GDLE Server and Admin Guide
Fresh install or upgrading

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Dependencies

1. Database - Mysql or MaridDB
2. End of Retail DAT files
3. GDLE Json files

Download database binary

Be sure to choose the correct installer for the OS you are using (Windows or Linux) and follow instructions from respective sites.

Mysql DB link: https://dev.mysql.com/downloads/installer/

MariaDB link: https://downloads.mariadb.org/

Note: Be sure to record the port used by the database and the password used for the 'root' account as that will be needed later in the installation.

You need to have ability to run scripts in a sql client of choice – mysql workbench, heidisql, sqlyog, etc

End of Retail DAT files

Same DAT files used on the client are used by the server. These can be downloaded at the following location: https://mega.nz/#!pCJGQLpD!iluyl8Mmcj8h0cV-cYgDPRaApokhQj-BsH6Sz0F5UxM

Note: Only the DAT files are required so the acclient.exe can be ignored for server setup.

GDLE Json files

The official jsons used for the requested version are included in the release zip file

Those wishing to view the jsons in progress during development can find them here:
https://gitlab.com/gdle/gdlejsons

Unzipping release

If not already downloaded, the zip archive can be downloaded at https://www.gdleac.com/releases/.

Extract the zip file to a location on the system being setup as a server. The files will be extracted in the correct layout.

Setup json files

(Only needed if downloading the GDLE Json files manually)

Extract the gdle json file already downloaded above into the [install location]\bin\Data\json folder. (there should be 14 json files extracted)

Lifestone Content

Lifestone World Releases contain all recipe, spawnmaps, and weenies used on the server that aligns with the events.json and quests.json files. The latest WorldRelease can be found here: https://www.lifestoned.org/WorldRelease. Note: WorldReleases are created monthly and by release and any WorldRelease created between official GDLE releases may contain untested content.

1. Open the World Release archive.
2. Copy the "recipe" folder to [install location]\bin\Data\json
3. Copy the "spawnmaps" folder to [install location]\bin\Data\json
4. Copy the "spells.json" to [install location]\bin\Data\json
5. Copy the "weenies" folder to [install location]\bin\Data\json

Advanced Content deployment for Weenies

(Only needed if custom content or localized versions of Lifestoned)

Under the [install location]\bin\Data\json\weenies folder, create folders similar to:

1. 00_wip
2. 80_custom

3. 90_LSD

Copy the weenies from the world release into 90_LSD. Place any custom overrides into 80_custom.
00_WIP can be for content being tested.

The server loads the folders alphabetically so as long as Lifestoned content is loaded last, any weenie ID
already loaded from other folders will take precedence over Lifestoned version

Database

The [install location]\bin\sqlscripts folder contains the files needed to create a new DB or how to
upgrade your existing DB to the current release. For upgrade purposes, this document assumes upgrade
from GDLE 1.34.

Fresh Install:

DB Create

1. Open the gdledb_newsetup.sql file from [install location]\bin\sqlscripts
2. Find this string (should be about line 16) **CREATE DATABASE IF NOT EXISTS** `gdle` And
   change the "gdle" to your database name of choice
3. Find this string (should be about line 17) **USE** `gdle`; and change the "gdle" to your database
   name of choice
4. Run the script

This will create the tables, views, and stored procedures needed to run your server.

DB Populate

1. Open the gdledb_newsetup_data.sql file from [install location]\bin\sqlscripts
2. Run the script

This will populate several tables with default data for teleporting to towns and base config values
(Section "Config Settings" below)

Upgrade from 1.34

1. In sql client of choice, open the gdledb_upgrade.sql file from [install location]\bin\sqlscripts
2. Run the script

This will add new tables, views, and update the weenie stored procedure.

1. In sql client of choice, open the gdle_137_upgrade_data.sql file from [install
    location]\bin\sqlscripts
2. Run the script

This will populate the Config table with base config values (Section "Config Settings" below).

Config File

The configuration for GDLE has been broken up between server settings and game settings. This section covers those settings considered "server" settings and would require a server restart to change.

