

Creating Different Items

Create Statues:

First create a statue somewhere:

Create o statue

Then in the \$ menu type:

show instance statue

Look for the last object number it shows then type:

show o <laststatueobject#>

Then the first thing you should edit is the *Weapon* and *Shield* lines to **Nil**.

Otherwise if someone enters the room or you type *reset* then the room the statue is in will freeze up.

Now you can edit the statues *Toupee*, *Head*, *Eyes*, *Arms*, etc to the same as whatever it is in the character you want the statue of same lines in the \$ menu.

After you've done that change the *poOriginal* line to the Character you want the statue to be of *Object#*

Statue Editing Info and Poses

Create Signs:

First either Buy or Create a "*Junk*" class item that [Pacal](#) sells.

Then edit the change the *vrName* and *vrIcon* lines to:

sign_name_rsc and sign_icon_rsc

Then in the \$ menu type:

Create resource <sign description>

and then edit the *vrDesc* to the resource number you get.

Now drop the sign where you want and change the *poOwner* line to **Nil** so nobody can pick it up and it won't disappear.

Here's a list of different signs you can use on Junk Items:

Normal Sign:

sign_name_rsc

sign_icon_rsc

Raza Sign:

sign_name_rsc

sign_newbie_icon_rsc

Assassin Game Sign:

sign_name_rsc

assassinsign_name_rsc

*(Not all Junk items that Pacal sells works with this always. Books and Glass Pendants seem to work good every time. Try changing the **vrIcon** line first)*

Create any item:

Create o OrnamentalObject

Then just set its vrName, Icon and Desc to any resource to make it look like that item.

[List of resources](#)

Create a simple Edge Exit List anywhere:

Create a portal and make it go where you want then change it's icon to:

admin_icon_blank

This will make the portal invisible so it will look like an area edge exit.

Create a Food Dispenser (feast hall object):

create o fooddispenser

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

Now move it where you want with the move button and change the vrname, icon and desc to make it [look like an item](#), once you have done that, set the poTemplate line to the object number of the item you want it to give out.

Create Globe of Seeing:

Globe you look in:

create o viewpointglobe

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

(Put it in the room you want it in)

Globe you see out of:

Create o targetglobe

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

Now move them to where you want and change the view globe targetglobe line to the targetglobe's object number.

The piRange line determines how far away from the globe you can be to use it.

(Viewing and Target globes Name, Icon and Desc lines can be changed, so you could set them up to

look like another object and spy on rooms!)

Delete items:

Send o <ItemObj#> delete

Make walking NPCs:

To make an NPC walk is simple. First choose which NPC you want to enable walking on an then look at it's properties in the admin window.
Scroll down until you see the line which says **piBehavior**. Changing the **INT** will determine how the NPC reacts.

- 1 = Random Walking.
- 2 = Enables you to attack, but the NPC won't move or attack you.
- 3 = Makes it a standard, static NPC.
- 4 = Lets you attack the NPC, but it will only fight back if you hit it.
- 5 = Random Walking.
- 6 = Unable to move, but will attack if you walk near it.
- 7 = Makes it a standard, static NPC.
- 8 = Turns the NPC into an enemy that follows and attacks you.
- 9 = Makes the NPC follow you.
- 10 = Attacks you if provoked, but doesn't move.

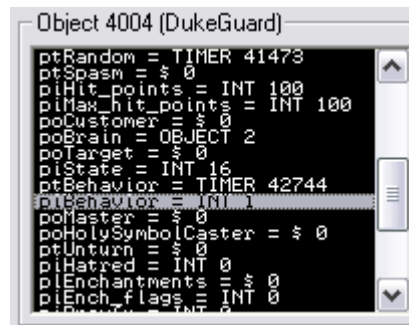
That's a small selection of behavior types. If you want to mimic a certain monster behavior, just look at it in the admin window and copy the monsters behavior number to your NPC.
An NPC that has proper walking graphics already made for it, is the *Street Urchin*. To get this, just type in the admin window:

Create o TosUrchin

and then;

send o <RoomObjNumber> teleport what o <NewUrchinObjNumber>

But any NPC can be made to move, look in the [Default Class Name Reference](#) for some NPC class names, or just if you can't find one you want in the list, just look at an NPC ingame through the admin window to find it's class name. You can also set the NPC's hit points to whatever you want so it stands a better chance of survival.



Globe Numbers:

When making new a globe, use these numbers to determine which type of globe it is:

NID_GENERAL = 1
NID_NEW_USERS = 2
NID_GAME = 3
NID_JUSTICAR = 4
NID_ADVENTURE = 5
NID_ANNOUNCEMENTS = 9
NID_GUILD_CHARTER = 10
NID_GODROOM = 14

% newsgroup IDs
%% NID is currently unplaced anywhere.

%% guilds now use their RID_ numbers as

%% bard/actor only newsball
%% their NIDs. Do not assign them their
%% own NID.

NID_TOS_HALL = 20
NID_BAR_HALL = 21
NID_JAS_HALL = 22
NID_COR_HALL = 23
NID_MAR_HALL = 24
NID_KOC_HALL = 24

%% Adventurer's Hall Newsballs

