

# OLC Manual v1.32 for Aurealan Realms

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## **Section I-A: Introduction & Basic Concepts - A guide to RoAOLC**

AR's OLC is a modification of RoAOLC, written by James T. Rhone, a.k.a. Vall, for the Realms of Aurealis, is an extensive, user-friendly, and extremely powerful means of creating zones for exploration for RoAMUD-based MUDs. The level of its integration into the MUD's code itself (rather than a standalone, zone-editing package of code) is what makes it so powerful. Unfortunately, it is also what would make it a huge undertaking to make it releasable to the public as a separate OLC editing package.

While it is very user-friendly and works with good logic, some parts of it can be quite cryptic. Therefore, this manual has been compiled from the online wizhelpfiles to cover as much of it as possible, to help the novice immortal or even veteran builder understand best the original and unique quirks of its workings.

### Topics covered:

- Basic builders' tools such as loading, locking, and listing (the ZONE command)
- Listing zones with rlist, mlist and olist.
- REDIT (room editing)
- MEDIT (mob editing)
- OEDIT (object editing)
- Mobprocs (mob program editing)

## **Section 1-B: Basic Builders Tools**

**SHOW ZONE(S)** – Mud-wise zone listing tool. (Level 71+)

This command can be used to list all the zones on the current MUD (show zones) or it can be used to list the basic information about a single zone (show zone <zone #>).

## **Section II-A: Listing Zones**

### **ZONE/CREATE** - Creating new zones (Level 75 only)

This is used for making new zones. It is recommended that you use all currently created zones before creating new ones. If you decide a new zone is called for, type 'show zones' and determine the # you wish to use between 11 and 255 (1-10 are system zone areas) Then type 'zone/create <the new, previously-unused zone number>' and a new zone will be created. At this point, you should zone/lock the zone, zone/edit it, and zone/unlock –save it. Zone/lock, zone/unlock and zone/edit are listed below.

### **ZONE/LOCK & ZONE/UNLOCK** –Zone Loading & Saving (Level 71+)

Before doing anything to a zone, **MAKE SURE TO LOCK IT FIRST!** To save your work, unlock the zone. That's what these two commands are for. When a zone is locked, all of its related files (object files, room files, mob files, and so forth) are read from disk and brought into memory. They may then be safely edited. To save your changes to disk, unlock the zone. This then overwrites each file related to that zone to disk, saving your changes in the event of a crash, reboot, or whatever. Doing this a lot causes much disk reading and writing, however, which can then cause disk wear, lag, and, in extreme cases, crashes. So don't unlock and lock after every single edit. We've all lost work from crashes in the past, and it sucks, but sometimes you just can't help it.

#### **ZONE/LOCK** - Syntax: zone/lock <zone#>

This 'loads' the zone's information into memory, allowing the zone's files to be edited (using medit, oedit, redit, zedit, and so forth).

#### **ZONE/UNLOCK** – Syntax: zone/unlock -save/-nosave

-save: This unlocks the zone, saving all changes to disk.

-nosave: This unlocks the zone without overwriting the changes to disk (and throwing out any changes made).

After unlocking (saving or not), you must lock the zone again to make further changes. Remember to **ALWAYS** lock the zone before editing, and to **ALWAYS** unlock after you're finished or before you drop link or log off. Always!

### **ZONE/RESET** – Unnatural Zone Resetting (Level 74+)

(Syntax: zone/reset <zone | '\*' | '!>)

Used to force a zone to reset. '\*' forces all zones to reset. '!' forces the zone you are in to reset. It should be noted that, if a zone is reset using this method, all item load-rates are bypassed and all objects in the zone are loaded just as if the zone were locked.

**FILE-SAVING: Mobsave, Objsave & Wldsave**

These three commands overwrite the zone/world files in the same way that 'unlock -save' does. They work like this:

-MOBSAVE – Syntax: mobsave <vnum of any zone> (Level 73+)

This replaces the .mob file of that zone on disk with the one in memory.

-OBJSAVE – Syntax: objsave <vnum of any zone> (Level 73+)

This replaces the .obj file of that zone on disk with the one in memory.

-WLDSAVE – Syntax: wldsave <vnum of any zone> (Level 73+)

This replaces the .wld and .zon files of that zone on disk with the one in memory.

This saves recent changes in both rooms and zone info (i.e.: this is both the 'zonesave' and 'roomsave' command).

It is recommended that this only be used to make changes in zones that cannot be locked (system zones, housing zones, zones with mortals in them, etc.) Zone locking & unlocking is the preferred method to make changes stick.

**ZONE/EDIT (Level 71+)**

This tool lets you customize your zone, its name, how it behaves, its weather, and so forth. You can only edit a zone you have locked. The zone/edit menu looks like this:

- 1.) Name : New Zone <the zone's name>
- 2.) Lifespan : 30 ticks <how long before the zone resets>
- 3.) Reset Mode : 0 (Does not age or reset)  
     <how the zone acts when the lifespan is reached.  
     - 0 means that it does not age or reset.  
     - 1 means that the zone will not reset if players are in it.  
     - 2 resets regardless of occupants.>
- 4.) ZoneFlags : \*Closed \*Locked <special flags that the zone has. See ZFLAGS>
- 5.) Weather Data Menu <the zone's weather submenu. See ZWEATHER>
- 6.) Weather Message Menu <the sunrise/sunset messages for the zone.>
- 7.) Sound File : (null) <sound file to be played upon entrance to the zone>
- 8.) Sound replay timer : 0 (qticks) <how often the sound is repeated>
- 10.) Comlist Viewing Menu <how the system interprets the zone. DO NOT USE!>

**NOTES:**

-Make sure not to use submenu 10, the comlist submenu, as it could seriously injure your zone!

## ZFLAGS - The zedit tool's zone flags explained

- 1.) Arena <the zone will be used if an arena is begun>
  - 2.) Testing <unsure - DO NOT USE>
  - 3.) Immortal <mortals will not teleport into this zone>
  - 4.) \*OnQueue <system-set. DO NOT USE>
  - 5.) \*Closed <system-set. DO NOT USE>
  - 6.) \*Locked <system-set. DO NOT USE>
  - 7.) \*Idle <system-set. DO NOT USE>
  - 8.) +System <Makes Zone load at bootup. Level 73+>
  - 9.) Hidden <this zone will not show up in the 'areas' command>
  - 10.) \*Freed <system-set. DO NOT USE>
  - 11.) \*Tstorm <system-set. DO NOT USE>
  - 12.) \*Blizzard <system-set. DO NOT USE>
  - 13.) \*ExitGenAll: Set a zone to randomly generate exits in all directions.\*
  - 14.) \*EginGenLat: Set a zone to randomly generate exits in lateral  
directions.\*
  - 15.) \*DescGen : Set a zone to randomly generate descs from source rooms.\*
- \* See the RandomGen section of Redit.

## ZONE/WEATHER - RoAOLC's zedit tool's weather submenu

This submenu lets you set a zone's weather types. It is a very powerful customization tool, and will become more important in the near future. Be sure to fill this submenu out so that odd things don't happen.

## **Section II-B: Listing Zones**

mlist, olist, rlist & zlist.

These are the various zone listing tools. They do the following things:

-MLIST – Syntax: mlist <vnumber of zone> [switch]

This shows a list of all mobs in the specified zone, along with some information on each mob. It has one switch that can be used with it:

substring	<non-functional>
gold	<non-functional>

-OLIST – Syntax: olist <vnumber of zone> [switch]

This shows a list of all objects in the specified zone, along with some information on each object. It has three switches that can be used with it:

flag <flagname>	All xtraflag and xtraflag2 flags work with this.
spelleq	All objects flagged SPELLEQ
weapon	All objects of one of the various weapon-types
minlevel	All objects listed with their minlevels.
cr	All objects listed with their Craftsmanship Level

-RLIST – Syntax: rlist <vnum of zone>

This shows a list of each room in the specified zone, along with some information about each room. Note: If the zone is idle, you'll have to zone/lock the zone in order to rlist it.

-ZONE/ROOMLIST – Syntax: zone/list <vnumber of zone>

This shows a list of every room in the specified zone, its roomflags, and the name, level, and class of every player and mob presently in each room.

Note that using any of these commands without an argument shows the desired information for the zone that you are currently standing in.

### **Section III: RoAOLC's room editing tool (REDIT)**

Redit is how one creates rooms with RoAOLC. Remember NEVER to edit a room without having first locked the zone which contains the room. To edit a room, lock its zone, then type 'redit <room's vnum>' and enjoy. The room's vnum will be any number between 00 and 99 following the zone's number. For instance, rooms in zone 12 have vnums of 1200 through 1299. To edit an existing room, use the above command. To create a new room, use the above command, using a vnum which has not already been used. Use the 'rlist <zone #>' command to see the list of numbers and titles existing in that zone for rooms.

RoAOLC's redit room editor is a menu-driven tool. Each menu item is described below. Some will ask you to see additional sections of the manual, as some are pretty involved. Others are very simple to understand.

- 1.) Number : 23901 <the room's vnum - DO NOT EDIT THIS FIELD>
- 2.) Name : (default) <the room's title>
- 3.) Desc : (default) <the room's description>
- 4.) TerrainType : Inside <the room's terrain type. See RTERRAINS>
- 5.) Max Contains : -1  
<the room's maximum number of occupant slots. See REDIT2>
- 6.) RmFlags : INDOORS <the room's flags. See RFLAGS>
- 7.) RmFlags2 : NOBITS <more room flags. See RFLAGS2>
- 8.) RmFlagd3 : NOBITS <more room flags. See RFLAGS3>
- 9.) Direction Edit Menu... <the room's exits. See REXITS>
- 10.) Sound file : <any sound file associated with the room>
- 11.) Sound replay time: <how many ticks before the sound replays in the room>
- 12.) UNUSED
- 13.) Environment Control Menu...  
<the room's environment controls. See RENVIRONMENTS>
- 14.) Transport String Menu... <the room's transport strings. see RTRANSPORT>
- 15.) Transport Data Menu... <the room's transport data. see RTRANSPORT>
- 16.) Portal Data Menu... <the room's portal destinations. see RPORTAL>
- 17.) Alteration Menu... <the room's ALTERxxx data. see RALTER>
- 18.) Xtra Descrip Menu...  
<the room's extra descriptions. see EXTRA\_DESCRIPTS>
- 19.) RoomProc CommandList Menu...
- 20.) Re-format room description. <reformats a room desc for typical viewing>

This is the redit menu. For more information on each submenu, please see their sections below.

#### Notes on each of the submenus:

- Submenu 1 : Changing a room's vnumber (for cloning or boredom purposes) can severely mess up the room or the zone. To be safe, don't ever edit this field.
- Submenu 2 : The room's title should only be one line, should be brief, and only needs one capitol letter, unless the room's title is actually a title. For example, a room called 'A city street' only should have the 'A' in uppercase. On the other hand, a room called 'The Crystal Observatory' is all-capped, as the room has actually been officially named by somebody; it has a proper name. You don't need an at sign after entering this title.

