GUIDE TO SHAIYA CONFIGURATION

by ProfNerwosol for ~~www.elitepvpers.de~~ www.shaiyadevteam.info

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A) Known facts about Shaiya.

1. **Where can I find items used for Enchant in database?**

You will find the item needed for enhancement in PS_GameDefs.dbo.Items in *Reqluc* field. The value is ItemID of the item used. You can change the item simply by replacing the current ItemID with new ItemID of the item you chose.

Before you do so you should know that the data type of *Reqluc* field is *smallint signed*. What does it mean for you? It means that the values that can be stored are in range between -32768 and 32768. To store ItemID's above 32k you need to know two things. First, smallint is 16bit (16bit is 2 byte value which equals to 65536), second for ItemID's above 32k you need to subtract 65536 from ItemID of selected item.

Example:
- Let's take Ohgerton – to enhance it you need Black Magician Rune (Type=44, TypeID=068 – ItemID=44068) ... now, 44068 – 65536 = -21468, which is exactly the value of Reqluc.

- NOTE: you might find your database to have Reqluc values above 32768. This might cause the Game service to stay paused. It won't know how to process the data and throw an error numeric data overflow in logs.

2. **How can I change the colour of items name?**
- This value is stored in *ReqDex* field in database and in Item.SData.
- I don't recommend to change it in database. I believe it is used to sort items by their quality at Auction House, therefore any change, say to Goddess item, would cause invalid search results.
- Changes in Item.SData will be visual only and with no affect on the game.
- Here are the values and colour associated with it:
  - 0 – regular item (white),
  - 1 – Worship/Heroic (light blue),
  - 2 – Dread (dark blue),
  - 3 – Legendary (green),
  - 4 – Goddess (yellow),
  - 5 – Special (orange),
  - 7 – violet (consumable goods).

3. **How can I alter damage done by weapons or defence of armours?**
- To change damage you need to edit two fields in database (PS_GameDefs.dbo.Items):
  - Effect 1 – this is minimal damage done by a weapon,
  - Effect 2 – value by which minimal damage is increased (when added to Effect 1 it will tell you maximum damage a weapon can deal).
- To change defence or resistance added by armour you need to edit two fields:
  - Effect 3 – defence added by armour,
  - Effect 4 – resistance added by armour.
- Precautions:
  - change in database will be permanent. Once you change it the effect should be instantaneous , if not restart the service 'game',
  - values in database super-seed those in Item.SData. Which means when you alter database player will have the new Def value added, but in the item description it will still show the old one unless you change it in Item.SData as well.

4. **I created new weapons, how can I add them to Shaiya or replace the existing one?**
- Before I describe how to add new weapons or alter existing ones it is crucial for you to understand how they are configured.
- Configuration of appearance of a weapon is stored in *.ITM files, where * is Type from database, so for 1-h sword Type=01 and 01.ITM contains configuration for it.

- When you edit the ITM file you will see a list of 3DO and DDS files. 3DO files are models and DDS is a texture applied to a model. Count, both 3DO and DDS separately as they are. Do not try to sort them in any order, otherwise you will have errors when it comes to editing. When counting use Hex values starting from 0, write them somewhere, you will need them later on.
- I will use 01.ITM as base reference. What is after the last DDS file is very important. The value in 01.ITM is "4D hex" which is "77 dec" (this might be different for EP4 ITM). It tells you how many model/texture pairs are in the file. Consider it as the amount of weapons under this Type. It doesn't have to be the same as in Item.SData or database.
- As it is, the information after "4D" is incomprehensible. Select everything starting after "4D" until the end of the file and copy it to a text processor. Now, read carefully. Understanding this part will make editing other ITM files easier.
- Here is an extract from 01.ITM:
  - 00 00 00 00 00 00 00 00 00 00 00 FF FF FF FF
  - 16 00 00 00 01 00 00 00 00 00 00 00 FF FF FF FF 00 00 00 00 00 00 80 3F 01 00 00 00 01 00 00 00 01 00 00 00 FF FF FF FF
  - 16 00 00 00 01 00 00 00 00 00 00 00 FF FF FF FF 00 00 00 00 00 00 80 3F 01 00 00 00 02 00 00 00 02 00 00 00 FF FF FF FF
  - 16 00 00 00 01 00 00 00 00 00 00 00 FF FF FF FF 00 00 00 00 00 00 80 3F 01 00 00 00 03 00 00 00 03 00 00 00 FF FF FF FF
  - 16 00 00 00 01 00 00 00 00 00 00 00 FF FF FF FF 00 00 00 00 00 00 80 3F 01 00 00 00 04 00 00 00 04 00 00 00 FF FF FF FF
  - 16 00 00 00 01 00 00 00 00 00 00 00 FF FF FF FF 00 00 00 00 00 00 80 3F 01 00 00 00 08 00 00 00 08 00 00 00 01 00 00 00
- Explanation:
  - did you notice how each new line starts with "16"? This is the line separator you can use to separate the entries. It varies from file to file so don't take "16" for granted, instead see how the entries are organised.
  - everything between "16" and "3F 01" is unknown. I suspect it to be some kind of weapons positioning coordinates, but it's not confirmed,
  - there are two values between "3F 01" and "FF FF FF FF" → " 00 00 00 01 00 00 00 01 00 00 00". The first "01" is the number of 3DO file in order as it appears in 01.ITM, the second "01" is the number of DDS file in order as it appears in 01.ITM.
  - "FF FF FF FF" - I hope you noticed that the last line in the above example has "01 00 00 00" instead of "FF FF FF FF". Why? This is where the 'glow' is set. Blue for Legendary or water element weapons, red for Goddess or fire weapons, and so on.
  - 00 – blue glow, 01 – red glow, 02 – green glow, 03 – white glow.
- Summary:
  - I call values between "3F 01" and "FF FF FF FF" model/texture pair.
  - Once you organize all the entries, count them as they are in Hex starting from 0.
  - The number in order is the value under 3-rd byte in Item.SData. This is where you change items appearance. [sandolkakos provided a guide to Item.SData configuration, use it to find where this value is].
  - To make a Long Sword look like Falchion, simply change the 3-rd byte to that of Falchions.
- Examples: (it is not easy to understand it the first time, so I included examples to illustrate how it is done)
  - (taken from Item.SData) – Worship Gladius [01 21 03 04] - the 3-rd value is model/texture pair and "03" is the order number of the entry in 01.ITM – [00 00 00 03 00 00 00 03 00 00 00 FF FF FF FF]
  - first "03" = 01031.3DO, second "03" = 01031.DDS. Take your time to analyse it.
  - To give Worship Gladius a red glow, simply change the "FF FF FF FF" to "01 00 00 00".

