

# DG Script Conversion Errors Report

## Summary

**Generated:** 2025-12-28 02:19

**Total Lines Processed:** 91,225

**Unconverted Lines:** 47

**Conversion Rate:** 99.95%

**Files with Errors:** 25

**Note for Builders:** These lines could not be automatically converted. Most are either orphaned text fragments, incomplete commands, or typos in the original triggers. Please review and fix these triggers manually.

## Errors by Category

### Text Fragments (Orphaned continuation lines)

These appear to be continuations of multi-line messages that got separated from their command:

- 133.trg #13308: pile appear on the floor.
- 133.trg #13322: The overseer's face turns red with exertion.
- 17.trg #1792: The &1%Enraged Beast&0 kicks up a &3claw full of dirt&0 into your face &9&bblin...
- 30.trg #3160: Lets talk about improving a skill you actually know.'
- 30.trg #3170: Let's talk about improving a skill you actually know.'
- 302.trg #30202: steps to one side.
- 370.trg #37018: waves his hands over it, muttering a strange mantra.
- 488.trg #48809: %victim.o%.&0 (&4%damdone%&0)
- 510.trg #51005: it.

- 550.trg #55011: The Knight Champion whispers to you, 'Yes there was evil in the kingdom long
- 590.trg #59008: &3&b\* vial of blood&0
- 590.trg #59008: &3&b\*trinket of tattered leather&0
- 590.trg #59008: &3&b\*earring&0
- 590.trg #59021: past.
- 625.trg #62527: Who's leader?!
- 63.trg #6390: hands!
- 63.trg #6391: the air!
- 63.trg #6392: %victim.name%!
- 63.trg #6392: %victim.name% right on the head! (&1&b%damdone%&0)

## Incomplete Commands

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These appear to be partial or malformed commands:

- 103.trg #10323: zone
- 105.trg #10503: pond
- 185.trg #18531: msend %actor
- 188.trg #18883: eval %speech%
- 28.trg #2802: quest
- 364.trg #36405: breal
- 489.trg #48903: stone
- 492.trg #49254: sta
- 553.trg #55353: >= 2
- 60.trg #6033: defalt
- 60.trg #6068: set turn
- 60.trg #6077: (%player4.name% != %actor.name%)

## Custom Macros

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These appear to be custom macro calls that are not standard DG Script commands:

- 324.trg #32408: do\_it\_to\_it
- 324.trg #32408: purge\_me
- 324.trg #32417: do\_it\_to\_it4
- 324.trg #32419: do\_it\_to\_it
- 324.trg #32419: do\_it\_to\_it2
- 324.trg #32419: purge\_me

## Other Issues

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These require manual review:

- 185.trg #18528 Phase mace Sexton speech upgrade: 18528 - Sexton upgrade speech
- 4.trg #499 Eldoria variable load: m\_3bl\_belt vnum\_3bl\_legs vnum\_3bl\_boots vnum\_3bl\_mask vnum\_3bl\_robe vnum\_3bl\_symbol vnum\_3bl\_staff v...
- 4.trg #499 Eldoria variable load: m\_3eg\_belt vnum\_3eg\_legs vnum\_3eg\_boots vnum\_3eg\_mask vnum\_3eg\_robe vnum\_3eg\_symbol vnum\_3eg\_staff v...
- 490.trg #49022 Seer refuse: %action%
- 55.trg #5524 Eldoria Quartermasters load: num\_3bl\_belt vnum\_3bl\_legs vnum\_3bl\_boots vnum\_3bl\_mask vnum\_3bl\_robe vnum\_3bl\_symbol vnum\_3bl\_staff...
- 55.trg #5524 Eldoria Quartermasters load: num\_3eg\_belt vnum\_3eg\_legs vnum\_3eg\_boots vnum\_3eg\_mask vnum\_3eg\_robe vnum\_3eg\_symbol vnum\_3eg\_staff...
- 590.trg #59005 dark\_robbed\_greet1:  
%actor.quest\_variable[sacred\_haven:given\_earring]! = 1)
- 625.trg #62582 facade remove trigger: m&0&7ol&bten&0&7 in&3&bner &0&3la&l&byers!&0
- 63.trg #6390 Herlequin vial trigger: upside \$
- 63.trg #6392 Herlequin volcano trigger 2: OUCH! (&1&b%damdone%&0)

## Full Error List by File

### 103.trg

VNUM	Trigger Name	Unconverted Line
10323	ice_shards_khysan_receive6	zone

### 105.trg

VNUM	Trigger Name	Unconverted Line
10503	Witch_rand2	pond

### 133.trg

VNUM	Trigger Name	Unconverted Line
13308	raph_get_grain	pile appear on the floor.
13322	overseer-greet	The overseer's face turns red with exertion.

**17.trg**

VNUM	Trigger Name	Unconverted Line
1792	Beast Dirt Trig	The &1%Enraged Beast&0 kicks up a &3claw full of dirt&0 into your face &9&bblinding&0 you!

