# PIPPI
# USER MANUAL

JOSHTECH

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**Testers:** Koros, Fia, ContrastX, and many other wonderful players

**Special Dedication:** To Caroline for understanding all the long days and nights I spent to complete my work.

**Donors:** Without your contribution and support we could not push Pippi into the future.

**Cheer Section:** To the Pippsters and Steam Workshop Subscribers, please know that each of you made an impact with your support of Pippi.

**Special Thanks:** To the Funcom devs, especially Scooper, the Advanced Server's Build Team: Frostydog, Madasyn, Brother Yig, all gamers, and my fellow modders who make this hobby worth pursuing.
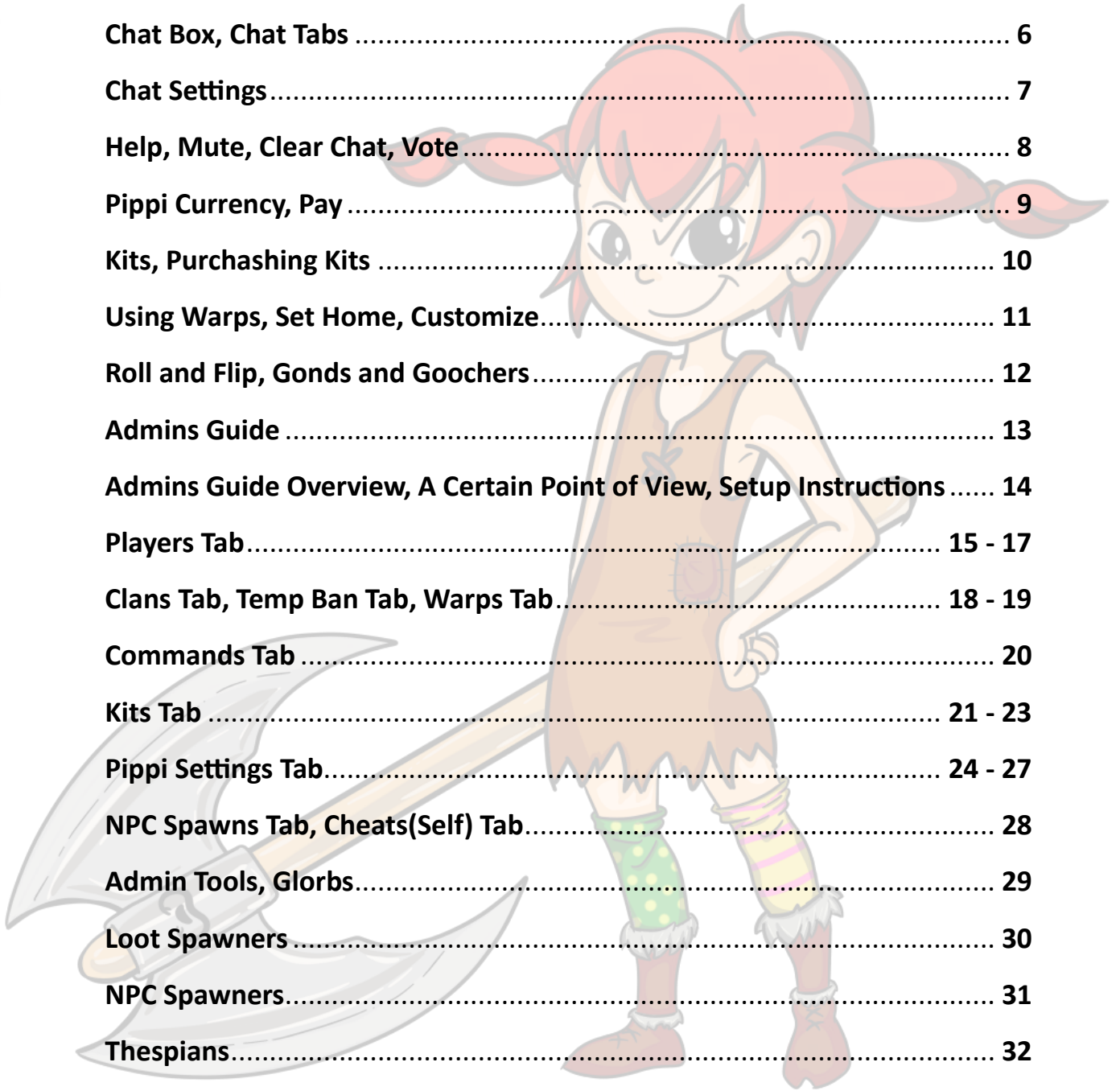
# Third Edition

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## Brief Overview

Pippi is a mod created for Conan Exiles by the user Joshtech a.k.a. CoOkIeMoNsTeR. Pippi adds new features and systems to game play which assist admins in maintaining players while also adding to the player's experience. Pippi is modular by design, meaning that each system is separate from each other but they all work together. A good example of this would be the Warp System and the Map System. By having warps in the Warp System, the Map System can be configured to provide a visual representation of where the warps are to the player. Further on in this document each system will be explained in greater detail. Certain existing features of Conan Exiles have been completely rewritten to provide a better experience, some of these features are the Chat System and Map System.

- Joshtech

## Why the Name?

Often enough people ask why the mod was titled Pippi. When Josh began his journey to create a program that would expand on the functionalities of Conan Exiles, it was not yet named. His creation was small but growing powerful by giving admins and players more useable features. The further he traveled down the rabbit hole, the more important it was for a name to be given to the mod. He remembered a character created by Astrid Lindgren, the author of a series of children's books. This fictional character, Pippi Longstocking, was also small but powerful. Thus, began the first release of the synonymous mod, Pippi.

## What Comes in the Box

What is Pippi? In short, it is many things. Pippi offers admins the ability to easily operate their servers and maintain their player base. They can enlist the help of moderators without giving them full access to the admin panel. Admins also have the option to enhance their players' gameplay by creating kits, warp points for fast travel, and easily change character names, levels, and skill points. That is just to name a few features.

Players may interact with the mod through chat commands with the enhanced chat window, earn money through time played in-game, purchase kits, set a personal home warp and much more. Admins have the freedom to choose which of these options are available to their players.

This manual will expand upon the vast options admins have, explain the system as it is intended for players, and perhaps uncover other hidden features.

## What is Team Pippi?

Team Pippi was started by Josh in Pippi's earlier days. I met Josh while creating my first Unreal Engine Mod. He was not only an invaluable resource but a mentor and teacher for me. His background was in programming while I dabbled in modeling and texturing. As our relationship grew, Fia arrived on the scene and promoted Pippi on her server. Pippi was a hit amongst her community of players. Requests would come in and we would take the information back to Josh to be implemented.

Pippi spread like wildfire. Other server admins also reached out to establish a relationship with this talented modder. Josh jokingly referred to us as Team Pippi. Eventually, we retired my mod and decided to dedicate our full attention to Team Pippi, promoting and teaching the UI to other server admins. So, who is Team Pippi? Well, if I were to give an answer, it's you! The community. Though Josh is the sole creator and father of the mod, Fia and I love what Pippi has grown into...and we're rather fond of Josh too.

- ContrastX

## How to Use This Manual

The manual is separated into three guides. The first section is the Players Guide with explanations for some of Pippi's features. The second section is the Admin Guide that breaks down the Admin Panel tabs. The Quick Guide is at the end for easy reference to Pippi's Commands.

### PIPPI TIPS

These boxes are placed throughout the guide for helpful tips. The information in them will be brief and related to the information on the current page.

## Summary of Features

Below is a brief list of features Pippi offers admins and players:

- Player Details (Steam ID, Steam Name, Ping)
- Character Info (Race, Religion, Gender, Clan, Clan Rank)
- Adjustment of a character's clan rank
- Character Stats (Level, Experience, Encumbrance, Attributes, etc.)
- The ability to view and adjust a player's recipes.
- The ability to view and adjust a character's vital statistics.
- The ability to kick, kill, teleport, summon, and send home a character
- Mute, Silence, and Ban Players
- Clan Recognition (Clan names and member totals)
- Create Warps
- Warpers for a visual accompaniment to Warps
- Currency System
- Kit creation for character purchase, creature loot, and loot spawners
- Loot Spawners that can be placed anywhere
- NPC Spawners for custom dungeons or adventure locations
- Set player permissions for Pippi's features and commands
- The ability to add cooldowns and cost to any Pippi command
- Chat Tabs with individual settings and alerts
- Profanity Filters
- Custom MOTD, Rules, and Announcement Settings
- Commands for spawning meteors and sandstorms

## Server Rules

When you log onto a Pippi server for the first time you may notice a pop-up window providing information about the server. Admins configure this feature and must rewrite the default message. If you accept the server rules, you will be able to continue into the game. If you decline the rules you will not be able to join the server and the Conan Exiles' client will close. You will then need to restart the game.

