

GDLE Server Admin Guide – 1.40

Admin account

Once you have the server setup and started with (auto_create_accounts set to 1), add your server to the launcher as a manual add. After your account has been created on the server, you can log out and update your account in the db. Connect to the db with your tool of choice and look for the “accounts” table. The “username” that aligns with the one you used can be set to access level 6 for admin powers.

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	Description
bind_ip	127.0.0.1	IP to bind to. Change only if you know about local networking.
bind_port	9000	UDP port for your server. Will use port and port+1 for game.
net_buffer	131072	Amount of RAM to help with network traffic queuing.
database_ip	127.0.0.1	IP of DB server only change if DB is hosted remotely
database_port	See above	This was referenced in the “Database setup” above.
database_username	root	Only change if you created a root level account in MariaDB
database_password	See above	Used when setting up MariaDB.
database_name	gdle	Default name of db game server expects to connect to. Change if needed
world_name	Admin’s Choice	Required to be set. See https://github.com/acresources/serverslist for list of official public servers
welcome_message		Message text that appears for each login in chat window
fast_tick	0	Only set to 1 when you want to use most CPU/RAM for server.

use_incremental_ids	1	Uses incremental IDs for player items
id_scan_type	0	Only set to 1 if use_inremental_ids is set to 0. This does ID mining looking for gaps. Not recommended unless you are 100% sure
ban_string	“You have been banned!”	Edit for custom message for players banned from your server
hardcore_mode	0	If set to 1, character death will delete the character
hardcore_mode_players_only	0	Character deletion only happens during PVP kills
player_killer_only	0	Set to 1 for RED server (all are PK)
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	0	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 in PVP post a global message
spell_purge_on_login	0	Remove all spells upon login. Forces unequip and re-equip of all equipment
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.
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	0	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
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 dispelled 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_respice_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
fellow_update_stam	0.3	The percent change in stamina before notifying fellowship
fellow_update_mana	0.3	The percent change in mana before notifying fellowship

DB 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.

For proc or drop based configs, the server rolls a value from 0.0 to 1.0 and compares against the value read from the table.

Runtime values that are NULL are instead read from the base. Runtime values are those updated by the server commands.

Setting	Runtime	Base	Use
allow_general_chat	NULL	1	Allow players to use General chat channel
blue_sigil_rate	NULL	0.005	Proc chance for Blue sigil effect per level of aetheria
cloak_base_proc_rate	NULL	0.05	Base proc chance for cloak special ability
cloak_half_hlth_proc_bonus	NULL	0.075	Bonus proc chance if hit does greater than half players max health
cloak_per_level_bonus	NULL	0.01	Bonus proc rate chance per level of cloak as it levels
cloak_qtr_hlth_proc_bonus	NULL	0.05	Bonus proc chance if hit does greater than a quarter of players max health
cloak_tnth_hlth_proc_bonus	NULL	0.025	Bonus proc chance if hit does greater than a tenth of players max health
drop_rate_multiplier	NULL	1	Mutliplier for mob trophy drops
kill_xp_multiplier	NULL	1	Mutliplier for mob kill xp
lum_xp_multipler	NULL	1	Multiplier for luminance earnings
mobai_max_pvs_check	NULL	1.5	Max delay between times the mob checks for new enemies
mobai_min_pvs_check	NULL	0.5	Min delay between times the mob checks for new enemies
pk_cb_magic_base_mult	NULL	0.5	PK base multiplier for Crippling Blow imbue for magic
pk_cb_magic_max_mult	NULL	5	PK max multiplier for Crippling Blow imbue for magic
pk_cb_magic_max_skill	NULL	360	PK Max skill needed for max Crippling Blow chance for magic
pk_cb_magic_min_skill	NULL	125	PK Min skill needed to proc Crippling Blow imbue for magic
pk_cs_magic_base_chance	NULL	0.05	PK base chance for Critical Strike imbue for magic
pk_cs_magic_min_skill	NULL	125	PK Min skill needed to proc Critical Strike imbue for missile
pk_cs_magic_max_skill	NULL	360	PK Max skill needed for max Critical Strike chance for
pk_cs_magic_max_chance	NULL	0.5	PK Max chance with Critical Strike imbue for magic
pk_cb_melee_base_mult	NULL	2	PK base multiplier for Crippling Blow imbue for melee
pk_cb_melee_max_mult	NULL	7	PK max multiplier for Crippling Blow imbue for melee
pk_cb_melee_min_skill	NULL	150	PK Min skill needed for min Crippling Blow chance for melee
pk_cb_melee_max_skill	NULL	400	PK Max skill needed for max Crippling Blow chance for melee

