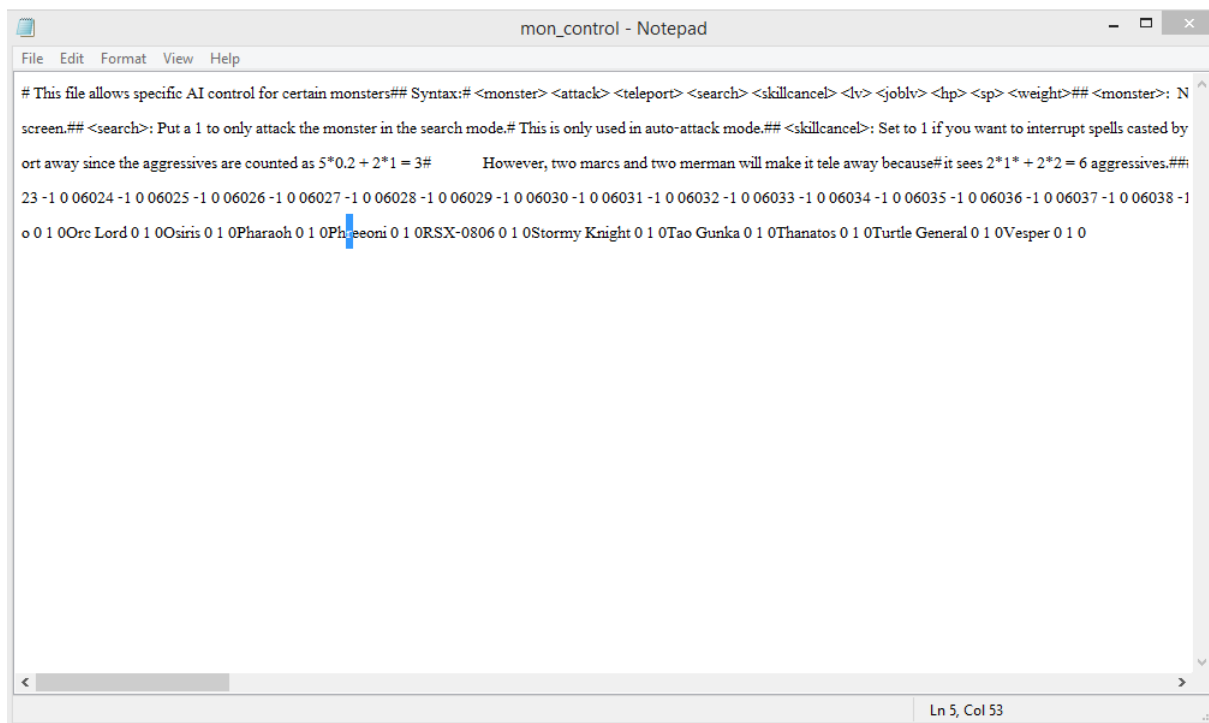


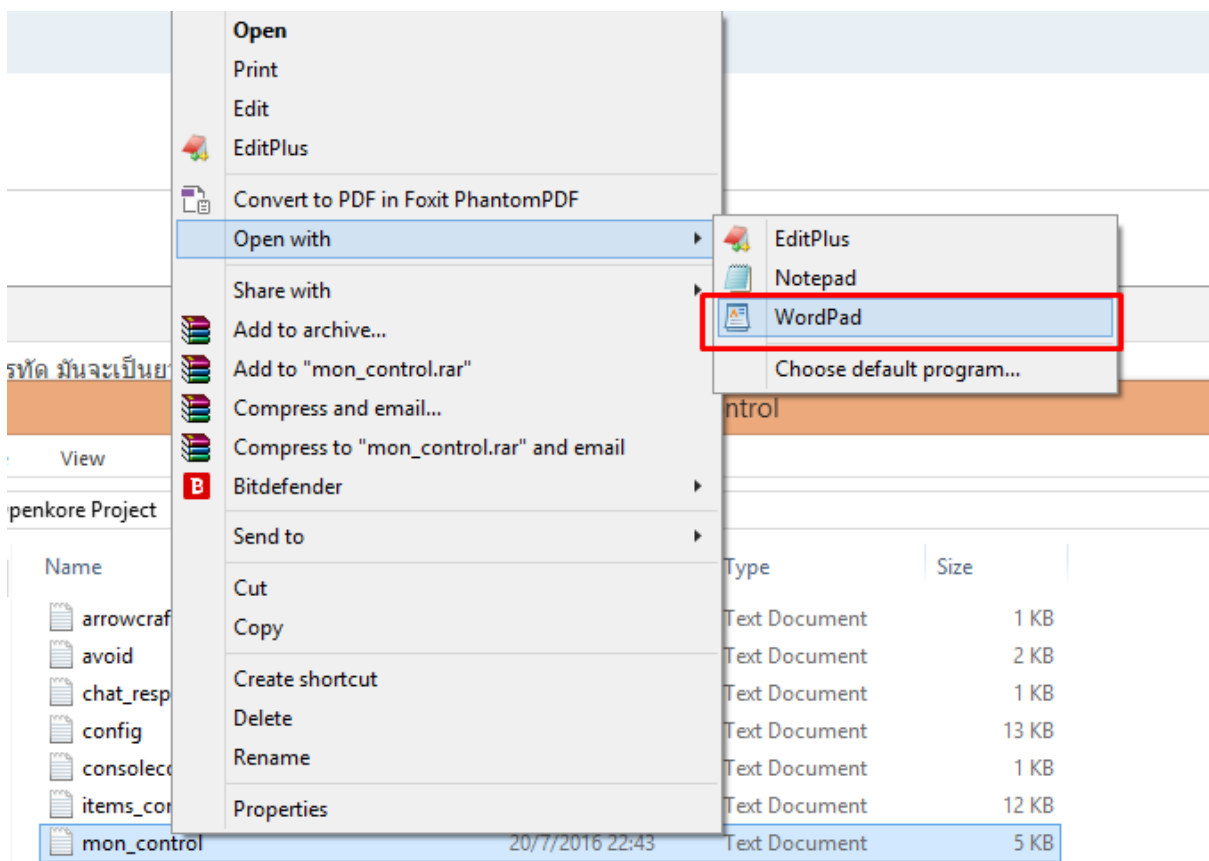
วิธีแก้ Config ไม่เรียงบรรทัด

ปัญหา Config ไม่เรียงบรรทัดเกิดขึ้นเมื่อเราเปิดไฟล์ config ขึ้นมาแล้วมันเป็นดังรูป