This is a useful feature for server admins and players alike. Admins can provide a list of server rules and information for new players. In return, players will know if the server accommodates their playstyle and can decline if it is not for them. You no longer need to ask a ton of questions in chat or spend hours playing to find you've joined a server with rules you don't like. Admins will know with a player clicking accept, they have read the server's rules and any other information provided before joining the server.

### PIPPI TIPS

Pippi automatically checks the selection box to *Show Servers With Mods*.

Once a player is subscribed to Pippi, they will no longer have to remember to do this.

## Chat Box

Once you have created your character one of the first features you will has access to is the Pippi chat window. Chat has four tabs: Global, Local, Clan, and Whisper.

These tabs can be accessed two ways; by pressing the Enter key and using the mouse pointer to click on the desired chat tab or by using the Tab key to circulate through each chat window.

### PIPPI TIPS

**The two ways to Whisper another player:**

/w <Character Name> < Message>

/whisper <Character Name> <Message>

To quickly reply type: /r <Message>

## Chat Tabs

- Global chat allows all players to see what is being broadcast across the game.

- Local chat allows players to talk within the server's local chat radius. Their conversation cannot be broadcasted to all players in game.

- Clan chat only works if players are in a Clan. This can be used at any proximity between clanmates.

- Whisper chat allows two players to speak privately at any distance. You only need to type the whisper command once to continue a conversation. However, if you wish to start a new whisper with another player you will need to type out the command again with the new character's name.

## Chat Settings

Pippi offers customizable chat settings that the default game does not. These have been broken up into three categories: Notification, General, and Channel Config. Chat Settings can be accessed by pressing your Enter Key and left clicking on the Cog in the bottom right corner of the chat line. Now that you have opened your chat settings we can dive right in.

- Notification allows a player to change the tone and volume of the alert when there is activity in another chat tab. You can listen to the sound by clicking on the Preview button.

- General allows players to turn on/off time stamp, auto scroll, and the Tab key function. Players also have the option to change their font size. An exciting feature is the ability to expand the chat window. To resize it simply adjust the length slider left or right. Opacity is used to adjust visibility of the chat box. These setting choices are persistent.

- Channel Config allows a player to choose what types of messages appear in each chat tab. In our example below the Global Tab has Announcements, Actions and Global check marked. That means those message types will be seen in Global chat. However, the Local Tab has Announcements, Action, and Local checked. That means anytime there is a server announcement in global it will also show in the Local Tab.

PIPPI TIPS

For a quick resizing of the chat window, press Enter and then + on the number pad.
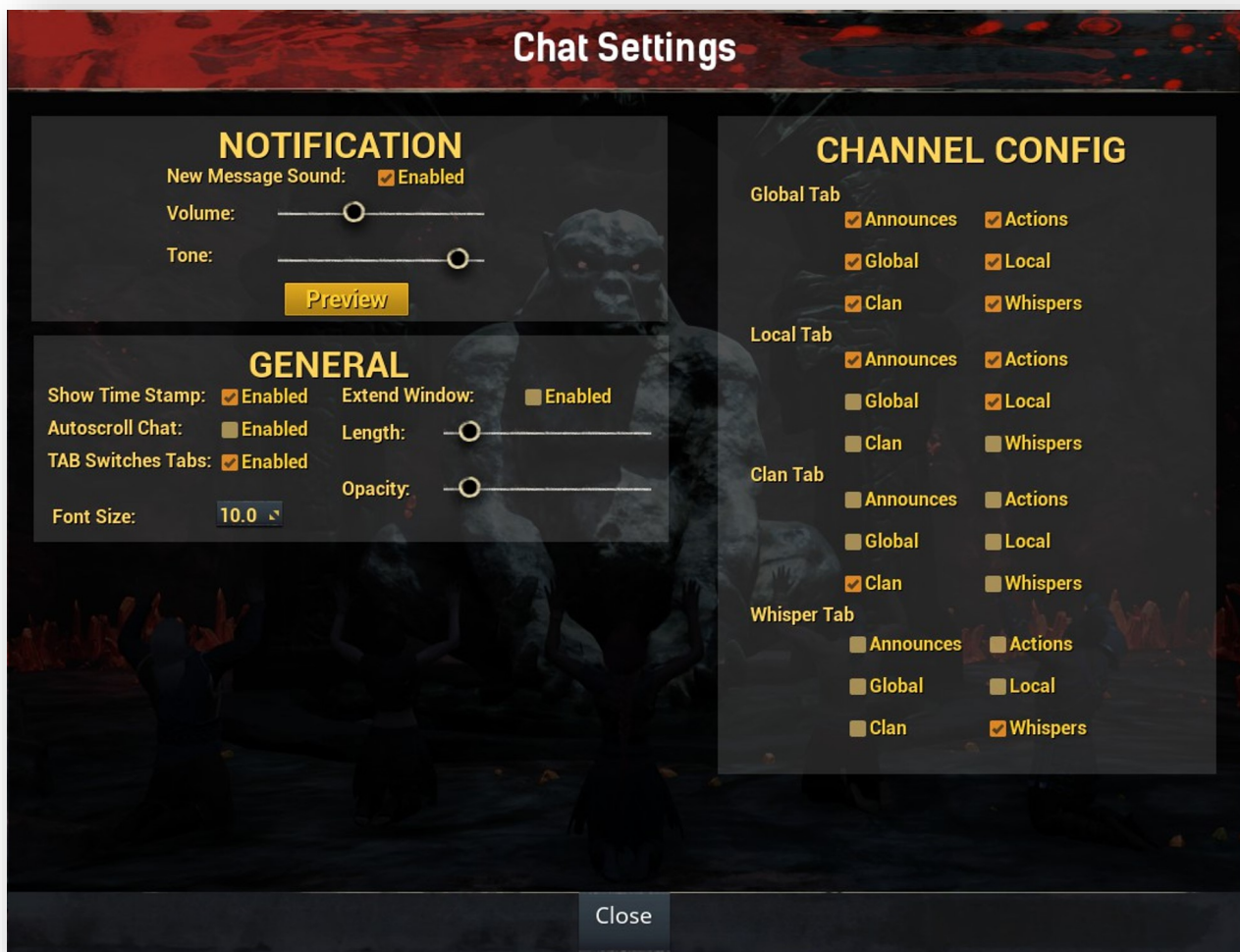
## Help

The most important command to start with in chat is **/help**. Type **/help** for the first page, **/help 2** for the second page, **/help 3** if there is a third page and so forth. It will populate a list of the available Pippi commands in the chat window. Those that appear have been enabled for players by the server admin. All commands are defined in the Quick Guide found after the Admin Guide.

## Mute

Mute gives individual players even more control over what appears in the chat window. It blocks incoming messages from specific players that you add to the mute list. To block a particular player, type **/mute <player name>**. This will prevent their messages from appearing in any of your chat tabs. Unmute players with **/unmute <player name>**. Should you forget players added to your mute list, type **/list mute**.

## Clear Chat

Players now can clear the chat window if it has become cluttered. Type **/clear** in the chat window and you will start with a clean slate. Using this feature will clear out all windows at the same time. Be certain you want to perform this action before doing so as there is no undo option.

## Vote

Vote is an option that allows players the chance to decide on the time of the day. The option may be used in the chat tab only if the admin has activated it. It can be useful for those who are having a hard time finding their corpse in the dark or want the cover of night to avoid detection by other players.

The following commands are available to choose from: **/vote dawn**, **/vote noon**, or **/vote dusk**. When a vote is initiated by a player with the proper permissions, others may use **/vote** to confirm the time change. It should be noted that chat will show who started the vote. Once voting has started, players have 30 seconds to decide.

For the remaining players that do not want the change, they simply do nothing and let the vote time out. Majority determines success or failure of the time change. If only one player is on, the vote will automatically take effect.

### PIPPI TIPS

If you do not see an option to vote, check your chat settings. You must have Announces checked for each of the four tabs in order to see the vote or any other system announcements.
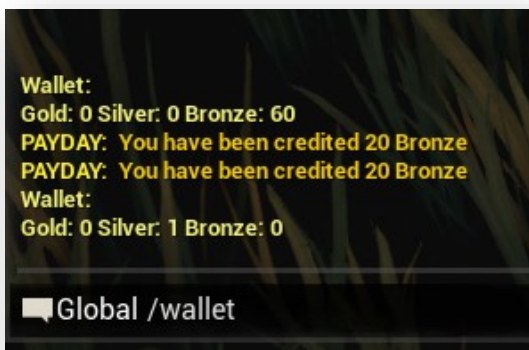
## Pippi Currency

Players can earn Bronze, Silver and Gold with the currency system. Players have the potential to gain coin upon joining the server for the first time, through a scheduled payday, exchanging it with other players, or finding it as loot.

