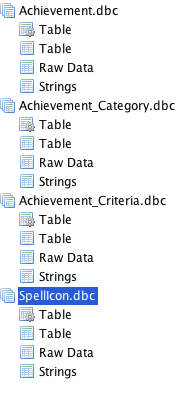
Adding Achievements  
Anyone with a private server would love to give their players some custom achievements to.. achieve, I guess.  
And here's how!  
  
Open four .DBC files in Taliis to start:



Now, you have a choice of adding your own categories here. If not, you will need to put your achievement inside another existing one, eg: General.  
  
I will make a new category for my custom faction.  
Click "Table" under Achievement\_Category.dbc:  
  
  
  
As you can see, I have already added a new Achievement.   
To do so, scroll to the bottom and right-click the bottom row, then click "Clone selected row":

http://a.imageshack.us/img835/9044/screenshot20100831at446.png

This will add another row identical to the one you right-clicked.  
You can now change the fields to your chosen values, but before anything, you must create a couple strings.  
  
Click the "Strings" field in the sidebar under Achievement\_Category.dbc.  
Now type in your chosen name for your category and hit the add button and scroll to the bottom:

http://a.imageshack.us/img819/9044/screenshot20100831at446.png

See the number in the first field? That's what you need to enter into the string field back in the "Table" view:  
  
  
  
Now that you've gotten that part over with, here's the run-down of the rest of the fields you need to fill in:

Code:

Field 1: You need to change this to a unique number, as this is your achievement's ID. Try something high, I used 50000.

Field 2: -1 if this is a parent category, like Dungeons and Raids. If it is a subcategory, enter the parent category you want it to have. For example, if you want it to be a subcategory of Dungeons and Raids, enter in Dungeons and Raids' ID here.

Field 20: If this is a parent category, enter the number of subcategories inside it. If it is a subcategory, enter in the number in order it is(eg: three subcategories would be 1, 2, 3 in order for each one)

That's all for categories. Save the file and move on.  
  
Now you can finally add your achievement!  
Open Achievement.dbc  
Scroll to the bottom and clone a new row just like before.  
Create a string with your chosen Achievement Name, and then a second one for your achievement description.  
Enter the Name's number into Field 4.  
Enter the Description's number into Field 21  
  
Now, your achievement wouldn't be complete without an icon, would it? Refer to the editing SpellIcons.dbc part of this guide, then come back and continue.  
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Now you have your new .blp ready to go!  
Find field 42 and enter in your SpellIcon ID(cross-reference to SpellIcon.dbc)  
  
All that's left is to fill in these fields like so:

Code:

Field 1: -1 for both factions, 0 for horde, 1 for alliance. Achievements will not appear for opposite factions.

Field 2: If the achievement is zone-related, set this to the [MapID](http://wow-v.com/displayid-finder-zones.php)

Field 3: This is in the case of a series of achievements. Put the Achievement ID of the previous achievement here, so this one will not be available until that one is complete!

Field 38: This is where you enter in your category. Mine was 50000, so that's what I entered.

Field 39: Achievement points this gives you. It has to be in a multiple of 5.

Field 40: Just make this 1 higher than the previous one.

Field 41: This is for realm firsts. Put 256 and it can only be gotten once per realm!

Field 43: This is a string, you can make another one in the String view, but it's just text for a reward. I don't know how to add a reward yet. :/

Field 60: This is if your achievement requires multiple items/monsters/quests. Enter that amount there.

Now, moving on to the criteria!  
Open Achievement\_Criteria.dbc  
Click on "Strings"  
Add a string for your completion text!  
  
Make sure you change the ID to something unique  
Now, enter your Achievement ID into field 2. This is a reference to Achievement.dbc.  
This next 2 fields are a little more complicated than most. You should go to [this page](http://madx.dk/wowdev/wiki/index.php?title=Achievement_Criteria.dbc) and scroll down a bit. There are explanations for every number.  
  
Essentially, Field 3 is the type. This means is the achievement spell/quest/item/mob/achievement related.  
Field 4 is for the number or ID of the item/quest/mob/achievement required.  
For example, mine is for my custom quest with the ID of 60000. My fields look like this:  
27 | 60000  
To understand this you really must read that page.  
  
Field 5 is the amount of times your main requirement must be completed. I just put 1.  
Fields 6 to 9 are for additional requirements, pretty much just like fields 3 and 4.  
You mostly see these in battlegrounds. For example, 300,000 healing in Wintergrasp: 3(type = map) | 489(mapID of Wintergrasp)  
This makes it impossible to get the achievement anywhere but Wintergrasp.  
  
Only 2 more fields to worry about:  
Field 26 should just have a 0 in it. It doesn't appear to matter.  
Field 30 should be 1 number higher than the previous one.  
  
Now, save and pack it into an MPQ. You may refer to the guide at the beginning on how to pack MPQs for DBC files.  
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Congratulations!  
If all went well, you just created a custom achievement!