5. **How can I change linking chance of Linking Hammer?**
   - Linking chance is stored in ReqVg field.

6. **I want to edit orange stats. Where can I find them?**
   - This information is stored in PS_GameData.dbo.CharItems in *CraftName* field.
   - I believe many of you expected it to be in separate fields with name that would tell you what you are looking at. To be honest so did I. SonoV programmers did a little trick again and used field which wasn't useful in EP3 and was disliked by some (it contained the name of a player who linked lapis to the item).
   - Let's move to editing. Here's an example:
     - 00100000000010000900
     - it doesn't tell much so let's format it: 00 10 00 00 00 00 10 00 09 00,
     - Here's what the values represent, starting from left:
     - Str, Dex, Rec, Int, Wis, Luc, HP, MP, SP, Lapisia
     - The above example adds: 10Dex, 1000HP, 900SP,
     - Possible values for Str to Luc are in range from 1 to 99. The game limits how much the orange stats add, but in database you can set each to 99.
     - HP, MP and SP are different. The range is the same, but what it adds in game is multiplied by 100. So HP = 10 in the above example will add 1000HP in game. Game limits the max value to around 1,300HP, however in DB you can easily set it to 9,900HP.
     - Last is lapisia and it's different from all of the above. For weapons enhancement starts at 1 and goes up to 20. Armour enhancement starts at 50 and goes up to 70. These numbers represent 20 levels. I believe you are asking yourself, can it go any higher? Yes, it can. You can set weapon enhancement to 30 and armour enhancement to 80 (which equals to [30]).

7. **How can I make an item that cannot be traded, tradeable?**
   - You need to change ReqOg value in Item.SData.
   - Simply set it to '0'. '1' means the item cannot be traded or dropped.
   - You don't need to change it in Database, Item.SData is enough.

8. **How to fix 'Snob Value Box' or make other bags drop random items?**
   - This is not set in database but is server side. All configuration is in one file called *ItemCreate.ini*. When you open it you will find something like [ItemCreate_1] and two rows of numbers. Here is what it all means.
   - [ItemCreate_1] – it tells Shaiya which set of items will drop under this configuration. How the set is set? The left row is actually Grade from PS_GameDefs.dbo.Items, the right one is drop chance. If you want a particular item to drop under *[ItemCreate_1]* just add its Grade in left column and drop chance in right. Remember to separate entries with TAB or it might not work.
   - Now the database. How does it know which set of grade's to use for i.e. Snob Value Box? Do a search for Snob Value Box and check ReqVg field. This is where the number from [ItemCreate_1] is inserted. I chose set 34 ([ItemCreate_34]) but you can choose any one you want and modify it to suit your own needs.
   - Did you notice that some values in right column go well above 100? Here's what values grater than 100 do. Regular drop chance is in range from 0-100 which is 0%-100%. You want a grade of items to always drop when a bag is used? Set it to 100. However, when you have many grades and you want all of them to give items (if drop chance is below 100 and the roll is not successful player won't get anything), BUT some should drop more often and others, like elemental lapis, should be rare, leaving 100 is not enough. This is what values above 100 do. Let's take two grades for the needs of this tutorial. Let's set first to 100% and the other to 1000%. What will happen when you use the item? The 2nd grade with 1000% will drop most of the time whereas the 1st with 100% only occasionally. It

sets priority, which grade is more likely to be chosen.

- *[By __Zen TeRRoR__]* - If your Snob Value Box or any other item that randomly gives items doesn't work after following the above check 'Special' field in PS_GameDefs.dbo.Items. The value should be 42, so if you find anything else change it.

9. **Is it possible to change where lapis can be linked?**
   - Yes. You can change where, let's say, Craft lv6 lapis can be linked. By default you cannot link it with gloves. This could be something SonoV came up to keep the game balanced, BUT! It's such a waste of slots when you want to link Craft yet you cannot. Here's how you change it.

   - First! I found the configuration where I least expected it. It's all in database in PS_GameDefs.dbo.Items. Fields that affect it start with Country and end at ReqStr. It's exactly 10 fields, just as much there is linkable items.

