

| ID, Class, & PZType Parameters |                                                                                     |
|--------------------------------|-------------------------------------------------------------------------------------|
| Parameter                      | Description                                                                         |
| <b>ID</b>                      | Map's unique ID                                                                     |
| <b>Class</b>                   | Categorized map properties                                                          |
| 0                              | Regular Map                                                                         |
| 2                              | Special/Instanced Map (Boss Maps/GvG Maps/Room of Guardian/Room of Tribulation/Etc) |
| 3                              | Harkon Defense                                                                      |
| 4                              | Fiesta Zone                                                                         |
| 5                              | Fiesta Waiting Zone                                                                 |
| <b>PZType</b>                  | Party Zone Properties                                                               |
| 0                              | Regular Map                                                                         |
| 1                              | Special/Instanced Map (Mainly maps that don't allow teleportation)                  |
| 2                              | Boss Room and other Party Instances                                                 |
| 3                              | GvG Map                                                                             |
| 4                              | Wedding Hall                                                                        |

| Type Parameter                                                             |                                         |
|----------------------------------------------------------------------------|-----------------------------------------|
| Value                                                                      | Description                             |
| 0                                                                          | N/A                                     |
| 1                                                                          | Skills Not Allowed                      |
| 2                                                                          | Skills Allowed                          |
| 3                                                                          | Fields/Paths/Fiesta                     |
| 4                                                                          | Dungeons/Trials/Boss Maps/Special Maps  |
| 5                                                                          | Shops/Monster Guilds/etc.               |
| 6                                                                          | O/X Zone                                |
| 7                                                                          | PvP Map                                 |
| 8                                                                          | GvG Map                                 |
| 9                                                                          | Third Battlefield - Battlefield of Duel |
| 12                                                                         | Wedding Hall                            |
| Main map properties. (Likely specifies, skill usage, drilling, shops, etc) |                                         |

| Group Parameter |             |       |                                                |
|-----------------|-------------|-------|------------------------------------------------|
| Value           | Description | Value | Description                                    |
| 0               | Events Maps | 1     | "Path To" Maps/Forests (Megalopolis and Below) |

| Group Parameter (cont)                  |                                       |    |                                                |
|-----------------------------------------|---------------------------------------|----|------------------------------------------------|
| 2                                       | Ghost Blue                            | 3  | Desert Beach                                   |
| 4                                       | Caballa Relics                        | 5  | Megalopolis                                    |
| 6                                       | Oops Warf/Techichi Volcano            | 7  | Black Swamp                                    |
| 8                                       | Tapasco Volcano                       | 9  | Dungeons                                       |
| 10                                      | Snow Hill                             | 11 | Rose Garden (And Spicy Island for some reason) |
| 12                                      | Beginner's Square (Likely not in use) | 13 | Coral Beach                                    |
| 14                                      | GvG Maps                              | 15 | PvP Maps                                       |
| 16                                      | Solo-instanced Maps                   | 17 | Mermaid Palace                                 |
| 18                                      | Mirage Island                         | 19 | Abyss                                          |
| 20                                      | Boss Rooms                            | 21 | Underground Dev Room                           |
| 22                                      | Wedding Hall                          | 23 | Nefertiti's Audience Chamber                   |
| 24                                      | Alteo                                 | 32 | Tartarus                                       |
| Categorized maps relating to said areas |                                       |    |                                                |

| WMRegion Parameter |                     |       |                            |
|--------------------|---------------------|-------|----------------------------|
| Value              | Description         | Value | Description                |
| 0                  | N/A (Uncategorized) | 1     | Ghost Blue                 |
| 2                  | Desert Beach        | 3     | Caballa Relics             |
| 4                  | Megalopolis         | 5     | Oops Wharf                 |
| 6                  | Black Swamp         | 7     | Tapasco Volcano & Tartarus |
| 8                  | Snow Hill           | 9     | Rose Garden                |
| 10                 | Coral Beach         | 11    | Mermaid Palace             |
| 12                 | Mirage Island       | 13    | Techichi Volcano           |
| 14                 | Abyss               | 15    | Underground Dev Room       |
| 16                 | Alteo               |       |                            |
| World Map regions  |                     |       |                            |