- Submenu 3 : This is what you see under the room's title, when you 'look' in a room. You DO need an 'at' sign on a new line after entering this description.
- Submenu 4 : This indicates what kind of terrain is found in the room. See RTERRAINS below for more information on each terrain type.
- Submenu 5 : Each room needs a size, a number of slots. A p'allarri/n'allarri takes up one slot. Yuannors, Eowujar, Ale'un, S'Ale'un, Vandar, Uloitha, S'Uloitha, Prrymr, Trokhon and Zha'un take up two each. Gwirath and Makkar take up three each. L'Zyran take up four each. All NPC's take up one slot. Add up how many you think could fit at one time, and enter this value here. Entering a -1 means that the room has no size limits (this is the default setting).
- Submenu 6 : This brings a submenu of roomflags, each giving the room special properties. See RFLAGS for more info on each. A room may have as many of these as you like, although some rflags may not be compatible with others and, if used together, may bring undesired results.
- Submenu 7 : More rflags, as above. See RFLAGS2 for information regarding these.
- Submenu 8 : More rflags, as above. See RFLAGS3 for information regarding these.
- Submenu 9 : Exits from the room are entered and fiddled with here. For more information on these, see REXITS.
- Submenu 10 : This is where the filename of the soundfile that will play upon entering the room goes. The file must be already on the server in the SOUNDS directory. (See wizhelp soundlist on-mud for more information.)
- Submenu 11 : This is the length of time it takes for the sound to repeat. A setting of 1 means the sound will repeat every five seconds. A setting of 4 means 20 seconds, etc. It is recommended that only .mid and .mod files be set to loop, as each time a .wav or .mp3 plays, it may open a new player window for the player.
- Submenu 12 : This menu item is either unused or unknown at this time.
- Submenu 13 : The drop\_to, drift\_to, and float\_to fields can be found in this submenu, which appears only if the terrain has been set to Water NoSwim, Water Swim, Underwater or Air in submenu 6. See RENVIRONMENTS for more help.
- Submenu 14 : Here is where you enter the random messages and the transport messages. It only appears when either the RANDOM or TRANSPORT rflags have been set (set only one or the other - never both!).
- Submenu 15 : This submenu appears if the rflag TRANSPORT has been set, and controls the transport's data. See RTRANSPORT for more info.
- Submenu 16 : The fields herein let you specify where the inhabitants end up, appearing only when the PORTAL rflag has been set. See RPORTAL for more info.
- Submenu 17 : This submenu lets you set how the rflags ALTERHIT, ALTERMANA, and ALTERMOVE affect people while in the room, and appears only when those rflags have been set on the room. See RALTER for more info.
- Submenu 18 : Here is where extra descriptions are entered. See the EXTRA\_DESCRIPTIONS for information on these.
- Submenu 19 : This is where roomprocs are entered. Ask for help on roomprocs.
- Submenu 20 : This is for re-formatting room descriptions. DO NOT USE THIS. Just make sure that your room descriptions do not exceed 80 characters per line.

**RALTER** - RoAOLC's redit tool's ALTERmana/hit/move rflag

ALTERMANA, ALTERHIT, and ALTERMOVE, redit's rflags, all work the same way. Setting any one of these on a room will give you submenu 13. You may use any combination of these three rflags, and they will share the values which you enter into submenu 13, as below:

- 1.) Num dice : 0  
    <the number of dice to roll for the alteration every 1/4 tick>
- 2.) Size dice: 0  
    <the size of each die rolled for the alteration every 1/4 tick>
- 3.) Alter Type: increase  
    <whether to add or subtract (increase/decrease) the value rolled every 1/4 tick, as specified by fields 1 & 2>

**RENVIRONMENTS** - RoAOLC's redit tool's environmental controls

Doing any of the following will bring up submenu 9, which is the redit tool's environmental submenu:

- adding rflag WINDY
- setting the room's terrain type to WaterSwim, WaterNoSwim, Underwater, or Air

The submenu works like this:

- 1.) Float to room: -1 (none)  
    <items, when dropped in this room, if they have the BOUYANT object flag, will float to this room. As well, persons in the room who lose their gills somehow, will go directly here. Combining this with the DEATH rflag is a nasty combination for a watery grave. Enter a room vnum here. Entering -1 prevents anything from escaping to the 'surface.' Items flagged ANCHORED will remain in the room.>
- 2.) Drop to room: -1 (none)  
    <items, when dropped in this room, will drop to the vnum entered here, unless they are BOUYANT or ANCHORED. This includes corpses.>
- 3.) Drift to room: -1 (none)  
    <items, when dropped in this room, will drift to the vnum entered here, as though carried in a current, unless they are BOUYANT or ANCHORED.>

**REXITS** - the exits submenu from RoAOLC's redit tool

RoAOLC allows the builder to specify exits from the room in any of 10 directions: the four cardinals, the half-cardinals, and up and down. The list, submenu 8, looks like this:

- 1.) Exit north,
- 2.) Exit east,
- 3.) Exit south,
- 4.) Exit west,
- 5.) Exit up,
- 6.) Exit down,
- 7.) Exit northeast,
- 8.) Exit southeast,
- 9.) Exit southwest,
- 10.) Exit northwest,

Each has its own submenu, which looks like this:

- 1.) Keyword : (def)  
<the keyword for looking in the direction or the door's keyword.>
- 2.) Description : (def)  
<the description seen while looking at the above keyword(s). An 'at' sign is required on a new line, afterwards.>
- 3.) Enter/Leave Msgs
  - 1.) Enter Msg : (def)  
<this is an optional message a creature is shown when entering this exit, in addition to the usual text the creature sees.>
  - 2.) OEnter Msg : (def)  
<this is an optional message show to the room when another creature uses this exit.>
  - 3.) Drop Msg : (def)  
<this is an optional message a creature is shown after it enters the room this exit leads to, in addition to the usual text the creature sees.>
  - 4.) ODrop Msg : (def)  
<this is an option message shown to any creature in the room the exit leads to when a another creature enters it using this exit.>
- 4.) Open/Close Msgs
  - 1.) Open Msg : None.  
<this is an optional message a creature opening the exit sees.>
  - 2.) OOpen Msg : None.  
<this is an optional message another creature in the room where the exit is opened sees.>
  - 3.) AOpen Msg : None.  
<this is an optional message a creature on the other side of an opening exit sees.>
  - 4.) Close Msg : None.  
<this is an optional message a creature closing the exit sees.>
  - 5.) OClose Msg : None.  
<this is an optional message another creature in the room where the exit is closed sees.>
  - 6.) AClose Msg : None.  
<this is an optional message a creature on the other side of a closing exit sees.>
- 5.) Exit Flags : IsDoor, IsClosed, IsSecret, AutoShut.
- 6.) Key VNUM : 0  
<vnum for the KEY-type object which locks/unlocks this door>
- 7.) To Room VNUM : 1232  
<vnum of the room to which this exit leads.>
- 8.) Delete this exit  
<to delete the exit.>

Exit flags:

- 1.) ISDOOR  
<the exit has a door>
- 2.) ISCLOSED  
<the door loads closed>
- 3.) ISLOCKED  
<the door loads locked, too>
- 4.) \*TRAP\_POISONED  
<the door is a poisoned trap. DO NOT USE YET>
- 5.) \*TRAP\_EXPLOSION  
<the door is an exploding-type trap. DO NOT USE YET>

- 6.) !PICK  
    <the lock cannot be picked>
- 7.) AutoShut  
    <the door automatically shuts every quarter tick>
- 8.) !AutoGen  
    <the exit won't be affected by random zone generation set up. See RANDOMGEN>
- 9.) AutoLock  
    <the door will lock automatically whenever it is closed>
- 10.) !DoorBash  
    <the door is immune to the warrior skill "Door Bash">
- 11.) !Knock  
    <the door is immune to the mage spell "Knock">
- 12.) !Trap  
    <the door cannot have traps of any kind places on it by a thief>
- 13.) !Jam  
    <the door cannot have its mechanisms jammed by a thief>
- 14.) !Obscure  
    <the door cannot be hidden by the thief skill "Obscure Exit">

#### **RFLAGS** - RoAOLC's redit tool's special roomflags

- 1.) Dark - a light is needed within, even during the day.
- 2.) Death - instant death to all who enter.
- 3.) NoMob - mobs may not enter, even if charmed, unless hurled.
- 4.) Indoors - the room does not darken at night \*\*.
- 5.) Good - only good-aligned players may enter.
- 6.) Neutral - only neutral-aligned players may enter.
- 7.) Evil - only evil-aligned players may enter.
- 8.) NoMagic - no spells/rituals/songs may be used here.
- 9.) Roomproc - allows access to the roomproc menus within redit.
- 10.) Private - 2 occupants at once, maximum, including mobs.
- 11.) Godroom - level 75, only, may 'goto' here.
- 12.) \*Track - SYSTEM ASSIGNED: DO NOT USE.
- 13.) Fly\_Death - instant death for those without flight/float/wings.
- 14.) Peaceful - no violent skills/spells/rituals/songs/commands may be issued.
- 15.) NoRecall - recall/teleport/gate spells & portal items will not work.
- 16.) Wildmagic - This makes the room affected by a permanent wildcloud spell.
- 17.) Scry - IMPLEMENTOR ONLY: DO NOT USE.
- 18.) AlterMana - alters occupants' mana every 1/4 tick. See also RALTER.
- 19.) NoSorcerer - Sorcerers may not enter.
- 20.) NoMinstrel - Minstrels may not enter.
- 21.) NoChokidar - Chokidar may not enter.
- 22.) NoMyrmidon - Myrmidons may not enter.
- 23.) NoPriest - Priests may not enter.
- 24.) NoTotemist - Totemists may not enter.
- 25.) NoThief - Blackguards may not enter.

- 26.) Windy - gives random wind messages. See also RENVIRONMENTS.
- 27.) NoTeleport - teleport/gate spells, portal items don't work.
- 28.) Random - gives random messages every 1/4 tick. See also RRANDOMS \*\*\*.
- 29.) Portal - sends folks to a destination every 1/4 tick \*\*\*\*.
- 30.) AlterHit - see AlterMana, above.
- 31.) AlterMove - see AlterMana, above.

\*\*-unless the DARK rflag has been set.

\*\*\*-gives you submenu 10.

\*\*\*\*-see also RPORTAL.