   - Do a search for Craft lapis lv6. Check the numbers for those fields and you will notice that at least two of them have value equal 0. List below will tell you which field you need to change to make your lapis of choice linkable to chosen part of armour:
     - ReqLevel – Weapon
     - Country – Helmets
     - Attackfighter – Upper armour
     - Defensefighter – Lower armour
     - Patrolrogue – Shield
     - Shootrogue – Gauntlet
     - Attackmage – Shoes
     - DefenseMage – Ring
     - Grow – Necklace
     - ReqStr – Bracelets (loops)

   - Simply change one of these fields to 1. Remember to do so in Item.SData as well otherwise what player sees won't be the same as database configuration.

10. **Funny glitch you can use for players amusement.**
    - It is actually not a glitch but rather something the game allows and doesn't have any backup system to prevent it. What the glitch is? You can play as an AoL character on UoF side being seen by the game as UoF faction member.
    - You can do that either by:
      - writing a UM Restore script that doesn't do a check for player loosing all characters, being reverted to faction selection screen and while waiting for dead UM's to be restored, changing to other side and creating new toons. This is due to UserUID being one of the most important things in database to identify user and is used to check for free slots. Your account is recognised by it regardless of the faction you chose.
      - changing the Country value in PS_GameData.dbo.UserMaxGrow from '0' (AoL) to '1' (UoF). Value of '2' means faction selection screen. This way you will become a Fury member, you will be recognised as a Fury member but you will be able to wear Light gear only. Light side will see you as their enemy of course. This change is like loosing all characters and starting all over again, except you keep yours.

11. **Which is more important database or configuration files in data.saf?**
    - Database of course. Configuration in Database supersedes anything that is in Item.SData and other files. I mean files like Item.SData, Cash.SData, Monster.SData, Skill.SData. NPCQuest.SData is different from others as it is server side. This means that if you are updating your client from EP4 to

EP5 you should update NPCQuest.SData as well. Otherwise you will be missing monsters or NPC's on maps. With other files, any value that is not the same as in Database will be overridden by the DB. A lot of monster configuration is available in database only.

- This might sound that you are left with little freedom in configuring your client. It's not entirely true. Visual side of the game like weapons or armour appearance, models, maps, etc. is client side. Weapon description, messages shown in text boxes, sentences spoken by some monsters can be set in the client. This means localisation if you are up for it. Armours you can change easily. It is explained in this guide in point 4. Some values like allowing special weapons to be traded appears to be client side and database doesn't seem to affect it. There might be other values. I am open to suggestions.

12. **How to change Status Points gained per level?** [*by AriezOMG and Danco1990*]

- Open Cheat Engine, hook into the process, "ps_game" (your server should be running for all of this). Change it to 2 byte value, level up and search for your status points after you level, for me it was "9", so I searched it. Use one status point and search for the amount of status points you have left after.

- Repeat until you have 1 code.

- Add the address to your code list, right click it and go to find out what accesses this address.

- Go back to your game window and level once more. you will have a code. It should look something similar to "66 83 87 38 01 00 00 09" for your hex code.

- Open HxD (this is what I use for hex editing in most cases) and press CTRL + F to search for "66 83 87 38 01 00 00 09", switch the Datatype to "Hex-values" Then click "OK" for it to search.

- Edit this to be the amount of status points you want. (10=0A, 11=0B, 12=0C, 13=0D and so on). Edit it into the hex code as the amount of status points you want to get per level.

- Shut down your server and save the ps_game.exe and replace your old one with it, I recommend keeping a copy of your old one just in case, better safe than sorry.

- Start up your server and it should all be working.

- NOTE: For me the UM hex code was "66 83 87 38 01 00 00 09" and the HM was "66 83 87 38 01 00 00 07" ITS MOST LIKELY THE SAME FOR YOU. Also, status reset stone's will mess up and give you the old amount of status points, some have figured this out. I have yet to figure it out, I just know it's not as simple as the status point changing and has to be done in ollydbg.

- Full guide can be found at www.elitepvpers.de site. Permalink to the post: Ariez's Small Guides

13. Map list – useful to GM's.

0 - D-Water Borderland 1-60 pvp map
1 - Erina (Keolloseu)
2 - Reikeuseu (Gliter)
3 - D-Water Dungeon-1 (D1)
4 - D-Water Dungeon-1 Lich's Room (D1-2)
5 - Cornwell's Ruin
6 - Cornwell's Ruin (Asmodeus's Room)
7 - Argilla Ruin
8 - Argilla Ruin (Knight's Room)
9 - D-Water Dungeon 2 level 1
10 - D-Water Dungeon 2 level 2
11 - D-Water Dungeon 2 level 3 - Kimuraku level
12 - Cloron's Lair level 1
13 - Cloron's Lair level 2
14 - Cloron's Lair level 3 - Cloron Dragon level
15 - Fantasma's Lair level 1
16 - Fantasma's Lair level 2
17 - Fantasma's Lair level 3 - Fantasma Dragon level
18 - Proelium frontier - 1-15 pvp map
19 - Willieoseu (Arktuis Village) - 2nd AoL map
20 - Keuraijen (Starfumos) - 2nd UoF map
21 - Maytreyan - AoL dungeon
22 - Maytreyan boss room
23 - Aidion Nekria level 1 - UoF map
24 - Aidion Nekria level 2 - Astaroth's level
25 - Elemental Cave - AoL dungeon
26 - Ruber Chaos - UoF dungeon
27 - Ruber Chaos level 2 - Queen Mago level
28 - Adellia (Huigronn Stronghold) - 3rd AoL map
29 - Adeurian (Arena Stronghold) - 3rd UoF map
30 - Cantabilian Borderland - pvp 20-30
31 - Paros Temple - AoL pvp 20-30 dungeon
32 - Rapioru Maze - UoF pvp 20-30 dungeon