To see what the balance, type **/wallet** in chat. Players can earn currency based on time played in-game and potentially offline as well. Each day and night cycle counts as 24 hours. For example; if the admin gives the players 20 Bronze for their payday, at the end of a 7 day game cycle, that coin will go directly into the wallet. The announcement will display, *PAYDAY: You have been credited 20 Bronze.*

This feature is only available if the admin has activated it in the Pippi Admin Panel. So, what can players do with the currency system? Players may purchase kits, use warps, and pay other players for example. Admins can set a cost to every Pippi command. Refer to the Quick Guide in the back of the manual.

## PIPPI TIPS

Coins do not go into the character's inventory and cannot be stolen.

## Pay

Characters can pay one another with the Pippi system. This allows players to pay for services and conduct commerce without the need to barter. Remember there are three coin types: Gold, Silver, and Bronze. To pay another player type **/pay <character name> <amount> <coin type>** like in this example: /pay Gond 1 Bronze.
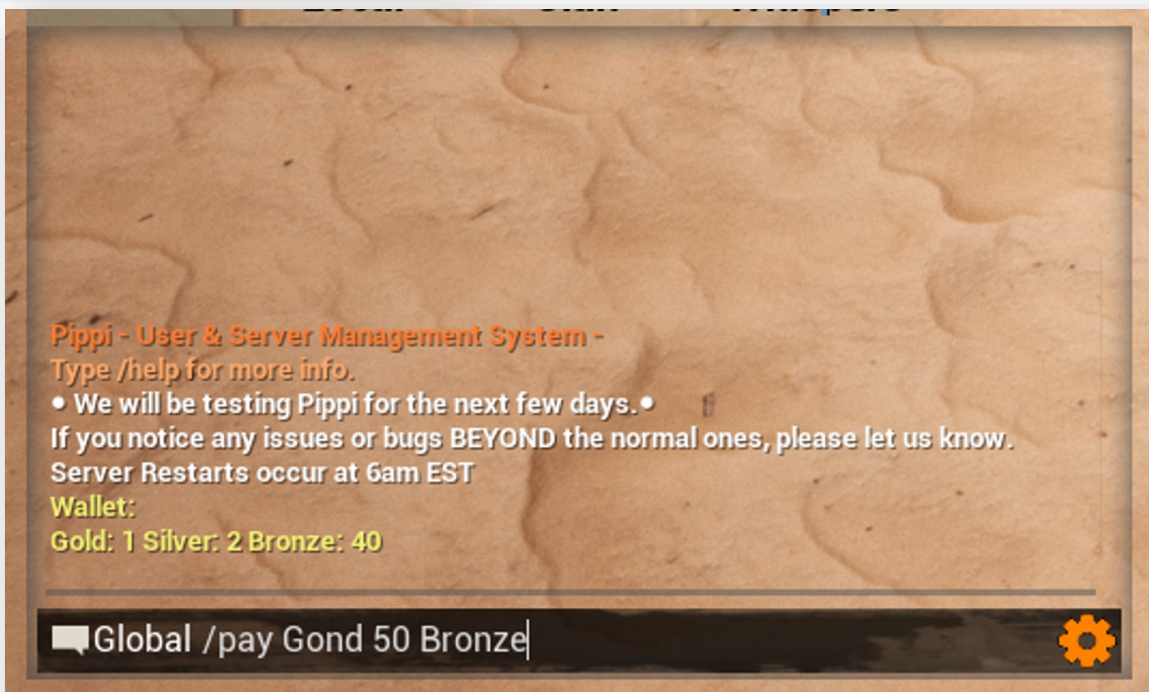
## Kits

Kits, created by admins, are a way for players to purchase just about anything within the game. Kits can contain resources, gear, building items, emotes, dyes, etc.

Kits: ExampleOne, ExampleTwo, ExampleThree

Global /list kits
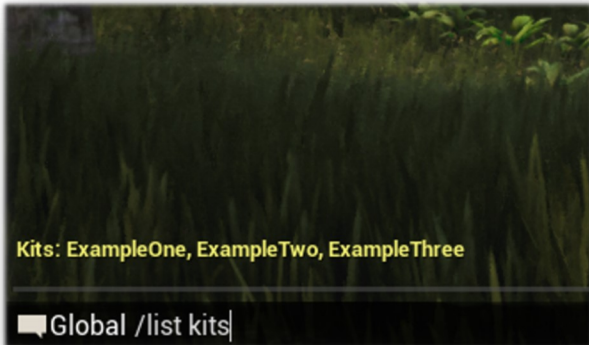
There are two ways see all kits available on a server; type **/list kits** in chat for kit names to display in the chat window or type **/kit** for a window to display the available kits. Kits can be a powerful tool in assisting players.

Kits: ExampleOne, ExampleTwo, ExampleThree

Global /kit ExampleTwo

## Purchasing Kits

From the kit window, highlight the desired kit and click on the Purchase button at the bottom left. The alternative is to type **/kit <kit name>** from the list in chat then press Enter. Items will go directly into the character's inventory so be sure to get into in a safe place if you're near your max encumbrance. If they are something else, like emotes, look in the emote menu.

### Kits

| Tier 1 Building Kit |
| Tier 2 Building Kit |
| Tier 3 Building Kit |
| Pillows and Rugs |
| Dancing Emotes |
| Attribute Increase |
| Level Increase |
| Starter Gear |
| Cold Weather Gear |
| Repair Kit |
| First Aid |

**Tier 2 Building Kit**
Stonebrick

| | Cooldown | | | | Cost | |
| Days | Hours | Minutes | Secs | Gold | Silver | Bronze |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |

| x4 Stonebrick Stairs Corner | x6 Stonebrick Stairs | x6 Stonebrick Stairs (rail) | x30 Stonebrick Foundation | x30 Stonebrick Wedge Foundation |
| x30 Stonebrick Ceiling | x30 Stonebrick Wedge | x30 Stonebrick Wall | x30 Stonebrick Frame | x10 Stonebrick Pillar |
| x5 Left-sloping Stonebrick Wall | x5 Right-sloping Stonebrick Wall | x5 Left-sloping Inverted Stonebrick Wall | x5 Right-sloping Inverted Stonebrick Wall | x5 Stonebrick Doorframe |
| x5 Reinforced Wooden Door | x4 Stonebrick Hatch Frame | x4 Stonebrick Hatch Door | x30 Stonebrick Fence | x30 Stonebrick Fence Foundation |

Purchase

Close

## Using Warps

Warps allow characters the ability to teleport to preset locations on the map. Why would admins allow such a feature? It could be for easy access to an event area, trade center, or even a tutorial location. The creation and cost of warps is controlled by the admin. To find what warps are on the server, type **/list warps**. This will show the warps available to your character in the chat box.

Type **/warp <warp name>** to use an available warp. For example: /warp The Far North. If the warp has a cost it will be deducted from your wallet. There is another option players can use called **/home** which acts like a warp but we will discuss that next.

Warps can also be visually placed on the map for players to enter. Admins will need to provide the destination and information for each warp. Walk into the warp to travel to the preset location.

## Set Home

Sethome is like a warp feature that the player controls if the command is enabled by an admin. Essentially, sethome allows a player to return home quickly without having to travel across the map after a long day of gathering and exploring.

To get started, stand in the location where you want the return point then type **/sethome** in the chat box. This command sets the character's home location. Once this has been set, type **/home** in the chat box to return your character to the designated location. You can only have one set home location. To change the location of your home, find a new area and retype **/sethome**.

## PIPPI TIPS

/sethome can only be used on your claimed land, your clan's land, or on unclaimed land.

## Customize

Pippi offers players the ability to change the physical appearance of their character in-game. This eliminates the need to recreate and begin the leveling process over again. Admins have control over player access to this as with all of Pippi's commands. For players who are granted access, type **/customize** or **/customise**. The GUI will open and you are free to change the look of your character. Click the Apply button and the changes take effect immediately and cannot be undone.

## Roll and Flip

Roll and flip is a mini game feature designed within Pippi. Roll allows a player to roll a die or dice to determine a random numerical outcome. Flip allows a player to flip a virtual coin to determine heads or tails. This feature is great for games of chance and ties in nicely with the pay command.