## **RFLAGS2** - RoAOLC's redit tool's special room flags, continued.

- 1.) NoYuannor - Yuannor may not enter.
- 2.) NoAle'un - Ale'un may not enter.
- 3.) NoS'Ale'un - S'Ale'un may not enter.
- 4.) NoUloitha - Uloitha may not enter.
- 5.) NoGwirath - Gwirath may not enter.
- 6.) NoZha'un - Zha'un may not enter.
- 7.) NoEowujar - Eowujar may not enter.
- 8.) NoP'Allarri - P'Allarri may not enter.
- 9.) NoN'Allarri - N'Allarri may not enter.
- 10.) NoL'Zyarn - L'Zyarn may not enter.
- 11.) \*House - system-set - DO NOT USE.
- 12.) \*HouseCrash - system-set - DO NOT USE.
- 13.) \*SvRrCrash - system-set - DO NOT USE.
- 14.) Donation - donated items have a chance of appearing here.
- 15.) Soundproof - no channels may be heard or used while within.
- 16.) Transport - see RTRANSPORT.
- 17.) Dump - items dropped here will disappear forever.
- 18.) NoSavokiir - Savokiir may not enter.
- 19.) NoMonshai - Monshai may not enter.
- 20.) NoTrack - tracking through this room is impossible.
- 21.) Confusion - mimics the mage spell 'confusion' in the room.
- 22.) Source - Used for the random zone generation process. See RANDOMGEN.
- 23.) NoAutoGen - Used to isolate a room from being affected by the random zone generation process. See RANDOMGEN
- 24.) +Save Room - Creates a room whose inventory saves to file. (Use sparingly)
- 25.) NoSummon - Prohibits creatures within from being summoned out.
- 26.) NoMagician - Magicians may not enter.
- 27.) NoGiaour - Giaour may not enter.
- 28.) Wall of Fog - Clouds the room in an impenetrable fog
- 29.) NoSnare - Prohibits thieves from setting snares in the room.
- 30.) Htown Portal - Sends any inhabitants to their hometown every quarter tick.
- 31.) DoubleTime - Halves the execution time for roomproc commands.

### **RFLAGS3** - RoAOLC's redit tool's special room flags, continued.

- 1.) NoTrokhon - Trokhns may not enter.
- 2.) NoXaorcercer - Xaorcercers may not enter.
- 3.) NoInquisitor - Inquisitors may not enter.
- 4.) NoRemort - Remorts may not enter.

### **RPORTAL** - RoAOLC's redit tool's portal rflag

The PORTAL rflag gives you redit submenu number 12, which is nothing more than four fields, in each of which you should enter the vnum of a room to which you want the portal to send people to. Exactly which of the four is random. Feel free to double-up or triple-up, to increase the chances of sending folks to a certain room. Or leave the field blank of a vnum. Be sure not to let it remain as 0, however, as that is a real room's vnum, the Void. Don't send people there. Instead, to nullify one field, enter -1 as its value.

A person, upon entering the room, will be sent to one of the four vnums at the next 1/4 tick or so, randomly.

### **RTRANSPORT** - RoAOLC's redit transport menu

In the roomedit submenu number 7, select the TRANSPORT FLAG. This will designate that room as being the room which 'moves' (i.e., the boat, the landslide, the giant dragonfly, whatever).

This will also give you two new submenus: the Transport String Menu (10), and the Transport Data Menu (11).

Transport String Menu (submenu #10)

- 1.) Keywords : <This is for looking at the transport as it enters the 'dock' room>
- 2.) Short\_desc : <This is the transport's name.>
- 3.) Long\_desc : <This is what you get when you look at the transport.>
- 4.) Travel Messg : <This is what is shown right before the transport moves on to the next room on its path>
- 5.) Arrive Messg : <This is what is shown when the transport arrives at a dock.>

#### **-EXAMPLE-**

*RoA OLC(v2.0) Transport String Menu*

- 1.) *Keywords: boat small dinghy wooden*
- 2.) *Short\_desc: a small, wooden dinghy*
- 3.) *Long\_desc: This small dinghy is made from a dark wood, and looks to be only slightly seaworthy. You wonder exactly how far it will take you.*
- 4.) *Travel Messg: The oars slap the surface of the water and the dinghy moves on.*
- 5.) *Arrive Messg: With a thud, a small dinghy bumps up against the dock.*

## B) The Transport Data Menu

- 1.) Start Location|Port1: 0 <This is the room vnumber of the transport's first dock, and where it is when the zone is first activated.
- 2.) Port2 : 0 <These are the room vnumbers of the up to 3 additional
- 3.) Port3 : 0 docks. If you don't wish to have exactly 4 docks, make the
- 4.) Port4 : 0 unused vnumbers be -1 (not 0).>
- 5.) TdockWait : 0 <This number should be how many quarter ticks you want the transport to hang out before moving on when it's at one of its ports.>
- 6.) TtravelWait : 0 <This is how many quarter ticks you wish the transport to hang out before it moves on when it's going through the normal, non-port rooms.>
- 7.) TticketNum : 0 <This should be the vnumber of the item which one needs in order to board the transport. This item is automatically removed from the player's inventory when s/he boards/enters the transport. If you do not wish to have a ticket, use -1 (not 0) for this number.

The RoomsRoom Terrain Types:

ALL rooms along the path (including the ports) MUST be of the same terrain type. They have to all be inside, or field, or underwater, or whatever you want them to be. If they are not all of the same terrain type, the transport won't be able to travel, and you'll get SYSERRor spams.

The transport room can be of a terrain type of its own, if you wish.

The path upon which the transport travels MUST be walkable and connected. Each room along this path MUST be connected to the next in line and the one before it. Yes, this means that mortos can skip the transport and walk the path instead. To get around this, feel free to make all of these rooms DEATH and/or FLY\_DEATH. The transport will protect them (see Making the Rooms).

The roomflags of the path rooms will have no effect upon mortals who are IN the transport. If a room along the path is DEATH, only people walking the path will die. Nobody who is IN the transport will die. The same goes for regen flags, portal flags, everything else. This is because, if you're in the transport room, you don't actually move. The descripts of the rooms which you're supposedly moving through are displayed, but you never actually enter those rooms.

The transport room can 'be' more than one room. It can have exits, though it needs none, and can have a 'below decks' and a 'crow's nest' and whatever else that you wish it to have. ONLY ONE of the rooms needs to be a transport. The rest can just be normal rooms. BUT, you only see the scenery going by when you're in the transport=flagged room.

Making the Rooms:

I would suggest making all of the rooms, making sure that they all are of the same terrain type, and linking them together in a path BEFORE giving the transport room its transport flag. This way, you avoid all of the annoying SYSERRors in the syslog.

Try to make the rooms describe exactly WHY you have made them DEATH and/or FLY\_DEATH (if you have done so), so that people don't say, 'I didn't know.' Treat these rooms like normal DTs in that respect. You only need to make the first and last room along the path (not including the docks. That'd be silly) DEATH and/or FLY\_DEATH.

For a few examples of transport rooms, check out 23030, 23098, and 2513. Lock the zones and edit the rooms only after asking their owners, however, but seeing an example of a working transport room may be helpful.

### **RBUILD** - a time-saving building tool

Rbuild is a version of rconnect which not only connects rooms but also makes the room to be connected to. The syntax is 'rbuild <direction>' where the direction is one of the exit shortcuts used for navigation (n, s, e, w, u, d, ne, se, sw, nw). You must lock the zone and be in the room from which you want to branch off. For example, if I'm in room 24000, and want a room to exist to its north, I would type 'rbuild n.' A new room (using the next available room vnum in the zone) would then be created to the north (and its vnum in this case would be 24001).

### **RCONNECT** - room-connecting tool

This is a command used from outside of OLC, to quickly connect rooms together. You need to have the zone locked that you want to connect from, and to be in the room that you want to connect to another. Here's how it works: rconnect <direction> <vnum of next room> The direction is not 1-10 (as in redit's exits submenu), but the same exit shortcuts used for walking around (n, s, e, w, u, d, ne, se, sw, nw). It links the room that you are presently in to the room with the specified vnumber, but does nothing with doors, keys, or exit descriptions, because it is intended as a shortcut for getting most of the busywork out of the way.

### **RANDOMGEN** - Creation of randomly generated zones.

RoAMUD contains the ability to generate a random, maze-like zones from just a few rooms. To accomplish this, the following procedures should be followed:

In this example, Zone 11 will be an 84 room maze will be created, using one entrance, one exit, and 13 "source" rooms. Room 1100 will be the entrance to the zone. The room itself should be flagged "!AutoGen", and its exits to the connecting zone also flagged "!AutoGen", with an exit to and from room 1101 also flagged "!AutoGen". Then, rooms 1186 to 1198 should be built as completely rooms, minus any exits. (i.e.. full names, descriptions, affects, flags, etc.) These rooms should be flagged "Source", since they will be the templates all other rooms will use. Room 1199 should be the exit through the other side of the maze, connecting both to the zone beyond and to and from room 1198, and both exits flagged "!Autogen".

At this point, rooms 1102 to 1185 should be created, but not desc'd or named. Each will be filled in randomly from the one of the 13 templates created in rooms 1186-1198.

In Zedit, the zone must be flagged “descgen” to create the room descriptions. There are two flags for random exit generation, “genlet” and “genall”. Only one of these is to be used. The “genlet” flag will create random generated exits in ONLY lateral directions (e, w, n, s, ne, se, sw and nw). The “genall” flag will include up and down exits as well as those covered by “genlat”.

At this point, every time the zone resets or is unlocked, it will randomly generate the “path” through, using rooms 1186 to 1198 as templates, and randomly assigning their descriptions to rooms 1101 through 1185. It will then create random connections through the zone, assigning exits randomly to exits not already assigned AND flagged “!AutoGen”.

The end result will be room 1100, which leads to room 1101. 1101 will be the beginning of the maze, and at the end, wherever 1198 ends up, it will contain one exit leading to 1199, which will then lead out of the zone.