### Image-based Parameters

| Parameter       | Description                                                                                   |
|-----------------|-----------------------------------------------------------------------------------------------|
| <b>Name</b>     | The name of the location that is shown in-game                                                |
| <b>FileName</b> | Points to the map's .md3 file (data\map \@@@_###.md3)                                         |
| <b>MiniMap</b>  | Points to the minimap.pnri that is shown in-game (data\map \Mini_map_@@@@.pnri)               |
| <b>MapSign</b>  | Points to the .nri splash that appears when entering a region (data\map \sign \sign_@@@@.nri) |

### Depth, Monster Num, & Monster Table Parameters

| Parameter            | Description                                                                      |
|----------------------|----------------------------------------------------------------------------------|
| <b>MaxDepth</b>      | The maximum allowed depth when drilling                                          |
| <b>MonsterAvrNum</b> | The average number of monsters roaming the map                                   |
| <b>MonsterTable</b>  | Points to the table that dictates what monsters appear (Mon_@@@_Play tables)     |
| <b>BossMonster</b>   | Points to the table that dictates what boss monster appears (BossMon_@@@ tables) |

NOT BOSS PARAMETERS, only the table showing which boss appears--that's the one below the next one!

### Boss, Drilling, NPCs, and BG Effect Parameters

| Parameter             | Description                                                                                       |
|-----------------------|---------------------------------------------------------------------------------------------------|
| <b>ItemPercentage</b> | The odds of excavating an item from said drop pool                                                |
| <b>MaxItem</b>        | Number of drill spots                                                                             |
| <b>MinItemDepth</b>   | The minimum range to excavate an item                                                             |
| <b>MaxItemDepth</b>   | The maximum range to excavate an item                                                             |
| <b>ItemDelaySec</b>   | Either set to 10.000000 or 0.000000; respawn delay for drilled items, perhaps?                    |
| <b>ItemTable</b>      | Points to the table that dictates the list of items obtainable from drilling (MapItem_@@@ tables) |
| <b>ShopPriceRate</b>  | Affects the shops retail price; default retail rate is 0.000000                                   |

### Boss, Drilling, NPCs, and BG Effect Parameters (cont)

|                             |                                                                                                     |
|-----------------------------|-----------------------------------------------------------------------------------------------------|
| <b>ShopTable</b>            | Points to the table that dictates the list of items appear for sale (Shop_@@@ or R_Shop_@@@ tables) |
| <b>NpcTable</b>             | The set of NPCs that appear on said map (NpcTable_@@@ tables)                                       |
| <b>MonsterTactics</b>       | N/A (Not used on this table)                                                                        |
| <b>BGEffectedFileName</b>   | Map Effects (Snow/Underwater/Etc; data\effects \map bge effected \@@@@.eff)                         |
| <b>Note:</b>                | Must have .eff & .nri                                                                               |
| <b>SkillShopTable</b>       | Similar to the ShopTable but for purchasing Skills (SkillShopTalk_@@@ tables)                       |
| <b>BossMonsterCnt</b>       | Number of Boss-type monsters that appear on the map                                                 |
| <b>BossMonsterSpawnTime</b> | Time it takes for Boss-type monsters to spawn                                                       |

### Options Parameter

| Value | Description                                                      | Value | Description                                                                                       |
|-------|------------------------------------------------------------------|-------|---------------------------------------------------------------------------------------------------|
| 0     | N/A (No extra restrictions)                                      | 1     | Tower of Chaos (?)                                                                                |
| 2     | Restricted Drilling (Area cannot be dug)                         | 4     | Reset position/map on log in                                                                      |
| 8     | Unknown                                                          | 16    | Disable Memory Port (This area can't be saved)                                                    |
| 32    | Fiesta/Timer (?)                                                 | 64    | Skirmish/Peaceful Mode                                                                            |
| 128   | Disable teleporting out of map (Unable to teleport at this time) | 256   | Cannot teleport to via couple system (Your lover is in an area that they cannot be summoned from) |
| 512   | Wedding/Janus/Englightenment                                     | 1024  | Cannot teleport to via Friend Finder (Unable to teleport at this time)                            |

Properties/Restrictions applied to a map



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### Subtype Parameter & NoShader

| Parameter       | Description                          |
|-----------------|--------------------------------------|
| <b>SubType</b>  | Other Map Properties                 |
| 0               | N/A                                  |
| 3               | Dungeon Gate                         |
| 4               | Mine                                 |
| 5               | Shop                                 |
| 6               | Bank                                 |
| 7               | Monster Guild                        |
| 8               | Garden of Skill Master               |
| 9               | Guild Office                         |
| 10              | Misc Buildings                       |
| <b>NoShader</b> | Unknown what this does; all set to 0 |

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