

BeginnerRebirthInfo

Parameter	Description
Level	Level of "max" before Angel System goes away
Note:	The following values must be in the format of 1.000000 = 100%
Restor-eHpRatio	HP Regen Ratio Upon Death
Restor-eMpRatio	MP Regen Ratio Upon Death
Restor-eExpRatio	EXP Ratio Upon Death
Restor-eTm-xpRatio	TM Ratio Upon Death

This is regarding the Angel System and the parameters required to adjust it.

DailyColor

Parameter	Description
Value	MapInfoEx ID
NoonColor	Color at "Noon"
EveningColor	Color at "Evening"
NightColor	Color at "Night"
DawnColor	Color at "Dawn"

This is the Map color table to describe the color for maps. It appears to use DECIMAL to describe the color. Use a tool like this to convert Hex to Decimal: <https://converting-colors.com/decimal-color-16777215.html>

EquipReform_HelpItem

Parameter	Description
ID	ItemParam ID
minShift	minimum % value of the gem (can be negative)
maxShift	max % value of the gem (can be negative)

Comment	Name
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This is for setting the custom temper gems. Use with the **EquipReformRandomStatRatio** and **EquipReformRandomTable** tables for adjusting and making custom temper gems.

EquipReformRandomStatRatio

Parameter	Description
Min	minimum of temper range assistance
Max	max bonus of temper range assistance

Comment	Name of bonus
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This is the general temper range. Use with the **EquipReform_HelpItem** and **EquipReformRandomTable** tables for adjusting and making custom temper gems.

EquipReformRandomTable

Parameter	Description
Name	Short Name of Reform Table
Step#	Distribution on a scale of 1-10 of the temper range
TIP	Think of this as a line graph. (x,y) so <Step1>1 = (1,1), <Step10>9 = (10,9) etc. It's math distribution.

Comment	Category
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This is for setting the general temper ranges of each item type. Use with the **EquipReform_HelpItem** and **EquipReformRandomStatRatio** tables for adjusting and making custom temper gems.

EquipReformRandomStatRatio

Parameter	Description
Min	Minimum % affected, can be negative
Max	Max % affected, can be negative

Comment	Optional Label
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This describes the min and max of the range of what can happen to your equipment stats from baseline when tempering.



By **Mewsie** (vennybot)
cheatography.com/vennybot/
mewsie.world

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BonusPresentItemInfo

Parameter	Description
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PresentId	Box Id from PresentItemParam2
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Select-ItemId	Item in Parent PresentId Box to grant bonus to (AKA when SelectItemId is given by the box PresentId....)
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PickBonusPresentId	Reward Box A's Item Box ID to give a sub-item as a bonus (AKA ...then a sub-item is granted from PickBonusPresentId's Item Pool OR)
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Unpick-BonusPresentId	Reward Box B's Item Box ID to give a sub-item as a bonus (AKA ...then a sub-item is granted from UnpickBonusPresentId's Item Pool)
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This table relies on a boolean system meaning that either A or B bonus present is given for the **PresentItemParam2**-exclusive item pool. All FIELDINFOs are required per row filled out to make this work, meaning you cannot omit Item Pool A (PickBonusPresentId) or Item Pool B (UnpickBonusPresentId)

DropItemEventParam

Parameter	Description
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ID	ItemParam Id of item
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DrillRatio	Ratio of Drilling chance
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MonRatio	Ratio of Monster Drop chance
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In_Year	Start year (think: 2009, 2010, etc.)
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In_Month	Start month
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In_Day	Start hour
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In_Hour	Start hour
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In_Minute	Start minute
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Out_Year	End year (think: 2009, 2010, etc.)
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Out_Month	End month
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Out_Day	End hour
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Out_Hour	End hour
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Out_Minute	End minute
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WorkingDays	Day of the week it's up
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w1	Sunday
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w2	Monday
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w3	Tuesday
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w4	Wednesday
----	-----------

w5	Thursday
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DropItemEventParam (cont)

w6	Friday
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w7	Saturday
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This is used for Global Events such as Pop Events

ExpmapHelper

Parameter	Description
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ID	MapInfoEx ID
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Name	Optional Label
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Exp_Event	Ratio of bonus EXP
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TM_Event	Ratio of bonus TM Exp
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This is what gives maps additional exp boons.

ItemReformTable

Parameter	Description
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MinLv	Minimum level this bracket applies to
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MaxLv	Max level this bracket applies to
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ItemId	ItemParam ID of the temper material (Chaos Feathers are default)
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ItemCnt	# of ItemId required for Tempering
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This is what defines the temper feather values, as well as what ID is used for tempering.

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By **Mewsie** (vennybot)

cheatography.com/vennybot/

mewsie.world

Compound_@@@ - Bulk List

Parameter	Description
CompoundID	ID of compound
Name	Name displayed to the player
Comment	Optional description
ResLv	Required Level to Receive Compound
ResID1-3	Received ItemParam ID
ReqID1	Required ItemParamID 1
ReqNum1	Required # of ReqID1
Repeat Req@@@# until ReqNum5	
Probability	Baseline probability of success
Fee	Galder Fee for compounding

These are:

- Compound_Potion
- Compound_Rare
- Compound_Throw

As they all share IDs.

Compounder_@@@ - Individual Lists

Parameter	Description
CompoundID	ID from Compound_@@@ tables
Probability	Additional Probability chance
Hidden	Is this listing hidden or not?
0	No
1	Yes

(Not sure behavior for player if hidden)

These are for the individual compound lists themselves taken from the **Compound_@@@** table.

EquipReformCostDiscount

Parameter	Description
index	ItemParam ID
ratio	Ratio of discount
desc	Optional description
Allows you to make certain tempers discounted.	

ExchangeShopContents

Parameter	Description
ExchangeID	ID of Exchange
Name	Name of Exchange (Displayed)
Comment	Name of Exchange (Internal)
ResLv	Required Level
ResID1-3	Received item ID
ReqID1-5	Required ID number for trade
ReqNum1-5	How many required
Fee	Cost

This is the major list of all Exchanges.

CMSetItemParam

Parameter	Description
ID	ID of ItemParam Set
Name	Name of Set Label
Item#	Item required

Sets **ItemParam** equipment set titles and preface to other sets in myshop. Requires an **ItemParam** row per set.