#### **Section IV: RoAOLC's mob editing tool (MEDIT)**

RoAOLC lets you create and edit mobs easily and powerfully. Remember to lock the zone before editing. Otherwise, you will lose all of your work. To edit a mob, lock its zone, then type 'medit <mob's vnum>' and enjoy. The mob's vnum will be any number between 00 and 99 following the zone's number. To edit an existing mob, use the above command. To create a new mob, use the above command, using a vnum which has not already been used. Use the 'mlist <zone #>' to see the list of numbers and titles existing in that zone for mobs.

```

1.) Number      : [23909] <the mob's vnum>
2.) NameList    : (def) <the mob's keywords>
3.) ShortDesc   : (def) <the mob's name >
4.) LongDesc    : (def) <the mob's descript
4.) LongDesc    : (def) <the mob's descript when looking in the room>
5.) Desc        : (def) <the mob's descript when looking at it>
6.) Affected    : NOBITS <the mob's affects. see MAFFECTS>
7.) Affected2   : NOBITS <the mob's affects2. see MAFFECTS2>
8.) Alignment   : 0 <the mob's alignment>
9.) Level       : 0 <the mob's level>
10.) HitRoll    : 0 <the mob's hitroll>
11.) ArmorClas : 0 <the mob's armor class>
12.) Gold       : 0 <the mob's gold>
13.) ExpPoints  : 0 <the mob's experience value>
14.) Hit        : 1d1+0 <the mob's hit points>
15.) Mana       : 1d1+0 <the mob's mana>
16.) Move       : 1d1+0 <the mob's movement>
17.) Position   : Standing <the mob's current position>
18.) DefaulPos  : Standing <the mob's position when it loads>
19.) Sex        : NEUTRAL <the mob's gender>
20.) STR        : 13 <the mob's strength>
21.) STRADD     : 0 <the mob's strength add>
22.) INT        : 13 <the mob's intelligence>
23.) WIS        : 13 <the mob's wisdom>
24.) DEX        : 13 <the mob's dexterity>
25.) CON        : 13 <the mob's constitution>
26.) Dam        : 0d0+0 <the mob's damage dice>
27.) Mflags1    : ISNPC <the mob's first set of flags. See MFLAGS1>
28.) Mflags2    : NOBITS <the mob's second set of flags. See MFLAGS2>
29.) Mflags3    : NOBITS <the mob's third set of flags. See MFLAGS3>
30.) Mclasses   : <the mob's physical type. See MCLASSES>
31.) Size       : small, <the mob's physical size>
32.) Lang       : allarri <the mob's spoken language>
33.) Mob String Edit Menu... <see MRANDOMFLAG, MSHOPKEEP, and MREACTOR>
34.) MobProc CommandList Menu... <see MOBPROC>
35.) MinTrainLevel: 0 <for use with the GUILDMASTER flag>
36.) MaxTrainLevel: 0 <see above>
37.) Mob Walkin/out Edit Menu... <the mob's walkins/walkouts>
38.) Shopkeep Data Menu... <see MSHOPKEEP>
39.) Mob Saving Throw Menu... <the mob's saving throws>
40.) Enter Quest # Mob Gives Out: <quest number the mob assigns a player>
41.) Enter Quest # Mob Hunts: <NOT IMPLEMENTED YET>
42.) Sound File   : <sound file to be used when encountering this creature>
43.) Sound Repeat Time: <how often the sound file will repeat>
44.) Load Prob (Chance in 10000): 10000
45.) Alt Mob Load: 0
46-48.) Faction menus <NOT IMPLEMENTED YET>

```

**MEDIT2** - RoAOLC's mob editing tool, Part 2

- Submenu 1 : This is the mob's vnum. Changing its value will clone the mob to the new vnum.
- Submenu 2 : The mob's keywords are what players use to interact with the mob (such as looking, attacking, and so forth). The first keyword should be what you would call the mob using one word ('dog' for a mob called 'a vicious, angry dog', etc.).
- Submenu 3 : The shortdesc is the mob's proper name, such as 'a vicious, angry dog.' Do not use a capitol letter for the first word, unless that word is a proper name (like Jimbo).
- Submenu 4 : The longdesc is how the mob looks in the room. 'A vicious, angry dog stands here, growling firecely.'
- Submenu 5 : The desc is what the mob looks like when looked at.
- Submenu 6 : Affected brings a number of conditions which may affect your mob. see MAFFECT for more.
- Submenu 7 : Affected2 brings you more conditions for your mob. See MAFFECTS2 for mob affects information.
- Submenu 8 : The mob's alignment will determine how a player's alignment will change upon fighting this mob. -1000 to -333 is evil, -332 to 332 is neutral, and 333 to 1000 is good.
- Submenu 9 : The mob's level is what determines the 'consider' commands message to the player, along with how susceptible it is to certain level-based spells. See wizhelps on the chart, adjust and zoneadjust commands for more information.
- Submenu 10 : This field determines the mob's hitroll, 40 being a very good hitter and 0 being terrible.
- Submenu 11 : The mob's AC may be anything that a player's may be. Just keep in mind its natural defenses.
- Submenu 12 : This is how much gold the mob carries around.
- Submenu 13 : This fields determines how much experience the mob is worth. See wizhelps on the chart, adjust and zoneadjust commands for more information.
- Submenu 14 : The mob's hit points as a dice roll.
- Submenu 15 : The mob's mana as a dice roll.
- Submenu 16 : The mob's move as a dice roll.
- Submenu 17 : What position the mob currently is in.
- Submenu 18 : What position the mob is in when it is loaded or reset.
- Submenu 19 : The mob's gender: Neutral, Male, Female, or Random(M/F).
- Submenu 20-25: The mob's basic attributes.
- Submenu 26 : The mob's bare-hands damage dice.
- Submenu 27 : Specials give even more capacity to mobs. See MSPECIALS for more information.
- Submenu 28 : The mob's extra specials. See MXTRA for more.
- Submenu 29 : A list of physical types for mobs. These will play a role in how mobs act.
- Submenu 30 : The mob's size.
- Submenu 31 : The mob's native language.
- Submenu 32 : This submenu allows you to specify which language the mob speaks.
- Submenu 33 : This submenu gives you fields to put in mob strings, which are used for shopkeeps, randoms, and reactors. Remember that none of these three is

compatible in the same mob with any of the others. See MRANDOM, MSHOPKEEP, and MREACTOR for more.

- Submenu 34 : This submenu is used with the Mobproc xtra special. See MOBPROC.
- Submenu 35 : This is the lowest level player that the mob, if a guildmaster, may train.
- Submenu 36 : This is the highest level player that the mob, if a guildmaster, may train.
- Submenu 37 : The mob's walkin/walkout. The syntax is the same as for players.
- Submenu 38 : The mob's shopkeep data, if a shopkeep. See MSHOPKEEP.
- Submenu 39 : The mob's saving throws.
- Submenu 40 : This is where a mob flagged "Quest Mob" is told what quest it may start players on.
- Submenu 41 : NOT IMPLEMENTED YET.
- Submenu 42 : This is where a mob's sound file is specified. See "wizhelp soundlist".
- Submenu 43 : This is the length of time it takes for the sound to repeat. A setting of 1 means the sound will repeat every five seconds. A setting of 4 means 20 seconds, etc. It is recommended that only .mid and .mod files be set to loop, as each time a .wav or .mp3 plays, it may open a new player window for the player.
- Submenu 44 : This is how often the mob will load (similar to loadrate in objects)
- Submenu 45 : This is what creature should be loaded if the current mob doesn't.
- Submenu 46 : NOT IMPLEMENTED YET.
- Submenu 47 : NOT IMPLEMENTED YET.
- Submenu 48 : NOT IMPLEMENTED YET.

#### **AFFECTED** - RoAOLC's medit tool's mob affects submenu

Most of these flags are in reflection of the players' spells and skills, useful to give mobs with similar abilities. If a mob has an affect turned on, it will remain in affect permanently.

- 1.) Blinded <the mob is blind>
- 2.) Invisible <the mob is invisible>
- 3.) Detect Evil <the mob can detect evil>
- 4.) Detect Invis <the mob can see invisible objects and players and mobs>
- 5.) Detect Magic <the mob can detect magical items>
- 6.) Sense Life <the mob can sense hidden players>
- 7.) \*Held <the mob has had hold cast on it. system-set. DO NOT USE>
- 8.) Sanctified <the mob is sanctified>
- 9.) \*Grouped <the mob has been grouped. system-set. DO NOT USE>
- 10.) Cursed <the mob is cursed. this lowers to-hit and such>
- 11.) Hit Regen <the mob has a higher hitpoint regeneration rate than normal  
NOT WORKING>
- 12.) Poisoned <the mob has been poisoned>
- 13.) Prot-Evil <the mob is protected from evil>
- 14.) ManaRegen <the mob has a higher mana regeneration rate than normal  
NOT WORKING>
- 15.) Parry <the mob can parry attacks>
- 16.) MoveRegen <the mob has a higher move regeneration rate than normal  
NOT WORKING>
- 17.) Sleeping <the mob's taking a nap>
- 18.) Dodging <the mob can dodge attacks>

19.) Sneaking	<the mob is sneaking>
20.) Hidden	<the mob is hiding>
21.) Afraid	<the mob is in the state of wimping out. I think>
22.) *Charmed	<the mob has been charmed. system-set. DO NOT USE>
23.) *Follow	<the mob is following. system-set. DO NOT USE>
24.) Wimpy	<the mob will wimp out>
25.) Infra	<the mob can see in the dark>
26.) Hasted	<the mob gets one extra attack/round>
27.) Gills	<the mob can navigate underwater>
28.) Winged	<the mob can enter flight rooms>
29.) Heartsight	<the mob can detect alignments>
30.) Truce	<only level 60+ players/mobs may attack this mob>
31.) Prot-Good	<the mob is protected from good>

### **AFFECTED2** - RoAOLC's medit tool's second affects submenu

These further imitate the players' abilities to make mobs as lifelike and player-like as possible.

1.) Claws	<the mob can't wield a weapon, as per the shaman ritual>
2.) Crow	<the mob is protected as per the shaman ritual>
3.) Wolf	<the mob deals damage done to it back, as per the shaman ritual>
4.) Light	<the mob glows and doesn't need a light>
5.) Stoneskin	<the mob is stoned, as per the cleric spell - DOES NOT WORK>
6.) Calm	<the mob has been calmed, as per the cleric spell>
7.) Illuminate	<the mob has been illuminated, as per the cleric spell>
8.) *Switched	<the mob has a player controlling it. system-set. DO NOT USE>
9.) *RSnooping	<system-set DO NOT USE>
10.) Acceleration	<the mob has been affected as per the Accelerate spell>
11.) Deceleration	<the mob has been affected as per the Decelerate spell>
12.) Obscure Align	<the mob has been affected as per the Obscure Alignment spell>
13.) Shroud	<the mob is shrouded until it drops the shroud voluntarily or attacks>

### **MFLAGS1** - RoAOLC's medit tool's first specials submenu

1.) Special	<system-set. DO NOT USE>
2.) Sentinel	<the mob will not budge from its room>
3.) Scavenger	<the mob will get all every 1/4 tick or so>
4.) IsNPC	<the mob is an NPC - necessary to keep mobs from idling & the void!>
5.) Nice-Thief	<the mob won't attack when players try to steal from them>
6.) Aggressive	<the mob will attack players on sight>
7.) Stay-Zone	<the mob won't wander from the zone on its own>
8.) Wimpy	<the mob will flee when badly hurt>
9.) Aggr_Evil	<the mob will attack evil-aligned players>
10.) Aggr_Good	<the mob will attack good-aligned players>
11.) Aggr_Neutral	<the mob will attack neutrally-aligned players>
12.) Memory	<the mob will remember a player who attacked it and will attack that

