Explained abit more for new commers

Group bits:

checkgroupleader - Usage: - CHECKGROUPELEADER - what it does: - checks if you're the group leader
checkgroupnearby - Usage: - CHECKGROUPNEARBY - what it does: - checks if you're the entire group is near the npc
checkgroupcount - Usage: - CHECKGROUPCOUNT = 5 - what it does: - checks if there's exactly 5 ppl in group ,options are = , < , >
checkgroupclass - Usage: - CHECKGROUPCLASS Warrior = 2 - what it does: - checks if there are 2 warriors in your group, options: Warrior,Wizard,Taoist | =,<,>,>=, also checks if you're group leader if not its false anyway
groupmovemap - Usage: - GROUPMOVEMAP mapname 5 6 - what it does: - moves everyone in your group to map with name 'mapname' coords 5:6, only works if you're group leader

Person you're facing:

checkposedir - Usage: - CHECKPOSEDIR 1 - what it does: - checks if the person we facing is same gender as us, options: 0 (doesn't matter what gender), 1: same gender, 2: different gender)
checkposelevel - Usage: - CHECKPOSELEVEL = 1 - what it does: - checks if the person we facing is level 1, options are =, <, >
checkposegender - Usage: - CHECKPOSEGENDER MALE - what it does: - checks if the person we facing is male, options: MAN,MALE,WOMAN,FEMALE

Marriage/master:

checkmarry - Usage: - CHECKMARRY - what it does: - checks if you are married (not sure if this works with nicks code tho)
checkposemarry - Usage: - CHECKPOSEMARRY - what it does: - checks if the person you facing is married
checkmarrycount - Usage: - CHECKMARRYCOUNT = 10 - what it does: - checks how long you been married, options: =, <, >
checkmaster - Usage: - CHECKMASTER - what it does: - checks if you are a student
havemaster - Usage: - HAVEMASTER - what it does: - checks if you have a master/student
checkposemaster - Usage: - CHECKPOSEMASTER - what it does: - checks if the person you facing is a student
posehavemaster - Usage: - POSEHAVEMASTER - what it does: - checks if the person you're facing has a master/student
checkposeismaster - Usage: - CHECKPOSEISMASTER - what it does: - checks if the person you're facing is a master (can be another persons master)
checkismaster - Usage: - CHECKISMASTER - what it does: - check if you are a master

Password related:

passworderrorcount - Usage: - PASSWORDERRORCOUNT = 3 - what it does: - checks if your password error counter = 3, options: =,<,>,>=
islockpassword - Usage: - ISLOCKPASSWORD - what it does: - if your passwordlocked is true then this is true
islockstorage - Usage: - ISLOCKSTORAGE - what it does: - if you cant take stuff out of storage then this is true

checkservername - Usage: - CHECKSERVERNAME name - what it does: - checks if your server is called 'name'

weird stuff:

checkopen - Usage: - CHECKOPEN 250 1 - what it does: - checks the m_QuestUnitOpen array to see if it's 1(on) or 0 (off)
checkunit - Usage: - CHECKUNIT 250 0 - what it does: - checks the m_QuestUnit array to see if it's 1(on) or 0 (off)
setopen - Usage: - SETOPEN 100 1 - what it does: - sets questunitopen array position 100 to 'on'
setunit - Usage: - SETUNIT 105 1 - what it does: - sets questunit array position 105 to on
resetunit - Usage: - RESETUNIT 20 10 - what it does: - sets questunit array position 20-29 to off
reviveslaves - Usage: - REVIVESLAVES - what it does: - reads file env\petdata\charname.txt and does something which i think is bugged :p
checkguildchiefitemcount - Usage: - CHECKGUILDCHIEFITEMCOUNT = 6 - what it does: - checks if your guilds 'chiefitemcount' value = 6, options =,<,>,>=
checkcreditpoint - Usage: - CHECKCREDITPOINT = 5 - what it does: - checks if your creditpoint = 5, options: =,<,>,>=
checkmembertype - Usage: - CHECKMEMBERTYPE = 2 - what it does: - checks if your membertype = 2, options: =,<,>,>= [membertype can only be edited by using another npc command in the #ACT section]
checkmemberlevel - Usage: - CHECKMEMBERLEVEL > 2 - what it does: - checks if your memberlevel > 2, options: =, <, >, >= [memberlevel can only be edited by using another npc command in #ACT section]
checkgamegold - Usage: - CHECKGAMEGOLD >= 100 - what it does: - checks if your gamegold >= 100, options: =, <, >, >=
checkgamepoint - Usage: - CHECKGAMEPOINT < 5 - what it does: - checks if your gmeptions are lower then 5, options: =, <, >, >=
checkrenewlevel - Usage: - CHECKRENEWLEVEL = 8 - what it does: - checks if your renewlevel = 5, options: =,<,>,>= (Rebirth)
checkcreditpoint - Usage: - CHECKCREDITPOINT = 50 - what it does: - checks if you have 50 creditpoints, options: =,<, >, >=
checkpayment - Usage: - CHECKPAYMENT 10 - what it does: - checks if your payment value = 10
checkguildbuildpoint - Usage: - CHECKGUILDBUILDPOINT = 5 - what it does: - checks if your guilds 'buildpoint' = 5, options: =, <, >, >=
checkguildauraepoint - Usage: - CHECKGUILDAURAEPOINT > 4 - what it does: - checks if your guilds auraepoint > 5,

options: =,<,>,>=
checkguildstabilitypoint - Usage: - CHECKGUILDSTABILITYPOINT >= 3 - what it does: - same as above but for stabilitypoint
checkguildflourishpoint - Usage: - CHECKGUILDFLOURISHPOINT < 6 - what it does: - same as above but for flourishpoint
checkcontribution - Usage: - CHECKCONTRIBUTION = 6 - what it does: - check if your contribution value = 6, options: =,<,>,>=

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#4

MythRohan ◊

Nanaki - Red IIIIX

High Poster



Join Date: Nov 2011
 Location: Rohan's Lair
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 Posts: 921



