

General Identification Parameters

Parameter	Description
Id	Unique ID to set for this quest
Name	Name of quest
Client	Name of NPC quest giver
Pos	Name of map location where the NPC gave the quest from
Comment	Quest log summary of the objective for the quest. (Example: Bring 2 Baby carrots.)
MinLevel	Minimum level required to accept the quest
MaxLevel	Maximum level allowed to accept the quest. Can be set higher than Lv400
Note	Only useful if the game allowed player levels higher than 400

EXP & Requirement Parameters

Parameter	Description
Exp	Experience points to receive as a reward
Tmxp	TM experience points to receive as a reward
Note	Depending on the type of quest, these can be set within the <code>QuestR esult</code> table instead
SrcItem0	ID of the requested quest item. Ranging from <code>SrcItem0</code> to <code>SrcItem5</code> , up to six items
Cnt0	Quantity of the requested quest item. Ranging from <code>Cnt0</code> to <code>Cnt5</code> , up to six items
Note	Depending on the "Options" type, you can make the quest similar to Julio's Storage Missions

Ignored Src Parameters

Parameter	Description
SrcSkill0	N/A
SrcSkillLv0	N/A
SrcGelder	N/A

These can be ignored. Leave at 0. Some values were found in "ScenarioQuestInfo". To what purpose they serve remains a mystery.

Results, Count, Reference, and Options

Parameter	Description
ResultTable	The " <code>Que stR esu lt_ ###</code> " to use
MaxCount	Number of times you can repeat the quest
Note	If set to 99. The quest can be repeated indefinitely
RefId	Reference ID. Usually points to "Id" itself
Options	Properties to apply to the quest
0	Default
1	Card Quest/Unknown Required Items
2	Julio's Storage Mission (Bulk Quest)
3	Key Quest