- player if it sees the player again>
- 13.) Helper <the mob will assist another mob in the room if attacked>
  - 14.) 2<sup>nd</sup>\_Attack <this adds one attack/round to the mob>
  - 15.) 3<sup>rd</sup>\_Attack <this adds a second attack/round if the mob already has the 2<sup>nd</sup>\_Attack flag turned on>
  - 16.) Mega\_Attack <this doubles the mob's number of attacks/round>
  - 17.) Quick Heal <the mob's wound will 'rapidly heal themselves'>
  - 18.) Smart <the mob will wear/wield anything in its inventory if the item will improve its stats, or remove items which lower its stats>
  - 19.) Mountable <the mob may be mounted>
  - 20.) NoSummon <the mob may not be summoned>
  - 21.) Swimmer <the mob may move through Water\_Swim rooms>
  - 22.) Gills <the mob has gills and may move through Underwater rooms>
  - 23.) NoCharm <the mob may not be charmed>
  - 24.) NoHold <the mob may not be held>
  - 25.) NoCalm <calm rituals/spells/songs do not affect this mob>
  - 26.) Corpseless <the mob leaves no corpse behind. its inventory it spilled on the ground>
  - 27.) Splitkill <the mob will attack grouped opponents randomly instead of only hitting the tank>
  - 28.) NoBlind <the mob is not blindable by any means>
  - 29.) NoGate <the mob will not move through a gate created by the Gateway spell>
  - 30.) Quest\_Mob <the mob is allowed to start players on a specific quest. This flag brings up Medit menu 40>
  - 31.) Player Shopkeep <the mob is set as a player shopkeep. HEAD OF SHOPPES ONLY!>

### **MFLAGS2** - RoAOLC's medit tool's second specials submenu

- 1.) Hunter <the mob will follow enemies who flee, tracking them>
- 2.) Sorcerer <the mob will cast mage spells in combat>
- 3.) War\_Cry <the mob will scream, possibly forcing its enemies to flee from combat>
- 4.) Peace\_Man <the mob 'will not tolerate violence in its presence'>
- 5.) Pickpocket <the mob will steal gold from players>
- 6.) Myrmidon <the mob will use warrior skills in combat>
- 7.) Priest <the mob will use cleric spells in combat>
- 8.) Venomous <the mob will try to bite and poison its enemies>
- 9.) Undead <the mob has specific spell attacks like chill touch & energy drain>
- 10.) Shopkeeper <the mob is a shopkeeper. see also MSHOPKEEP>
- 11.) NoKill <the mob cannot be killed>
- 12.) NoBUY <the mob won't buy from players (used with the SHOPKEEP)>
- 13.) GMaster <the mob may train players' general and class specific skills.>
- 14.) Reactor <the mob will react to triggers. see also MREACTOR>
- 15.) Random <the mob makes random actions. see also MRANDOMFLAG>
- 16.) Fido <the mob munches corpses and attacks sleepers if also flagged wimpy>
- 17.) Janitor <the mob cleans up stray items>
- 18.) Healer <the mob acts like the Sage>
- 19.) Fire Breath <the mob will breathe fire in combat at a single victim>

- 20.) Acid Breath <the mob will breathe acid in combat at multiple victims>
- 21.) Gas Breath <the mob will breathe gas in combat at multiple victims>
- 22.) Lightning Breath <the mob will breathe lightning in combat at a single victim>
- 23.) Frost Breath <the mob will breathe frost in combat at a single victim>
- 24.) Fixer <the mob may fix items. it must have an item of the same object type in its inventory to fix something>
- 25.) Mailman <the mob will let you receive and send mail>
- 26.) Mobproc <see MOBPROC>
- 27.) Bleeder <the mob will leave a trail of blood when it flees>
- 28.) Teleporter <the mob will teleport away both at "rest" and during combat>
- 29.) Cityguard <the mob will run and assist any other creature flagged cityguard that is also being attacked within the same zone>
- 30.) Dtime <the mob will run through its mobproc twice as quickly. used with the MOBPROC xtra special>
- 31.) Qhunter <NOT IMPLEMENTED YET>

Notes: - A mob may NOT have any more than one of the following mflags: RANDOM, REACTOR, SHOPKEEP  
 - If you use the !KILL xtra special, ALWAYS make the mob also !CHARM, !SUMMON, and !HOLD. Otherwise, you give the players an invincible tank.

#### **MFLAGS3** - RoAOLC's medit tool's third specials submenu

- 1.) Trainer <the mob will trade practices for player stat increases.>
- 2.) Assassin <The Mob can use assassin-only equipment>
- 3.) NoMTarg <Mob cannot be targeted by any mobprocs active in the room/zone>
- 4.) NoRoomAff <Mob is immune to room affect spells & effects>
- 5.) Anti-Magic <Mob is immune to all magics and magical weapons>

#### **MCLASSES** - RoAOLC's medit tool's mob classes submenu

This submenu allows you to further develop your mobs, making them physically how you wish them to be as far as species and materials/substance. More will be done with these in the future, such as undead wards, wards against magical creatures, etc. These are fairly straightforward, so no explanations will be made. Just keep them in mind for the future, when they will have more of an effect on mob creation.

#### **MRANDOMFLAG** - RoAOLC's medit tool's random mob xtra special

Randoms, for mobs, are fairly simple. You are given a new submenu when you add this flag. This submenu has 5 fields, each of which may be used as a different random message. Use these fields as command lines, entering commands separated by asterisks. For example, a mob may have as its random, "nod\*say I'm loony!\*cackle\*emote smells his armpits" which would take up one of the five fields. You may double- up the random messages by copying one to multiple fields, thereby increasing that message's chances of being used, or you may deign not to use one field. Make sure, if you do this, to make that unused field contain as its first character an

ampersand (&). Remember also that a mob may not at once be a random, shopkeep, and/or reactor.

### **MREACTOR** - RoAOLC's medit tool's reactor mob flag

Reactors are powerful mobs, as far as realism goes. Turning a mob's reactor flag on in submenu 27 gives you a mob string submenu. This submenu has four fields. Two of these are triggers and the other two are reactions, one trigger for one reaction. The trigger should be something which a player in the room types (a command) or has as part of his/her command (a string). The reactor should be in command form, with multiple commands separated by asterisks. One may use the special +r/+c/+n codes with reactors. Also, if you wish the mob to react to (a) spoken word(s), make the trigger naught but a pound sign followed by the word(s) between pipes, such as '#|shazam|' or the likes. Remember that reactors don't mix with randoms or shopkeeps!

### **MSHOPKEEPER** - RoAOLC's medit tool's shopkeeper submenus

Making shopkeeps is easy. In submenu 27, turn on the xtra special SHOPKEEPER flag. You'll be given two new submenus: the mob string and shopkeep data submenus. These are explained below. Some very important things to remember about shopkeeps are:

- Never mix the shopkeep/random/reactor flags!
- Always make a shopkeep either NOBUY or !KILL, or both, so that folks can't utilize that loophole and make thousands of gold with a buying/selling circle and one mob!

The SHOPKEEP string submenu:

- 1.) Welcome : (def) <what the mob does when someone enters the room>
- 2.) Don't want: (def) <what the mob does when offered an item it doesn't want>
- 3.) Don't have: (def) <what the mob does when asked for an item it doesn't have>
- 4.) Thank You : (def) <what the mob does when a transaction is made>
- 5.) Too high : (def) <what the mob does when the item's minlevel is higher than the player's>

NOTES: enter these in command form (like "say Welcome!"\*smilew"). You may make use of the player's race, class, and name by using the following syntax: +r for race, +c for class, +n for name. This would look like: say Welcome, +r! How may I help a noble +c such as yourself, +n?

The shopkeep data submenu:

- 1.) Vnum of shopkeep's home: -1 <the room vnum of the shopkeep's home. This is where it goes when the shop is closed. Leave at -1 if it has no home.>
- 2.) Vnum of shopkeep's shop: -1 <the room vnum of the shopkeep's shop. Make sure to enter this!>
- 3.) Opening hour of shop: -1 <the hour (0-23) when the shop opens. Leave at -1 if the shop is never open.>
- 4.) Closing hour of shop: -1 <the hour (0-23) when the shop closes. Leave at -1 if the shop never closes.>

## **Section V: RoAOLC's object editing tool (OEDIT)**

Oedit is how you create objects. Objects can be the most involved things that you build, because there is such a wide variety of types of items which can be made with the oedit tool. How this tool is used should be up to your Head of Building (for guidelines, etc.). Use should be made of the builders board, located in room 1209.

To edit an object, type 'oedit <vnum>' where the vnum is either an already-used or unused number in a zone. Be sure to have the zone locked before editing! Otherwise, you may lose your work!

Oedit gives you a menu which looks like what appears below. Some of the submenus have been left out here, because they have multiple uses, depending upon what sort of object you're creating. For more information, be sure to see the additional topics when indicated.

- 1.) Number : 23960 <the object's vnum. change in order to clone objects>
- 2.) NameList : (def) <the objects keywords, for use in commands like 'get'>
- 3.) ShortDesc: (def) <the object's name, such as 'a very sharp dagger'>
- 4.) Descrip : (def) <the object's in-room descript, such as 'A very sharp dagger lies here.'>
- 5.) LongDesc : (def) <The object's description, seen when looked at>
- 6.) TypeFlag : UNDEFINED <the object type. See TYPES for more information>
- 7.) WearFlag : NOBITS <where the object may be used or worn. see OWEAR for more info>
- 8.) XtraFlag : NOBITS <the object's extra flags. see XTRAFLAG for more information>
- 9.) XtraFlags2: NOBITS <the object's other set of object flags. See XTRAFLAG2>
- 14.) Weight: 0 <the object's weight>
- 15.) Value: 0 <the object's value in gold pieces>
- 16.) Extra Descriptions: None <the object's extra descriptions>
- 17.) Affections: <the object's affections. see AFFECTS>
- 18.) Load Prob (chance in 10000): 0 <what chance in 10000 has the object to load>
- 19.) Alt Obj Load: 0 <if this object doesn't load, should anything load in its place? enter a vnum>
- 21.) Game limit: 0 <how many may be in the game at one time?>
- 22.) Min level: 0 <the object's minimum level to be used>
- 26.) Obj Hits: 0 <the current object's hits. see MATERIALS>
- 27.) MAX Obj Hits: 0 <the object's maximum hits. see MATERIALS>
- 28.) Material: an unknown substance <the object's composition material. see MATERIALS>
- 29.) Success Rate: 0 <what percentage of the time will this object work?>
- 30.) Throw stats menu... <+ to hit & dam, and damage die info for throwables. see THROWABLES>
- 31.) Wear Vector: None <additional wear slot assignments>
- 32.) Effigy of : (null) (-1) <allows an object to become a mob and return to being an object. See EFFIGY>
- 33.) ObjProc CommandList Menu... <where objprocs are entered>
- 34.) Craftsmanship: Average, Type A <object craftsmanship level. see CRAFTSMANSHIP>