Re: NPC's #IF and #ACT Explained abit more for new commers

#ACT Statements:

set - usage: - **SET** 200 1 - what it does: - sets questflag 200 on, options: 1(on),0(off)
take - usage: - **TAKE** Sunpotion 5 - what it does: - takes 5 sunpotions
give - usage: - **GIVE** Sunpotion 5 - what it does: - gives 5 sunpotions
takew - usage: - **TAKEW** Goldring 2 - what it does: - takes 2 goldrings you're wearing away from you, like **left+right**, you can also make it take a specific type of item you're wearing by replacing the itemname with: **[NECKLACE],[RING],[ARMRING],[WEAPON],[HELMET],[DRESS],[U_BUJUK],[U_BELT],[U_BOOTS],[U_CHARM]**
close - usage: - **CLOSE** - what it does: - closes the clients npc dialog
reset - usage: - **RESET** 50 10 - what it does: - sets questflag 50-59 to 0(off)
setopen - usage: - **SETOPEN** 100 1 - what it does: - sets questunitopen array position 100 to 'on'
setunit - usage: - **SETUNIT** 105 1 - what it does: - sets questunit array position 105 to on
resetunit - usage: - **RESETUNIT** 20 10 - what it does: - sets questunit array position 20-29 to off
break - usage: - **BREAK** - what it does: - stops the rest of the npc code from being run
timerecall - usage: - **TIMERECALL** 50 - what it does: - sets a 50 minute delay after which you will be teleported back to the spot you are on when you clicked npc
param1 - usage: - - **what it does:** - ?
param2 - usage: - - **what it does:** - ?
param3 - usage: - - **what it does:** - ?
param4 - usage: - - **what it does:** - ?
exeaction - usage: - **EXEACTION KICK** - what it does: - kicks you from server, other options are CHANGEEXP, CHANGELEVEL, KILL
getauctionitems - usage: - **GETAUCTIONITEMS** 5 - what it does: - gets all auction items from 'category' 5
closeauction - usage: - **CLOSEAUCTION** - what it does: - closes the auction window
mapmove - usage: - **MAPMOVE** mapname 5 10 - what it does: - moves you to map with name 'mapname' position 5:10
map - usage: - **MAP** mapname - what it does: - moves you to map with name 'mapname' on random coords
takecheckitem - usage: - **TAKECHECKITEM** - what it does: - takes the item recently 'checked' for by this npc
mongen - usage: - **MONGEN** Yob 5 10 - what it does: - spawns 5 yob mobs in a 10 square radius around the map, x, y coords you set using **Param1 (mapname), Param2(x), Param3(y)**
breaktimerecall - usage: - **BREAKTIMERECALL** - what it does: - stops a timed recall if any npc set it for your char
sendmsg - usage: - - **what it does:** -
changemode - usage: - **CHANGEMODE** 2 - what it does: - changes your chars 'mode' l on server: 1= **@gamemaster**, 2=**@superman**, 3=**@observer**, you need the correct acces to server to change mode (aka if you're not a gm in the files then this wont work
pkpoint - usage: - **PKPOINT** -10 - what it does: - decreases your pkpoints by 10, can also have 0 (**instant pk point 0**), or 100 (increase by 100)
recallmob - usage: - **RECALLMOB** Yob 1 20 0 1 - what it does: - gives the player a yob pet that's level 1 and will stay there for 20 minutes, it will also have color number 1, the 4th param if it's 1 then the color will randomly change
kick - usage: - **KICK** - what it does: - kicks the player
exchangemap - usage: - **EXCHANGEMAP** mapname - what it does: - makes you switch places with someone on map called 'mapname' if there's nobody there you just get teleported there
recallmap - usage: - **RECALLMAP** mapname - what it does: - makes everyone on map called 'mapname' get random teleported to the map you're on
addbatch - usage: - **ADDBATCH** mapname - what it does: - sets the options for the batchmove
batchdelay - usage: - **BATCHDELAY** 10 - what it does: - sets the batch delay to 10 seconds
batchmove - usage: - **BATCHMOVE** - what it does: - sets a delayed random move to a map set by addbatch; **FIRST** do batchdelay then addbatch then batchmove
addnamelist - usage: - **ADDNAMELIST** filename - what it does: - adds your charname to filename.txt
delnamelist - usage: - **DELNAMELIST** filename - what it does: - deletes your charname from filename.txt
addguildlist - usage: - **ADDGUILDLIST** filename - what it does: - adds your guildname to filename.txt

