

General Admin Commands



Creating an Administrator Account is the first command you should do so you can log on your server.

All things in brackets like <> you change as needed. Most Commands in the helpfile are used from the \$ menu except DM ones and ones noted like [GoRid_<mapname>](#) and [show map](#).

Connecting to your server:

In the start menu type: **edit C:\Windows\hosts** for Win9x or **edit C:\WINDOWS\system32\drivers\etc\hosts** for WinXP then add this line and save:
127.0.0.1meridian200.aq.com (This is assuming C:\Windows is your default windows folder and replace '127.0.0.1' with your computers IP number. You also replace the number in meridian200.aq.com to the number you want your server to be. If you leave that part your server would be 200 to connect to it. You can see what your IP number is [HERE](#)
Before you boot up your server, make sure you computer clock is set to 1999 or before, other wise the game will bug.

Play Offline:

Just add: **127.0.0.1 meridian777.aq.com** in the hosts file to be able to play on your server while offline. (you can change 777 to the server number you want) or if you have a edited meridian.exe replace meridian777.aq.com with your server host name.

Create Administrator Account:

[create account admin <username> <password>](#)

Create Bard Account:

[create account DM <username> <password>](#)

Create Mortal Account:

[create account user <username> <password>](#)

When you have typed any of the above commands, the server should say something like:

Created ACCOUNT 6.
(The number will be different.)

After that, type:

[Create Admin 6](#)

(or whatever number is shown to you. Change "Admin" to whatever type of account you have just made.)

Acct Object Name
6 3775A User61093197

All that above will show, and then just [save](#) and log on.

Change Account Name:

[set account name <account#> <newaccountname>](#)

Change Account Password:

[set account password <account#> <password>](#)

Activate the Guest Area Hazard:

[create account guest guest guest](#)

(NOTE: In order for this to work your server must have it's own meridian.exe that connects to it. If it doesn't someone will have to log on with the name/password field blank then use guest for the name.)

Automatic Accounts:

(To make accounts from a website)

[create automated <username> <password>](#)

Connect to the maintenance port and send the above
and read the reply from the server, or else it won't get created.

Look in the *blakserv.cfg* for the maintenance port number. Should look something like this:

[Socket]	
MaintenancePort	590
MaintenanceMask	127.0.0.1

Enable NPCs talking:

[read <C:\M59Server\Dlg\npc.txt>](#)

(This might make your server look like it's crashing but just wait awhile and its ok. Change the part in brackets to your server directory)

For information on how to add your own dialogue to the game, look [here](#).

Give a DM/Admin a Bard,SrBard,Guide,SrGuide,Guardian Title:

[send o <playerobj#> becomebard](#)

(You can change becomebard to: *becomeseniorbard*, *becomeguide*, *becomeseniorguide*, *becomeguardian*)

This also makes it harder for who has a title to interfere with the game because when they try to fight monsters it gives them a message after trying for awhile. That goes for the Designer title too.)

Turn On Sacred Haven:

[set o 0 piServer_type INT 1](#)

Turn Off Sacred Haven:

set o 0 piServer_type INT 0

Make DM/Admin a Game Designer Title:

Replace the Rank line in the players \$ menu to Designer or use the command:

DM Zandramas, in your infinite wisdom, please make me important.

Make it show if anyone has a Lute,Rose,Totem,Shrunken Head,Token in their bio:

send o 0 recreatevisiblecargotypes

Remove a single item from appearing in everyones bio:

send o 0 RemoveCargoType class class <itemsclassname>

Force System Save:

save game

Set Server Hour:

send o 0 sethour num int <numbers1 - 21>

Add Another Game Day to the server:

send o 0 newgameday

Add a Meridian Year to the server:

send c system newyear

Disable Log Off Penalties:

DM logoffghost on

Enable Log Off Penalties:

DM logoffghost off

Delete an item:

Send o <ItemObj#> delete

Delete a Post on a News Globe:

send object <globe#> deletepost number int <post#>

Clear whole globe:

set object <GlobeObj#> plMessages \$ 0

and

set object <GlobeObj#> piNext_num INT 1

Set Every Players HPs when Guardian Angel leaves:

Edit the line: **PKILL_ENABLE_HP** = <number> in the *blakserv.khd* with notepad save the file then restart the server.

