

General Character Commands

All commands are: **Send o <PlayerObj#>:**

NOTE: Commands in **RED** still need testing out properly.

*Some of these **may** work with **Send c user** as well.*

GetGender

GetNodeList

RemoveNodeFromList
node_num

GetFaction

GetFactionService

GetBaseMaxHealth

GetKarma

GetMoneyObject
(shows the money obj # on the player)

JoinFaction
new_faction int #
(1 = Duke, 2 = Princess)

ResignFaction
(Makes you leave your faction)

GetVigorRestThreshold

NewMaxMana
amount

SetPlayerFlag
flag int
value int

TryUseItem
what o <ItemObj#>

TryUnuseItem
what o <ItemObj#>

(Equip and unequips items only in their invent)

GetBulkMax

GetWeightMax

GetRawMysticism

AddRealWorldObjects

(WARNING: removes all items in inventory and puts Raza items there)

GetGuild

StartEnchantment

what o <spell obj #>

GainHealth

amount int <amount#>

(Temp HP fix, slowly counts down to normal amount 1 by 1)

GetDefense

AssessDamage

what o <VictimObj#>

AssessMiss

what o <VictimObj#>

(Sends the "PlayerName misses you" message)

Killed

what o <VictimObj#>

(They get a real death)

TryAttack

what o <VictimObj#>

use_weapon o <WeaponObj#>

QuitGuild

GetKillTarget

GetSkillList

GetSpellList

ShowGuild

UserLogonHook

(Shows the message you see when you log on - "Welcome to Meridian etc")

FactionServiceTimer

renew int 1

FactionServiceRoutine

renew int 1

InitialMaxMana

(Put mana to what it is when you start)

ResetCharacter

AddDefaultSpells

(gives you spells you starts with [blink])

AddDefaultSkills

(same as above but for skills)

AddDefaultObjects

(same as above but for items)

GetBirthYear

GetAllowedClothesTranslation

GetMaxHealth

GetMaxMana

LoseHealth

amount int

(Not permanent)

GainMana

amount int

LoseMana

amount int

AddAttackModifier

what o <ItemObj#>

RemoveAttackModifier

what o <ItemObj#>

AddDefenseModifier

what o <ItemObj#>

RemoveDefenseModifier

what o <ItemObj#>

AllowPlayerAttack

victim o

(Maybe let someone attack unguilded or newbie?)

GetSkillAbility

skill_num int <SkillNum>

(shows the % of the skill)

DoHitMessageSound

what o <TargetObjNumber>

AddKarma

amount int <Amount>

RevenantChance

who o <PlayerObj#>

GetSomethingMissedYouSound

what o <ObjNumber>
weapon_used c <WeaponClassName>
(Shows the filename of the sound effect)

TryPhysicalAttack
what o <TargetObjNumber>
weapon_used o <WeaponObj#>

LookupPlayerWeapon
(Shows what they are holding)

ResetPlayerIcon

ResetHair

ResetPlayerLegs

GetPlayerUsing
(Show list of all equipped items)

CalculateHealthTime

CalculateManaTime

GainLight
amount int <Amount#>
(Brightens screen)

LooseLight
amount int <Amount#>

StripNodeList

ResetNodeList

NumManaNodes
(Amount of nodes youve got)

GetNumSpellsInSchool
school int <school#>

GetNumSpellsNotInSchool
school int <school#>
include_skills int <1 or 0>

GetHealth

GetMana

GetMight

GetIntellect

GetAgility

GetAim

GetStamina

GetMysticism

GetVigor

LoseKarma
amount int <Amount#>

GainKarma
amount int <Amount#>

SetGuild
guild_obj o <GuildObj#>

HasGuildCommand
command_num int <#>

AddGuildCommand
command_num int <#>

ResetGuildStuff

HasSpell
num int <Spell#>

GetSpellAbility
spell_num int <Spell#>
(*Show spell %*)

HasSkill
num int <Skill#>

GetPlayerDrawfx

AddPoison

AddMight
points int <#>

AddIntellect
points int <#>

AddAim
points int <#>

AddStamina
points int <#>

AddAgility
points int <#>

AddMysticism
points int <#>

RemoveCurseAllItems

StripInventory

GetSkinColor

ConvertskincolortoXLAT
skin_color int <Colour#>

GetCurrentShirtColor

ResetPlayerArms
alldone int 1
(*Makes them naked*)

GetNumItemsInInventory

GetBodyTranslation

GetLegsTranslation

GetArmsTranslation

GetHairColor

GetExpression

GetHeadRsc

GetEyesRsc

GetMouthRsc

GetNoseRsc

GetHairRsc

GetLeftArmRsc

GetRightArmRsc

GetLegsRsc

GetShieldRsc

GetShieldTranslation

KilledSomething
what o <VictimObj#>

RemoveSchoolEnchantments
school int <#>

GetEnchantmentList

GetMaster

GetOuchSound

GetIllusionForm

IsWizard

GetAge

OldCalculateHealthTime

GetNumAbilityPointsInSchool
school int <#>

GetNumAbilityPointsNotInSchool
school int <#>

GetGainChance

GetHighMark

CreateCorpse
Assassinated int <1 or 0>

GetDefaultShirtTranslation

StopDancing

GetPlayerIcon

GetRestTime

GetArmor

GetUnjustifiedKills

GetJustifiedKills

CanAdvance

BondedItemReport

ClearBondedItem

FreeHands

CountKnownAtLevel
level int <#>
school int <#>

BondItem
what o <Item#>

FindItemByIndex
index int <#>

HasLeftAGuildTooRecently

SetGuildRejoinTime
delayMinutes <#>

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