pk_cs_melee_base_chance	NULL	0.1	PK base chance to proc Critical Strike imbue for melee
pk_cs_melee_min_skill	NULL	150	PK Min skill needed to proc Critical Strike imbue for melee
pk_cs_melee_max_skill	NULL	400	PK Max skill needed for max Critical Strike chance for melee
pk_cs_melee_max_chance	NULL	0.5	PK max chance to proc Critical Strike imbue for melee
pk_cb_missile_base_mult	NULL	1	PK base multiplier for Crippling Blow imbue for missile
pk_cb_missile_min_skill	NULL	125	PK Min skill needed to proc Crippling Blow imbue for missile
pk_cb_missile_max_skill	NULL	360	PK Max skill needed for max Crippling Blow chance for missile
pk_cb_missile_max_mult	NULL	7	PK max multiplier for Crippling Blow imbue for missile
pk_cs_missile_base_chance	NULL	0.1	PK base chance to proc Critical Strike imbue for missile
pk_cs_missile_min_skill	NULL	125	PK Min skill needed to proc Critical Strike imbue for missile
pk_cs_missile_max_skill	NULL	360	PK Max skill needed for max Critical Strike chance for missile
pk_cs_missile_max_chance	NULL	0.5	PK max chance to proc Critical Strike imbue for missile
house_evict_enable	NULL	0	Used with house_rent_enable to auto evict on non-payment of rent
allegiance_rank_loot	NULL	0	Add allegiance rank randomization in loot
heritage_loot	NULL	0	Add heritage randomization in loot
pet_damage_scalar	NULL	0.5	Combat Pet damage reduction (0.5 = 50%)
house_rent_enabled	NULL	0	0 for auto-paid, 1 for login and panel rent notification
rare_drops	NULL	1	Enable rare drops
speed_hack_kick_threshold	NULL	1.2	Threshold for packet frequency for limited "GEAR" users
void_damage_reduction	NULL	0.0	Alters the damage percentage of void in PvP. E.g. 0.50 = 50% , 0 = 0%
yellow_sigil_rate	NULL	0.0075	Proc chance for Yellow sigil effect per level of aetheria
red_sigil_rate	NULL	0.01	Proc chance for Red sigil effect per level of aetheria
respawn_time_multiplier	NULL	1	Alters the speed of generator respawns. Less than 1.0 faster as
reward_xp_multiplier	NULL	1	Mutliplier for quest reward xp hand in

(Windows)

Start the GDLEnhanced.exe. This will load a UI with a “Start” button. The “Edit” button will launch notepad with the server.cfg file loaded (See “Config file” section above)

(Linux)

Run the GDLEnhanced binary followed by: --config server.cfg --start

Any change to the server.cfg will require any text editor.

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.

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

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

@givecreditothor <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

@addmodelsrap 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 seconds (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 missile attribute modifier

@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 [multiplier] - 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 multiplier for trophy drops (0.0 - 1.0)

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

@wdaddmodels wap 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)

@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

@spawnmagictic <treasureitemclass> <tier> <count> - Spawns magical treasure of specific treasure item

@spawnitemtic <treasureitemclass> <tier> <count> - Spawns non-magical treasure of specific treasure item

Treasure Item Classes

Coins - 1

Gem - 2

Jewelry - 3

ArtObject - 4

Weapon - 5

Armor - 6

Clothing - 7

Scroll - 8
Caster - 9
ManaStone - 10
FoodDrink - 11
HealKit - 12
Lockpick - 13
SpellComponent - 14
LeatherArmor - 15
StuddedLeatherArmor - 16
ChainMailArmor - 17
CovenantArmor - 18
PlateMailArmor - 19
HeritageLowArmor - 20
HeritageHighArmor - 21
SwordWeapon - 22
MaceWeapon - 23
AxeWeapon - 24
SpearWeapon - 25
UnarmedWeapon - 26
StaffWeapon - 27
DaggerWeapon - 28
BowWeapon - 29
CrossbowWeapon - 30
AtlatlWeapon - 31
TwoHandedWeapon - 32
Aetheria - 33
Cloak - 34
CombatPet - 35
OlthoiArmor - 36
EmpyreanArmor - 37
SpellsHighComponent 38

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

@spawnmagictic

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.

```
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.

```
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-development channel in GDLE 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.