33 - Fedion Temple - AoL dungeon (map 2)
34 - Khalamus House - UoF dungeon (map 2)
35 - Apulune - AoL capital
36 - Iris - UoF capital
37 - Cave of Stigma - AoL dungeon (map 3)
38 - Aurizen Ruin - UoF dungeon (map 3)
39 - Secret Battle Arena
40 - Underground Stadium
41 - Prison
42 - Auction House
43 - Skulleron (Pandorashys) - 4th AoL map
44 - Astenes (Lanhaar) - 4th UoF map
45 - Deep Desert 1 – pvp map
46 - Deep Desert 2 – pvp map
47 - Stable Erde (Jungle) – pvp map
48 - Cryptic Throne
49 - Cryptic Throne
50 - Guild Ranking Battle map (GRB)
51 - AoL Guild House
52 - UoF Guild House
53 - AoL Guild Management Office
54 - UoF Guild Management Office
55 - Sky City level 1
56 - Sky City level 2
57 - Sky City level 3
58 - Sky City - Seraphim level
59 - Fedion Temple 2 - AoL dungeon (map 2)
60 - Elemental Cave 2 - corrupted!!
61 - Cave of Stigma 2 - AoL dungeon (map 3)
62 - Khalamus House 2 - UoF dungeon (map 2)
63 - Aurizen Ruin 2 - UoF dungeon (map 3)
64 - Oblivion Insula - pvp map

▪ List does not include Aedes Sacra and EP5 maps.

14. How to edit 3DC/3DO or DDS files?

▪ There are two ways you can edit 3DC or 3DO files.

▪ First is simple and I believe better to those who can afford it. You need one program called 3D Object Converter created by a Hungarian. You can view the files, but you cannot convert them unless you buy license. There are many, and I do mean many formats you can convert to, like: 3D Studio Max, *.obj files, Photoshop and more. All and all, if you are serious about editing this is a perfect tool for you. Notice: it opens and converts 3DO, 3DC and SMOD files.

▪ Second method is more difficult. It requires advanced knowledge of vertexes, bones and other things I have no idea off. There is a post which explains how to extract information needed to edit the item and how to put it together and save in WaveFront format *.obj file. It doesn't say how to convert it back, but I hope someone with good programming skills and knowledge of graphics editing will create a two way

converter and share with us. Link to the post: [Very Basic model format conversion (Shaiya)](#).

- To edit DDS files, which are textures applied to models (3DO, 3DC), you need Photoshop and a plugin provided by nVidia. It seems you can use GIMP to edit DDS files as well, but I was unable to make it work so I leave it to more experienced people. Link: [DDS Photoshop plugin](#).

15. What are the other Req fields for? Like ReqRec, ReqWis, ReqInt, ReqIg?

- ReqRec - Let's start with this one. I found only four items in my database with ReqRec above zero. Neither of which tells me what its purpose is. One of the items is *Thrasherine Guard*, UoF lv55 shield.

- *ReqWis* – I believe this will be the most interesting. It sets the limit for orange status's for HP, MP & SP. If it's 13 then the maximum you can get is 1,300. I'm not sure if it's true for other orange status points.

- *ReqInt* – level requirement for lapis. As if in, the lapis can only go to lv10 and above weapons.

- *ReqIg* - The group number. Like when you use a potion all items in that group cannot be used until the timer runs out. Prevents people from using that same group of items in a short time.

- Explanation kindly provided by *[lilProHacker]*.

16. Okay, how about other fields? Can you explain what those are for?

- Sure, I am curious myself. I don't run a server at the moment, but it's nice to know how the configuration is set up. The other field's purpose is as fallows:

- *Attrib* – well, remember the guide few points above on how to modify your weapon and the part that allows you to change the glow? This field has the same purpose. However this time it sets the type of damage not just the visual effect. This way, you can make a regular weapon do elemental damage without other players knowing it. The numbers go as fallows:

  - 1 – fire,
  - 2 – water,
  - 3 – earth,
  - 4 – wind.

- *AttackTime* – I know, this is self explanatory. Then again maybe it isn't? It's not the time between the attacks as the name might suggest, but it is actually the speed with which your character swings, throws – you get the idea – his or hers weapons. Recall what the weapon's description says: Slow, A bit slow, Normal, etc. Yes, that's it. You can now set it in database and enjoy lightning fast swings or throws or whatever when hacking another player to death with your weapon. The value's meaning is as fallows:

  - 1 – Extremely slow,
  - 2 – Very slow,
  - 3 – Slow,
  - 4 – A sit slow,
  - 5 – Normal,
  - 6 – A bit fast,
  - 7 – Fast,
  - 8 – Very fast,
  - 9 – Extremely fast.

- *Special* – I mentioned it when I was describing how to fix Fortune Bag. It gives items those special effects we players love so much. The items that have this value set are mostly lapis, potions, boxes or items which can only be bought from Mall (or dropped, depends on server configuration). Example: Special – 42 is for any type of Box, Special – 36 is for linking hammers. There's lots and lots more. Hopefully one day I will map them all, unless someone else is interested (credits given).