This covers both the server.cfg and debug_server.cfg files. Future releases may change some of these to table settings (Section "Config Settings" below)

Setting	Default	Use
`bind_ip`	`127.0.0.1`	IP to bind to. Only change if you have multiple NICs
`bind_port`	`9050`	Main port for game. Uses specified port and port+1 for game.
`database_ip`	`127.0.0.1`	IP of database server. Leave as default if DB is on same host. (DB can be on diff host)
`database_port`	`0`	No default. MUST be set
`database_username`	`root`	Default account used to connect to db
`database_password`		Password used to connect to db. Can be blank if database_username has blank password. (Not recommended)
`database_name`	`gdle`	Default name of db game server expects to connect to. Change if needed
`world_name`		Required to be set. See https://github.com/acresources/serverslist for list of official public servers
`welcome_popup`		Currently disabled. Would generate a popup message upon login.
`welcome_message`		Message text that appears for each login in chat window
`fast_tick`	`0`	Used to allow server to run and take up as much resources as possible. Not recommended if DB is on same server.
`use_incremental_ids`	`1`	For DB tables to increment count for all tables. Change at your own risk
`id_scan_type`	`0`	Used in conjunction if use_incremental_ids is set to 1 to mine DB for IDs
`holtburg_start_position`		Use position setting from /loc to change initial login for players that choose Holtburg to start
`yaraq_start_position`		Same as above but for yaraq
`shoushi_start_position`		Same as above but for shoushi
`sanamar_start_position`		Same as above but for sanamar
`olthoi_start_position`		Not currently used due to Olthoi play disabled, but would function as above
`ban_string`		Default string for players banned when they try to connect

`hardcore_mode`	`0`	If set to 1, character death equates to character deletion
`hardcore_mode_players_only`	`0`	Character deletion only happens during PVP kills
`player_killer_only`	`0`	Set to 1 for all red world
`colored_sentinels`	`0`	Sentinel level players get different radar color
`spawn_landscape`	`1`	Spawn extra rocks/trees that do not block line of sight or movement
`spawn_static_creatures`	`1`	Spawns all static NPCs and Mobs. Turn off to only spawn those from generators
`everything_unlocked`	`0`	No need for lockpicking
`town_crier_buffs`	`0`	Town criers will buff with level 8s on use
`spell_foci_enabled`	`1`	Use foci. Set to 0 to enforce old components
`auto_create_accounts`	`1`	Upon connect a client with a user/pass combo if not already in db will be created
`show_logins`	`1`	Every login will spam global notifying all players of who logged in
`speed_hack_kicking`	`1`	Enable the limited "gear" check in server
`show_death_messages_globally`	`0`	Any time a player dies post a global message
`show_player_death_messages_globally`	`0`	Any time a player dies in PVP post a global message
`spell_purge_on_login`	`0`	Remove all spells upon login. Forces unequip and re-equip of all equipment
`update_allegiance_blob`	`0`	Used to update older alleg blobs (Pre-1.29) to new format
`reset_ratings_on_login`	`0`	Runs an audit of all ratings on all gear to ensure correct values sent to client
`real_time_rare_drops`	`0`	Not yet implemented. Used for ensuring over time players can find a rare.
`ignore_landscape_scenery`	`0`	Try to ignore trees and rocks for missile and spells (player and mobs)
`force_users_to_login_at_lifestone`	`0`	Forces all users to login at their lifestone
`spawn_template_weenies`	`0`	If weenies are not fully named or created spawn a "placeholder".
`allow_pk_commands`		If enabled can be used to bypass need for using the PK and NPK altars to switch modes
`allow_olthoi`	`0`	Olthoi play is currently disabled
`fix_old_chars`	`0`	Only needed for characters created before 1.19 to load into updated server
`show_dot_spells`	`0`	Shows the output during DOT ticks of how much damage taken

`enable_teleport_commands`	0	Allows use of /tele, /teletown, and other such teleport commands (See Admin command section below)
`enable_xp_commands`	0	Enables giving xp and lum (See Admin command section below)
`enable_attackable_command`	0	Enables being able to set character to be able to be attacked by mobs and players (See Admin command section below)
`enable_godly_command`	0	Enables players to level to 999 with "godly" stats or "decent" with ok stats. (See Admin command section below)
`allow_coal_dispel`	0	PVP command to allow coal buff to be displelled or not
`max_dormant_landblocks`	1000	Max number of landblocks to load. This does include those that are permanently loaded in the restrictedlandblocks.json
`dormant_landblock_cleanup_time`	1800	How many seconds before cleaning up and unloading a landblock not in use
`pk_respite_time`	300	Seconds between a pk death and being set back to red
`deletedchar_seconds_to_delete`	3600	Default seconds between time a character is marked for deletion and the deletion happens. (1 hour default retail)
`max_corpses_per_player`	5	Not implemented yet, but any corpse past this limit will auto delete the oldest
`fellow_update_health`	0.05	The percent change in health before notifying fellowship. Reduces network traffic (5%)
`fellow_update_stam`	0.3	The percent change in stamina before notifying fellowship. (30%)
`fellow_update_mana`	0.3	The percent change in mana before notifying fellowship. (30%)

