

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 |
|---------|------|
|---------|------|

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 |
|---------|---------------|
|---------|---------------|

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 |
|---------|----------|
|---------|----------|

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 |
|---------|----------------|
|---------|----------------|

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



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BonusPresentItemInfo

| Parameter | Description |
|-----------------------|---|
| PresentId | Box Id from PresentItemParam2 |
| Select-ItemId | Item in Parent PresentId Box to grant bonus to (AKA when SelectItemId is given by the box PresentId....) |
| 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) |
| 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) |

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 |
|-------------|--------------------------------------|
| ID | ItemParam Id of item |
| DrillRatio | Ratio of Drilling chance |
| MonRatio | Ratio of Monster Drop chance |
| In_Year | Start year (think: 2009, 2010, etc.) |
| In_Month | Start month |
| In_Day | Start hour |
| In_Hour | Start hour |
| In_Minute | Start minute |
| Out_Year | End year (think: 2009, 2010, etc.) |
| Out_Month | End month |
| Out_Day | End hour |
| Out_Hour | End hour |
| Out_Minute | End minute |
| WorkingDays | Day of the week it's up |
| w1 | Sunday |
| w2 | Monday |
| w3 | Tuesday |
| w4 | Wednesday |
| w5 | Thursday |

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DropItemEventParam (cont)

| | |
|----|----------|
| w6 | Friday |
| w7 | Saturday |

This is used for Global Events such as Pop Events

ExpmapHelper

| Parameter | Description |
|-----------|-----------------------|
| ID | MapInfoEx ID |
| Name | Optional Label |
| Exp_Event | Ratio of bonus EXP |
| TM_Event | Ratio of bonus TM Exp |

This is what gives maps additional exp boons.

ItemReformTable

| Parameter | Description |
|-----------|---|
| MinLv | Minimum level this bracket applies to |
| MaxLv | Max level this bracket applies to |
| ItemId | ItemParam ID of the temper material (Chaos Feathers are default) |
| ItemCnt | # of ItemId required for Tempering |

This is what defines the temper feather values, as well as what ID is used for tempering.

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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. | |



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