Type **/roll** in the chat box to have a six-sided die give a number range between 1 and 6. That's not all **/roll** can do. Let's say you want to roll 3 six-sided dice. You simply type **/roll 3d6** (*3* is the amount of dice, *d* means dice, and *6* is the type of die used). You can also roll different die types such as a hundred-sided die. To flip a coin, call heads or tails and type **/flip**.

**PIPPI TIPS**

100 Copper = 1 Silver
100 Silver = 1 Gold

## Gonds and Goochers

Gonds and Goochers is a mini gambling game used for an in-game event. One player acts as the house. He not only runs the game but also acts as the pot. That means all players at the table pay him with the **/pay <character name> <amount> <coin type>.**

The house determines what the amount is, in the case the bet is 1 bronze. The dice in this example is a d6 so the command /roll is used. Everyone rolls and the winner with the highest result wins. If two or more players have the highest number the pot is simply split between the two. The exception to the rule is the house always wins on rolls of 1. The house also wins if its roll the highest.

So, in this example we have used three player commands; /roll, /roll 1d100 for a dice variant, and /pay <character name> <amount with the coin type>. You can come up with your own mini games for anyone who wants to risk losing a little bit of coin.
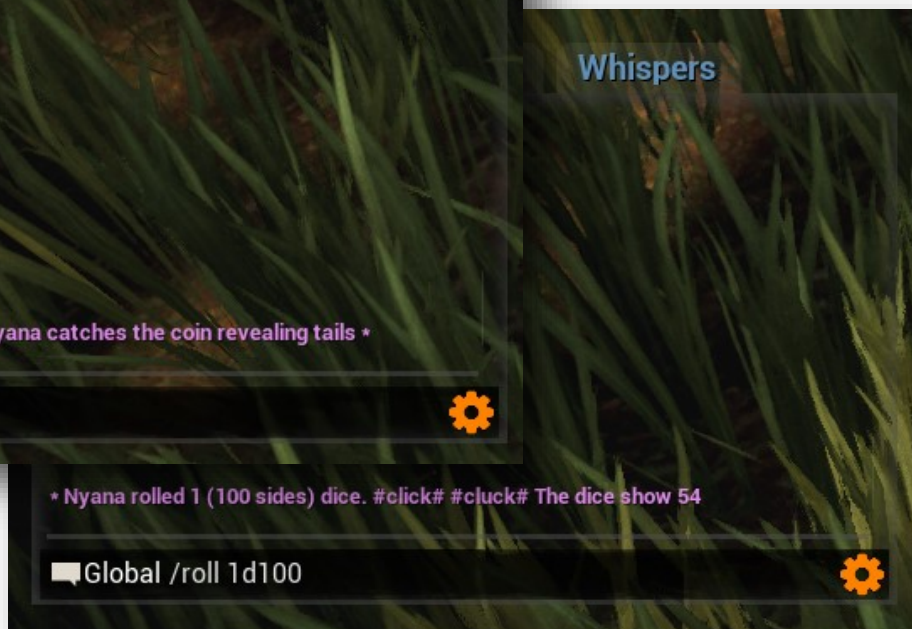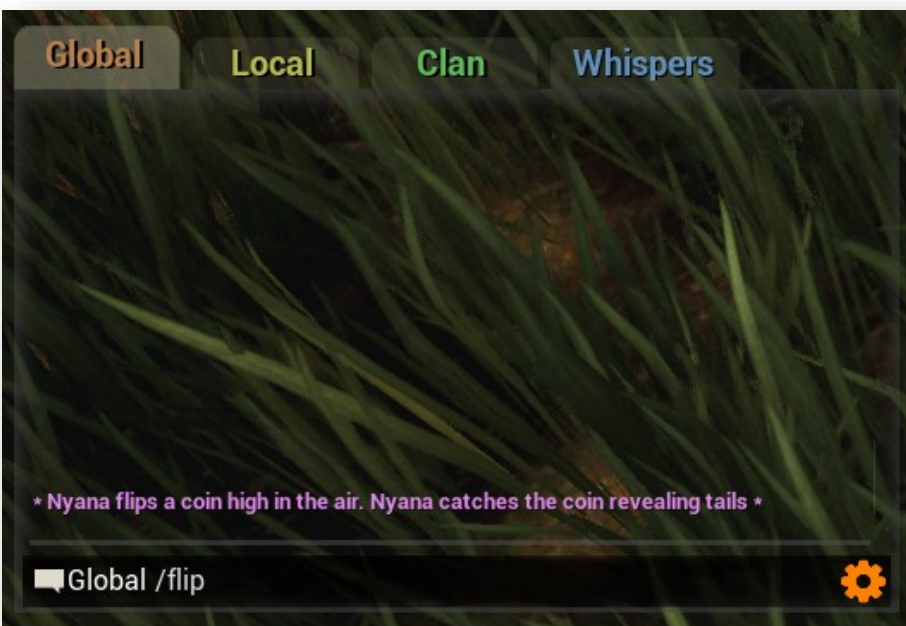
# PIPPI
## USER MANUAL



# ADMINS GUIDE

## Admin Guide Overview

In the following pages, you will find a detailed explanation of the Pippi Admin Control Panel. We will walk you through each step and give helpful tips on how to set up your server.

While you are reading this, you will find some of Josh's original writings and thoughts as he moved through development. To clarify some of the technical jargon, we will attempt to explain certain parts of the document from a player's point of view. Let's get started!

## A Certain Point of View

Before rewriting the documentation of the Pippi User Manual, Contrast had the privilege of interviewing Josh and Scooper (a Funcom developer). This was not an interview about Pippi itself but about the terminologies programmers use. For us, the non-tech savvy, listening to programmer's talk is like trying to understand a foreign language.

For instance, you see in the Players Guide the following /kit <kit name>. For the technically challenged you may think that the < > should be typed into chat. In all actuality, all the < > mean is "insert here". So why do they write like this? Well it comes from their programming skill set. When writing normally we would use ( ) they use < >. Pretty simple when you think about it.

So, with that in mind, we will try to connect the two languages and make you, the admin, more comfortable with what you are about to read. If you are already familiar with this jargon, using Pippi will be like second nature. If this is all new to you, don't worry you will be a master of your craft by the end of this book.

## Setup Instructions

Since Pippi is a Mod for Conan Exiles, it is installed the same way as other mods. A player trying to log into a server using Pippi must first subscribe to Pippi on Steam.

**STEP 1**: If you are installing Pippi on a Server, place the Pippi.pak in your Server's Mod directory. Make sure to configure your modlist.txt to reflect the new mod added if needed.

**STEP 2:** If you are installing Pippi on a Client, place the Pippi.pak in your Client's Mod directory making sure to configure your modlist.txt to reflect the new mod added.

### PIPPI TIPS

You may have a different setup based on your server provider. Add the Pippi.pak how you normally add any other mod.

Once you have installed the Pippi.pak run Conan Exiles and join your game. On first run, Pippi will generate default settings. Depending on how you want you server configured these default settings may work for you straight out of the box. It is recommended that admins at least read over all of Pippi's configurations and tabs.

## Players Tab

### 1. Players Online:

Players Online lists the player's character name, SteamID, and server rank. The small box next to Players Online will show both online and offline SteamIDs and their associated ranks when it is checked. All players who log on to the server whether it is continuous or for one time will have their SteamID listed. The offline list displays players in order of when they were last online; the most recent starting at the top of the list.

### 2. User Info:

With the player's name highlighted in Players Online, you will see their character name, Steam Name and ID, and their current Ping. Admins can change a character's name in this section by clicking on the Edit button next to Player Name. A small window will open for the new name to be entered. Changing a character's name takes effect

once the admin clicks on OK. All buildings owned by the player will remain under their control. The player may need to relog for the name to change to appear on their items.

PIPPI TIPS

To adjust any information in Player Details, admins must have that player's name highlighted in the Players Online list.

### 3. Character Info:

This information provides the player's chosen religion, race, and gender. Admins can change Clan Rank for an online player and move players in and out of any existing clan. Transfer will allow players access to all the clan owns. Players retain their personal building they had before joining the clan ONLY if they leave through Pippi.