Ability to Open Feast Hall:

set object <playerobj#> pbActor INT 1

Start a Frenzy:

send class system StartChaosNight

(Make sure you force **2 system saves** before using the Frenzy command and then after starting it and getting a message copy **LASTSAVE.txt** from the 'Game' folder to somewhere then to end the Frenzy shut down the Server and replace **LASTSAVE.txt** with the one you copied when the Frenzy Started.)

Useful Tip

Teleport any kind of Player to Anywhere:

send o <roomobject#> teleport what o <playerobject#>

Basic Spell Editing:

To Edit a Spell first type:

show i <spellname>

Then find the object number then type:

show o <spellsobject#>

Then in it's properties you can change some of the options to be different.

Activate the Hall of Heros:

send c system updatehallofheroes

Enable Echo:

set object <playerobj#> pbActor INT 1

(Allows you to use 'echo' like a say command)

Global Item give:

send o 0 globalgive number int <numberofitems> classtype c <itemname>

Global Item give 'Online Players Only':

send o 0 globalgive number int <numberofitems> classtype c <itemname> logged_on int 1

Restore Default Reagents:

send c <spellclassname> ResetReagents

Get a Monsters Karma:

show i <monsterclassname>

send o <monsterobject#> getkarma

What admin window will show:

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:< return from OBJECT <obj#> MESSAGE GetKarma (10846)
: INT 80 <--Karma
:>
```

Wipe Off the name on a Tombstone:

send object <tombstone#> SetPlayerTombstone

Set Player name on Tombstone:

send object <tombstone#> SetPlayerTombstone who <playerobject#>

Teleport to rooms:

send object <obj#> teleportto rid int <roomRID#>

Special Effects:

Change the **DrawFX** line in the \$ menu of a NPC or Player to one of the numbers below. This doesn't work well on mortals and goes away easy on Bards but have them cast the Armageddon spell somewhere for it to show up. Typing **Reset** gets rid of the effect.

16777216 = Invisible (name still shows so cast invis too)
2097152 = Transparent1
3145728 = Transparent2
4194304 = Shadowform like
10485760 = Statue Color
393216 = Floating NPC
262144 = Looks like you have Detect Invis is up
967685 = Makes player/NPC fade off into invis then back
867685 = Same as above but with the DI effect added in
7340032 = Like a log off ghost
454543 = Make monster with a blue name
254866 = Torch light effect

Also when in disguised you can change your **Vrlcon** to a ornamentalobjects Vrlcon to looklike that object.

Find out command parameters and info:

show message <classname> <messagename>

Example:

show message room teleport

CLASS 10012 : Room
MESSAGE 10577 : Teleport

Parameters:
what \$ 0

Admin supported. Teleports object to coordinates specified in class vars.

Test out a BGF ingame quickly:

create resource <bgfname.BGF>

*Get the number it gives, then on a ornamental object/junk item change its **Vrlcon** resource to that number and Voila!*

Note that only you can see it until you log off, others will see a black box.

Make Skills and Spell imps faster:

Show o 0

Then change:

piSkill_advances INT = #

piSpell_advances INT = #

Higher numbers make faster imps, 0 makes it normal rate.

Make HP imp faster:

piHealth_gain INT = <High#>

0 for normal rate.

Or use:

set object 0 piHealth_gain INT #

set object 0 piSkill_advances INT #

set object 0 piSpell_advances INT #

Unequip everything:

Send o <playerobj#> UnuseAllItems

Unequip certain item:

Send o <playerobj#> UnuseItem what o <itemobj#>

Equip certain item:

Send o <playerobj#> TryApplyItem what o <itemobj#>

send o <ITEMOBJ#> newused or newunused to equip/unequip

Set server back to default settings and object etc:

>>VERY DANGEROUS<<
Only for use in emergencies really.

send c system recreateall

or

send o 0 recreateall

Shortcut Command Legend:

(you use either one in most of your commands)

Object =	o
Class =	c
List =	l
Instance =	i