- *Slot* – another well known field. Before you skip it and rush downwards, bare with me for a moment. I wish to add some relevant information. Slot sets the number of … slots … in weapons and armours for

lapis. You can limit how many lapis's can be linked in a i.e. Goddess weapon (it still shows 6 slots though), but for some reason you cannot make a regular weapon have slots. Slot sets how many slots lapis will use when linked. It is true only for lv7 status lapis (Pain, Freezing lv7 lapis). For a reason unknown regular items which include potions, items used for Enchant and other junk that is sold or thrown away has Slot=0, however quest items have Slot=1.

- *Speed* – it was mysterious to me until I saw where it has value above zero. There were only four items. Two of which are Sonic Lapis. I guess now you know what Speed is used for. It sets how fast you move. Actually, how fast you will move once you link lapis or equip Oblivion Sonic Amulet. I haven't tested it on regular items, but seeing as Speed is set only for these items it can well mean changing it anywhere else should produce the same effect.

- *Drop* – I didn't find any item with Drop above zero. This field might not be used to configure anything at the moment.

- *Server* – it seems to group items. For what purpose I do not know. There is a pattern to how items are grouped, however. I wasn't able to understand it though. Given more time and thought I should be able to. Possible values – 3, 4, 5, 6.

17. Action Type – to know what players do in game.

- *Action Type* is a number found in PS_GameLog.dbo.ActionLog table. It is here where almost every action a player does is recorded. This includes Game Masters as well. Each code represents a particular action or change in players status, inventory or items. Admin can well use it to trace actions of suspicious players, see whether anyone is trying to stat-pad, etc. Abrasive's and EarthCrush's fix for duping items includes searching trade by ActionType. Some might be of more use than others, regardless they are here and you can find them useful when least expected.

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103 - Kill gained in PvP, win in battle
- Value1 - unknown
- Value2 - unknown
- Value3 to Value10 - NULL
- Text1 - who killed you
- Text2 - current Kill, Death, Win, Lose
- Text3 - null
- Text4 - null

104 - Death in pvp, lost
- Value1 - unknown
- Value2 - unknown
- Value3 to Value10 - NULL
- Text1 - whom you killed
- Text2 - current Kill, Death, Win, Lose
- Text3 - null
- Text4 - null

107 - Login
- Value1 - unknown - possibly AdminLevel
- Value2 - unknown - possibly Status at the time of login
- Value3 to Value10 - null
- Text1 - players IP
- Text2 - (Money,Bank,Cash,FirstMoney)
- Text3 - current Level, Status Points, Skill Points
- Text4 - character's Status (Str, Dex, Rec, Int, Wis,

---

121 - Item stored in Warehouse
- Value1 - ItemUID
- Value2 - ItemID
- Value3 - Quantity stored at Warehouse
- Value4 - Bag in inventory the item was taken from (tab)
- Value5 - Slot in inventory the item was taken from
- Value6 - null
- Value7 - Slot in Warehouse the item was stored at
- Value8 to Value10 - null
- Text1 - ItemName
- Text2 - null
- Text3 - Item options
- Text4 - Date and time of the occurrence

122 - Item taken out from the Warehouse
- Value1 - ItemUID
- Value2 - ItemID
- Value3 - Quantity taken
- Value4 - Slot the item was stored in
- Value5 - null
- Value6 - Bag in inventory the item was retrieved to (tab)
- Value7 - Slot in inventory the item was retrieved

Luc) --> s=8,d=9,i=14,w=16,r=10,l=8

108 - Logout
- Value1 to Value10 - null
- Text1 - null
- Text2 - (Money,Bank,Cash,FirstMoney)
- Text3 - Level, Status Points, Skill Points
- Text4 - characters Status (Str, Dex, Rec, Int, Wis, Luc) --> s=8,d=9,i=14,w=16,r=10,l=8

111 - Player acquired item
- Value1 - ItemUID
- Value2 - ItemID
- Value3 - Quantity
- Value4 to Value10 - null
- Text1 - ItemName
- Text2 - null OR ItemCreate or Remake
- Text3 – item properties
- Text4 - date and time of the occurrence

112 - Item Used OR Item Lost
- Value1 - ItemUID
- Value2 - ItemID
- Value3 to Value10 - null
- Text1 - ItemName
- Text2 - use_item <- item used OR item properties
- Text3 - date and time of the occurrence
- Text4 - place in inventory where the item was located; Count is added when the item was dropped OR item broke

113 - Item bought from NPC
- Value1 - ItemUID
- Value2 - ItemID
- Value3 - NPC Nr the item was bought from
- Value4 - quantity
- Value5 - price
- Value6 - money after purchase
- Value7 to Value10 - null
- Text1 - ItemName
- Text2 - null
- Text3 - item properties
- Text4 - date and time of the occurrence

114 - Sell to NPC
- Value1 - ItemUID
- Value2 - ItemID
- Value3 - unknown
- Value4 - sold quantity
- Value5 - sale value
- Value6 - gold after sell
- Value7 to Value10 - null
- Text1 - ItemName

to
- Value8 - unknown
- Value9 & Value10 - null
- Text1 - ItemName
- Text2 - null
- Text3 - Item options
- Text4 - Date and time of the occurrence

131 - Quest start

146 - character gained another level - it actually means level change. It doesn't matter whether it was level up or down. No data in Value or Text fields available.