# Pippi Admin Control Panel

| PLAYERS | CLANS | TEMP BAN TAB | WARPS | COMMANDS | KITS | PIPPI SETTINGS | NPC SPAWNS | CHEATS(SELF) |

**Players Online:** (Experimental) □ Show Offline Players

| Player Name | Steam ID | Rank |
| --- | --- | --- |
| Fia | 7_____ | Admin |

**Player Details:**

**User Info**
Information about the players steam account
Player Name: [Edit] Fia
Steam Name: Fia
Steam ID: 7_____
Ping: 0

**Character Info**
Basic information about the players character.
Religion: Crom
Race: Shemite
Gender: Female
Clan: Pippi
Clan Rank: Guild Master

**Character Stats**
Information about the players stats and knowledge.
Level: 9
WARNING: Changing level here will reset players Attributes and Knowledge.
Experience: 59,152 / 74,000
[0] [Give XP]
Encumbrance: 0 / 70
Movement Penalty: -100

Strength: 0
Agility: 0
Vitality: 0
Accuracy: 0
Grit: 0
Encumbrance: 0
Survial: 0

**Pippi Player Config**
Information about the players pippi configuration.
Rank: Admin
Accepted Rules: Yes    Date Accepted: 1-Feb-2018
Silenced: □ No
Jailed: □ No
  -Release:
Home: Yes
  -Position: X:-10,268.567 Y:236,241.266 Z:-20,124.885
  [Teleport]

Currency:
Gold 0    Silver 0    Bronze 0

[Edit Character] [View Inventory] [View Recipes]

| | | | | | |
| --- | --- | --- | --- | --- | --- |
| Health: | 199 | / | 199 | | Fill |
| Stamina: | 89 | / | 89 | | Fill |
| Thirst: | 100 | / | 100 | | Fill |
| Hunger: | 100 | / | 100 | | Fill |
| Corruption: | 6 | ‖ | 0% | | |
| Temperature: | 30 | ‖ | Heat 1 | | |

Attribute Points Spent: 0
Attribute Points Avaliable: 13
Attribute Points Total: 13

Knowledge Points Spent: 0
Knowledge Points Avaliable: 13
Knowledge Points Total: 13

**Punishments**
Ban Player
Kick Player
Kill Player
Un/Freeze Player

**Interactions**
Teleport to Player
Summon Player
Send Home

**Tools**
Delete Player

1

2

3

4

5

6

### 4. Pippi Player Config:

This is an important section for admins to focus on.

Rank - **This is the heart of the permission system**. It determines what commands and features each player will have access to on the server. All players join the server at the rank of Normal. With the player's name highlighted, you can change their rank from the drop-down menu.

Accepted Rules - Displays confirmation that the player has read the Server Rules. Players must accept the Rules to join the server. See Pippi Settings for further information on setting up Rules.

Silenced - Players that silenced are limited to what they can do on the server. They can neither access chat to type nor use the in-game mic. With access to chat cut off, they will not be able to utilize any of Pippi's commands.

Jailed - (NOT ENABLED)

Home - If players have set a /home location, this displays its coordinates. You can visit an online player's /home by clicking on the Teleport button. You can also send a player to their home if they activated the command.

Currency - This lists the player's current wallet contents. Admins can increase or decrease this amount with the plus or minus buttons for each of the three currencies.

## PIPPI TIPS

Admins, remember to change your rank from Normal to Admin under Pippi Player Config. All players start at Normal ranking by default.

### 5. Punishments, Interactions, & Tools:

Ban Player - (NOT ENABLED)

Kick Player - Kicking a player will temporarily remove them from the server. They will be able to log back.

Kill Player - Killing a character works like removing a bracelet; it is instant death for a character.

Freeze Player - Stop a player in their tracks even if it's while they are falling.

Teleport to Player - With the player's name highlighted, click on the button to teleport to them.

Summon Player - When highlighted, click on the button to summon an online player.

Send Home - If the player has a home location established, admins can send them back to their home by clicking on the button.

Delete Player – This will delete the player's character. There is a secondary window for confirmation of this action. After confirming it, the action cannot be undone. Please use with extreme caution.

## 6. Character Stats:

Character Stats is the largest section of the Players Tab. Here, an admin can see even more details about individual characters as well as adjust many of these aspects.

Level - To adjust a player's level, click on the plus or minus. This only affects the player's level and not their experience points.

Experience - Displays the character's current amount on the left and the needed amount for the next level on the right. To grant additional XP, you may either use the slider or enter in a specific value. The slider ranges from zero to the max XP for the player's current level. Drag the circle to adjust the XP. The numbers will display in the box below. Click on Give XP when you are happy with the amount. To enter a specific amount, click on the box below the slider and type. Click on Give XP when you are done.

Encumbrance - Displays the player's current carried weight and the max amount.

Movement Penalty - Encumbrance ratio has a direct effect on the moment penalty.

Strength, Agility, Vitality, Accuracy, Grit, Encumbrance, and Survival - The character stats can all be increased or decreased. The points given here are in addition to what they earn.

Edit Character - Admins may edit any online character. Ensure you have the correct name highlighted BEFORE opening the editor. Changes take effect immediately and cannot be undone.

View Inventory- (NOT ENABLED)

View Recipes - Admin can see the recipe list of each player. Unlocked recipes are indicated with an orange highlighted square. Admins can also unlock recipes for players in this menu by clicking on the desired recipe. Clicking on a recipe gives players access to it and bypasses any prerequisites



**PIPPI TIPS**

"The Player Management System oversees all player modifications. If you make any changes to a player, it more than likely goes through this system. Its purpose is mainly for ease of getting/setting player data."

~Joshtech

it might have. You can also take a recipe from the player's list by clicking on any that are already highlighted in orange.

Health, Stamina, Thirst, and Hunger - Display the character's current and max values. The left numbers list the current values. These can be adjusted point by point and are temporary based on the character's activity. The right numbers are the max value the character has. Health and Stamina adjusted in the right column will be permanently change.

Fill - Click this button to max out the temporary values.

Corruption - Displays the character's current corruption level and can be increased or decreased. If it is increased, the corruption level remains until the player can find in-game means to remove it.

Temperature - Displays the character's current hot or cold rating. This rating can be raised or lowered temporarily. The area's temperature will affect the altered temperature of the character immediately.

Attribute and Knowledge Points - Admins can see what players spent and have yet to spend for both categories. Admins may also increase the totals. This is in addition to what characters gain normally.

## Clans Tab

The Clans window lists all clans on the server as well as the number of members currently in the clan. This can be used to keep an eye on how many buildings a clan can have if the server rules stipulate a build limit per clan member.

## Temp Ban Tab

The Temporary Ban tab is Funcom's Default game tab. It will allow an immediate ban of online players, list banned players, and gives an admin the in-game ability to lift a ban.

## Warps Tab

The Warps Tab is used to create and modify more in-depth warps over the **/warp create** command.

### 1. Warps:

This window will list all the warps existing on your server. The first five warps shown in the picture are original default warps and can be deleted.

Selecting a warp from this list will display its configuration in the Warp Details section.

### 2. Warp System Settings:

This is offers control of all warps.

Enable Warps - Activates the use of Warps.

SpawnPoint Override - Admins can create new spawn points beyond Funcom's starter locations in the southern desert. This must be Enabled along with *Is Spawn Point* in Warp Details.

### 3. Warp Details:

The first section, Warp Basic Info, will show you the Warp Name, Warp Description, Warp ID and the Player that created the warp if you have a single warp highlighted.

The second section, Warp Settings, gives detailed information on the warp as well as configurable options detailed on the next page.

Enabled - Enable or Disable the warp.



**Pippi Admin Control Panel**

| PLAYERS | CLANS | TEMP BAN TAB | WARPS | COMMANDS | KITS | PIPPI SETTINGS | NPC SPAWNS | CHEATS(SELF) |

**Warps:**

| Warp Name | Warp Description | Warp ID |
| --- | --- | --- |
| DSouth | DSouth from cheat menu | 0 |
| DNorth | DNorth from cheat menu | 1 |
| DCenter | DCenter from cheat menu | 2 |
| DEast | DEast from cheat menu | 3 |
| DWest | DWest from cheat menu | 4 |
| The Hand | The hand near the three rivers. | 5 |
| S Border | Southern Aqueduct | 8 |
| Far North | NNW near star metal | 9 |

**Warps System Settings:**
These settings allow you to customise certain aspects of the warp system.

Enable Warps: ☑ Enabled
SpawnPoint Override: ☐ Disabled

More warp control will be added in a later release of Pippi.

**Warp Details:**

**Warp Basic Info**
Basic information about warp

Warp Name: DSouth
Warp Description: DSouth from cheat menu
Warp ID: 0
Warp Creator: Joshtech - Default

**Warp Settings**
Information and Configuration for this warp

Enabled: ☑ Enabled
Hidden: ☐ No
Is SpawnPoint: ☐ No
Delay(secs): - 0 +
Cooldown:
Days  Hours  Minutes  Secs
- 0 +  - 0 +  - 0 +  - 0 +
Position:
X: -13,892.957 Y: 234,186.281 Z: -19,679.961
Use Count: 1    Reset

Requires Currency: ☐ No
Currency Cost:
Gold  Silver  Bronze
- 0 +  - 0 +  - 0 +
Requires Rank: ☐ No
Rank: Normal
Inheritable: ☐ No
Requires Charges: ☐ No
Charges Left: - 0 +

**Actions**
Create Warp
Delete Warp

Hidden - Sets whether the warp is hidden or not. If you have a hidden warp, it will not display in /list warps. It can still be used if a player privately knows the name.