delguildlist - usage: - **DELGUILDLIST** filename - what it does: - deletes your guildname from filename.txt
addaccountlist - usage: - **ADDACOUNTLIST** filename - what it does: - adds your login to filename.txt
delaccountlist - usage: - **DELACOUNTLIST** filename - what it does: - deletes your login from filename.txt
addiplist - usage: - **ADDIPLIST** filename - what it does: - adds your ip to filename.txt
deliplist - usage: - **DELIPLIST** filename - what it does: - deletes your ip from filename.txt
goquest - usage: - **GOQUEST** questname - what it does: - starts quest called questname (dont ask me how to set the quests at this point tho)
endquest - usage: - **ENDQUEST** - what it does: - stops the quest you where working on
goto - usage: - **GOTO** @main - what it does: - makes the npc go to the @main menu
hairstyle - usage: - **HAIRSTYLE** 2 - what it does: - changes your hairstyle to style' 2'
linemsg - usage: - **LINEMSG** 3 text - what it does: - sends a msg with the content 'text', options: 0(regular msg), 1 (*) infront, 2 [npc name] infront, 3 [charname] infront, 4 just msg of (i think npc) saying, 5 (red text), 6 (green text), 7(blue text), 8(group text), 9 (guild text)
clearnamelist - usage: - **CLEARNAMEMIST** filename - what it does: - deletes all data from filename.txt
killslave - usage: - **KILLSLAVE** - what it does: - kills all your pets/slaves
changegender - usage: - **CHANGEGENDER** 1 - what it does: - changes gender to male(0), female(1)
changelevel - usage: - **CHANGELEVEL** = 5 - what it does: - changes your level to 5, options: =, +, -
clearskill - usage: - **CLEARSKILL** - what it does: - deletes all your magics
delnojobskill - usage: - **DELNOJOBskill** - what it does: - deletes all the magics you have that dont match your job
delskill - usage: - **DELSKILL** FireBall - what it does: - deletes magic called fireball
addskill - usage: - **ADDSKILL** FireBall 2 - what it does: - gives you fireball level 2
skilllevel - usage: - **SKILLLEVEL** FireBall = 3 - what it does: - makes your fireball level 3, options: =, +, -
changepkpoint - usage: - **CHANGEPKPOINT** = 5 - what it does: - changes your pk points to 5, options: =, +, -
changeexp - usage: - **CHANGEEXP** - 50 - what it does: - makes you lose 50 exp, options: =, +, -
changejob - usage: - **CHANGEJOB** Warrior - what it does: - changes your job to warrior, options: Warrior, Wizard, Taoist
mission - usage: - **MISSION** mapname 5 10 - what it does: - sets the mission to mapname, 5, 10 (name of map to spawn on, x, y coord)
mobplace - usage: - **MOBPLACE** mobname - what it does: - spawns a mob called 'mobname' and tells it to go to the coords you set using mission, also needs Param1 (x coord), Param2 (Y coord), Param3 (amount), Param4 (range) to know where to spawn
setmembertype - usage: - **SETMEMBERTYPE** = 2 - what it does: - sets membertype value to 2, options: =, +, -
setmemberlevel - usage: - **SETMEMBERLEVEL** + 2 - what it does: - sets memberlevel + 2, options: =, +, -
gamegold - usage: - **GAMEGOLD** - 10 - what it does: - takes away 10 gamegold(not regular gold), options: =, +, -
autoaddgamegold - usage: - **AUTOADDGAMEGOLD** START - what it does: - starts automaticaly giving you gamegold, Param1 = points, Param2 = time between additions, options: START, STOP
autosubgamegold - usage: - **AUTOSUBGAMEGOLD** START - what it does: - starts automaticaly decreasing your gamegold, Param1 = points, Param2 = time between
changenamecolor - usage: - **CHANGENAMECOLOR** 200 - what it does: - changes your names color to color number 200
clearpassword - usage: - **CLEARPASSWORD** - what it does: - empty's your password (ingame for storage)
renewlevel - usage: - **RENEWLEVEL** 10 20 1 - what it does: - increases your relevel value with 10, changes your level to 20, gives you 1 extra bonuspoint
killmonexprate - usage: - **KILLMONEXPRATE** 120 150 - what it does: - changes your exp rate (normal 100%) to 120% for 150 seconds
powerrate - usage: - **POWERRATE** 130 200 - what it does: - changes your power rate (normal 100%) to 130% for 200 seconds
changepermission - usage: - **CHANGEPERMISSION** 3 - what it does: - changes your acces to 3, aka gm rights
kill - usage: - **KILL** 2 - what it does: - kills you without giving anyone else pk, options: 1(kills you with no drops), 2 (kills you without pking for others), 3 (no drop + no pking), 4(just dieing without anything else)
bonuspoint - usage: - **BONUSPOINT** = 2 - what it does: - sets your bonus abils to 2 (and resets all the points you got), options: =, + (- doesnt work here)
restrenewlevel - usage: - **RESTRENEWLEVEL** - what it does: - puts relevel value to 0
creditpoint - usage: - **CREDITPOINT** - 50 - what it does: - reduces creditpoints by 50, options: =, -, +
cleaneeditems - usage: - **CLEANNEEDITEMS** 2 - what it does: - deletes all items in your bag, storage that have need value set to '2'
clearmakeitems - usage: - **CLEARMAKEITEMS** Sunpotion 15245 0 - what it does: - deletets all the equiped items with makeindex 15245, if the last 0 would be 1 then it'll delete all the items equiped called 'sunpotion'
setsendmsgflag - usage: - **SETSENDMSGFLAG** - what it does: - sets bosendmsgflag to true(probably whisper not sure)
upgradeitem - usage: - **UPGRADEITEM** 3 2 1 - what it does: - upgrades item equiped on slot 3 with 1 in 3 chances of succes (basicaly it's 2+1 cause 0's an option aswel) and will add 1 point to one of the stats on the item (this can result into bugged items tho so dont use it :p)
upgradeitemex - usage: - **UPGRADEITEMEX** 3 5 1 2 1 - what it does: - same as above but instead here it's position on your equipment(3), type of stat to add (these values are rather hard to explain but in this case it's 5), chance of succes: 1/2 (1+1), points to add: 2, last value is the type of upgrade: 0= just fail, 1 = deletes item if failed, sets the added stat to 0 if failed
mongenex - usage: - **MONGENEX** mapname 5 6 yob 6 7 - what it does: - spawns mob at map called mapname at coords 5/6 mob called yob, range arround spawn point = 6, amount of mobs = 7
clearmapmon - usage: - **CLEARMAPMON** mapname - what it does: - deletes all mobs from the map called mapname
setmapmon - usage: - **SETMAPMODE** mapname SAFE - what it does: - turns map into a safemode, there are other options like DARK, FIGTH, pretty much everything from mapflag value, there's a few other options you can add at the end like say SAFE 0 would turn off the safe rather then turning it on
gamepoint - usage: - **GAMEPOINT** = 5 - what it does: - sets your gamepoint value to 5, options: =, +, -
pkzone - usage: - **PKZONE** 2 3 100 50 - what it does: - activates a map effect in a square arround the npc in range 2, the 'looks' = 3 (no idea what that is tho :p), will last for 100 seconds and do 50 dmg
restbonuspoint - usage: - **RESTBONUSPOINT** - what it does: - resets your assigned bonuspoint
takecastlegold - usage: - **TAKECASTLEGOLD** 500 - what it does: - takes 500 gold out of the castle (i think where the npc is on)
humanhp - usage: - **HUMANHP** + 5000 - what it does: - adds 5000 hp to your char (or just sets it to full if you don thave