141 - New skill learned OR level of existing raised
- Value1 - SkillID
- Value2 - SkillLevel
- Value3 - Skill Points used
- Value4 to Value10 - null
- Text1 - SkillName
- Text2 to Text4 - null

151 - Character Status Points - Str increase
152 - Character Status Points - Dex increase
153 - Character Status Points - Int increase
154 - Character Status Points - Wis increase
155 - Character Status Points - Rec increase
156 - Character Status Points - Luc increase

161 - Gold taken from the ground
- Value1 - amount of gold picked up
- Value2 - amount of gold the player now holds
- Value3 to Value10 - null
- Text1 to Text4 - null

164 - GateKeeper used
- Value1 - how much was paid to move
- Value2 - how much gold the player is left with
- Value3 - NpcID - It's the 2nd part of ID, Gate Keepers start with ID 2 xxx (i.e. 2 6 <-- Ledire Bis UoF Gate Keeper in Gliter)
- Value4 to Value10 - null
- Text1 - NpcName
- Text2 to Text4 - null

180 - GM command used
- Value1 - unknown
- Value2 - NULL
- Value3 - NULL
- Text1 – GM command used
- Text2 – player's name – if the command affects players, otherwise NULL or empty
- Text3 – commands effect
- Text4 - NULL

- Text2 - item properties
- Text3 - date and time of the occurrence
- Text4 - place in inventory where the item was located

115 - Buy from a player
- Value1 - ItemUID - of item bought
- Value2 - ItemID - of item bought
- Value3 - unknown
- Value4 - Amount bought
- Text1 - ItemName - Item Bought
- Text2 - CharName - Person That bought the item.
- Text3 - Item options
- Text4 - Time and date of the occurrence

116 - Sell to a player
- Value1 - ItemUID - of sold item
- Value2 - ItemID - of sold item
- Value3 - unknown
- Value4 - Amount Sold
- Text1 - ItemName - The item that was sold
- Text2 - CharName - Person that bought the item
- Text3 - Item properties
- Text4 - Slot's in inventory that the item's were placed.

117 - Trade between players - acquired from
- Value1 - ItemUID
- Value2 - ItemID
- Value3 - unknown
- Value4 to Value10 - null
- Text1 - ItemName
- Text2 - from whom the item was acquired
- Text3 - item properties + date and time of the occurrence
- Text4 - place in inventory where the item was located

120 - Lapis Extraction
- Value1 - ItemUID - of item the lapis was extracted from
- Value2 - ItemID - of item the lapis was extracted from
- Value3 - ItemID - of the extracted lapis
- Value4 - ItemUID - of the extracted lapis
- Value5 - unknown
- Value6 - Extraction cost
- Value7 - Success (1), Failure (0)
- Value8 to Value10 - null
- Text1 - ItemName
- Text2 - Lapis name
- Text3 - Item properties

195 - PvP compensation – status points

212 - Enchant
- Value1 - ItemUID - of enchanted item
- Value2 - ItemID - of enchanted item
- Value3 - ItemID - of used lapisia
- Value4 - ItemUID - of used lapisia
- Value5 - unknown
- Value6 - Enchant cost
- Value7 - Success (1), Failure (0)
- Value8 to Value10 - null
- Text1 - ItemName - of enchanted item
- Text2 - ItemName - of lapisia
- Text3 - Item properties
- Text4 - Date and time of the occurrence

213 - Recreation
- Value1 - ItemUID - of recreated item
- Value2 - ItemID - of recreated item
- Value3 - ItemID - of Recreation Rune
- Value4 - ItemUID - of Recreation Rune
- Value5 to Value10 - null
- Text1 - ItemName
- Text2 - Before -> orange status points
- Text3 - After -> orange status points
- Text4 - Date and time of the occurrence

215 - Item Creation
- Value1 - ItemUID - of newly created item
- Value2 - ItemID - of newly created item (will be identical to that of the items used in the process)
- Value3 to Value10 - null
- Text1 - ItemName - of created item OR item's used in creation (whichever you prefer)
- Text2 - ItemUID's - of items used in creation
- Text3 - Properties of the newly created item
- Text4 - Date and time of the occurrence

232 - Log Enter / Leave
- Text1 - Enter OR Leave

- Text4 - Date and time of the occurrence	

- There might be phrases that are ambiguous to you or codes that require more explanation. I will do so below:

  - *Item options* OR *Item properties* – I refer here to item properties like Orange Status points and lapis linked. I believe there might be time when these values represent amount of status points added by item (excluding orange status points). "7,0,0,0,0,0(Option:0000000000000000051)" - this is how the entry looks like in DB. The first six numbers relate to TypeID of lapis linked to the item or in case of login to Status Points. The second part, after Option, are Orange Status Points.

  - *111* – Acquired Item – this code will appear when a GM created an item (ItemCreate in Text2, usually there is code 180 preceding or fallowing code 112), item picked up from ground, item attained from a monster (when in party), item acquired from a Bag or Box (ItemCreate in Text2), item acquired after Creation (Remake in Text2).

  - *112* – Item dropped OR Item lost - appears in numerous situations. Starting with item dropped and item creation being the last. Therefore the best name for it is: Item Dropped or Item Lost. Item lost means item removed from inventory - it will happen when you fail to link lapis/enchant/extract and item breaks or when you use the item (there will be *use_item* in Text2; in any other case there will be Item Properties in Text2). Item creation is different, but the code appears since items are removed from inventory.

- The above ActionType list is not complete. It will require more data and time to map all of them. However, if you only need to know what particular ActionType relates to you can check it here *[provided by Shinru2004]*.

- Credits go to *[lilProHacker]* and *[[GM]Zar]* for help with mapping the ActionTypes and to *[Shinru2004]* for providing us with a full list of ActionType's.