Config Settings

These settings are saved and loaded from the DB upon server start. They can be modified while the server is running. Any change to the value while the server is running is saved back to the db to be reloaded next restart. The settings can also be changed (base and runtime) in the db without impact to running server, but they will not take effect until the server is restarted.

These can be viewed in the table or as the server reads them by opening the view "vwgetconfig" built as part of the db setup.

Setting	Runtime	Base	Use
allow_general_chat		1	Allow players to use General chat channel

blue_sigil_rate		0.005	Proc chance for Blue sigil effect per level of aetheria
cloak_base_proc_rate		0.05	Base proc chance for cloak special ability
cloak_half_hlth_proc_bonus		0.075	Bonus proc chance if hit does greater than half players max health
cloak_per_level_bonus		0.01	Bonus proc rate chance per level of cloak as it levels
cloak_qtr_hlth_proc_bonus		0.05	Bonus proc chance if hit does greater than a quarter of players max health
cloak_tnth_hlth_proc_bonus		0.025	Bonus proc chance if hit does greater than a tenth of players max health
drop_rate_multiplier		1.0	Mutliplier for mob trophy drops
kill_xp_multiplier		1.0	Mutliplier for mob kill xp
lum_xp_multipler		1.0	Multiplier for luminance earnings
missile_attr_adj		0.0	Adjust Missile damage default. Negative for less damage, Positive for more
mobai_max_pvs_check		1.5	Max delay between times the mob checks for new enemies
mobai_min_pvs_check		0.5	Min delay between times the mob checks for new enemies
pk_cb_magic_base_mult		0.5	PK base multiplier for Crippling Blow imbue for magic
pk_cb_magic_max_mult		5	PK max multiplier for Crippling Blow imbue for magic
pk_cb_magic_max_skill		360	PK Max skill needed for max Crippling Blow chance for magic
pk_cb_magic_min_skill		125	PK Min skill needed to proc Crippling Blow imbue for magic
pk_cb_melee_base_mult		1.0	PK base multiplier for Crippling Blow imbue for melee
pk_cb_melee_max_mult		7.0	PK max multiplier for Crippling Blow imbue for melee
pk_cb_melee_max_skill		400	PK Max skill needed for max Crippling Blow chance for melee
pk_cb_melee_min_skill		150	PK Min skill needed to proc Crippling Blow imbue for melee
pk_cb_missile_base_mult		1.0	PK base multiplier for Crippling Blow imbue for missile
pk_cb_missile_max_mult		7.0	PK max multiplier for Crippling Blow imbue for missile
pk_cb_missile_max_skill		360	PK Max skill needed for max Crippling Blow chance for missile
pk_cb_missile_min_skill		125	PK Min skill needed to proc Crippling Blow imbue for missile
pk_cs_magic_base_chance		0.05	PK base chance to proc Critical Strike imbue for magic
pk_cs_magic_max_chance		0.25	PK max chance to proc Critical Strike imbue for magic
pk_cs_magic_max_skill		360	PK Max skill needed for max Critical Strike chance for magic
pk_cs_magic_min_skill		125	PK Min skill needed to proc Critical Strike imbue for magic
pk_cs_melee_base_chance		0.1	PK base chance to proc Critical Strike imbue for melee
pk_cs_melee_max_chance		0.5	PK max chance to proc Critical Strike imbue for melee
pk_cs_melee_max_skill		400	PK Max skill needed for max Critical Strike chance for melee
pk_cs_melee_min_skill		150	PK Min skill needed to proc Critical Strike imbue for melee
pk_cs_missile_base_chance		0.1	PK base chance to proc Critical Strike imbue for missile
pk_cs_missile_max_chance		0.5	PK max chance to proc Critical Strike imbue for missile
pk_cs_missile_max_skill		360	PK Max skill needed for max Critical Strike chance for missile