- Submenu 1 : This is the item's vnum. To clone items, change this to the target vnum.
- Submenu 2 : This is the item's keywords, used with commands such as 'get.'
- Submenu 3 : This is the item's name.
- Submenu 4 : This is what one sees when looking in the room and the item is upon the ground.
- Submenu 5 : This is the item's description, seen when looked at.
- Submenu 6 : The item's type is set here. See TYPES for detailed information on each type.
- Submenu 7 : This is where you decide where the item can be worn and used. See WEARFLAG
- Submenu 8 : This is the first submenu of extra flags for items. See XTRAFLAG for more
- Submenu 9 : This is the second submenu of extra flags for items. See XTRAFLAG2 for more
- Submenu 10 : Many uses, depending upon object type.
- Submenu 11 : Many uses, depending upon object type.
- Submenu 12 : Many uses, depending upon object type.
- Submenu 13 : Many uses, depending upon object type.
- Submenu 14 : This is the object's weight, in pounds.
- Submenu 15 : The object's value in gold pieces.
- Submenu 16 : Extra descriptions.
- Submenu 17 : The object's affections. See AFFECTS.
- Submenu 18 : How many times in 10000 the object will load.
- Submenu 19 : Put another object's vnum here to give it a chance to load in this object's place if this one fails to load. Long strings of this sort of thing may go on.
- Submenu 20 : Many uses, depending upon object type.
- Submenu 21 : The maximum number of these allowed in the game at one time. If this number is in the game, the object will not load.
- Submenu 22 : The minimum level which one must be to use the item.
- Submenu 23 : Many uses, depending upon object type.
- Submenu 24 : Many uses, depending upon object type.
- Submenu 25 : Many uses, depending upon object type.
- Submenu 26 : The object's current number of hits. See MATERIALS.
- Submenu 27 : The object's max number of hits. See MATERIALS.
- Submenu 28 : The object's material type. See MATERIALS.
- Submenu 29 : What percentage of the time will this item work (used most often with scrolls, potion, staves, and the likes, should be set to 100 for all other object types)?
- Submenu 30 : This is where damage for a weapon when thrown is set. Additionally, bonuses to hit and damage can be added. Note: The plusses set in AFFECTS do not apply to thrown damage. See THROWABLES.
- Submenu 31 : This is where objects can be set to take up additional wear slots beyond what they are set for in Submenu 7. NOTE: If an item is set with the WearFlag of "Head", it does not need to be set "Head" in this submenu.
- Submenu 32 : This give the object the ability to be "invoked" and transformed into a mob, and then invoked again and transformed back into an object. See EFFIGY.
- Submenu 33 : This is where Object Procs are entered. Ask an experienced proc coder for help on this.
- Submenu 34 : Craftsmanship level sets minlevel. See the building charts for usage. See CRAFTMANSHIP.

## OTYPES - RoAOLC's oedit tool's object types

Only one of these types, from oedit's submenu 6, may be used on any one object. They are explained below:

- |                       |   |
|-----------------------|---|
| 1.) UNDEFINED         | <The object type has not yet been defined>  |
| 2.) Light Source      | <The object will shed light when held>  |
| 3.) Scroll            | <A scroll-type item. Gives you submenus 10, 11, 12, 13. See OSCROLLS>   |
| 4.) Wand              | <A wand-type item. Gives you submenus 10, 11, 12, 13. See OWANDS>   |
| 5.) Magical Staff     | <A staff-type item. Gives you submenus 10, 11, 12, 13. See OSTAFF>  |
| 6.) *Weapon           | <DO NOT USE. Use specific weapon types instead>   |
| 7.) *Ranged           | <The item is ranged. Not complete - DO NOT USE>   |
| 8.) *Ointment         | <The item is an ointment. Not complete - DO NOT USE>  |
| 9.) Treasure          | <The item is a treasure>  |
| 10.) Armor            | <Armor. gives you submenu 10>   |
| 11.) Potion           | <A potion-type item. Gives you submenus 10, 11, 12, 13. See OPOTIONS>   |
| 12.) *Board           | <IMPLEMENTOR SET ONLY! Used in flagging objects as on-MUD bulletin boards.>   |
| 13.) Other            | <None of the above. no special use>   |
| 14.) Trash            | <The item is trash. no special use>   |
| 15.) *Trap            | <A trap-type item. not yet complete - DO NOT USE>   |
| 16.) Container        | <The item is a container. Gives you submenus 10, 11, 12>  |
| 17.) Note             | <The item is a note, and may be written upon with a PEN-type item>  |
| 18.) Liquid container | <The item holds liquid. Gives you submenus 10, 11, 12, 13>  |
| 19.) Key              | <The item is a key. Gives you submenu 10, where you enter the room vnum where it is used>   |
| 20.) Food             | <The item is edible. Gives you submenus 10, 13>   |
| 21.) Money            | <The item will turn into copper coins when picked up. gives you submenu 10>   |
| 22.) Pen              | <The item may write upon other items (notes)<br>NOT FUNCTIONAL>   |
| 23.) Boaat            | <The item is a boat>  |
| 24.) Fountain         | <The item is a fountain. Gives you submenus 10, 11, 12, 13>   |
| 25.) Portal           | <The item is a portal-type. gives you submenus 11, 12, 13. See OPORTAL>   |
| 26.) Gate             | <Gate-type, created by the gate spell. system-set - DO NOT USE>   |
| 27.) Gem              | <This item will confer a one-time mana boost upon the user. Gives you submenu 10, 11, 12 & 13>  |
| 28.) Tome             | <This item will allow Magicians to add whatever spells are set in it to their known spells on a permanent basis. Gives you submenu 10, 11, 12 & 13> |
| 29.) Dagger           | <Weapon type. Gives you submenus 11, 12, 13>  |
| 30.) One-handed axe   | <Weapon type. Gives you submenus 11, 12, 13>  |
| 31.) Two-handed axe   | <Weapon type. Gives you submenus 11, 12, 13>  |
| 32.) Polearm          | <Weapon type. Gives you submenus 11, 12, 13>  |
| 33.) Spear            | <Weapon type. Gives you submenus 11, 12, 13>  |
| 34.) Staff            | <Weapon type. Gives you submenus 11, 12, 13>  |

- 35.) One-Handed Sword <Weapon type. Gives you submenus 11, 12, 13>
- 36.) Two-Handed Sword <Weapon type. Gives you submenus 11, 12, 13>
- 37.) One-Handed Hammer <Weapon type. Gives you submenus 11, 12, 13>
- 38.) Two-Handed Hammer <Weapon type. Gives you submenus 11, 12, 13>
- 39.) One-Handed Cudgel <Weapon type. Gives you submenus 11, 12, 13>
- 40.) Two-Handed Cudgel <Weapon type. Gives you submenus 11, 12, 13>
- 41.) Whip <Weapon type. Gives you submenus 11, 12, 13>

### WEARFLAG - RoAOLC's oedit tool's wear positions submenu

- 1.) Take : The item may be picked up
- 2.) Finger : Worn on the finger (1 of two finger slots)
- 3.) Neck : Worn about the neck (1 of 2 neck slots)
- 4.) Body : Worn upon the body
- 5.) Head : Worn upon the head
- 6.) Legs : Worn upon both legs
- 7.) Feet : Worn upon both feet
- 8.) Hands : Worn upon both hands
- 9.) Arms : Worn upon both arms
- 10.) Shield : Used as a shield
- 11.) About : Worn about the body
- 12.) Waist : Worn about the waist
- 13.) Wrist : Worn upon a wrist (1 of 2 wrist slots)
- 14.) Wield : Wieldable
- 15.) Hold : Holdable
- 16.) Throw : Throwable. See ORANGED for more info
- 17.) Back : Held in the lightsource slot

### XTRAFLAG - RoAOLC's object editing tool's xtras flags, part.1

Any combination of these may be used on the same item.

- 1.) Glowing <gives the (glowing) visual effect>
- 2.) NoClient <Object does not list in the client. Used for Boards>
- 3.) NoLocate <thwarts the locate object spell>
- 4.) NoSell <Object cannot be sold>
- 5.) Evil <the item will glow red if detect-evil or heartsight is affecting the character. This will also make a spelleq weapon cast its spell upon the wielder unless remove curse is cast on it each time the wielder enters the game>
- 6.) Invisible <the item is invisible>
- 7.) Magical <the item will glow blue to folks with detect-magic. See also OMATERIALS>
- 8.) NoDrop <the item is 'cursed' and cannot be dropped>
- 9.) Blessed <the item has been blessed>
- 10.) NoGood <folks with aligns of 250+ and above cannot use this>
- 11.) NoEvil <folks with aligns of -250 and below cannot use this>
- 12.) NoNeutral <folks with aligns of -250 to 250 cannot use this>
- 13.) NoSave <the item will disappear from the inventory when a person quits. Keys are automatically flagged NoSave.>
- 14.) NoDonate <the item cannot be donated>
- 15.) NoInvis <the item cannot be made invisible when the caster is.>
- 16.) Spelleq <the item is spelleq. See OSPELLEQ>
- 17.) Recharge <flags an item as rechargeable. Should only be used on wands or staves.>
- 18.) NoSorcerer <NO LONGER USED>

- 19.) NoPriest <NO LONGER USED>
- 20.) NoMyrmidon <NO LONGER USED>
- 21.) NoThief <NO LONGER USED>
- 22.) NoMinstrel <NO LONGER USED>
- 23.) Dual\_Hold <Blackguards may hold this item and use it with the dual wield skill>
- 24.) NoTotemist <NO LONGER USED>
- 25.) Bouyant <the item will go to the float\_to room if dropped underwater>
- 26.) Waterproof <water will not damage this item>
- 27.) NoChokidar <NO LONGER USED>
- 28.) Instrument <bards may use this as an instrument with the play skill>
- 29.) Anchored <if dropped underwater, the item will not float, drop, or move with the current>
- 30.) NoSavokiir <NO LONGER USED>
- 31.) NoMonshai <NO LONGER USED>

## **XTRAF2 - RoAOLC's oedit tool's second submenu of item extras**

Any combination of these may be used on the same item.