18. GM commands

- This is the most complete, as to date, list of GM commands used in game. I included explanation and Status Code (found in dbo.Users_Master) which you need to have to be allowed to use them.

Commands	Description	Status				
		16	32	48	64	80
/char On/off	- turns GM visibility on/off	Y	Y	Y	Y	Y
/attack on/off	- allows GM to be attacked on/off	Y	Y	Y	Y	Y
/amove *PN*	- move to a player	Y	Y	Y	Y	Y
/bmove *X Z [Map]*	- move to X Z coordinates. Map is optional and will move you to X Z on Map	Y	Y	Y	Y	Y
/cmove *Map*	- move between maps and factions	Y	Y	Y	Y	Y
/itemlv *#*	- makes apparent to you and only you that you have lapisia'd weapon	Y	Y	Y	Y	Y
/xcall *#*	- summon faction (# - 1,2) from current map to yourself	Y	Y	Y	Y	Y
/tacticszone	-	?	?	?	?	?
/fogstart *distance*	- sets where the fog starts	Y	Y	Y	Y	Y
/fogend *distance*	- sets where the fog ends	Y	Y	Y	Y	Y
/gmove	-	Y	Y	Y	Y	Y
/warning *PN "message"*	- give player a warning	Y	Y	Y	Y	Y

Command	Description					
/watch	-	Y	Y	Y	Y	Y
/cwatch	-	Y	Y	Y	Y	Y
/silence *PN on/off*	- mute player on/off	Y	Y	Y	Y	Y
/stop *PN on/off*	- prevent player from moving on/off	Y	Y	Y	Y	Y
/quiry *PN*	- lists all items held by a player	Y	Y	Y	Y	N
/asummon *PN*	- summon player to you	Y	Y	Y	Y	N
/bsummon *PN X Z Map*	- summon player to these coordinates	Y	Y	Y	Y	N
/partysummon	-	Y	Y	Y	Y	Y
/item *"IN"*	- show detailed information about "item_name" ("IN")	Y	Y	Y	Y	N
/mob	-	Y	Y	Y	Y	N
/guildgrade	-	Y	Y	Y	Y	N
/guildrank *GN R#*	- set rank (R#) to guild name (GN)	Y	Y	Y	Y	N
/guildpoint *GN P#*	- set guild points (P#) to guild name (GN)	Y	Y	Y	Y	N
/gmnotice	- send notice to GM's	Y	Y	Y	Y	N
/cnotice *"message"*	- send notice to your faction only	Y	Y	Y	Y	N
/wnotice *PN "message"*	- send notice to tha player (PN) only	Y	Y	Y	Y	N
/notice *[T] "message"*	- send a server notice ("M"), time (T) in seconds is optional	Y	Y	Y	Y	N
/znotice *"text"*	- send notice to the map you're on only	Y	Y	Y	Y	N
/bnotice	-	Y	Y	Y	Y	N
/cure *[PN]*	- cures you or player when name is specified	Y	Y	Y	N	N
/autocure	-	?	?	?	?	?
/npautocure	-	?	?	?	?	?
/iclear *PN*	- deletes player's inventory	Y	Y	Y	N	N
/eclear *PN*	- deletes player's equipment	Y	Y	Y	N	N
/queston *DC*	-	Y	Y	Y	N	N
/questoff *DC*	-	Y	Y	Y	N	N
/questadd *DC*	-	Y	Y	Y	N	N
/pvpon *DC*	-	Y	Y	Y	N	N
/pvpoff *DC*	-	Y	Y	Y	N	N
/questrem *DC*	-	Y	Y	Y	N	N
/event	-	?	?	?	?	?
/eventadd	-	?	?	?	?	?
/eventrem	-	?	?	?	?	?
/kick *PN*	- kicks player from server	Y	Y	Y	N	N
/kickcan *DC*	-	Y	Y	Y	N	N
/ban *PN DC*	- bans player from server	Y	Y	Y	N	N
/bancan *DC*	-	Y	Y	Y	N	N
/set *PN Status #*	- modify [player, status, amount] (Grow, Level, Exp, Money, Stat/ Skill Point, STR, DEX, REC, INT, LUC, WIS, HG, VG, CG, OG, IG, Kill, Death)	Y	Y	N	N	N
/imake *"IN"*	- create item with item_name (IN)	Y	Y	N	N	N
/auctionsearch *PN*	- find all auctions of a player (PN)	Y	Y	N	N	N
/auctionrecall *PN MID*	- remove item from auction of a player (PN) by market ID (MID)	Y	Y	N	N	N
/recallitem	-	Y	Y	N	N	N
/getitem *TY ID #*	- get item by Type, Type ID, quantity (quantity is optional)	Y	Y	N	N	N
/mmake *MobID*	- create a monster	Y	Y	N	N	N

Command	Description					
/mera *MobID*	- remove monster with MobID	Y	Y	N	N	N
/mera t	- remove selected monster	Y	Y	N	N	N
/nmake *NpcID*	- create NPC with NpcID	Y	Y	N	N	N
/nera *NpcID*	- remove NPC with NpcID	Y	Y	N	N	N
/akick	-	Y	Y	N	N	N
/abancan *DC*	-	Y	Y	N	N	N
/aban *DC*	-	Y	Y	N	N	N
/server on	-	Y	Y	N	N	N
/server off	-	Y	Y	N	N	N
/shutdown *DC*	-	?	?	?	?	?
/chatcolor *1-9*	- change chat colour	Y	Y	Y	Y	Y
/apower	-	Y	N	N	N	N
/apowercan	-	Y	N	N	N	N

- Legend:
  - PN – player name
  - # – amount of OR number
  - IN – item name
  - R# & P# - number of rank & amount of points
  - *DC –* means I got instantly disconnected when I used this command

- I couldn't test some of the commands. I was instantly disconnected from the server with code '0', so I assumed those work (that you have the rights to use them). They are shown with light blue *DC* tag. However, if you don't have the rights it won't disconnect you when you use them. Instead it shows "Insufficient rights".

