LEGEND	Meaning		
#	Non-game		
{}	Game		

Menu code

#-1	back		
#-2	Exit		
#a0	info	-->	#aa
			#ab
#b0	agents		
#c0	stats	-->	#ca
			#cb
#d0	lang (Private)	-->	#da{LANG_CODE}
#d1	lang (Grp)		#db|ID|{LANG_CODE}
			#dc|ID
			#dd|ID|Amt
			#de|ID|Amt
#d2	save config settings		
#e0	groups		
#f0	donate		
#g0	rate		
#h0	about		
#i0	support		

Msg code

0	Default
1	Exclude attk msg
2	Exclude shield msg
3	Exclude invuln msg

Game code

0	Normal
1	FFA

send_query code

start	Start of query (Attk / Ult / Heal)
healerOptionsAfterUlt	Attk / Heal after using ult
heal	
ult	Ult (single target)
(ult,num)	Ult (multi targ Eg. (ult,2)

proc_query code

{ATTACK}	Attack	
{HEAL}	Heal	
{|ULTYES|date}	Use ult	
{ULTNO}	Nvr use	
{|choice|targetAgentUserID|date}	Action	Eg. {|heal|12345678|59999999|}, {|ult|2

rules
upgrades

local stats
global stats

Changing language (private)	Eg. #daEN
Changing language (grp)	Eg. #da|-12345678|CN
Bring up no. of players settings	Eg. #dc|-12345678
Changing min no. of players	Eg. #dd|-12345678|-2
Changing max no. of players	Eg. #de|-12345678|5

2|12345678|019482649|}, {|ult|12345678|10000000|}