- 1.) NoYuannor <Yuannors may not use this item>
- 2.) NoAle'un <Ale'uns may not use this item>
- 3.) NoHalf-Elf <S'Ale'Uns may not use this item>
- 4.) NoUloitha <Uloitha may not use this item>
- 5.) NoGwirath <Gwirath may not use this item>
- 6.) NoZha'un <Zha'un may not use this item>
- 7.) NoEowujar <Eowujar may not use this item>
- 8.) NoP'Allarri <P'Allarri may not use this item>
- 9.) NoN'Allarri <N'Allarri may not use this item>
- 10.) NoL'Zyarn <L'Zyarn may not use this item>
- 11.) Bank <folks may withdraw/deposit/balance when this item is in the room>
- 12.) NoAuction <the item may not be auctioned>
- 13.) Throwable <the item is throwable. gives you submenu 30. See ORANGED>
- 14.) NoMagician <NO LONGER USED>
- 15.) NoGiaour <NO LONGER USED>
- 16.) NoAssassin <Only non-assassins may use this item - NOT USED ANYMORE>
- 17.) Assassin <Only assassins may use this item - NOT USED ANYMORE>
- 18.) RemortOnly <Only Remorts may use this item>
- 19.) NoMinotaur <Makkar may not use this item>
- 20.) NoPrrmyr <Prrmyr may not use this item>
- 21.) NoVandar <Vandar may not use this item>
- 22.) NoS'Uloitha <S'Uloitha may not use this item>
- 23.) Effigy <This item can be transformed into a mob and back into an object. Turns on SubMenu 32.>
- 24.) ObjProc <This flags an object with proc code. Ask an experienced proc coder for help.>
- 25.) NoTrokhon <Trokhon may not use this item>

## AFFECTATIONS - RoAOLC's oedit tools object affections submenu

Only two of these may be used at one time. Be sure to adhere to the MUD's builders' guidelines for these powerful affections.

- |  |                   |   |
|--|-------------------|---|
| 1.)  | None              | <no special affects>                          |
| 2.)  | Strength          | <strength modification. -/+>                  |
| 3.)  | Dexterity         | <dexterity modification. -/+>                 |
| 4.)  | Intelligence      | <intelligence modification. -/+>              |
| 5.)  | Wisdom            | <wisdom modification. -/+>                    |
| 6.)  | Constitution      | <constitution modification. -/+>              |
| 7.)  | Hit and Dam Rolls | <modifies "to hit" and "damage" both. -/+>    |
| 8.)  | Class             | <class change. UNUSED>                        |
| 9.)  | Level             | <level change. UNUSED>                        |
| 10.)   | Age               | <age modification. -/+>                       |
| 11.)   | Char_Weight       | <weight change. UNUSED>                       |
| 12.)   | Char_Height       | <height change. UNUSED>                       |
| 13.)   | Mana              | <mana modification. -/+>                      |
| 14.)   | Hit               | <hit points modification. -/+>                |
| 15.)   | Move              | <movement modification. -/+>                  |
| 16.)   | Gold              | <gold modification. UNUSED>                   |
| 17.)   | Experience        | <experience modification. UNUSED>             |
| 18.)   | Armor             | <AC bonus/penalty. -/+>                       |
| 19.)   | Hitroll           | <hitroll modification. -/+>                   |
| 20.)   | Damroll           | <damroll modification. -/+>                   |
| 21.)   | Save_vs_Heat      | <saving throw modification. -/+>              |
| 22.)   | Save_vs_Cold      | <saving throw modification. -/+>              |
| 23.)   | Save_vs_Magic     | <saving throw modification. -/+>              |
| 24.)   | Save_vs_Poison    | <saving throw modification. -/+>              |
| 25.)   | Save_vs_Breath    | <saving throw modification. -/+>              |
| 26.)   | Hit_Regen         | <hitpoint regen boost/penalty>                |
| 27.)   | Mana_Regen        | <mana regen boost/penalty>                    |
| 28.)   | Move_Regen        | <movement regen boost/penalty>                |
| 29.)   | Rituals           | <modifies # of rituals per day for Totemists> |
| THE FOLLOWING AFFECT MOBS BASED ON THE MOB CLASS MENU (#30 IN MEDIT) |                   |   |
| 30.)   | Hit vs Yuannor    | <modifies "to hit" against Yuannor only>      |
| 31.)   | Dam vs Yuannor    | <modifies "damage" against Yuannor only>      |
| 32.)   | Hit vs Ale'un     | <modifies "to hit" against Ale'un only>       |
| 33.)   | Dam vs Ale'un     | <modifies "damage" against Ale'un only>       |
| 34.)   | Hit vs S'Ale'un   | <modifies "to hit" against S'Ale'un only>     |
| 35.)   | Dam vs S'Ale'un   | <modifies "damage" against S'Ale'un only>     |
| 36.)   | Hit vs Zha'un     | <modifies "to hit" against Zha'un only>       |
| 37.)   | Dam vs Zha'un     | <modifies "damage" against Zha'un only>       |
| 38.)   | Hit vs Uloitha    | <modifies "to hit" against Uloitha only>      |
| 39.)   | Dam vs Uloitha    | <modifies "damage" against Uloitha only>      |
| 40.)   | Hit vs Gwirath    | <modifies "to hit" against Gwirath only>      |
| 41.)   | Dam vs Gwirath    | <modifies "damage" against Gwirath only>      |
| 42.)   | Hit vs L'Zyarn    | <modifies "to hit" against L'Zyarn only>      |
| 43.)   | Dam vs L'Zyarn    | <modifies "damage" against L'Zyarn only>      |
| 44.)   | Hit vs P'Allarri  | <modifies "to hit" against P'Allarri only>    |
| 45.)   | Dam vs P'Allarri  | <modifies "damage" against P'Allarri only>    |
| 46.)   | Hit vs N'Allarri  | <modifies "to hit" against N'Allarri only>    |
| 47.)   | Dam vs N'Allarri  | <modifies "damage" against N'Allarri only>    |
| 48.)   | Hit vs Dragons    | <modifies "to hit" against Dragons only>      |
| 49.)   | Dam vs Dragons    | <modifies "damage" against Dragons only>      |
| 50.)   | Hit vs Mammals    | <modifies "to hit" against Mammals only>      |
| 51.)   | Dam vs Mammals    | <modifies "damage" against Mammals only>      |

## AFFECTATIONS (Continued)

52.)	Hit vs Avians	<modifies "to hit" against Avians only>
53.)	Dam vs Avians	<modifies "damage" against Avians only>
54.)	Hit vs Insects	<modifies "to hit" against Insects only>
55.)	Dam vs Insects	<modifies "damage" against Insects only>
56.)	Hit vs Arachnids	<modifies "to hit" against Arachnids only>
57.)	Dam vs Arachnids	<modifies "damage" against Arachnids only>
58.)	Hit vs Reptiles	<modifies "to hit" against Reptiles only>
59.)	Dam vs Reptiles	<modifies "damage" against Reptiles only>
60.)	Hit vs Goblinoids	<modifies "to hit" against Goblinoids only>
61.)	Dam vs Goblinoids	<modifies "damage" against Goblinoids only>
62.)	Hit vs Bipeds	<modifies "to hit" against Bipeds only>
63.)	Dam vs Bipeds	<modifies "damage" against Bipeds only>
64.)	Hit vs Quadripeds	<modifies "to hit" against Quadripeds only>
65.)	Dam vs Quadripeds	<modifies "damage" against Quadripeds only>
66.)	Hit vs Aquatic	<modifies "to hit" against Aquatic only>
67.)	Dam vs Aquatic	<modifies "damage" against Aquatic only>
68.)	Hit vs Crustaceans	<modifies "to hit" against Crustaceans only>
69.)	Dam vs Crustaceans	<modifies "damage" against Crustaceans only>
70.)	Hit vs Vegetation	<modifies "to hit" against Vegetation only>
71.)	Dam vs Vegetation	<modifies "damage" against Vegetation only>
72.)	Hit vs Ethereal	<modifies "to hit" against Ethereal only>
73.)	Dam vs Ethereal	<modifies "damage" against Ethereal only>
74.)	Hit vs Magical	<modifies "to hit" against Magical only>
75.)	Dam vs Magical	<modifies "damage" against Magical only>
76.)	Hit vs Crystalline	<modifies "to hit" against Crystalline only>
77.)	Dam vs Crystalline	<modifies "damage" against Crystalline only>
78.)	Hit vs Fire-Based	<modifies "to hit" against Fire-Based only>
79.)	Dam vs Fire-Based	<modifies "damage" against Fire-Based only>
80.)	Hit vs Ice-Based	<modifies "to hit" against Ice-Based only>
81.)	Dam vs Ice-Based	<modifies "damage" against Ice-Based only>
82.)	Hit vs Air-based	<modifies "to hit" against Air-based only>
83.)	Dam vs Air-based	<modifies "damage" against Air-based only>
84.)	Hit vs Earth-based	<modifies "to hit" against Earth-based only>
85.)	Dam vs Earth-based	<modifies "damage" against Earth-based only>
86.)	Hit vs Giants	<modifies "to hit" against Giants only>
87.)	Dam vs Giants	<modifies "damage" against Giants only>
88.)	Hit vs Undead	<modifies "to hit" against Undead only>
89.)	Dam vs Undead	<modifies "damage" against Undead only>
90.)	Hit vs Eowujar	<modifies "to hit" against Eowujar only>
91.)	Dam vs Eowujar	<modifies "damage" against Eowujar only>

## **MATERIALS** - RoAOLC's oedit tool's object materials guide

Objects take damage when hit and use, just as players do. The submenus 26, 27, and 28 are used to set how tough an item really is. Submenu 28 gives you a long list of item materials, each with its own preset toughness. This toughness will appear in submenu 27 when set in 28, and represents how much damage (the same sort of damage taken as hit points and decided in a damroll and modified by damroll bonuses and so forth) the item can take before it breaks. The FIXER mob xtraspecial can be used for folks to repair their items as they are damaged and before they break.

Here is how to use these three submenus:

- 1) in submenu 28, choose a material type,
- 2) in submenu 26, set how many damage points it has left, a number which must be equal to or lower than what appeared in submenu 27 when you set the material type.

Some items, such as rare magical items, are indestructible. Use this feature sparingly, as such items should be uncommon. To make an item indestructible, in submenu 8, turn on the MAGICAL flag. This will let you edit submenu 27, the object's maximum number of damage points. Set the value therein to -1. The item now is indestructible. Put the value in submenu 6 higher than zero to give it a 'excellent condition' rating when looked upon in this case.

## **THROWABLES** - RoAOLC's oedit tool's data on throwables

This submenu is activated when the XtraFlag2 flag "Throwable" is given to an item. This makes an item into a weapon that can be thrown. As such, the weapon gets thrown damage independent of its normal melee damage.

```
RoAOLC v2.3 ObjectEdit ThrowDice Menu
1.) To Hit modifier      : 0
2.) To Damage NumDice   : 0
3.) To Damage SizeDice  : 0
4.) To Damage Bonus     : 0
```

Numbers 1 and 4 are the equivalent of setting the "Hitroll" and "Damroll" affectations in menu 17. Numbers 2 and 3 are the equivalent of setting menu options 11 (# of DamDice) and 12 (DamDice Size) on weapons. An item does not have to be a weapon to be throwable.