Is Spawn Point - Sets location(s) on the map for new characters and characters without a saved bed/bedroll to spawn. It will override the vanilla spawn points in the southern desert. Pippi will randomly choose a spawn point warp if there is more than one to choose from.

Delay (secs) - Time a player must wait before they warp. (NOT ENABLED)

Cooldown - Time a player must wait before they can use this warp again.

Position - This is the position of the warp in world coordinates.

Use Count - This is the amount of times the warp has been used by players. The Counter can be reset by pressing the Reset button.

Requires Currency - Sets whether the warp requires currency to use. If the /warp command on the Commands tab also has a price, the warp will charge both the individual price and the Command price.

Currency Cost - The amount of currency required to use the warp.

Requires Rank - Sets whether the warp requires a certain rank to be used. If this is checked, Rank and Inheritable will become accessible.

Rank - This is the rank required to be able to use this warp.

## PIPPI TIPS

The Name of the warp you are creating is **not** case sensitive and may contain spaces.

Inheritable - Sets whether the rank requirements are inheritable. This means either a specified rank is solely allowed to use this warp or higher ranks may use it as well. For example; a VIP Rank required warp with Inheritable disabled will only permit VIP players to use the warp. If Inheritable is enabled, Moderators and Admins may also use this warp since they are of higher rank.

**4. Actions:**

Create Warp - Press the Create Warp button to open a new window. From here, you can provide a Name and Description of the warp. Once you have filled out the configuration of the warp, pressing Create will create the warp at your current location. Pressing Cancel on this window will negate any information you have entered and cancel the warp creation.

Delete Warp - Highlight the warp and click on Delete Warp to remove it. This cannot be undone.

## Commands Tab (>1.7.8)

In this section we'll only cover the settings for commands. Each Command is defined in the Quick Guide at the end of the manual. All commands are executed in the chat window.

### 1. Command Settings:

Enable Commands - Enables or Disables all commands used by any player from Normal to Admin rank.

Enabled - Enable or Disable a single command.

Command - This is the command used to execute the /command through the Chat Window.

Rank - Sets the rank required to use the command.

Inheritable - Sets whether the rank requirements are inheritable; meaning a specified rank is solely allowed to use the command or higher ranks can use it as well. Example; a VIP Rank required command with Inheritable disabled would only permit VIP players to use the command. If

Inheritable is enabled, Moderators and Admins would also be able to use this command since they are of higher rank.

Cooldown - Places a limit on the frequency the command may be used per player.

Cost - Sets a fee each time a player uses the command. Some, like /warp, have two separate settings. If a cost is set on the Commands tab and the Warps tab, players will be charged both fees.

### 2. Actions:

Create Command - (NOT ENABLED)

Delete Command - (NOT ENABLED)

Reset Command - Return Commands to Pippi's default settings.

**PIPPI TIPS**

Use Reset Commands if newly updated commands are not in the list or if all commands become unusable.

---

**Pippi Admin Control Panel**

| PLAYERS | CLANS | TEMP BAN TAB | WARPS | COMMANDS | KITS | PIPPI SETTINGS | NPC SPAWNS | CHEATS(SELF) |

**Command Settings:**
These settings allow you to customise certain aspects of the commands system.

Enable Commands: ☑ Enabled

**Actions**

| Enabled | Command | Rank | Inheritable | Cooldown | Cost |
|---|---|---|---|---|---|
| | | | | Days Hours Minutes Secs | Gold Silver Bronze |
| ☑ Enabled | /help | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /me | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /shout | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /whisper | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /reply | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /mute | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /unmute | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /sethome | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /home | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /kill | Admin | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /list players | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /list clans | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /list admins | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /list mute | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /list kits | Normal | ☑ Yes | 0 0 0 0 | 0 0 0 |
| ☑ Enabled | /list warps | Admin | ☑ Yes | 0 0 0 0 | 0 0 0 |

Create Command
Delete Command
Reset Commands

## Kits Tab

Kits offer admins the ability to provide items to their players without the need to spawn them in or have a physical market location that requires travel. They also give admins the chance to assign special drops to NPCs and Loot Spawners.

**1. Kits:**

Kit Name - This is what players will need to click on when opening the /kit window or type when purchasing it through the /kit <kit name> command. It is best to keep the kit's name simple.

Kit Description - This is short but important information about the kit.

**2. Kit Details:**

Enabled - Allows players access to the selected kit. All kits are disabled by default.

Hidden - Determines if a kit appears through the commands /list kits or /kit.

Cooldown - Sets the amount of time players must wait to purchase a kit after the first purchase. This is based on in-game times. The cooldown will be affected by any adjustments made to the day/night cycle.

Assign Kits to Class - Players can loot creatures with kits the same way they would loot a Thrall's body. To assign a kit, highlight the kit then click on the dropdown menu to choose a creature. You may assign only one kit per creature class.

Use Count - Keeps track of how many times a kit is obtained by players. It also registers each time a creature with a kit is killed regardless if a player loots the creature or not.

Requires Currency - Kits can be made available for players at no cost or for purchase. Click on the kit then click on the check box next to Requires Currency. Once it is checked, Currency Cost will become usable and a value can be added to the kit. Each kit created is free by default.

Requires Rank - Allows admins to set access to each kit by Rank. All kits begin without any restrictions. If Rank requirement is checked, the drop-down menu will become available. You may then select your preference from the four ranks. Inheritable will become available to set whether the rank requirements are inheritable. For example; if Moderator is chosen for the kit but it is not inheritable, only Moderator rank will be able to purchase the kit. Admins will not have access even though they are higher rank than a Moderator.

Requires Charges - Limits the amount of times a kit can be purchased server wide. To set the amount of kits available, check the box. Charges Left will then become selectable to set your desired limit.

### 3. Actions:

Create Kit - Opens a secondary window to name and describe the new kit. To create a kit, click on the Create button under Actions to the far right of the window. A smaller window will open called Create New Kit. Once you are pleased with the description and name, click Create on the bottom left of the window. Kits will list in order of creation.

Delete Kit - Removes the highlighted kit. This cannot be undone.

Edit Kit Name: Allows the kit's name to be altered.

### 4. Kit Items:

Each kit created is empty. Once items are added, they will populate this window with their Item Name, Item ID, and the amount of that item players will receive.

Add Item - Opens a secondary window to add items to the kit. At the bottom of the Kits Items window, click on this button. The Select Item window will open with all the available items listed. You can freely add from this window without the need to open it for each item added.

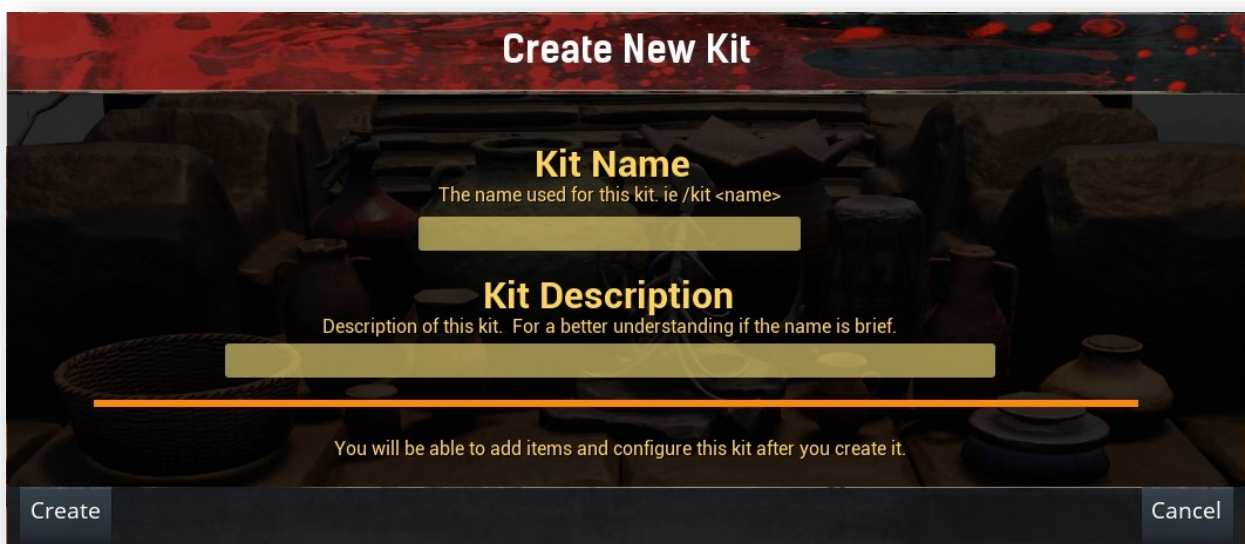Remove Item - Deletes the highlighted item from the kit.

