#HELPS

-1 OLC EDIT~
Syntax: EDIT AREA [create/reset] [vnum]   - Area Creation and Repoping.
Syntax: EDIT ROOM ([create] [vnum])   - Room Creation and Editing.
Syntax: EDIT OBJ [create] <vnum>   - Object Creation and Editing.
Syntax: EDIT MOB [create] <vnum>   - Mobile Creation and Editing.

Syntax: ASAVE <world/area/changed/list>   - Save Editing to Disk.
Syntax: ALIST   - Listing of Areas.
Syntax: RESET See Help Resets.   - Set Game Resets.

Definition: [optional] <required> (combined arguments)

    The above commands are used to expand the game world. The original
code is based on was written by Surreality and installed in The Isles by Locke.
It was then converted to work with Envy by Jason Dinkel, and ported to ROM
by Hans Birkeland (Hugin).

    Inside an editor, typing COMMANDS lists working commands and ? gives
help. AEDIT and REDIT default to the current area or room. EDIT ROOM RESET
resets the current room. Most commands with no arguments display syntax.
See also help: AEDIT REDIT MEDIT OEDIT
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0 ALIST~
Syntax: ALIST

This command gives you a listing of all the areas along with their
vnum assignments and the builder(s) assigned to editing them.
~

0 AEDIT~
Syntax: edit area   -Enters the editor for the current area.
Syntax: edit area <vnum> -Enters the editor for the selected area.

The follow commands are available from within the AEDITOR:

age <number>   - set the age of the area

builder <player>   - toggle that builder's access
commands   - prints a list of possible commands
create   - create a brand new area and switch to it
done   - exits the area editor and returns to normal play
filename <filename> - change the file name for the area (be careful)
name <name>   - change the 'AREAS' name of this area
reset   - resets the current area
security <rating>   - set the security rating for this area
show   - hitting return, or 'show' shows the area stats
vnum <lower> <upper>- set the lower and upper vnum's
lvnum <lower>   - set the lower vnum
uvnum <upper>   - set the upper vnum
<flags>   - area flags, type ? AREA for a list
~

0 REDIT~
Syntax: edit room   -Enters the editor for the current room.

The following commands are available from within the REDITOR:

commands   - prints a list of possible commands
create <vnum>   - creates a room with a certain vnum
desc   - edit description of room
done   - exists the room editor and returns to normal play
ed   - type this command for additonal extra-description help
format   - format(wordwrap) the room description
name <room title>   - changes the room title
show   - hitting return, or 'show' shows the room stats
oshow <vnum>   - shows an object with given vnum
olist   - lists objects in this area.
mshow <vnum>   - shows a mobile with given vnum
mlist   - lists mobiles in this area.
<room-flags>   - room attributes, type ? ROOM for a list
<sector>   - terrain of room, type ? SECTOR for a list
<direction>   - see help EXIT, or type <dir> ?
~

0 EXIT~
For exits, type the direction (north/s/e/w) followed by:

dig <vnum>   - creates the room and makes a two way link
link <room vnum>   - make a two way link
room <room vnum>   - make a one way link (use with caution)
key <object vnum>   - makes specified object the vnum of the key required
name <door name>   - makes the door's name/keywords = to the given name
desc   - edit the description of the exit
delete   - delete this exit
<exit-flags>   - type ? EXIT for a list(make exit door, locked etc.)

The exit flags are presented in the following manner. The capitalized
flags are ones not included in the reset info. i.e. closed is due to
a player closing the door and not due to the door being set to be closed.

