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About

Customize Silkroad Online server files (v1.188) through DLL injection.

#addon #gameserver #silkroad #vsro

#shardmanager

📖 Readme

⚖ MIT license

⎍ Activity

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Report repository

Releases 6

⬙ **vSRO-ServerAddon 1.0.5.0** Latest
on Sep 14, 2021

+ 5 releases

Languages

● C++ 99.6%   ● C 0.4%

vSRO-ServerAddon

Customize Silkroad Online server files (v1.188) behavior through DLL injection.

Features

- Easy to inject using *Stud_PE*
- Patch values from memory directly
- Define all options from their respective config file
- Execute actions from Gameserver (to support N modules, N tables will be created)

How to use?

1. Make a backup from your `SR_GameServer.exe` and `SR_ShardManager.exe` just in case something goes wrong
2. Download, install, and execute *Stud_PE*
3. Extract `vSRO-ServerAddon.bin.zip` to the folder where your server files are located
4. Drag & drop `SR_GameServer.exe` into *Stud_PE*
5. Go to `Functions` tab, right click into any line at left blue panel and click `Add New Import`
6. Click `Dll Select` and find `vSRO-GameServer.dll`
7. Click `Select func` and select the one there, then `OK`
8. Click `Add to list` and click `ADD`, then `OK`
9. Done! Just repeat Step 4 to 8 using `SR_ShardManager.exe` and `vSRO-ShardManager.dll`

Gameserver Actions

Execute gameserver actions in realtime with a simple `INSERT` query into `SRO_VT_SHARD.dbo._ExeGameServer` which is created automatically if doesn't exist.

Examples

1. Adds item(s) to the inventory from player

```
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
```

```sql
        Action_ID,
        CharName16,
        Param01, -- CodeName
        Param02, -- Amount
        Param03, -- Random stats (0 = Clean, 1 = Random)
        Param04 -- Plus
)
VALUES
(
        1,
        'JellyBitz',
        'ITEM_EU_SWORD_01_A',
        1,
        0,
        3
);
```

2. Updates the gold amount from player by increasing (positive) or decreasing (negative)

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param02 -- Gold Offset
)
VALUES
(
        2,
        'JellyBitz',
        10000000 -- Increase by 10m
);
```

3. Updates the Hwan level (Berserk title) from player

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param02 -- HWAN level
)
VALUES
(
        3,
        'JellyBitz',
        6 -- "Duke"
);
```

4. Moves the player to the position on map

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param02, -- Region Id
        Param03, -- PosX
        Param04, -- PosY
        Param05 -- PosZ
)
VALUES
(
        4,
        'JellyBitz',
        25000,
        0,
        0,
        0
);
```

5. Moves the player to the position on map through game world id

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
```

```sql
        CharName16,
        Param02, -- GameWorldId
        Param03, -- Region Id
        Param04, -- PosX
        Param05, -- PosY
        Param06 -- PosZ
)
VALUES
(
        5,
        'JellyBitz',
        1, -- Default Map
        25000,
        0,
        0,
        0
);
```

6. Drops an item near player

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param01, -- CodeName
        Param02, -- Amount
        Param03 -- Plus
)
VALUES
(
        6,
        'JellyBitz',
        'ITEM_EU_SWORD_01_A',
        1,
        3
);
```

7. Transform an item to another one from inventory slot specified

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param01, -- New item CodeName
        Param02 -- Inventory slot
)
VALUES
(
        7,
        'JellyBitz',
        'ITEM_EU_SWORD_02_A',
        13 -- First inventory slot
);
```

8. Force reloading the player information by teleporting it on the same place

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16
)
VALUES
(
        8,
        'JellyBitz'
);
```

9. Adds a buff to the player. The duration will not be lost through teleports

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
```

```
            Param02, -- Skill Id (buffs only)
            Param03 -- Duration (seconds)
    )
    VALUES
    (
            9,
            'JellyBitz',
            8594, -- Ultimate screen (Lv.90)
            30 -- 30 seconds
    );
```

10. Creates a mob in the map position

```
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param02, -- RefObjId
        Param03, -- Region Id
        Param04, -- PosX
        Param05, -- PosY
        Param06 -- PosZ
)
VALUES
(
        10,
        '',
        1954, -- Tiger Woman
        24744, -- Jangan (S)
        968,
        -27,
        1114
);
```

11. Creates a mob in the map position through game world id

```
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param02, -- RefObjId
        Param03, -- GameWorldId
        Param04, -- Region Id
        Param05, -- PosX
        Param06, -- PosY
        Param07 -- PosZ
)
VALUES
(
        11,
        '',
        1947, -- tiger
        1, -- Default Map
        24744, -- Jangan (S)
        968,
        -27,
        1114
);
```

12. Set body state from player

```
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param02 -- Body State (0 = None, 1 = Berserk, 2 = Untouchable, 3 = GMInvincible, 4 = GMUntouchable, 5= GMInvisi
)
VALUES
(
        12,
        'JellyBitz',
        1
);
```

13. Updates the skill points

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param02 -- Skill points
)
VALUES
(
        13,
        'JellyBitz',
        1000 -- Increase 1k SP
);
```

14. Changes the guild grantname from the player

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param01 -- GrantName
)
VALUES
(
        14,
        'JellyBitz',
        'Jelly'
);
```

15. Set the life state from player

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param02 -- Life State (0 = Dead, 1 = Alive)
)
VALUES
(
        15,
        'JellyBitz',
        0 -- Dead
);
```

16. Updates level experience from player

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param02 -- Level Experience
)
VALUES
(
        16,
        'JellyBitz',
        1000000 -- Increase experience by 1m
);
```

17. Add skill points experience to player

```sql
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param02 -- Skill Points Experience
)
VALUES
(
        17,
        'JellyBitz',
```

```
        1000000 -- Increase experience by 1m (equivalent to 2500 SP)
);
```

18. Updates PVP cape type from player

```
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
        CharName16,
        Param02 -- PVP Type (0 = None, 1 = Red, 2 = Gray, 3 = Blue, 4 = White, 5 = Yellow)
)
VALUES
(
        18,
        'JellyBitz',
        5 -- Yellow (All are enemies)
);
```

19. Reduces health and/or mana points from player

```
INSERT INTO [SRO_VT_SHARD].[dbo].[_ExeGameServer]
(
        Action_ID,
        CharName16,
        Param02, -- HP reduced
        Param02 -- MP reduced
)
VALUES
(
        19,
        'JellyBitz',
        5000, -- Reducing HP only
        0
);
```

Action Result Code

```
UNKNOWN = 0
SUCCESS = 1
ACTION_UNDEFINED = 2
UNEXPECTED_EXCEPTION = 3
PARAMS_NOT_SUPPLIED = 4
CHARNAME_NOT_FOUND = 5
FUNCTION_ERROR = 6
```

Client Editions

For visualizing some server files changes on game client, a few ASM editions are required in your client. Check it out..

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> **Hey Thanks!**
>
> - Elitepvpers ASM/C++ coders leaving source codes and ideas to create this stuff