### 4a. Select Item (image on page 23)

Click on the Add Item button to open the secondary Select Item window. Anything from emotes to raw materials can be added to a kit.

Search - Click on Search and type in the name of what you are looking for.

Show Pippi Virtual Items - When checked, will list virtual items provided by Pippi: levels, attribute bonuses, and Pippi currency.

Show Emotes - When checked, includes available emotes in the item list.



**Create New Kit**

**Kit Name**
The name used for this kit. ie /kit <name>

**Kit Description**
Description of this kit. For a better understanding if the name is brief.

You will be able to add items and configure this kit after you create it.

Create                    Cancel

## 4b. Selected Item Details

Item ID - Used by the developers and modding community to keep track of each piece added.

Item Name - is self-explanatory.

Item Description - Certain items have additional descriptive information.

Item Type - Categorizes what the item is used for within the game.

Mod Item - Items from other mods are indicated here and made available for kits with Pippi.

Stack Size - The total amount the game will automatically stack of the same item.

Grade - The rarity, difficulty, or tier that the item is considered.

Burn Time - Lists the relevant burn time for items that are fuel sources.

Amount - The field admins adjust to add more than a single piece of the chosen item.

## Virtual Items Expanded

Admins may create kits to that grant levels, bonus attribute points, or Pippi currency. Pippi's Virtual Items go directly to their intended locations.

Level - Each level is based on the amount. If you wish to give five levels, set the amount to five. Players will still have to earn the equivalent XP before advancing further. They will gain the appropriate stat and feat points with the level increase.

Attributes - Select the desired attribute and set the amount to give players. This is a bonus to their normal points.

Currency - Select the currency type and increase the amount players will receive in their /wallet.

Emotes - Once purchased, will go directly to the player's emote menu.

Animal Attacks - Please note that these are not Pippi items and should not be placed in kits.

## Pippi Settings Tab

The Pippi Settings is made up of multiple system settings. Each has a unique role for your server.

### 1. Chat Settings:

Here you enable or disable the profanity filter. It will filter out any words on the list using \*\*\* to replace them.

Add - Pressing the Add button will open a window allowing you to enter the new word to filter. On clicking OK, the word will be added to the Filtered Word list.

Remove - To remove a word from the Filtered Word list, select the word in the list then the Remove button. Changes to this list take effect immediately.

### 2. Map Settings (NOT ENABLED):

The Map Settings allow you to configure the Map Markers that are generated and displayed to servers on a global basis. These will override the client's Map Settings.

Compass - (NOT ENABLED)

Map Grid - Enabled or Disables the map grid. (This is broken currently :/ Sorry)

Warps - Enables or Disables the player's ability to see warps on the map regardless of the warps settings.

Home - Enables or Disables the player's ability to see their home position if /sethome is enabled.

Spawn Points - Enables or Disables the player's ability to see the spawn points on the map.

Sandstorms - Enables or Disables the player's ability to see sandstorms on the map.

Guild Members - Enables or Disables the player's ability to see guild members on the map.

Beds - Enables or Disables the player's ability to see their bed on the map. (Only the one they will respawn at on death)

Jail - (NOT ENABLED)

Private Markers (Personal Markers) - Enables or Disables the player's ability to see their personal markers on the map. (I have no idea why it's not there :/ Some pixies must have stolen it)

Public Markers (Guild Markers) - Enables or Disables the player's ability to see their guild member's guild markers on the Map

Admin Markers - Enables or Disables then player's ability to see markers set by admins.

## 3. Currency Settings:

Pippi Currency is a virtual item. Admins may use this feature to create an economy on their server.

New Player Start Currency - Set the amount of money new players receive upon joining the server for the first time.

PayDay Enabled - Pays players on a reoccurring cycle. Pay is deposited directly into the /wallet.

Pay Offline Players - Offline players will receive PayDay at the same time in-game players do.

PayDay Occurrence - Admins may configure how often players receive currency from PayDay. They may also set the time of the day that players are paid.

Currency given per PayDay - Sets the amount of currency players receive each PayDay.

Transaction Fee - Whenever Pippi currency is used, this fee, set by admins, will be deducted from the player's /wallet in addition to the actual transaction. (NOT ENABLED)

TaxMan Enabled - Admins may set a reoccurring tax. Tax Percent will determine how much is taken from the player's wallet.

Tax Offline Players - Admins may opt to tax players even when they are offline. This will occur at the same time online players are taxed.

Tax Percent - Adjust this percent to the amount you wish to deduct from the players' /wallets.

TaxMan Occurrence - This will set the frequency in which players are taxed and at what time of day.

Server Capital Cap - Sets the max amount of currency the server may ever have. Override on player count will adjust depending on the total players online. (NOT ENABLED)

Can Players Gamble - Allows players to gamble (NOT ENABLED)

House Cut Returns to Capital - A percentage of the gambling winnings will be deducted from the player's wallet and returned to the server's capital. (NOT ENABLED)

## 4. Announcement Settings:

The Announcement Settings allow you to configure the messages broadcasted to the player, the interval in which the messages are displayed and the cycle method in how Pippi chooses the messages.

Enable Announcements - Enables or Disables the Announcement System

Announce Player Login - Displays the character's name in chat when they log on to the server.

Announce Player Log Off - Displays the character's name in chat when they log off the server.

Announce Player Death - Displays when a player dies and the means in which they met their end.

Show every X minutes - Sets the interval that an Announcement will be triggered. 10.0 being 10 minutes, .5 being 30 secs, .1 being 6 seconds

Cycle Method - This is the method of which Pippi will iterate through the Announcements list. Sequential will go through each announcement in the order they appear. Random will choose one at random to display.

Next Announcement - This is the next announcement that Pippi will broadcast to players.

Announcements List - This list displays the announcements currently set within Pippi.

Add - Pressing the Add button will prompt you with a window allowing you to enter the new. On clicking OK, the new message will be added to the list.

Remove - Highlight the announcement in the list then click the Remove button.

Broadcast - Immediately displays the Use Next announcement in the chat window.

Use Next - With an announcement selected in the list, press Use Next to force the system to use it for the next triggered announcement.

**5. MOTD Settings:**

The MOTD Settings allows you to customize a preset message displayed when a player's Chat Window is initialized.

Enabled MOTD - Enables or Disables the MOTD being displayed.

Show on Login - Enables or Disables the MOTD being displayed when a player logs onto the server.

Text Colour - Admins can either use the sliders to adjust the colour or they can enter a hex value below the colour sample box. Click Set Colour for the change to take effect.

The Message of The Day - The list functions very similar to how the Rules list functions with the Adding/Remove/Editing with the only exception being that you cannot set the font size as this is a client setting. The MOTD Window displays the current messages players will see.

Add - Pressing the Add button will prompt you with a window allowing you to enter a new message. On clicking OK, the new line will be added to the list.

Remove - To remove a message from the list, highlight the line then click the Remove button. Changes to this list take effect immediately.

Edit - Once you have added a line to the MOTD you may want to edit it. To do this, select the line you wish to edit within the list then press the Edit button. A small window will open allowing you to edit the line. On clicking OK, the edits made to the rules line will be modified in the MOTD list.

Arrow Buttons - You can move a MOTD line position by clicking on the line and using the Arrow buttons located on the right of the MOTD list.

**PIPPI TIPS**

The Rules window is the only way to display server info to new players at character creation.
The vanilla MotD does not display for players joining a server for the first time.

**6. Rules Settings:**

Rules Settings provides admins the basic tools to create a rules prompt.

Enable Rules - Enables or Disables Rules.

Show on Character Creation - Sets whether to display the rules on the character creation screen.

Show on Update - Sets whether to display rules to players that have already created a character but have not accepted the updated rules.

Rules - Shows the rules currently set within Pippi. You can add/remove a line by pressing the Add or Remove buttons located below the Rules list.

Add - Pressing the Add button will open a window allowing you to enter the new rule you wish to add. On clicking OK, the new rule line will be added to the Rules list.

Remove - To remove a rule line from the Rules list, select the line by clicking on it then the Remove button. Changes take effect immediately.