-South to [3744] Key: [-1] Exit flags: [door CLOSED bashed pickproof]
~

0 OEDIT~
Syntax: edit object <vnum>   -Enters the editor for the selected object.

The following commands are available from within the OEDITOR:

addaffect   - applies an affect to an object, no args for help
delaffect   - removes an affect to an object, no args for help
commands   - prints a list of possible commands
cost <gold>   - sets the gold value of the object
create <vnum>   - creates object with specified vnum
done   - exits the object editor and returns to normal play
ed   - type this for info on adding/editing extended descripts
long   - edit long description (the one in the room)
name <keywords>   - sets the keywords on an object
short <desc>   - sets the 'name' of an object (a sword, a fish etc)
show   - hitting return, or 'show' shows the object stats
v0 <num>   - sets the value '0' on the object
v1 <num>   - sets the value '1' on the object
v2 <num>   - sets the value '2' on the object
v3 <num>   - sets the value '3' on the object
v4 <num>   - sets the vlaue '4' on the objcet
weight <num>   - sets the weight of the object
type   - type of object, type ? TYPE for a list
extra   - attributes of object, type ? EXTRA for a list

wear   - where object is worn, type ? WEAR for a list
material   - material the object is made from
~

0 MEDIT~
Syntax: medit <vnum>   -Enters the editor for the selected mobile.

The following commands are available from within the MEDITOR:

alignment <value>   - set the mobile's alignment
commands   - prints a list of possible commands
create <vnum>   - creates mobile with specified vnum
desc   - edit the mobile's description (when looked at)
done   - exits the mobile editor and returns to normal play
level <level>   - set the mobile's level
long   - edit long description (the one in the room)
name <keywords>   - sets the keywords on an mobile
shop   - type this command for further information
short <desc>   - sets the 'name' of an mobile (a sword, a fish etc)
show   - hitting return, or 'show' shows the mobile stats
spec   - sets a mobiles spec proc, type ? SPEC for a list
sex   - set the mobile's sex, type ? SEX for a list
act   - mobiles actions, type ? ACT for a list
affect   - mobile affects, type ? AFFECT for a list
ac   - set the mobile's ac, type ? AC for a list
form   - mobiles body-form, type ? FORM for a list
part   - mobiles bodyparts, type ? PART for a list
imm   - mobile is immune to, type ? IMM for a list
res   - mobile is resistant to, type ? RES for a list
vuln   - mobile is vulnerable to, type ? VULN for a list
material   - material mobile is made from, type ? MATERIAL for a list
off   - offensive behaviour, type ? OFF for a list
size   - size, type ? SIZE for a list
hitdice   - dice to toss to get mobile's hitpoints
manadice   - dice to toss to get mobile's mana
damdice   - dice to toss to get mobile's hand to hand damage

type 'help HITDICE', 'help MANADICE', 'help DAMDICE' for lists of reasonable dice
combinations on different levels.
~

0 HITDICE~
A high number of dice makes for less variance in mobiles hitpoints.
Suggested values are:

```
    level:   dice        min        max        mean
     1:     1d2+6      7( 7)     8( 8)     8( 8)
       2:     1d3+15    16( 15)   18( 18)   17( 17)
       3:     1d6+24    25( 24)   30( 30)   27( 27)
       5:     1d17+42    43( 42)   59( 59)   51( 51)
      10:     3d22+96    99( 95)  162( 162)  131( 129)
      15:     5d30+161  166(159)  311( 311)  239( 235)
      30:    10d61+416  426(419) 1026(1026)  726( 723)
      50:    10d169+920 930(923) 2610(2610) 1770(1767)
```

Diff = max - min. Mean is the arithmetic mean.
The values in parenthesis are the the standard merc values.
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0 MANADICE~
A high number of dice makes for less variance in mobiles mana.
The values the server generates for merc-type mobs is

  <level> d 10 + 100

where level is the level of the mobile.
~

0 DAMDICE~
A high number of dice makes for less variance in mobiles hitpoints.
Suggested values are:

```
    Level    dice     min     min    mean
    1       1d2+0     1      2      2
    2       1d2+1     2      3      3
    3       1d3+2     3      5      4
    5       2d3+2     4      8      6
    10       2d5+5     7     15     11
```

15	3d5+8	11	23	17
20	4d5+10	14	30	22
30	5d6+15	20	45	33
50	5d10+25	30	75	53

Mean is the arithmetic mean. The values in parenthesis are the the
standard merc values. (Will be put in when there's time to calculate
them...)
~

0 RESETS~
Syntax: RESET <number> OBJ <vnum> <location on body>   - equips last mobile
    RESET <number> OBJ <vnum> inside <obj vnum>   - store in container
    RESET <number> OBJ <vnum> room   - store in room
    RESET <number> MOB <vnum> [<max #>]   - load a mobile
    RESET <number> DELETE   - delete a reset

RESET alone will display the resets in the current room. The <number> will
be displayed with this list. Typing ? WEAR-LOC will list possible locations
that an object can be loaded to. The [<max #>] is the maximum number of
mobiles allowed in this room and will default to 1 if no number is entered.

