

Type & Positioning Parameters

Parameter	Description
Type	The NPC to appear by their [CharacterInfo] ID
PosId	Position ID for the NPC to appear on (Requires another tool to view/adjust coordinates)
Example	TricksterMap. Under "Point Object Data" the "IDs" are shown and based on the "Type" using "General NPC".
RegionId	Region ID for the NPC to roam around in (examples of NPCs who use this: Wise Hen, Weirdo Hen, Spa Employee Mingo)
Note	You probably notice a few main NPCs that look straight "down" sometimes. That's because their animations support other directions along with walking.

Quest & Msg Tables

Parameter	Description
QuestId	ID to assign a quest from [Quest Info], [MonsterQuestInfo], [ScenarioQuestInfo], or [PartyMonQuestInfo] tables. Ranges from QuestId to QuestId4, up to five quests.
TeleportId	ID used from [Teleport Info] to provide a specified travel service using Galder (example: teleporting services)
NpcMoveId	ID used from [NpcMoveInfo] that provides travel or player movement related services with options and restrictions (generally for trials or from item trades)
MsgTable	The message table containing the script of dialogue for the NPC to use (NPCMsg tables)
EventMsgTable	A message table containing the script of dialogue for story telling using multiple NPCs (NpcEventMsg or NpcEventTalk tables)

Compound & Exchange Parameters

Parameter	Description
CompounderTable	Set Table for Compound
ExcShopTable	Exchange Shop Table

Tutorial, TM, & Skill Checks

Parameter	Description
TutorialId	Tutorial related IDs that are no longer used; leave at 0
TutorialTable	Tutorial related tables that are no longer used; can be ignored
TmQuestInfoId	N/A
SkillId	N/A
ImgFilename	Image files used for the old tutorial course; can be ignored

Possibly all unused now, best to leave at 0 or blank. Tutorial parameters used mainly in earlier builds.

Signpost Parameters

Parameter	Description
Subtype	NPC object behavior
0	NPC
1	Signpost
ShowboardId	Presents dialogue/text via the [Textboard] table
When placing a Signpost NPC, subtype must be set to 1. Likely used during the very early days of Trickster Online as the world map feature wasn't available during that time.	

Checks

Parameter	Description
CheckQuestId	Quest ID of any regular quest to check for reference. Ranges from CheckQuestId to CheckQuestId2, up to three
CheckQuestNum	Number of times said quest has been cleared. Ranges from CheckQuestNum to CheckQuestNum2, up to three
CheckMonQuestId	Same as "CheckQuestId" but for monster hunting related quests

Checks (cont)

CheckMonQuestNum Number of times said monster quest has been cleared

CheckItemID0 Item ID for the NPC to check

CheckItemCnt0 Quantity of CheckItemID0 to check

CheckItemID1 A second Item ID for the NPC to check

CheckItemCnt1 Quantity of CheckItemID1 to check

Note Depending if both item checks are used. The "CheckHavelItem" will have to be updated accordingly. (Example: \CheckHavelItem,16,16,16,12)

ActiveQuestID0 ID of any quest to check that is currently active. Ranges from ActiveQuestID0 to ActiveQuestID2, up to three

PreCheck Parameters

Parameter	Description
PreCheckType	Conditions to influence NPC dialogue using checks. Points to the [PreCheckInfo] table.

0 N/A

1 Quest-clear based check

2 Active quest check

3 Equipment-based check

4 ?

5 ?

6 Scenario quest clear check

7 ItemStatInfo check

8 ?

9 Door of tribulation

10 ?

PreCheckArg ID to check based on PreCheckType

Note These are most likely ID's used from [PreCheckInfo]

PreCheckYes NpcMsg dialogue line to use if condition is met

PreCheckNo NpcMsg dialogue line to use if condition is not met

Job & Item Give Parameters

Parameter	Description
JobTypeFlag1	Character type flags to check

JobTypeFlag2	Same as above?
Example	\Check_Job,5,15

GiveItemID ID of an item to receive

TakeItemID ID of an item to trade away

MiniMap Icon Parameters

Parameter	Description
HeadMarkType	Icon to display above the NPC. (data\UI_nori - \NP_C_Head.nri)

0 Red Icon

1 Story Quest/Scroll Icon

2 Present Icon

3 ? Icon

4 Key Quest

5 Teleport Service/Wing Icon

6 ! Icon

7 TM Quest Icon

8? 2 Icon

9? 3 Icon

10? 4 Icon

11? 5 Icon

12? 6 Icon

13? 7 Icon

14? 8 Icon

15? 9 Icon

16 \$ Icon

100 Tower of Chaos Icon

MinimapMarkType Icon to display for the NPC on the minimap. (data\UI_nori \Ma_pUI.nri)

0 Red Icon (Normal)

1 Teleport Service/Wing Icon

2 Exchange/Gift Present

3 PvP/GvG Icon

4 ?

5 ?

6 Hidden

MiniMap Icon Parameters (cont)

7 Event/Yellow Icon (Event)

8 ?

9 Key Quest

10 Story Quest Icon (Scenario)

Note The shop basket icon is automatically used for NPCs in "-Shop_" related tables.

Note Minimap icons relating to portals aren't found here. (Clue: [Mapbo ard Hel pIn fo_ Bun chI ndex])

Extra icons to uncover/test later:

? - Shop Basket Icon (NewShop)

? - Dungeon Entrance Icon (Dungeon)

? - Mine Entrance Icon (Mine)

? - Bank Entrance Icon (Bank)

? - Monster Guild Icon (MonGuild)

? - Cora Skill Shrine Icon (SkillShrine)

? - Guild Entrance Icon (Guild Office)

? - House Entrance Icon (Building)

? - Conehat Icon (Fiesta)

Timer, Egg Shop, and Galder Parameters

Parameter	Description
TimerID	ID to use from the [Npc_ T ime Table] for the NPC to show up at certain times
VIPShopItemTable	VIPSho p_@@@ table to use
TakeGelder	Amount of Galder to take
GiveGelder	Amount of Galder to receive
Leave galder typo	

Item & Stat Check Parameters

Parameter	Description
ItemStatID1	Points to the [ItemS tat Info] table where you can specify what item/stats are required
0	N/A. (Leave at 0 unless the PreCheckType is set to 7. More research needed.)
?	ID to set
ItemStatID2	Probably the same as above but with extra steps. (For future research.)

Item & Stat Check Parameters (cont)

Note These are only used for the Scenario quests of the 3th and 4th stage of Don's Push in Beach Town - Paradise in regards to the Wooden Sword check

SkillCheckID Skill ID to check. Ranges from SkillC heckID to SkillC heckID_2, up to three

Note Used for quests that provide a Skill Card as a reward. (Examples: Chi Sword, Flaming Fist, Poison Assault, Sacred Oath, etc.)

Boss, Event, and Harkon Defense Parameters

Parameter	Description
BossPartyZone	Map ID of the main boss lairs
\Check EnterPartyZone,1,2	
1	Condition met. Advance dialogue, clear to enter
2	Condition not met. Reject dialogue, boss hunt on cooldown. (You can re-enter in ## minutes.)
Note	The table [Party ZoneInfo] is where the " limit minutes ReEnter" can be adjusted.
EventSceneTable	Used for the Episode 6 credits. (Can be ignored.)
HarkonShopTable	Shop tables that use a coin system from Harkon Defense. No further information available...