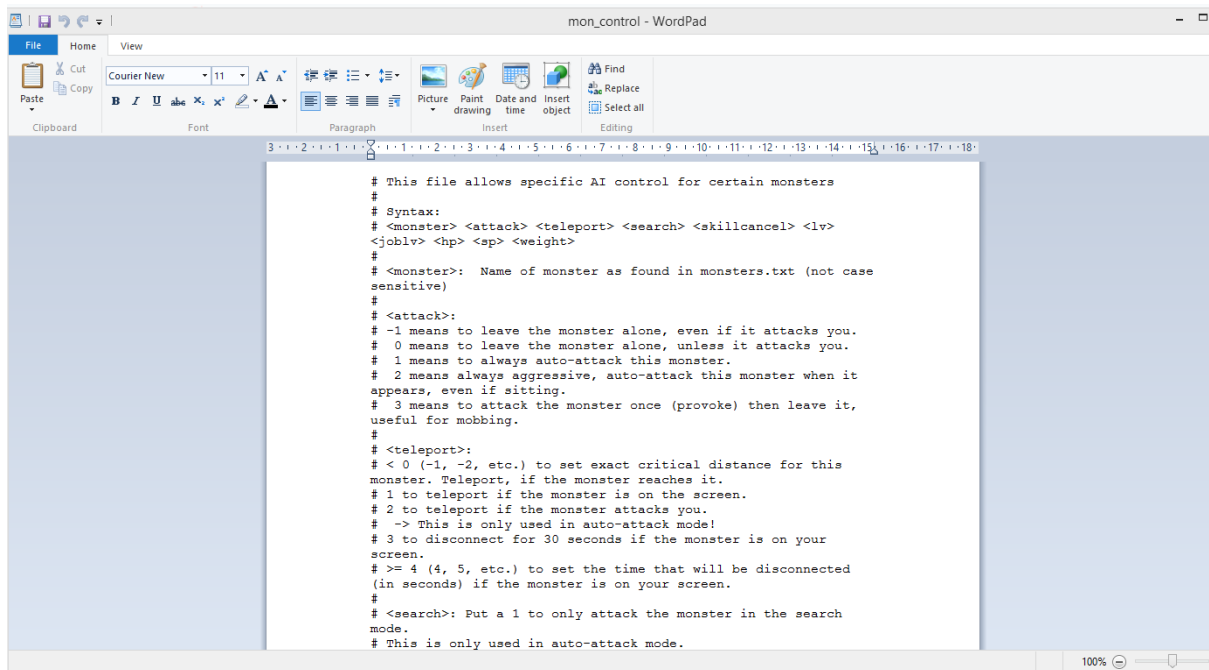


```
# This file allows specific AI control for certain monsters## Syntax:## <monster> <attack> <teleport> <search> <skillcancel> <lv> <joblv> <hp> <sp> <weight>## <monster>: N
screen.## <search>: Put a 1 to only attack the monster in the search mode.# This is only used in auto-attack mode.## <skillcancel>: Set to 1 if you want to interrupt spells casted by
ort away since the aggressives are counted as  $5*0.2 + 2*1 = 3$  However, two marcs and two merman will make it tele away because# it sees  $2*1* + 2*2 = 6$  aggressives.##
23 -1 0 06024 -1 0 06025 -1 0 06026 -1 0 06027 -1 0 06028 -1 0 06029 -1 0 06030 -1 0 06031 -1 0 06032 -1 0 06033 -1 0 06034 -1 0 06035 -1 0 06036 -1 0 06037 -1 0 06038 -1
o 0 1 0Orc Lord 0 1 0Osiris 0 1 0Pharaoh 0 1 0Phoenix 0 1 0RSX-0806 0 1 0Stormy Knight 0 1 0Tao Gunka 0 1 0Thanatos 0 1 0Turtle General 0 1 0Vesper 0 1 0
```

วิธีแก้ง่ายๆคือเปิดไฟล์ config ด้วย Wordpad โดยทำการคลิกขวาดังรูป



เมื่อเปิดมาจะได้ดังรูปด้านล่าง หลังจากนั้นเราก็ทำการกด Save แล้วเปิดใน notepad ตามปกติได้เลยครับ



```
# This file allows specific AI control for certain monsters
#
# Syntax:
# <monster> <attack> <teleport> <search> <skillcancel> <lv>
# <joblv> <hp> <sp> <weight>
#
# <monster>: Name of monster as found in monsters.txt (not case
# sensitive)
#
# <attack>:
# -1 means to leave the monster alone, even if it attacks you.
# 0 means to leave the monster alone, unless it attacks you.
# 1 means to always auto-attack this monster.
# 2 means always aggressive, auto-attack this monster when it
# appears, even if sitting.
# 3 means to attack the monster once (provoke) then leave it,
# useful for mobbing.
#
# <teleport>:
# < 0 (-1, -2, etc.) to set exact critical distance for this
# monster. Teleport, if the monster reaches it.
# 1 to teleport if the monster is on the screen.
# 2 to teleport if the monster attacks you.
# -> This is only used in auto-attack mode!
# 3 to disconnect for 30 seconds if the monster is on your
# screen.
# >= 4 (4, 5, etc.) to set the time that will be disconnected
# (in seconds) if the monster is on your screen.
#
# <search>: Put a 1 to only attack the monster in the search
# mode.
# This is only used in auto-attack mode.
```