Editing Things via Hex

Editing a monsters karma:

Lets say you want to change karma of a giant rat. Open kodbase.txt, search for giantrat.

C GiantRat 10632 10157 Monster
R   giantrat_koc_name_rsc 25832
R   giantrat_name_rsc 22136
R   giantrat_icon_rsc 22137
R   giantrat_desc_rsc 22138
R   giantrat_dead_icon_rsc 22139
R   giantrat_dead_name_rsc 22140
R   giantrat_sound_hit 22141
R   giantrat_sound_miss 22142
R   giantrat_sound_death 22143
R   giantrat_sound_aware 22144
V   vrKocName 14
V   vrName 0
V   vrIcon 1
V   vrDesc 2
V   vrDead_icon 15
V   vrDead_name 16
V   viTreasure_type 22
V   viSpeed 21
V   viAttack_types 59
V   viAttributes 26
V   viLevel 29
V   viDifficulty 30
V   viKarma 28
V   viDefault_behavior 32
V   vrSound_hit 54
V   vrSound_miss 55
V   vrSound_aware 56
V   vrSound_death 57
Y   piAnimation 11
M   Constructed 10029
M   SendAnimation 10062
M   SendLookAnimation 10063
M   SendMoveAnimation 10064
M   IsAlly 11374
P   target 10103
M   MonsterAttack 11593
P   what 10002
M   DoSlash 11977

It would seem that **V viKarma 28** is the karma.
So open the BOF file for giantrat (*which is GIARAT.BOF*) in Daenks class editor, and look for **ID 28** and click on it. You should see this:

Class Attribute #12	INT	01	144	30
Class Attribute #13	INT	65516	152	28
Class Attribute #14	INT	16384	160	32

The datatype is INT, value 65516, in offset 152.

Open the file **GIARAT.BOF** in a hex editor.

Goto ofset **152**. And there is a number which is **-20**
It seems that when it is a negative number it becomes possitive karma and possitive number is negative
karma. I havent tested that much really but I think -20 makes it so 20 karma is max.

ONLY change the 8bit Signed Byte. Not over 100, keep it from (-)1 to (-)99 not sure if 0 works.

Then save the file and start the server and it should work.

Colouring Items in hex for a BOF:

Open a BOF file that you want to edit the colour of. Here in the shortsword example you have to copy the
D0 offset then paste it right above the *original* D0 offset making it the *new* D0

Then you change the **0600** to a **0500**

Then the numbers before **0010** has to be the colour you want (*in hexidecimal*)

```
SHRTSWRD.BOF                                                    _ □ X
00000000 424F 46FF 0500 0000 E800 0000 E000 0000 BOF.............
00000010 E400 0000 0100 0000 D929 0000 2000 0000 .........).. ...
00000020 7F2D 0000 CC00 0000 DC00 0000 3100 0000 .-..........1...
00000030 1300 0000 0000 0000 655F 0040 0100 0000 ........e_.@....
00000040 665F 0040 0200 0000 675F 0040 1000 0000 f_.@....g_.@....
00000050 C800 0010 1100 0000 E100 0010 1200 0000 ...............
00000060 FA00 0010 0600 0000 3200 0010 0500 0000 ........2.......
00000070 3200 0010 1300 0000 0100 0010 1400 0000 2...............
00000080 0300 0010 1500 0000 0200 0010 2600 0000 ..............&...
00000090 C102 0010 2500 0000 0200 0010 2900 0000 ....%........)...
000000A0 685F 0040 2D00 0000 695F 0040 1600 0000 h_.@-...i_.@....
000000B0 FBFF FF1F 2E00 0000 0300 0010 2F00 0000 ............./...
000000C0 0500 0010 3000 0000 0A00 0010 0800 0000 ....0...........
000000D0 0100 0000 0600 0000 2200 0010 0000 0000 ........".......
000000E0 0000 0000 0000 0000 7368 7274 7377 7264 ........shrtswrd
000000F0 2E6B 6F64 00                             .kod.
```

```
REDRUNE.BOF                                                    _ □ X
00000000 424F 46FF 0500 0000 E800 0000 E000 0000 BOF.............
00000010 E400 0000 0100 0000 D83C 0000 2000 0000 .........<.. ...
00000020 7F2D 0000 CC00 0000 DC00 0000 3100 0000 .-..........1...
00000030 1300 0000 0000 0000 D93C 0040 01 copy the orginal D0 offset and change the 6 to a 5
00000040 DA3C 0040 0200 0000 DB3C 0040 1000 0000 .<.@.....<.@....
00000050 E803 0010 1100 0000 1405 0010 1200 0000 ...............
00000060 8813 0010 0600 0000 F401 0010 0500 0000 ...............
00000070 F401 0010 1300 0000 0100 0010 1400 0000 ...............
00000080 0300 0010 1500 0000 0200 0010 2600 0000 ..............&...
00000090 C402 0010 2500 0000 0200 0010 2900 0000 ....%........)...
000000A0 DC3C 0040 2D00 0000 DD3C 0040 1600 0000 .<.@-....<.@....
000000B0 FBFF FF1F 2E00 0000 0800 0010 2F00 0000 ............./...
000000C0 0C00 0010 3000 0000 0C00 0010 0800 0000 ....0...........
000000D0 0100 0000 0500 0000 4600 0010 0000 0000 ........F.......
000000E0 0100 0000 0600 0000 2200 0010 0000 0000 ........".......
000000F0 0000 0000 0000 0000 7368 7274 7377 7264 ........shrtswrd
```

```
00000040 DA3C 0040 0200 0000 DB3C 0040 1000 0000  .<.@.....<.@....
00000050 E803 0010 1100 0000 1405 0010 1200 0000  ................
00000060 8813 0010 0600 0000 F401 0010 0500 0000  ................
00000070 F401 0010 1300 0000 0100 0010 1400 0000  ................
00000080 0300 0010 1500 0000 0200 0010 2600 0000  ............&...
00000090 C402 0010 2500 0000 0200 0010 2900 0000  ....%........)...
000000A0 DC3C 0040 2D00 0000 DD3C 0040 1600 0000  .<.@-....<.@....
000000B0 FBFF FF1F 2E00 0000 0800 0010 2F00 0000  ............./...
000000C0 0C00 0010 3000 0000 0C00 0010 0800 0000  ....0...........
000000D0 0100 0000 0500 0000 4600 0010 0000 0000  ........F.......
000000E0 0100 0000 0600 0000 2200 0010 0000 0000  ........".......
000000F0 0000 0000 0000 0000 7368 7274 7377 7264  ........shrtswrd
00000100 2E6B 6F64 00                              .kod.
```

Making Spells Cast Faster:

Look at the class definition of the spell in the *kodbase.txt*:

C AcidTouch 10461 11760 TouchAttackSpell

Then look at the base class of AcidTouch (*TouchAttackSpell*):

C TouchAttackSpell 11760 10224 Spell
...
V viPostCast_time 26

The **26** is the ID number in the BOF. Use the same method as above in the item colouring to edit the spell class.