5000)), options: = , +, -
humanmp - usage: - HUMANMP + 20 - what it does: - same as above but for mp
guildbuildpoint - usage: - GUILDBUILDPOINT = 50 - what it does: - sets your guilds buildpoint to 50, options: =, +, -
guildauraepoint - usage: - GUILDAURAEPOINT - 5 - what it does: - reduces your guilds auraepoint by 5, options: =, +, -
guildstabilitypoint - usage: - GUILDSTABILITYPOINT + 5 - what it does: - adds 5 points to your guilds 'stabilitypoint' value, options: =, +, -
guildflourishpoint - usage: - GUILDFLOURISHPOINT = 10 - what it does: - sets your guilds flourishpoint to 10, options: =, +, -
openitembox - usage: - OPENITEMBOX mobname - what it does: - makes a mob called 'mobname' infront of you then makes it die
setranklevelname - usage: - SETRANKLEVELNAME name - what it does: - sets your rankname to 'name'
gmexecute - usage: - GMEEXECUTE command name - what it does: - executes any command with full gm command
guildchiefitemcount - usage: - GUILDCHIEFITEMCOUNT = 5 - what it does: - sets your guild's chiefitemcount to 5, options: =, +, -
addnamedatelist - usage: - ADDNAMEDATELIST filename - what it does: - adds your name and date to filename.txt
delnamedatelist - usage: - DELNAMEDATELIST filename - what it does: - deletes your name and date from filename.txt
mobfireburn - usage: - MOBFIREBURN mapname x y type points - what it does: - as far as i know does exactly the same as pkzone except arround player instead of npc
messagebox - usage: - MESSAGEBOX text - what it does: - sends the player a menu popup with the 'text' in it
setscriptflag - usage: - SETSCRIPTFLAG 1 True - what it does: - sets bochangeitemnameflag to true, options: 0 = bosendmsgflag, 1 = changeitemnameflag
setautogetexp - usage: - SETAUTOGETEXP 100 50 - what it does: - gives 50 exp every 100 seconds
clearlist - usage: - CLEARLIST filename - what it does: - deletes everythging in filename.txt
groupmovemap - usage: - GROUPOVEMAP mapname 5 6 - what it does: - moves everyone in your group to map with name 'mapname' coords 5:6
saveslaves - usage: - - what it does: -
gtmapmove - usage: - GTMAPMOVE mapname 5 10 - what it does: - moves you to map with name 'mapname' coords 5:10 but on the same gt number as where the npc is on
runsound - usage: - RUNSOUND 50 - what it does: - plays sound number 50 on the players client
delaygoto xxxxx @next ;xxxxx being the amount of delay
TAKEAMULETDURA 5;takes 5 dura from amulet
SENDMESSAGE 0 "Hey all you noobies!"
LINEMSG 0 "Hey all you Froobies!"

Sorry for the big post there was alot.

I found these and typed them up so they were "Readable".
ive had these a while and im sure (New Learner's) like myself would apriciate this post
there may be some missing... i only have this as a rough guide
hope this helps.

Regards

MythRohan

Last edited by MythRohan; 05-04-2012 at 04:01 PM.

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Reply

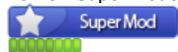
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22-03-2012, 04:59 AM

#5

JealY ◊

LOMCN Super Moderator



Join Date: Nov 2004

Re: NPC's #IF and #ACT Explained abit more for new commers

Good job there, it's always nice when people help each other.

The commands don't actually look too different to the ones in the 2.3 table I made years ago.

Perhaps you could just add in the ones you find that are "new"?

Here's the link.

Location: England

Posts: 4,734

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

22-03-2012, 05:11 AM

#6

MythRohan

Nanaki - Red IIIIX

High Poster



Join Date: Nov 2011

Location: Rohan's Lair

N'hants

Posts: 921



Re: NPC's #IF and #ACT Explained abit more for new commers

~HEROM2~

System-defined scripting variables

Character information

<u>Variable name</u>	<u>Explain</u>
<\$ The USERNAME>	Character Names
<\$ GUILDNAME>	Guild name
<\$ RANKNAME>	Line the job title
<\$ The LEVEL>	Rating
<\$ HP>	Value of life
<\$ The AC>	Defense
<\$ MAXAC>	The highest defense
<\$ The MAC>	Magical Defense
<\$ MAXMAC>	The highest magic defense
<\$ DC>	Physical Attack
<\$ MAXDC>	The highest physical attack power
<\$ The MC>	Mana
<\$ MAXMC>	Maximum mana
<\$ SC>	Taoism
<\$ MAXSC>	Maximum of Taoism
<\$ The EXP>	The current experience
<\$ MAXEXP>	Upgrade experience
<\$ PKPOINT>	PK Points
<\$ CREDITPOINT>	Reputation points
<\$ GOLDCOUNT>	The number of coins
<\$ GAMEGOLD>	The number of game currency
<\$ GAMEPOINT>	Game points
<\$ The HW>	Wrist
<\$ MAXHW>	Maximum wrist
<\$ The BW>	Backpack weight
<\$ MAXBW>	Maximum backpack weight
<\$ WW>	Weight-bearing force