**185.trg**

VNUM	Trigger Name	Unconverted Line
18528	Phase mace Sexton speech upgrade	18528 - Sexton upgrade speech
18531	Silania refuse	msend %actor

**188.trg**

VNUM	Trigger Name	Unconverted Line
18883	test	eval %speech%

**28.trg**

VNUM	Trigger Name	Unconverted Line
2802	waterform_wave_receive	quest

**30.trg**

VNUM	Trigger Name	Unconverted Line
3160	***skill trainer speach***	Lets talk about improving a skill you actually know. '
3170	shaman trainer speech	Let's talk about improving a skill you actually know. '

**302.trg**

VNUM	Trigger Name	Unconverted Line
30202	Sliding into the abyss	steps to one side.

## 324.trg

VNUM	Trigger Name	Unconverted Line
32408	Kerriston_north_horse_timer	do_it_to_it
32408	Kerriston_north_horse_timer	purge_me
32417	Horse_ride_room_spam3	do_it_to_it4
32419	Kerriston_north_horse_timer2	do_it_to_it
32419	Kerriston_north_horse_timer2	do_it_to_it2
32419	Kerriston_north_horse_timer2	purge_me

## 364.trg

VNUM	Trigger Name	Unconverted Line
36405	illusory_wall_glasses_examine	breal

## 370.trg

VNUM	Trigger Name	Unconverted Line
37018	mes-rec	waves his hands over it, muttering a strange mantra.

## 4.trg

VNUM	Trigger Name	Unconverted Line
499	Eldoria variable load	m_3bl_belt vnum_3bl_legs vnum_3bl_boots vnum_3bl_mask vnum_3bl_robe vnum_3bl_symbol vnum_3bl_staff vnum_3bl_ssword vnum_3bl_whammer vnum_3bl_flail vnum_3bl_shiv vnum_3bl_lsword vnum_3bl_smace vnum_3bl_light vnum_3bl_food vnum_3bl_drink

499	Eldoria variable load	m_3eg_belt vnum_3eg_legs vnum_3eg_boots vnum_3eg_mask vnum_3eg_robe vnum_3eg_symbol vnum_3eg_staff vnum_3eg_sword vnum_3eg_whammer vnum_3eg_flail vnum_3eg_shiv vnum_3eg_lsword vnum_3eg_smace vnum_3eg_light vnum_3eg_food vnum_3eg_drink
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**488.trg**

VNUM	Trigger Name	Unconverted Line
48809	stormlord fight	%victim.o%.&0 (&4%damdone%&0)

**489.trg**

VNUM	Trigger Name	Unconverted Line
48903	lokari fight	stone

**490.trg**

VNUM	Trigger Name	Unconverted Line
49022	Seer refuse	%action%

**492.trg**

VNUM	Trigger Name	Unconverted Line
49254	quest_relocate_receive	sta

**510.trg**

VNUM	Trigger Name	Unconverted Line
51005	want_to_help_Luchiaans	it.

**55.trg**

VNUM	Trigger Name	Unconverted Line

5524	Eldoria Quartermasters load	num_3bl_belt vnum_3bl_legs vnum_3bl_boots vnum_3bl_mask vnum_3bl_robe vnum_3bl_symbol vnum_3bl_staff vnum_3bl_ssword vnum_3bl_whammer vnum_3bl_flail vnum_3bl_shiv vnum_3bl_lsword vnum_3bl_smace vnum_3bl_light vnum_3bl_food vnum_3bl_drink
5524	Eldoria Quartermasters load	num_3eg_belt vnum_3eg_legs vnum_3eg_boots vnum_3eg_mask vnum_3eg_robe vnum_3eg_symbol vnum_3eg_staff vnum_3eg_ssword vnum_3eg_whammer vnum_3eg_flail vnum_3eg_shiv vnum_3eg_lsword vnum_3eg_smace vnum_3eg_light vnum_3eg_food vnum_3eg_drink

## 550.trg

VNUM	Trigger Name	Unconverted Line
55011	Knight_Champ_speech2	The Knight Champion whispers to you, 'Yes there was evil in the kingdom long

## 553.trg

VNUM	Trigger Name	Unconverted Line
55353	phase_2_cleric_boots	>= 2

## 590.trg

VNUM	Trigger Name	Unconverted Line
59005	dark_robed_greet1	%actor.quest_variable[sacred_haven:given_earring]%= 1)
59008	dark_robed_recieve1	&3&b* vial of blood&0
59008	dark_robed_recieve1	&3&b*trinket of tattered leather&0
59008	dark_robed_recieve1	&3&b*earring&0
59021	stop_west_R69	past.

## 60.trg

VNUM	Trigger Name	Unconverted Line
6033	Green Woman refuse	defalt
6068	connectfour reset game	set turn
6077	hearts deal	(%player4.name% != %actor.name%)

## 625.trg

VNUM	Trigger Name	Unconverted Line
62527	Rhell Merchant receive 2-3	Who's leader?!
62582	facade remove trigger	m&0&7ol&bten&0&7 in&3&bner &0&3la&1&byers!&0

## 63.trg

VNUM	Trigger Name	Unconverted Line
6390	Herlequin vial trigger	hands!
6390	Herlequin vial trigger	upside \$
6391	Herlequin volcano trigger 1	the air!
6392	Herlequin volcano trigger 2	%victim.name%!
6392	Herlequin volcano trigger 2	%victim.name% right on the head! (&1&b%damdone%&0)
6392	Herlequin volcano trigger 2	OUCH! (&1&b%damdone%&0)