pk_cs_missile_min_skill		125	PK Min skill needed to proc Critical Strike imbue for missile
rare_drop_multiplier		0.15	Rate at which to drop rares. Rate to be "close" to wiki is 0.15
red_sigil_rate		0.01	Proc chance for Red sigil effect per level of aetheria
respawn_time_multiplier		1.0	Alters the speed of generator respawns. Less than 1.0 faster as percentage
reward_xp_multiplier		1.0	Mutliplier for quest reward xp hand in
speed_hack_kick_threshold		1.2	If speed kick is enabled, the frequency of messages to try to detect GEAR users
void_damage_reduction		0.0	Alters the damage percentage of void in PvP. E.g. 0.50 = 50% damage. 0.0 is no damage reduction.
yellow_sigil_rate		0.0075	Proc chance for Yellow sigil effect per level of aetheria

Starting your server

(Windows)

Start the GDLEnhanced.exe. This will load a UI with a "Start" button. The "Launch Admin" button functionality has been removed but the button remains at this time. The "Edit" button will launch notepad with the server.cfg file loaded (See "Config file" section above)

(Linux)

Linux releases and builds will be in a future version.

In Game Commands

Most ingame commands require the target to be assessed. Given the spam of assessing done by VTank, Mag-Tools, and Utility Belt, the target may need to be assessed and command executed more than once.

Admin commands:

@addtitle id - Grants the last assessed player's the Title ID.

@adminvision <enabled> - allow seeing invisible items (must use before teleporting or spawning things)

@animation <index> [speed=1] - Plays a primary animation.

@animationother <index> [speed=1] - Plays a primary animation.

@attackable <on/off> - Prevents you from being targeted by monsters.

@damagesources - Lists all damage sources and values for the last assessed target if it's a monster.

@debug <index> - Gives extra information about last assessed player/mob/npc/item

@debugresistances - lists out last assessed's resistances to all non-nether types

@effect <index> [scale=1] - Emits a particle effect.

@getpksettings - Prints out the current server PK CS/CB settings

@instakill <radius> - Deals damage to all nearby creatures.

@movetome - Brings an object to you.

@passupbool <0 | 1> - Sets the last assessed player's XP passup bool. If no argument is given, shows the current state.

@setpksetting [Combatmode] [Imbue] [Setting] [minmax] value - Updates setting for melee|missile|magic CS|CB skill|chance|mult base|max

@sound <index> [speed?=1] - Emits a sound effect.

@sweartime <unix timestamp> - Sets the time that the last assessed player swore to their patron to <unix timestamp> seconds. If no argument is given, shows the current timestamp.

@targeteffect [effect] [scale] - Plays an effect on the last target you assessed.

@targetsound [effect] [speed] - Plays an effect on the last target you assessed.

@vismode <mode> - Changes your physics state.

@arwic - Teleports you to Arwic.

@dungeon <name> - teleports player to given dungeon

@tele <player name> - Teleports you to a player.

@teleloc <landcell> [x=0] [y=0] [z=0] [anglew=1] [anglex=0] [angley=0] [anglez=0] - Teleports to a specific location.

@teleto <coords> - Teleports you to coordinates.

@teletome <player name> - Teleports someone to you.

@teletown <town name> - Teleports you to a town.

@addspellbyid id - Adds a spell by ID

@barber - Loads the barber UI

@clearquests - Clears all quests from your character

@config <setting> <on/off> - Manually sets a character option on the server.

@decent [name] - Gives you great attributes (Mage centric)

@decquest <name> [# of times to increment] -

@dropitemsondeath <on/off> - Determines if you should or not drop items when you die.

@erasequest <name> - Removes a specific quest stamp from your character

@gag action [charactername] [duration] [-account] - Gag players add|remove|list with duration in seconds (-1 = perm) use '-account' for all characters. Put quotes around characters with spaces in name.

@getcreditother - Gets the current unassigned skill credits of the last identified target.

@givecredit [value] - Gives you some skill credits for testing.

@givecreditother <player name> [value] - Gives your last assessed AND named target some skill credits.

@givelum [value] - Gives you some Luminance for testing.

@givexp [value] - Gives you some XP for testing.

@givexpother [value] - Gives you some XP for testing.

@godly - Gives you great attributes.