<\$ MAXWW>	The highest weight
<\$ HUNGER>	The extent of hunger
<\$ LOGINTIME>	Login time
<\$ LOGINLONG>	Log length
<\$ DRESS>	Clothes
<\$ WEAPON>	Arms
<\$ RIGHTHAND>	Candle
<\$ HELMET>	Helmet
<\$ NECKLACE>	Necklace
<\$ RING_R>	The right ring
<\$ RING_L>	The right ring
<\$ ARMRING_R>	Right bracelet
<\$ ARMRING_L>	Left bracelet
<\$ BUJUK>	Amulet
<\$ Of BELT>	Belt
<\$ BOOTS>	Shoes
<\$ The CHARM>	Gem
<\$ CASTLENAME>	Shacheng name
<\$ SFNAME>	Master name
<\$ TDNAME>	Apprentice name
<\$ FQNAME>	Husband and wife name
<\$ HEROGENDER>	Hero sex
<\$ HEROJOB>	Hero classes
<\$ HEROLEVEL>	Heroic
<\$ HERONAME>	Hero name
<\$ KILLER>	The killers name
<\$ Of CREDIT>	Honor of national war figures
<\$ NATIONNAME>	Name of the country
<\$ NATIONPEOPLE>	Countries the number of
<\$ NATIONKING>	King name
<\$ NATIONRANK>	National war figure title
<\$ The ARM>	National military forces
<\$ WORLD ECONOMICS>	The country's political capacity
<\$ NATIONGOLD>	Treasury funds
<\$ The MAPS>	National occupation map
<\$ ITEMTIMEX>	Time of limited goods, X = 0-12
<\$ HEROSUCKDAMAGE>	Hero damage absorption
<\$ MAPCODE>	Map No.
<\$ SELF>	Character current coordinates
<\$ SELF>	Character current coordinates
<\$ SUCKDAMAGE>	Character damage absorption
<\$ GAMEDIAMOND>	Number of characters diamond
<\$ GAMEGIRD>	Number of characters magic

<\$ QUERYBDEALLOG>	Show ingot trading records
<\$ CRYSTALEXP>	not sure on this?
<\$ CRYSTALNGEXP>	not sure on this?
<\$ MAPNAME>	Map name
Server Information	
<u>Variable name</u>	<u>Explain</u>
<\$ SERVERNAME with>	Server name
<\$ SERVERIP>	Server IP address
<\$ WEBSITE>	Game site
<\$ BBSSITE>	Forum URL
<\$ CLIENTDOWNLOAD>	Download address of the client program
<\$ QQ>	Contact QQ
<\$ The PHONE>	Contact Phone Number
<\$ BANKACCOUNT0>	Bank account information
<\$ BANKACCOUNT1>	Bank account information
<\$ BANKACCOUNT2>	Bank account information
<\$ BANKACCOUNT3>	Bank account information
<\$ BANKACCOUNT4>	Bank account information
<\$ BANKACCOUNT5>	Bank account information
<\$ BANKACCOUNT6>	Bank account information
<\$ BANKACCOUNT7>	Bank account information
<\$ BANKACCOUNT8>	Bank account information
<\$ BANKACCOUNT9>	Bank account information
<\$ GAMEGOLDNAME>	The name of the game currency
<\$ USERCOUNT>	Online
<\$ DATETIME>	The current date and time
<\$ YEAR>	Current year
<\$ MONTH>	The current month
<\$ DAY>	The current date
<\$ HOUR>	The current hour
<\$ MINUTE>	The current minutes
<\$ SECOND>	Current seconds
<\$ GAMEGOLDNAME>	The name of the game currency
<\$ HIGHLEVELINFO>	Character information of the highest, etc.
<\$ HIGHPKINFO>	The highest PK points character information
<\$ HIGHDCINFO>	The highest attack power figures
<\$ HIGHMCINFO>	The highest mana figure
<\$ HIGHSCINFO>	Highest Taoism figures information

here's a few Defines i found on my hunts
Hope this helps

Last edited by Shank; 08-04-2012 at 03:15 PM.

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25-03-2012, 11:49 PM

#7

Sonic ◊

-=[Pottsy]=-

Platinum Member

00000



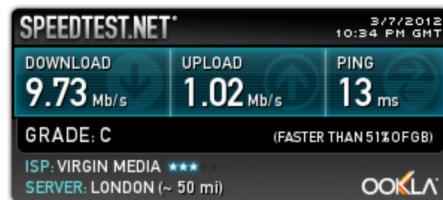
Join Date: Feb 2004

Location: United Kingdom,
Woodley, Reading

Posts: 1,673

**Re: NPC's #IF and #ACT Explained abit more for new commers**

Which one of those SENDMSG numbers is the one that publicly announces to the entire server?

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

04-04-2012, 07:01 PM

#8

lepper ◊

LOMCN New Comer

Member



Join Date: Apr 2012

Posts: 13

Re: NPC's #IF and #ACT Explained abit more for new commers

ta bro this is what i really needed.

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

04-04-2012, 08:49 PM

#9

neo16uk ◊

D2 180

Loyal Member

00000



Join Date: Aug 2006

Location: Hull

Posts: 416

**Re: NPC's #IF and #ACT Explained abit more for new commers**

Originally Posted by **Sonic**

Which one of those SENDMSG numbers is the one that publicly announces to the entire server?

0 1 2 if i aint mistaken here is a usage

SENDMESSAGE 0 "Hey all you noobies!"
LINEMSG 0 "Hey all you Froobies!"

Edit;
wheres my manners Great work +rep

Last edited by neo16uk; 04-04-2012 at 08:51 PM.

USE HEROES OR RUBY - NOT 2.3

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04-04-2012, 09:34 PM

#10

Tai ◊

KILLING SPREE



Join Date: May 2003

Location: United Kingdom

Posts: 7,674

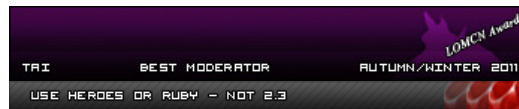


Re: NPC's #IF and #ACT Explained abit more for new commers

This is great just what we needed

Stuck.

The Take Over, The Breaks Over.



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I do not answer server help questions via PM. PM'ing me will not get you a quicker answer than posting.

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05-04-2012, 12:53 AM

#11

MythRohan ◊

Nanaki - Red IIIIX



Join Date: Nov 2011

Location: Rohan's Lair

N'hants

Posts: 921



Re: NPC's #IF and #ACT Explained abit more for new commers

neo . wow thanks wasnt looking for rep but thats great 😊 thank u

if any can see anything i have missed and think that it needs to be put up

feel free to post or pm and i will sort into the orginal post 😊

oyea

thanks Tai for moving this up top will help peeps alot

[WebSite:](#)

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05-04-2012, 11:54 AM

#12

neo16uk ◉

D2 180

Loyal Member



Join Date: Aug 2006

Location: Hull

Posts: 416

**Re: NPC's #IF and #ACT Explained abit more for new commers**Originally Posted by **MythRohan** 18*neo . wow thanks wasnt looking for rep but thats great 😊 thank u**if any can see anything i have missed and think that it needs to be put up**feel free to post or pm and i will sort into the orginal post 😊**oyea**thanks Tai for moving this up top will help peeps alot*

no worrys fella you deserver it must of took a long time to sit and write this tbh i thought about it but am a lazy bugger cba to do my own wash my own pots so i thought i would give it a miss but keep it up buddy if you like i will write short examples for each command of its possible usages?