## **EFFIGY** - RoAOLC's oedit invocable item tool

When an item is flagged effigy, it means that when the item is held and invoked, it will disappear temporarily and a mob will be loaded in its place, a mob that is under the control of the player who invoked the item. The mob number must be entered into menu #32, and it must be the number of an existing mob or it might crash the MUD when invoked.

**CRAFTSMANSHIP** - RoAOLC's oedit tool's item craftsmanship level.

This setting determines how well-crafted the object is. The base level of craftsmanship plays into the setting of the object minlevel according to the building charts.

## RoAOLC v2.3 Generic Selection Menu

- |                          |                          |                          |
|--------------------------|--------------------------|--------------------------|
| 1.) Average, Type A      | 2.) Average, Type B      | 3.) Average, Type C      |
| 4.) Exceptional, Type A  | 5.) Exceptional, Type B  | 6.) Exceptional, Type C  |
| 7.) Masterworked, Type A | 8.) Masterworked, Type B | 9.) Masterworked, Type C |
| 10.) Enchanted, Type A   | 11.) Enchanted, Type B   | 12.) Enchanted, Type C   |
| 13.) Magical, Type A     | 14.) Magical, Type B     | 15.) Magical, Type C     |
| 16.) Legendary, Type A   | 17.) Legendary, Type B   | 18.) Legendary, Type C   |

Only weapons should be flagged as a "Type B" or "Type C" item, as it affects the amount of damage they do (which is set automatically when a craftsmanship level is selected). All other item types should simply use the "Type A" craftsmanship levels.

**PORTAL** - RoAOLC's oedit tool's portal object type

Portal-type objects are very powerful. They, when held, may zap the user immediately to any room, anywhere in the MUD, specified by the builder. Use such items carefully.

- |                           |   |
|---------------------------|---|
| 11.) Max charges: 0       | <how many times the item may be used, total>    |
| 12.) Charges left: 0      | <how many times it may be used, remaining>      |
| 13.) Teleport to(vnum): 0 | <a room vnum where the item puts the user into> |

**SCROLLS/POTIONS** - RoAOLC's oedit tool's scrolls and potions object types

Scrolls and potions, being magic-casting items, have their values defined by the list of guidelines upon the board in room 1209. Adhere to these guidelines.

A scroll-type item may be recited upon any target within the room or a player's inventory. A potion-type item may only be used on the person who has possession of the potion, as it must be quaffed. These two item types, chosen in submenu 6, give you submenus 10, 11, 12, and 13.

- |                     |  |
|---------------------|--|
| 10.) Spell level: 0 | <the level which this spell mimics. used in deciding its duration and power> |
| 11.) Spell 1:       | <spell 1 of three that it may cast>  |
| 12.) Spell 2:       | <spell 2 of three that it may cast>  |
| 13.) Spell 3:       | <spell 3 of three that it may cast>  |

You needn't specify three spells, and you may double- or triple-up on spells, mixing them how you like. Be sure to adhere to the prices guidelines.

**SPELLEQ** - RoAOLC's oedit tool's spelleq xtra flag

Spelleq is quite possibly the most powerful part of the oedit tool, allowing the builder to create extremely powerful items. Spelleq items do a number of things. One thing which they do is cause the user of the item to be affected by any one or more spells for as long as that item is used/worn/held/wielded. Another thing is, with weapons, cause the opponent to be the target of a spell (usually offensive) during battle.

Adding the spelleq xtra flag in oedit's submenu number 8 gives you three new submenus: 23, 24, 25. Submenu 23 gives you the list of spells which spell-casting items (wands/staves/scrolls/etc) give you. Select one spell from this list. This is the spell which will

be periodically cast by weapons during battle. To have this spell cast upon the wielder rather than the enemy, add also the EVIL flag from submenu 8.

In submenu 24, which is identical to medit's mob affection's submenu, you choose which submenu, you choose which spell(s) the user of the item will be affected by all the while s/he is using the item. Use the class-restricting flags in submenu 8 to do keep certain weapons with certain affects out of the hands of certain classes.

In submenu 25, choose which additional spell(s) the user of the item will be affected by while using the item. These mirror shaman rituals for the most part. All of these, from 24 and 25, should be fairly self-explanatory. For questions, refer yourself to the section on medit and its mob affects submenus, or send mail to the RoAMUD mailing list.

One special note from submenu 25: the LIGHT spelleq affect causes the item to act as a light, adding light to the room whenever and wherever worn. For example, a glowing ring, when placed upon the finger, will light up just like a LIGHT-type object will when held in the light-source position.

### **STAFF/STAVES/WANDS - RoAOLC's oedit tool's staves and wands guide**

A staff-type object must be held (and therefore have the HOLD wear flag) to be used. Issuing the 'use <staff name>' command causes the user to 'tap the staff three times on the ground,' and the staff, if it retains any charges, will cast its spell(s) upon the holder.

Wands work in the same manner, but a target must also be supplied, as they are used for casting spells upon others.

Selecting either of these two object types in submenu 6 gives you submenus 10, 11, 12, and 13. They are explained below:

- 10.) Spell level: 0            <the level which this spell mimics. used in deciding its duration and power>
- 11.) Max charges: 0         <how many charges the item may have, total>
- 12.) Charges left: 0        <how many charges the item has at present, left>
- 13.) Spell:                    <what spell the item casts>

## **Section VI: So you think you're done building, eh?**

### **A: Adjusting mobs and objects for worth and minlevel.**

Once you've built your mobs and objects, you will need to set the level and experience on the Mobs according to AR standards, and set the value on objects as well. These both can be done with commands which use a uniform formula, so that MUD balance is maintained, at least for experience given and item worth.

#### I. Mobs - There are three commands:

1. chart <vnum of mob>  
This will give you the projected level, and experience, and suggested maximum hit points and amount of money. Only the projected level and experience should be paid attention to, as the other two pieces of information are not accurate.
2. adjust <vnum of mob>  
This command will make the level and experience point value changes that the chart command suggests.
3. zone/adjust <zone #>  
This command will use the adjust command on every mob in a zone, all at once. This should be run when you're done building mobs.

#### II. Objects - There are two commands:

1. gadjust <vnum of object>  
This sets the value of the object according to the AR pricing standard.
2. zone/gadjust <zone #>  
This command will use the gadjust command on every object in a zone, all at once. This should be run when you're done building objects.

### **B: Loading mobs and objects.**

Once you've built your rooms, mobs and objects, you'll need to actually load your mobs into the rooms, and load the objects they're going to wear, wield and hold. New builders may or may not have access to the "load" command at first, but by the time you complete your first zone, you should be able to load your own editables.

The command is simply "load", but it can be used to load mobs or objects, depending on how it's used. Objects and mobs can be loaded by number or name. Loading by number guarantees that you get the object you want. Loading by name is less certain.

#### Syntax:

- load m <vnum/name> - Loads a mob into the room the imm is in.
- load o <vnum/name> - Loads an object into the imm's inventory.

There are commands that can help determine what mob/object to load. For using the object or mob number, the mlist and olist commands will give you the full list of available creatures and items in the zone.

For loading something by name, the "vnum" command is a helpful tool. With it, you can see all the available objects and mobs that answer to a keyword that you supply.

Syntax:

vnum <o/m> <keyword> - Lists all mobs/objects with the keyword given.

Once you have your mob loaded, and your objects loaded, simply give the objects to the mob, so that they are in the mob's inventory. Then you can use the F-commands to have them manipulate them. NOTE: If a mob seems unable to wear/wield/hold an item, there are a few common things to check before seeking help: Check to see, if the item is invisible, if the Mob can see the item (if the Mob has Detect Invisible flagged). Check to see if the object has one of the NoClass or NoRace flags that conflicts with flags set on the Mob. Check to see if the minlevel on the object is higher than the Mob's level.

The F-Commands are as follows:

<u>Command</u>	<u>Syntax</u>	<u>Information</u>
fget	fget <mobname> <objname>	Forces a mob to get something in the room it is in.
fwear	fwear <mobname> <objname>	Forces a mob to wear something in its inventory.
fwield	fwield <mobname> <objname>	Forces a mob to wield something in its inventory.
fgrab	fgrab <mobname> <objname>	Forces a mob to hold something in its inventory.
fremove	frem <mobname> <objname>	Forces a mob to remove & drop something it is wearing.
fdrop	fdrop <mobname> <objname>	Forces a mob to drop something in its inventory.

Lastly, there is a command that will help you see what zones your zone connects to and is connected to from. This is especially useful if you are revamping an already-built zone.

Syntax:        show links <zone #>

### **C: Power Escalation, or "Why you can't build the ultimate anything."**

Everyone wants people to play in their zone, and on a MUD with players who constantly seek out the best, most powerful items, it can be hard not to succumb to the desire to make a new "best in game" item. The problem with doing that is that, if every new zone tops all the rest of the zones on the MUD, soon it becomes almost ludicrous the lengths a builder will go to, to try to build the newest "best" zone, and balance will suffer.

There are steps you can take to keep power escalation from happening in your zone, and other ways to entice players to see and enjoy all that you've worked so hard to build. Dzauron, the Questmaster for Aurealan Realms, has provided a small treatise on how to keep "power escalation" from creeping into your zone.

*"When building items, be aware whether/if/how an item of similar power can be already gotten in another zone/quest.*

*If an item of simliar or greater power can already be found in the realms, make sure that your item is slightly harder to get. Be it the mob's difficulty or the load rate of the item, make the obtaining of your item more difficult and/or the loadrate lower than that of the existing item.*

*For example :*

*"Sword o' doom" loads on the red dragon and gives +20 damage. You decide that "a sword o' ye olde ultimate doom" is needed with same stats. Ensure that your red dragon is tougher than the pansy red dragon loading the "sword o' doom".*

*This ensures that your work does not cause other zones/items to become obsolete, which leads to the need for revamps and the endless struggle of escalating power. This makes everyone a winner.*

*Additionally, if you want to make an item that is very similar to an existing item, but dont feel your item can compete, speak to the builder of the zone/quest to see if you can reach some sort of an agreement in relation to splitting the target audience of both items.*

*For example:*

*"Ethereal Suit" is one of the best armors in the game. The quest is insanely difficult and pieces load rarely for it, on tough mobs. You build a "Plate o' Doom" with same stats, but cannot make obtaining of the item any harder. Additionally, you are worried that none will get your "Plate o' Doom" because everyone has "Ethereal suit". All stats/slots are already pushed to the limit of the charts and you find that its impossible to improve on the "etherial suit".*

*The solution is simpler than you think. You approach the builder of the quest and discuss both armors and in the end decide that your "Plate o' Doom" will be for evil people, while the other person's "Ethereal suit" will be for good people. You then beat up some newbie builder until they come up with a neutral version.*

*Through this you split the audience (people who like ubah arm0rz) between the two items and both of them get enough use to make your work worthwhile :)*