@incquest <name> [# of times to increment] -

@invis <on/off> - Turn invisibility on or off

@learnschool school - Adds all spells of the given school (war, life, item, creature).

@npk - Makes you a non-player killer.

@pk - Makes you a player killer.

@private <on/off> - Prevents other users from teleporting to you.

@purgespells - Removes all spells from you

@radar <on/off> - Turn Radar visibility on or off.

@sethealth [value] - Set my health to value must be below max health

@setname [name] - Changes the last assessed target's name.

@setplayer [wcid] - Sets your Player Character defaults to that of the given wcid.

@setprefix <1 for on, 0 for off> - Adds a prefix to your name such as +Donor.

@setquest <name> [# of times to stamp] -

@setstamina [value] - Set my staminahealth to value must be below max health

@skillspendexp <skillID> <exp> - Attempts to spend the input exp to the given skill.

@spawnset setid - spawns studded leather with set

@stampquest <name> - stamps your character with given stamp

@usecomponents <on/off> - Allows you to cast spells without having the necessary components.

@activeevents - Lists all active events on server

@addmodelswap index swap - Add an ObjDesc model swap

@addspelltoitem spell id - Add Spell to last assessed

@animationall <num> [speed] - Performs an animation for everyone.

@ban <add/remove/list> <player name (if adding) or IP (if removing)> <reason (if adding)> <duration in seonds (if adding)> - Kicks the specified player.

@blueproc value - Sets blue sigil proc rate

@cleanhousing - Clears housing from delete chars and perma banned accounts

@cloakbaseproc value - Sets cloak base proc rate

@cloakhalfhealthproc value - Sets cloak bonus proc rate for losing 50% or more health at once

@cloakperlevelproc value - Sets cloak bonus proc rate for each level above 1

@cloakquarterhealthproc value - Sets cloak bonus proc rate for losing 25% or more health at once

@cloaktenthhealthproc value - Sets cloak bonus proc rate for losing 10% or more health at once

@ <mode> - sets environment changes (See EA60 (Environs) on protocol webpage)

@evict - Force abandons a house either last assessed or by house id

@exportrecipe <recipeid> - Export recipe number

@freezeall - Freezes or unfreezes everyone.

@getdbconfig - Prints all db settings to chat window

@global <text> [color=1] - Displays text globally.

@globalxpmult value - Sets global xp mod for Kill, Quest, and Lum

@glumxpmult value - Sets xp mod for Lum

@importrecipe <recipeid> - Import a recipes

@kick <player name> - Kicks the specified player.

@killxpmult value - Sets xp mod for Kill

@missileadj value - adjusts missle attribute modifier

@raredropmult value - Sets mutliplier for raredrops (0.0 - 1.0)

@redproc value - Sets red sigil proc rate

@reloadevents - Reloads events.json and sets active per json settings

@reloadlb [lbid] - Reset the current or specified landblock (in hex)

@reloadquests - Reloads quests.json

@reloadtreasure - Reloads treasureprofile.json

@removedid statid - Remove DID Stat of last assessed item

@removefloat statid - Remove Float Stat of last assessed item

@removeiid statid - Remove IID Stat of last assessed item

@removeint statid - Remove Int Stat of last assessed item

@removeint64 statid - Remove Int64 Stat of last assessed item

@resetlb [lbid] - Reset the current or specified landblock (in hex)

@respawnmult value - Sets mutliplier for how fast respawns happen

@rewardxpmult value - Sets xp mod for Quest

@serverstatus - Provides information on the server's status.

@setattr attrid value - Set Attribute base value of last assessed item

@setbool statid value (0, 1) - Set Bool Stat of last assessed item

@setdid statid value - Set DID Stat of last assessed item

@setfloat statid value - Set Float Stat of last assessed item

@setiid statid value - Set IID Stat of last assessed item

@setint statid value - Set Int Stat of last assessed item

@setint64 statid value - Set Int64 Stat of last assessed item

@setskill skillid value - Set Skill base value of last assessed item

@setstring statid value - Set String Stat of last assessed item

@setvital vitalid value - Set Vital base value of last assessed item

@setvoidconfig [multipler] - Used to limit void damage 0.1 = 10%, 1.0 = 100%

@simulateaccess <level> - Simulate access level.

@speedkicksetting value - Sets value to check for 'gear' users

@squelchall - Squelch all.

@startevent [event] - Starts an event.

@stopevent [event] - Stops an event.