USE HEROES OR RUBY - NOT 2.3

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05-04-2012, 12:15 PM

#13

petesn00beh ◉

Enter text here.

Platinum Member



Join Date: Dec 2003

Location: East Manchester.

Posts: 1,055

Re: NPC's #IF and #ACT Explained abit more for new commers

Missed out:

delaygoto xxxxx @next ;xxxxx being the amount of delay

TAKEAMULETDURA 5;takes 5 dura from amulet

Last edited by petesn00beh; 05-04-2012 at 12:22 PM.

AKA Pete107

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05-04-2012, 04:49 PM

#14

MythRohan ◉

Nanaki - Red IIIX

High Poster

**Re: NPC's #IF and #ACT Explained abit more for new commers**

thankx pete ill add that now

and neo if u have the time that would be great.



Join Date: Nov 2011
Location: Rohan's Lair
N'hants
Posts: 921



ill edit what i have typed up and add what ever i missed

and add your examples 😊

----- Post added at 03:49 PM ----- Previous post was at 02:54 PM -----

Hiya all

i didnt know if i should put this here or make a new thread so ill put here for now.
if u think that it belongs here maybe i could get it bumped to the top like others 😊

few examples:

#SAY - This instruction brings up a message box in the top left with "text" inside it once the NPC has been clicked.

#ELSESAY - This instruction can only be accessed if the **#IF** requirements are not met and therefore you will receive this "text" instead of the "text" in **#SAY** or if the NPC cannot perform the action (**#ACT**).

CHECK [??] 0/1 - This function will check to see if the player who clicked the NPC has completed quest number [??] (1) or to see if it is hasn't completed the quest (0). (In most of the scripts, they use binary instead of yes/no - 1 = Yes, 0 = No)

Example: **CHECK [105] 1** - has the player completed quest number 105? or **CHECK [175] 0** - has the player not completed quest 175?

SET [??] 0/1 - This function will make a quest incomplete (**SET [??] 0**) or make a quest complete (**SET [??] 1**).

Example: **SET [105] 1** - the player has now completed quest number "105", or **SET [105] 0** - the quest "105" has been set to "incomplete".

<\$USERNAME> - This function is inserted into "spoken" text that will appear on the NPC dialogue box or in the chat box. This will basically replace "**<\$USERNAME>**" with the name of the player who clicks the NPC.

Example: **<\$USERNAME>** would be changed to "MythRohan" if my character's name was MythRohan in game. So instead it would say "Hey there MythRohan..."

**** - The ones below must be used in a script in order to create text of ur choice, simply pressing enter to move to the next line will not work so you must use "\". There are 10 lines in an NPC dialogue box. You must also fit the text to the Dialogue box if it has a link added to it, otherwise you cannot click the link if it is not placed within the black box, try to imagine if the next would fit in the box. (These wont show up on the NPC in game.)

<\$LEVEL> - A little similar to **<\$USERNAME>** however this just simply displays the current level of the player who clicked the script ect.

<\$EXP> - This displays the current Experience Points the player has obtained at this current level.

<\$MAXEXP> - This displays the Experience Points needed to increase your character to the next level.

<\$AC> - This displays the base AC of the character that clicked the NPC.

<\$MAXAC> - This displays the top AC of the character that clicked the NPC.

(Same applies for: **DC/SC/MC/AMC/HP/MP**)

<\$GAMEPOINT> - This displays the characters current amount of GamePoints he/she has.

<\$GAMEGOLD> - This displays the characters current amount of GameGold he/she has.

<\$CREDITPOINT> - This displays the characters current amount of CreditPoints, in **M2H** - This point system doesn't appear on your Character stat list as the others do.

LINK TEXT EXAMPLE:

"<Experience Points/@exp1>" - Whenever you wish to link "text" to another part of the script you will need to put the text in <> with a linking heading /@... The text will be highlighted yellow if the word(s) have a link attached to another part of the script. You may make the text random and the heading random if you wish but make sure the text link is the same as the heading of a different part of the script you wish to link it to.

Example: **<text/@own>** would appear as "text" in the NPC dialogue in game in yellow. This would then be linked to another part of the script with the heading [**@own**]. Once the player clicks it, they will be directed to that part of the script and the instructions you set under that heading will proceed as normal.

</@exit> - This is a command which will instantly close the dialogue of the NPC - pretty much just like clicking the Red "X" in the top corner.

Example: **<Certainly./@exit>** would just instantly close the dialogue after the player clicks the word "Certainly". This function does not need any link as it is designed to do this in every script.

MAPMOVE [map code] [coordinate: x] [coordinate: y] - This command will move the player who clicked the NPC to any map you choose at any coordinate you wish.

Example: **MAPMOVE 0m3 225 225** will move you to the map you have in the "map" folder of your client called "0m3"

(this is just an example, I don't think there's a map called "0m3") at the coordinates 225:225. (note: the coordinates must not be obstructed by an object of the map ie. cliffs, shops, buildings etc. the player must be able to physically stand on that spot)

Last edited by MythRohan; 20-05-2012 at 03:55 AM.

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MythRohan ◊

Nanaki - Red IIIX

High Poster

0000000000



Join Date: Nov 2011

Location: Rohan's Lair
N'hants

Posts: 921



Re: NPC's #IF and #ACT And Variables names.

var - usage: - - what it does: -
 loadvar - usage: - - what it does: -
 savevar - usage: - - what it does: -
 calcvar - usage: - - what it does: - CalcVar Human varname +/-= ## , + 10 adds 10 to the variable ,
 - 10 takes 10
 = sets it to what ever number
 mov - usage: - - what it does: -
 inc - usage: - - what it does: -
 dec - usage: - - what it does: -
 sum - usage: - - what it does: -
 movr - usage: - - what it does: -
 playdice - usage: - - what it does: -

Variables Guide

Regards to Shank

What are variables?