- When testing some of the commands I didn't get any results. No information whether anything happened or not. I put question marks there. I don't know about /xcall too. It seems you can use it regardless of admin level.

- Credits go to **lilProHacker**, **ShaiyaUnited**, **Ariez**, **ZDH** and **ProfNerwosol**.

19. How does Status work in dbo.Users_Master?

- Status is a way of either restricting access to game or giving permissions to do more than a regular player. Some seem to involve player's decision, however I have never seen them being used.

- Status numbers above zero were found in a stored procedure (*PS_UserData.dbo. usp_Insert_UserBlockLog_R*) and translated from Korean. Their function might not be accurate. Google Translator is know for its errors. Text show in green is a message player sees when trying to log in.

- Below is a list of known Status numbers and their description:

  - -1 - Connection with server has been disconnected.
  - -2 - Can't connect with the account since it's not selected as free challenger.
  - -3 - Account doesn't exit.
  - -4 - ID in process of termination following user's request.
  - -5 - Your account is blocked now. You can't log into the game.
  - -6 - Your account is blocked now. You can't log into the game.
  - -7 - Account still restricted.
  - -8 - Connection with server has been disconnected.
  - -9 - Your account is blocked now. You can't log into the game.
  - -10 - Account still restricted.

- — -11 - Account still restricted.
- — -12 - ID in process of termination following user's request.
- — -13 - Your account is blocked now. You can't log into the game.
- — -14 - Your account is blocked now. You can't log into the game.
- — -15 - Account still restricted.
- — -16 - ID in process of termination following user's request.
- — 0 - Normal account
- — 1 - Stop (Can't connect to the game following user's request.)
- — 2 - Block (Game) (Account doesn't exit.)
- — 4 - Block (Web) (Account doesn't exit.)
- — 6 - Block (Game + Web) (Your account is blocked now. You can't log into the game.)
- — 8 - Block (Character)
- — 9 - Account still restricted.
- — 16 - GM permissions 1 – GM with full Operator's permissions
- — 32 - GM permissions 2 – GM with less permissions than 16
- — 48 - GM permissions 3 – GM with less permissions than 32
- — 64 - GM permissions 4 – GM with less permissions than 48
- — 80 - GM permissions 5 – GM with least Operator powers
- — 128 - Withdrawal
- — 256 - Withdrawal (3 days processing)
- — 512 – Withdrawal 15 days
- — 17~81 - GM + stop

- Credits go to ->Angel<- and **USD – Shaiya Developer Group**.

20. **How to change the duration time of items such as e.g. 30 Day Continuous Resurrection Rune?** *[by il.mane]*

- The items itself are described in the Item.SData in which you can change the names and descriptions, but you can find the durations in Skill.SData under the *KeepTime* column. The number is expressed in hours for all the items that last days, so for example the 30 day rune will have KeepTime = 720 (720 / 24 = 30 days) it seem like you cannot make it last for more than 109 days though. I might be wrong in here I didn't dug on it for more than 10 minutes.

- For all the rest of the items that last minutes or hours the number is expressed in seconds. After you changed your Skill.SData you must also do so in PS_GameDefs.dbo.Skills according with the changes you just did in Skill.SData (*I suggest doing the changes in database first and then moving to Skill.SData - ProfNerwosol*). To easily find the item just refer to the column SkillID which is the same in both Skill.SData and PS_GameDefs.dbo.Skills.

- Where is the information stored once you use such item? You will find it in PS_GameData.dbo.CharApplySkills. The columns in that table are pretty much self explanatory by themselves, I only stop for a moment at the *LastResetTime*. In it you will see the remaining time of the item expressed in seconds, so to work out how much life our mighty 30 day rune still have: 2592000 / 60 (seconds) / 60 (minutes) / 24 (hours) = 30 days.

- Credits go to **il.mane** member of Shaiya Dev Team forum.

A. **Known facts about Shaiya.**

    – Glitch with a fighter or other class using skills of another?

        This isn't a hack or anything like that as some might think. This is a glitch in game which occurs when another player, take it the same faction or another, approaches you. The game tends to pause for a while or seems as frame rate dropped down. Actually what happens is the game is loading that character, its gear and whatnot and during this time something strange happens which tends to show things like: healer using Stinger, message showing that a monster hit itself, that a player who's not even in the same area hit a monster or was hit by a monster, that you were hit by something. This is quite hilarious when it happens, however those players unaware of it tend to accuse other of hacking. I'll repeat again, this is a glitch, not a hack!

    – Character Load Error.

        Well, there are two solutions to this problem.

        No 1. Contact admin of the server as it might be a technical issue. This was a known error at Aeria's servers.

        No 2. Did you try to change Item.SData or any other files in data.saf? Yes? Then the problem is because at some point one of the Sdata files became corrupted and the game is unable to process it properly. Update that file and your problem should be solved.