@testchat - Sends hello back in all chat channel formats.

@testsummons <Summoning Mastery Value> - Set user Summon mastery and provides full set of petdevices

@timeadjust - Time adjustment. Careful.

@trophydropmult value - Sets mutliplier for trophy drops (0.0 - 1.0)

@waivenextrent <on/off> - Toggles this rent period rent.

@wdaddmodelswap wcid index swap - Add an ObjDesc model swap

@wdsetattr wcid attrid value - Set Attribute base value for wcid

@wdsetbool wcid statid value (0, 1) - Set Bool Stat for wcid

@wdsetdid wcid statid value - Set SID Stat for wcid

@wdsetfloat wcid statid value - Set Float Stat for wcid

@wdsetiid wcid statid value - Set IID Stat for wcid

@wdsetint wcid statid value - Set Int Stat for wcid

@wdsetint64 wcid statid value - Set Int64 Stat for wcid

@wdsetskill wcid skillid value - Set Skill base value for wcid

@wdsetstring wcid statid value - Set String Stat for wcid

@wdsetvital wcid vitalid value - Set Vital base value for wcid

@yellowproc value - Sets yellow sigil proc rate

@removethis - removes last non-player weenie from play (will still respawn if set to)

@clearspawns - removes all spawns in current landblock (until next normal respawn timer)

@spawntreasure <tier>, <amount>, <category> - spawns treasure of given category

@spawnsalvagewcid <wcid> - spawns full sack of salvage of wcid type

@spawnwcidinv <wcid> - spawns given wcid in inventory if weenie can be in inventory

@loadjsonwcid <filename> - loads json file of content (must have '.json' at end)

@spawnwcidinvfresh <wcid> - loads json again and respawns in inventory

@spawnwcid <wcid> - spawns given wcid in world

@spawnwcidfresh <wcid> - loads json again and respawns in world

@setsolid - toggles last assessed Ethereal setting to true/false

@nudge_X <amount> - moves the last assessed X placement by amount

@nudge_Y <amount> - moves the last assessed Y placement by amount

@nudge_Z <amount> - moves the last assessed Z placement by amount

@spin_W <amount> - spins the last assessed on W access by amount

@spin_X <amount> - spins the last assessed on X access by amount

@spin_Y <amount> - spins the last assessed on Y access by amount

@spin_Z <amount> - spins the last assessed on Z access by amount

@spin - spins the last assessed to match players orientation

Player commands:

@fixclient - Resets the client back to login state.

@fixcombat - Forces Peace mode if you are stuck in combat.

@getinfo - Get Info from targetted object.

@myloc - Info on your current location.

@getemail - Retrieves the email used on current account.

@myquests - List out all player quest stamp info

@petdamage on|off - Have combat pets show attack info.

@setemail <email address> - One time command to attach email to an account.

Player commands enabled of Config settings set to enable_teleport_commands=1

@dbrows - Shows row counts in DB for char by Wielded, Inventory, in packs, and database

@teleloc <landcell> [x=0] [y=0] [z=0] [anglew=1] [anglex=0] [angley=0] [anglez=0] - Teleports to a specific location.

@teleto <coords> - Teleports you to coordinates.

@tele <player name> - Teleports you to a player.

@spawnwand - spawns a basic wand into inventory

@dungeon <name> - teleports player to given dungeon

@spawnset setid - spawns studded leather with given set

Troubleshooting
Below are some common issues found in server operation.

Server startup - UI Shows unable to bind

This is usually due to either the "`bind_ip`" in the config file has been set to other than 127.0.0.1 or there is already another program already listening to the ports specified in the config.

Server startup - Failed to connect to database

Database user in config file is either incorrect or has incorrect password. For those, advanced users using a 2 box setup with the db on another server, the user in the config file needs remote access.

Server startup - Server crashes while loading content

This is usually due to a malformed custom content. Remove any custom content and verify server still loads.

Client error - Unable to create characters

It is possible for the characters table and weenies table to get out of sync. If this happens run the following query to see if the sync issue exists.

```sql
Select * from weenies where id = (select max(weenie_id) from characters);
```

If this query returns nothing, then the tables are out of sync. Run the following to fix.

```sql
delete from characters where weenie_id = (select max(weenie_id) from characters);
```

This should unblock character creation.

Note for advanced users: The characters table has an ID that did not get into the weenies table so the character creation process failed. This creates a blocking scenario for any new character creation.