Variables are a way of storing numbered information about a character, guild, group or globally. This means they can be added to as a character does things throughout the game.

How can variables be used?

There really is a huge amount of uses for variables. Here are some good examples :

- 1) Counting the number of mobs killed
 - 2) Keep track of how many people a player has pked
 - 3) Setting a required number of mobs to be killed before a door opens
 - 4) Allowing for guild points systems to buy things for the guild
- And tonnes more, imagination is the limit.

How to use them:

OK, before we start, variables can be very tricky to get right. There are rules you need to follow when using them otherwise things wont work. I would suggest taking your time here and taking note of what does what...

To begin:

Start by adding a folder name "Variables" in your questdiary folder. Next within that folder add a plain text file labelled "Integral". Now your ready to learn the variable commands...

Types of Variable:

Use these in the spaces labelled "type" below.

HUMAN: Variable for the player.

GROUP: Variable for an entire group, will disappear if disbanded.

GUILD: Variable for entire guild.

GLOBAL: Variable that applies to every player ingame.

CREATING / Making a Variable

Var Integer "Type" "Name" (Decide on a name for the variable)

This is the most important part of the variable and is used to not only first creat the variable, but must also be used before loading a variable. This function will load the variable into the game and not a text file and therefore the data will be lost if the player logs out.

To Modify a Variable:

CalcVar Type Name + 1 (can be +, -, =, as well as any number)
Will change the variable to how you specify it.

To Load a Variable:

LoadVar Type Name ..\QuestDiary\Variables\Integral.txt

This will be required whenever a player logs in and so is often useful to have in Qmanage. It will simply load the value in the Integral.txt into the current variable of the player.

(**Important** = In order to load a variable it must have been made first)

To Save a Variable:

SaveVar Type Name ..\QuestDiary\Variables\Integral.txt

When a player logs out, the current variable will be lost unless it is saved. By saving the variable, the info is added to Integral.txt so that it can be loaded later on.

Viewing the Variable through an NPC:

<\$Type(Name)>

This is used to view the integral through an NPC in the same way that <\$USERNAME> works, simply add it to a #SAY line.

Checking the Variable:

CheckVar Type Name > 0 (can be >, =, <, as well as any number)

This will simply check a variables amount in the same way that you might check for an item using checkitem.

Example : **Beginners Quest**

Probably the best way to see how variables work is to follow this example to add the quest to your server. The quest uses variables to tell when a player has killed 20 Scarecrows.

Beginners Quest
Setup Difficulty = Hard

This quest uses variables to ask the player to kill 20 scarecrows. Once 20 scarecrows have been killed the player is given a reward.

To add this NPC to your server:

A) Variables must be used, therefore set up Integral.txt as in the variables guide:

"Start by adding a folder name "Variables" in your questdiary folder.
Next within that folder add a plain text file labelled "Integral".

Now your ready to learn the variable commands..."

B) Next we need to add the main NPC to the merchants list (**If you can't do that yet, wait for the relevant guide**).
Where you add him, or what he is called doesn't matter. **Here is the NPC code below:** (right click, save as)

BeginnerNPC.txt:

Code:

```
[@main]
#IF
checknamelist CompleteSCQuest.txt
#SAY
You have already completed this quest
#ELSEACT
goto @main1

[@main1]
#IF
```

```

checknamelist SCquest.txt
#ACT
goto @quest1
#ELSESAY
Hello <$USERNAME> welcome to the beginners quest. \
To complete this quest you need to kill 20 scarecrows. \
<Attempt the quest/@attempt> \
<Not now thanks/@exit>

[@attempt]
#IF
#ACT
addnamelist SCquest.txt
SET [300] 1
Var Integer Human SCKilled
#SAY
Good luck, come back to me to check \
how many scarecrows you have killed. \
<Exit/@exit>

[@quest1]
#IF
CheckVar Human SCKilled > 19
#ACT
give ShortSword 1
addnamelist CompleteSCQuest.txt
#SAY
Well done, you have killed enough scarecrows! \
Take this reward. \
<Exit/@exit> \
#ELSESAY
Number of scarecrows killed : <$HUMAN(SCKilled)> \
<Exit/@exit>

```

C) Now, it is important that the variable is loaded every time that a player logs in. Therefore we need to add load variable to the Qmanage.txt found in your mapquest_def folder. Add the following text into the text file:

Code:

```

[@Login]
#IF
#ACT
Var Integer Human SCKilled
LoadVar Human SCKilled ..\QuestDiary\Variables\Integral.txt

```

D) Next, we must increase the variable every time a scarecrow is killed. Therefore we need to use either Qfunction or Mapquest depending on your M2 Server. Follow the relevant section for you.

For Diamond M2 Server:

This is very simple to do simply open your QFunction.txt found in your Merchant_def folder and add the lines:

Code:

```

[@KillMobScarecrow]
#IF
#ACT
CalcVar Human SCKilled + 1
SaveVar Human SCKilled ..\QuestDiary\Variables\Integral.txt

```

For Other M2 Servers:

We are required to set up mapquest.

- 1) Firstly open Mapquest.txt in your Envir folder. Add the line: **0 [300] 1 Scarecrow * QSC**
- 2) Add the following file to your Mapquest_Def folder (right click, save as)

QSC.txt

Code:

```

[@main]
#IF
#ACT
CalcVar Human SCKilled + 1
SaveVar Human SCKilled ..\QuestDiary\Variables\Integral.txt

```

E)The NPC is nearly compete, for tidyness, add the blank text files called "SCQuest" and "CompleteSCQuest" to your Merchant_def.

The NPC should now work for you ingame and allow easy modifying into any other quest.