For resets to be successful make sure that you add them in a logical order.
For example if you are equiping a mobile don't load a container in the room
and fill it with some objects and then continue equiping the mobile. It is
likely that resets will backfire if they are not carefully entered.

If you wish to reset the room then use EDIT ROOM RESET.
~

0 MOB_AC~
The values ROM generates for a merc format mob is:

level	pierce	bash	slash	exotic
1	95	95	95	95
5	70	70	70	85
10	40	40	40	70
15	5	5	5	55

20	-25	-25	-25	40
25	-55	-55	-55	20
30	-90	-90	-90	5
35	-120	-120	-120	-10
40	-150	-150	-150	-25
45	-180	-180	-180	-40
50	-215	-215	-215	-55
55	-245	-245	-245	-70
60	-275	-275	-275	-90
65	-305	-305	-305	-105
70	-340	-340	-340	-120
80	-400	-400	-400	-150

These values are 10 times what you would put in an area file. This is because the server multiplies what it reads from file with 10.
~

0 ITEM_LIGHT~
. value 0   unused
  value 1   unused
  value 2   hours of light available, 0 is dead, -1 or 999 is infinite
  value 3   unused
  value 4   unused
~

0 ITEM_STAFF_WAND~
. value 0   level
  value 1   max charges
  value 2   current charges
  value 3   spell name
  value 4   unused

An up-to-date list of spells can be obtained by typing:
? SPELLS [ignore/attack/defend/self/object/all]
~

0 ITEM_SCROLL_POTION_PILL~

.   value 0   level
    value 1   spell name 1
    value 2   spell name 2
    value 3   spell name 3
    value 4   unused

An up-to-date list of spells can be obtained by typing:
? SPELLS [ignore/attack/defend/self/object/all]
~

0 ITEM_ARMOR~
.   value 0   ac pierce
    value 1   ac bash
    value 2   ac slash
    value 3   ac exotic (magic)
    value 4   unused
~

0 ITEM_WEAPON~
.   value 0   weapon class.
    value 1   number of dice to roll.
    value 2   type of dice to roll.
    value 3   weapon type.
    value 4   special weapon type.

An up-to-date list of values can be obtained by typing
? WCLASS
help WEAPON_DICE
? WEAPON
? WTYPE
~

0 WEAPON_DICE~
These are the values the server generates automatically when
converting a merc-format mobile to ROM format. A higher

number of dice gives less variance in damage. There is no
dice-bonus on weapon dice.

```
     level:   dice
       1:     1d8
       2:     2d5
       3:     2d5
       5:     2d6
      10:     4d5
      20:     5d5
      30:     5d7
      50:     5d11
~
```

0 ITEM_CONTAINER~
.   value 0   weight capacity
    value 1   flags: closeable, pickproof, closed, locked
    value 2   key vnum
    value 3   unused
    value 4   unused

An up-to-date list of flags can be obtained by typing
? CONTAINTER
~

0 ITEM_DRINK~
.   value0   capacity
    value 1   current quantity
    value 2   liquid type
    value 3   poisoned?
    value 4   unused

An up-to-date list of liquid types can be obtained by typing
? LIQUID
~

0 ITEM_FOOD~

.   value 0   hours of food value
    value 1   unused
    value 2   unused
    value 3   poisoned?
    value 4   unused
~

0 ITEM_MONEY~
.   value 0   value in gold pieces
    value 1   unused
    value 2   unused
    value 3   unused
    value 4   unused
~

0 $~

#$