Server – Crashes during normal gameplay

This can happen due to bugs, out of memory, or bad content. The windows EventLog will have details about the crash. The application log will have an error with the type of "Application Error". Please copy the crash info to the server-setup channel in Lifestoned Discord. The info needed from the event log would look like this:

Faulting application name: GDLEnhanced.exe, version: 1.0.37.0, time stamp: 0x60dbfb3c
Faulting module name: GDLEnhanced.exe, version: 1.0.37.0, time stamp: 0x60dbfb3c
Exception code: 0xc0000005
Fault offset: 0x00000000004397bf
Faulting process id: 0x8bc
Faulting application start time: 0x01d77e8b4171bf08

Server config – DB settings got all broken

Run the ResetConfig.sql in the Bin\sqldumps folder which will reset all configs to default.

Setup – Upgrade script ran but server broken

The upgrade script was created in HeidiSQL and should run. However, you can verify if it run by checking a few things.

1. Run this query:
   `Select * from weenies where id = (select max(id) from weenies);` If there is no "weenie_ts" column, than the script failed.
2. Check database for new view called "vwgetconfig", if it is missing than script failed

Here are the manual steps to upgrade your server: (these do assume you are connecting and running as 'root' user)

Update Weenies table: ALTER TABLE `weenies` ADD COLUMN `weenie_ts` INT NULL AFTER `data`;

Set Default value for new field: UPDATE weenies SET weenie_ts = 0;

Create new View for cleanup tool: (pending release 1.38):

CREATE ALGORITHM=UNDEFINED DEFINER=`root`@`localhost` VIEW `vwweenieorphants` AS Select id as CharacterId,

TimeStamps.MaxTS as MaxTimestamp,

TimeStamps.MinTS as MinTimestamp

from weenies,

(select top_level_object_id, max(weenie_ts) as MaxTS, min(weenie_ts) as MinTS from weenies where top_level_object_id < 1610612736 group by top_level_object_id)

as TimeStamps

where weenies.id = TimeStamps.top_level_object_id

and id < 1610612736 and TimeStamps.MaxTS != TimeStamps.MinTS and TimeStamps.MaxTS > 0

group by id ;

CREATE TABLE IF NOT EXISTS `config` (

`setting` varchar(50) NOT NULL,

`runtime` varchar(50) DEFAULT NULL,

`base` varchar(50) NOT NULL,

`gameuse` varchar(500) NOT NULL,

UNIQUE INDEX `setting` (`setting`)

) ENGINE=InnoDB DEFAULT CHARSET=latin1;

Create new View for config data: CREATE ALGORITHM=UNDEFINED DEFINER=`root`@`localhost` VIEW `vwgetconfig` AS SELECT lcase(setting), COALESCE(runtime, base, 0) as value from config ;

Delete old sproc: DROP PROCEDURE IF EXISTS `blob_update_weenie`;

Add updated sproc: CREATE DEFINER=`root`@`localhost` PROCEDURE `blob_update_weenie`(

   IN weenieId INT(11) UNSIGNED,

   IN topLevelId INT(11) UNSIGNED,

   IN blockId INT(11) UNSIGNED,

   IN weenieData MEDIUMBLOB,

   IN weeniets INT(11) UNSIGNED

)

LANGUAGE SQL

NOT DETERMINISTIC

CONTAINS SQL

SQL SECURITY DEFINER

COMMENT ''

BEGIN

DECLARE new_hash VARCHAR(32);

DECLARE old_hash VARCHAR(32);

IF NOT EXISTS (SELECT id FROM weenies WHERE id = weenieId) THEN

   INSERT INTO weenies (id, top_level_object_id, block_id, DATA, weenie_ts)

     VALUES (weenieId, topLevelId, blockId, weenieData, weeniets);

ELSE

   SET new_hash = MD5(MID(weenieData, 9, LENGTH(weenieData)-8));

```
    SELECT MD5(MID(`DATA`, 9, LENGTH(`DATA`)-8)) INTO old_hash FROM weenies WHERE id = weenieId;

  IF new_hash <> old_hash THEN

    UPDATE weenies

      SET top_level_object_id = topLevelId, block_id = blockId, `DATA` = weenieData, weenie_ts =
weeniets

      WHERE id = weenieId;

  END IF;

END IF;
```