

## วิธีแก้ไขไฟล์ต่างๆเบื้องต้น

แก้ clientinfo ไปที่ไฟล์ **Server.txt**

[RO-(exe)]

ip 103.55.55.12

port 6900

master\_version 7

version 24

serverType tRO

secureLogin 3

secureLogin\_type 0

secureLogin\_account 0

patchserver wpatch.ragnarok.in.th

patchpath /patch70

serverEncoding Thai

addTableFolders tRO

recvpackets recvpackets.txt

charBlockSize 144

gameguard 1

แก้ไขไฟล์ **XkoreProxy**

บรรทัดที่ 432

```
if ($switch eq "0276") {  
  
    use bytes; no encoding 'utf8';  
  
    # queue the packet as requiring client's response in time  
  
    $self->{packetPending} = $msg;  
  
    # Modify the server config'ed on Kore to point to proxy  
  
    my $accountInfo = substr($msg, 0, 51);  
  
    my $serverInfo = substr($msg, 51, length($msg));  
  
    my $newServers = "";  
  
    my $serverCount = 0;
```

แก้ไขไฟล์ **receive/tro.pm**

```
'0276' => ['account_server_info', 'x2 a4 a4 a4 x30 C1 x4 a*', [qw(sessionID accountID sessionID2  
accountSex serverInfo)]],
```

แก้ไขไฟล์ **Send/ServerType0**

```
'0A76' => ['master_login', 'V Z24 Z24 C', [qw(version username password master_version)]],
```

แก้ไขไฟล์ [Send/tro.pm](#)

```
my %packets = (  
  
'0089' => ['actor_action', 'a4 C', [qw(targetID type)]], <<< ในส่วนนี้ค่า packet ยังไม่ถูกต้องต้อง  
  
'035F' => ['character_move', 'a3', [qw(coords)]],  
  
'0360' => ['sync', 'V', [qw(time)]],  
  
'0361' => ['actor_look_at', 'v C', [qw(head body)]],  
  
'0362' => ['item_take', 'a4', [qw(ID)]],  
  
'0363' => ['item_drop', 'v2', [qw(index amount)]],  
  
'023B' => ['storage_password'],  
  
'0364' => ['storage_item_add', 'v V', [qw(index amount)]],  
  
'0365' => ['storage_item_remove', 'v V', [qw(index amount)]],  
  
'0366' => ['skill_use_location', 'v4', [qw(lv skillID x y)]],  
  
'0368' => ['actor_info_request', 'a4', [qw(ID)]],  
  
'08AB' => ['map_login', 'a4 a4 a4 V C', [qw(accountID charID sessionID tick sex)]],  
  
'022D' => ['party_join_request_by_name', 'Z24', [qw(partyName)]],  
  
'0802' => ['homunculus_command', 'v C', [qw(commandType, commandID)]],  
  
);
```

```
$self->{packet_list}{$_} = $packets{$_} for keys %packets;
```

```
my %handlers = qw(  
  
game_login 0275  
  
actor_action 0089  
  
character_move 035F
```

sync 0360

actor\_look\_at 0361

item\_take 0362

item\_drop 0363

storage\_password 023B

storage\_item\_add 0364

storage\_item\_remove 0365

skill\_use\_location 0366

actor\_info\_request 0368

map\_login 08AB

party\_join\_request\_by\_name 022D

homunculus\_command 0802

party\_setting 07D7

buy\_bulk\_vender 0801

);

หมายเหตุ

*recpacket.txt* ใ้ของ two