USEBONUSPOINT Explained Below:

After many sleepless nights trying to figure out what was what with adding HP and MP to a USERCMD... here is what i found:

USEBONUSPOINT 1 + 50 3600 (1 = DC added for 50 DC for 1hour)
 USEBONUSPOINT 2 + 50 3600 (2 = MC added for 50 MC for 1hour)
 USEBONUSPOINT 3 + 50 3600 (3 = SC added for 50 SC for 1hour)
 USEBONUSPOINT 4 + 50 3600 (4 = AC added for 50 AC for 1hour)
 USEBONUSPOINT 5 + 50 3600 (5 = AMC added for 50 AMC for 1hour)
 USEBONUSPOINT 6 + 50 3600 (6 = HP added for 50 HP for 1hour)
 USEBONUSPOINT 7 + 50 3600 (7 = MP added for 50 MP for 1hour)

I hope this helps out as i was trying for weeks to make a **@Boost** usercmd to lift Rebirthed players health for a prolonged amount of time and Bobs ya uncle.... i bring you an explanation

here is an Example of what i was making:

Code:

```
[@usercmd41]
#IF
CHECKRENEWLEVEL > 0
#ACT
goto @buff1
break
#ELSEACT
sendmsg 6 "You do not meet buff requirements."
break

[@buff1]
#IF
CHECKNAMELIST RebirthStat1.txt
#ACT
sendmsg 6 "Please wait...."
#ELSEACT
ADDNAMELIST RebirthStat1.txt
USEBONUSPOINT 6 + 3500 3600
USEBONUSPOINT 7 + 3500 3600
USEBONUSPOINT 1 + 35 3600
USEBONUSPOINT 2 + 35 3600
USEBONUSPOINT 3 + 35 3600
sendmsg 6 "HP/MP + 3500 / Attributes + 35 for 3600 Seconds."
delaygoto 36000000 @remove1
break

[@remove1]
#ACT
RESTBONUSPOINT 6 + 3500 3600
RESTBONUSPOINT 7 + 3500 3600
RESTBONUSPOINT 1 + 35 3600
RESTBONUSPOINT 2 + 35 3600
RESTBONUSPOINT 3 + 35 3600
sendmsg 6 "Removed Increase Functionality."
DELNAMELIST RebirthStat1.txt
break
```

You will need to add a text file called "RebirthStat1" inside **Market_Def**.
 This will allow the names of the player's to be saved / deleted from that txt file.

(Thus allowing the script to check names in that list .. if the name exists ... it doesnt do buff , if it doesnt ..it adds the name and runs the Delaygoto script , of which removes the name .. allowing user to Rebuff).

All the best
 MythRohan

Edit: Finally got the help and sorted script for @Boost Buff

Enjoy

Edit: Revamped script , Now it deletes the buff points that was added instead of stacking up untill the player logs out.
100% Working Nice 😊

i am currently trying to make it so rebirth level 1, 5 ,7 you get a differnt raise of attributes for higher level but im at a fail at tho moment...

i will post when i have mastered and finished

if any1 had any info to make this work hit me up 🙏

Code:

```
[@usercmd41]
#IF
CHECKRENEWLEVEL > 0
#ACT
goto @buff1
break

#IF
CHECKRENEWLEVEL > 5
#ACT
goto @buff2
break

#IF
CHECKRENEWLEVEL > 7
#ACT
goto @buff3
break

#ELSEACT
sendmsg 6 "You do not meet buff requirements."
break

[@buff3]
#IF
CHECKNAMELIST RebirthStat1.txt
#ACT
sendmsg 6 "Please wait...."
#ELSEACT
ADDNAMELIST RebirthStat1.txt
USEBONUSPOINT 6 + 5500 3600
USEBONUSPOINT 7 + 5500 3600
USEBONUSPOINT 1 + 55 3600
USEBONUSPOINT 2 + 55 3600
USEBONUSPOINT 3 + 55 3600
sendmsg 6 "HP/MP + 5500 / Attributes + 55 for 3600 Seconds."
delaygoto 3600000 @remove1
break

[@buff2]
#IF
CHECKNAMELIST RebirthStat1.txt
#ACT
sendmsg 6 "Please wait...."
#ELSEACT
ADDNAMELIST RebirthStat1.txt
USEBONUSPOINT 6 + 4500 3600
USEBONUSPOINT 7 + 4500 3600
USEBONUSPOINT 1 + 45 3600
USEBONUSPOINT 2 + 45 3600
USEBONUSPOINT 3 + 45 3600
sendmsg 6 "HP/MP + 4500 / Attributes + 45 for 3600 Seconds."
```

Regards
MythRohan

EDIT: This is a Revamp of the original script for Qfunction as above.

Script :

Code:

```
[@usercmd41]#IF
CHECKRENEWLEVEL = 10
#ACT
goto @buff10
#IF
CHECKRENEWLEVEL = 9
```

```
#ACT
goto @buff9
#IF
CHECKRENEWLEVEL = 8
#ACT
goto @buff8
#IF
CHECKRENEWLEVEL = 7
#ACT
goto @buff7
#IF
CHECKRENEWLEVEL = 6
#ACT
goto @buff6
#IF
CHECKRENEWLEVEL = 5
#ACT
goto @buff5
#IF
CHECKRENEWLEVEL = 4
#ACT
goto @buff4
#IF
CHECKRENEWLEVEL = 3
#ACT
goto @buff3
#IF
CHECKRENEWLEVEL = 2
#ACT
goto @buff2
#IF
CHECKRENEWLEVEL = 1
#ACT
goto @buff1
break
#ELSESACT
sendmsg 6 "You do not meet buff requirements."
break

[@buff10]
#IF
CHECKNAMELIST RebirthStat1.txt
#ACT
sendmsg 6 "Please wait..."
```

I sat trying to figure it out for along time,asking friends ect.. and this is a good example of how the **USEBONUSPOINT** works,
so i hope you lot Appreciate this 🙏

Also i hope people can help me fill in the missing gaps in the #IF and #ACT statment as some i am a little short with information on :/

Regards
MythRohan

Last edited by MythRohan; 03-07-2012 at 10:53 PM.

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