

GENOVA PROJECT

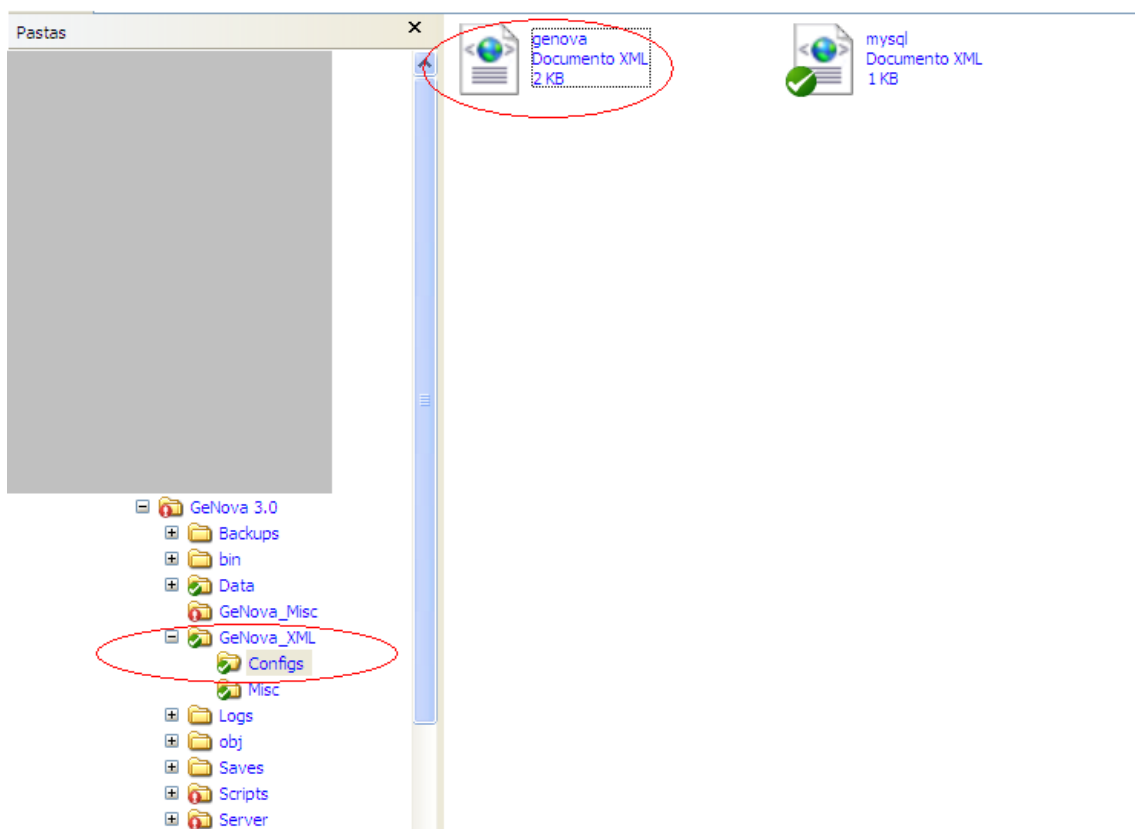
OTHER CONFIGURATIONS


by Alex M.S

In some revisions past, some configurations were made fast with the help of class FLAGS. The big problem we had was the loss of flexibility, since it was always necessary to compile the source if necessary to change the status of a particular flag.

From the review 59 this solution has been improved. Now use XML to store such diverse settings. With that, we can change their values without the need to recompile the project and in some cases restart the server.

This solution was initially employed by the project sunUO. Based on this idea - not in the code of them - implement the feature in our project.





```
13 <systems>
14
15 <!--Custom Race System-->
16 <customrace active="true">
17   <elf>
18     <!--not implemented-->
19     <statuscapfilter active="false" />
20     <statusgainfilter active="false" />
21     <!--implemented-->
22     <skillscapfilter active="true" />
23   </elf>
24   <human>
25     <!--not implemented-->
26     <statuscapfilter active="false" />
27     <statusgainfilter active="false" />
28     <!--implemented-->
29     <skillscapfilter active="true" />
30   </human>
31 </customrace>
32
33 </systems>
34
35 <!--Settings Flags GeNova Project-->
36 <flags>
37
38   <antimacro active="false" />
39   <artifacts active="false" />
40   <minorartifacts active="false" />
41   <treasureofokuno active="false" />
42   <youngsystem active="false" />
43   <statuscapscrolls active="false" />
44
45 <!--Extract PowerScrolls from Rewards - Bulk Orders-->
```

In genova.xml file located in the folder 'GeNova_XML\Configs' you can see a series of records of configuration. Feel free to change the values according to their needs. In these settings you can activate certain unique features of the GeNova Project and furthermore can still set up questions such as:

- Artifacts active or not?
- Veteran Reward Active or not? What a time?
- Many other settings.

This list will be constantly updated. If you want to collaborate suggesting additions or more resources to help us improve the flexibility of the system simply post in our community. See the address on the project site.

Bye. ☺