Edit - Select an already existing line to edit within the Rules list. Press the Edit button. This will open a window allowing you to edit the line. On clicking OK, the edits made are effective immediately.

Arrow Buttons - You can move a line's position by using the Arrow buttons located on the right of the Rules list.

Text Colour and Size - Change the font size or color of a Rules line by selecting the line you wish to change. Use the color sliders or hex value and font size make the adjustments to your liking. Once you are happy with the changes press the Set Text button to set the changes.

Preview - If you wish to preview what the Rules will look like when presented to a player, you can use the Preview button located Bottom Right of the Rules list. This will open a window showing you what the Rules will look like.

**7. Pippi Info:**

The Pippi Info displays the current version of Pippi running on your server, the date that you first installed Pippi on your server, and the date that you updated Pippi on your server.

Server Time - Displays your region's time and date.

Game Time - From the moment the server has started, Pippi will start calculating the Game Time. This is based off the game's Time of Day. When a new day has passed in-game, Pippi adds it to the game's total days.
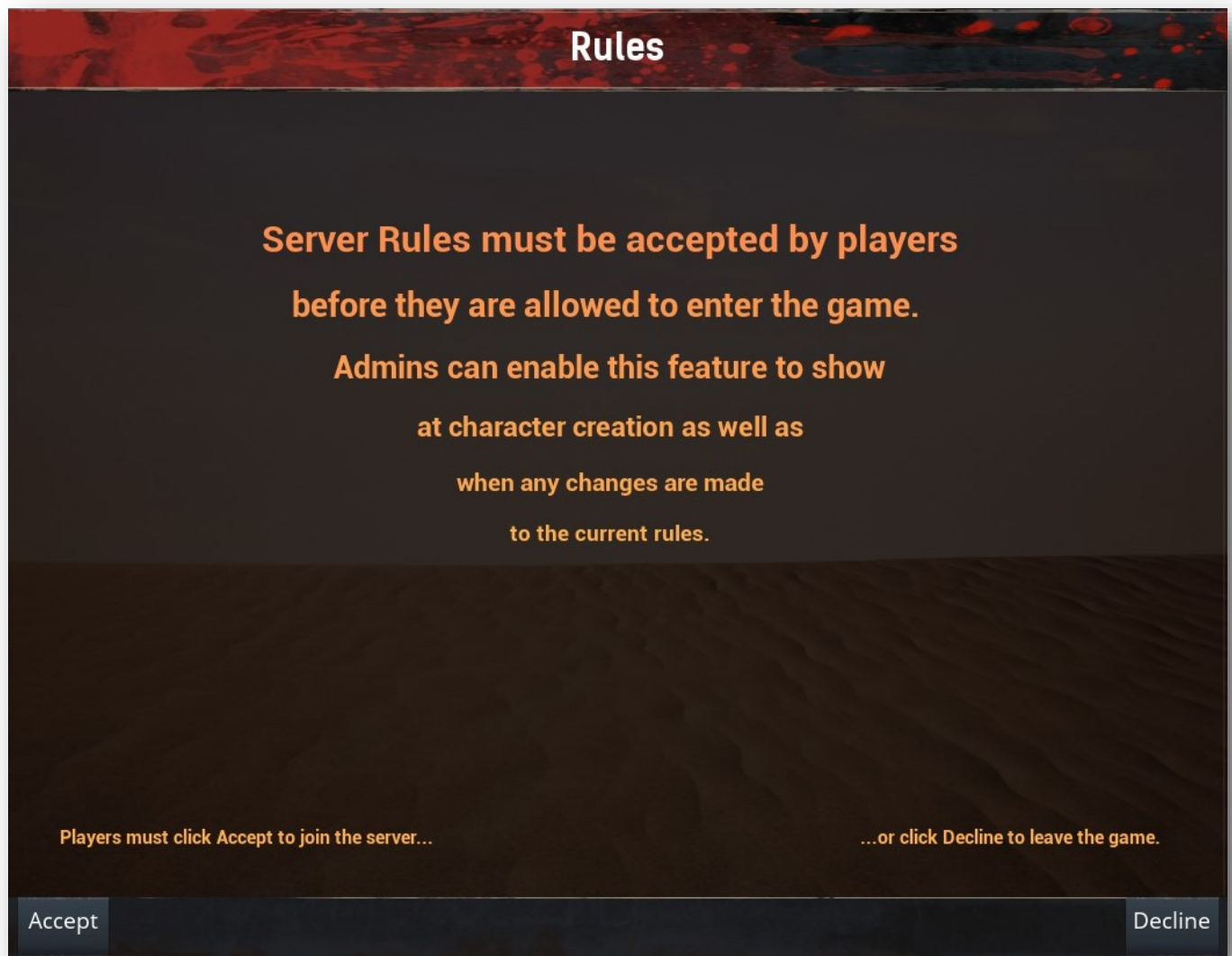
## NPC Spawns Tab

This tab offers admins more freedom in customizing both creatures and humanoids to spawn into the game. This is feature is in its early stages and will go through more revisions.

Actions - When you have the NPC ready, click on this button to spawn them into the game. If they are hostile, you may wish to have yourself cloaked.

Destroy Spawned NPCs - This will kill all spawned NPCs for the current gameplay. If you log out and return, you cannot kill them with this button.

Convert thrall and place in inventory - Human NPCs can be automatically spawned into your inventory.

NPC List - The list is divided into Humanoids and Creatures. Before you can customize, you must choose a specific NPC from either list.

Customize - This offers more control over appearance and size of NPCs. Humanoids can also have unique names and profession titles added.

## Cheats(Self) Tab

This tab is just the original Funcom Admin Panel. Everything here should function as normal.

### PIPPI TIPS

When a command requires a player's name, Pippi does not require the full name. You are able to use partial names and Pippi will try and determine which player you are trying to use.

If Pippi fails to find the player or there is more than one possible player, you will get a message stating so. In this case, you simply need to increase the length of the partial name.

---

**Pippi Admin Control Panel**

| PLAYERS | CLANS | TEMP BAN TAB | WARPS | COMMANDS | KITS | PIPPI SETTINGS | NPC SPAWNS | CHEATS(SELF) |

CONAN EXILES PIPPI

Pippi NPCSpawn v1.1

**Shemite Blacksmith II**

Actions
Spawn | Destroy Spawned NPCs

Optional
☐ Convert thrall and place in inventory
☐ NPC respawns on death

NPC LIST | CUSTOMISE

**Humanoid NPC List**

Relic_Hunter_Armorer_3_Hyborian
Relic_Hunter_Armorer_3_Hyrkanian
Relic_Hunter_Armorer_3_Shemite
Relic_Hunter_Armorer_3_Stygian
Relic_Hunter_Armorer_3_Zamorian
Relic_Hunter_Armorer_3_Zingarian
Relic_Hunter_Armorer_4_Hyborian
Relic_Hunter_Armorer_4_Hyrkanian
Relic_Hunter_Blacksmith_1_Hyborian
Relic_Hunter_Blacksmith_1_Hyrkanian
Relic_Hunter_Blacksmith_1_Kushite
Relic_Hunter_Blacksmith_1_Shemite
Relic_Hunter_Blacksmith_1_Stygian
Relic_Hunter_Blacksmith_1_Zamorian
Relic_Hunter_Blacksmith_1_Zingarian
Relic_Hunter_Blacksmith_2_Hyborian
Relic_Hunter_Blacksmith_2_Hyrkanian
Relic_Hunter_Blacksmith_2_Shemite
Relic_Hunter_Blacksmith_2_Stygian
Relic_Hunter_Blacksmith_2_Zamorian
Relic_Hunter_Blacksmith_2_Zingarian

**Creature NPC List**

Wildlife-Predator-ScorpionSmall
Wildlife-Predator-ScorpionMedium
Wildlife-Predator-Scorpionlarge
Wildlife-Predator-ScorpionKing
Wildlife-Predator-Cobra
Wildlife-Predator-GiantSnake
Wildlife-Predator-SpiderGrey
Wildlife-Predator-SpiderRedMouth
Wildlife-Predator-SpiderBrown
Wildlife-Predator-SpiderGreen
Wildlife-Predator-SpiderWidow
Wildlife-Predator-SpiderWidowYellow
Wildlife-Predator-SpiderWidowRed
Wildlife-Predator-SpiderWidowGreen
Wildlife-Predator-SpiderWidowBlue
Wildlife-Predator-HyenaSpotted
Wildlife-Predator-HyenaStriped
Wildlife-Predator-Crocodile
Wildlife-Predator-Komodo
Wildlife-Predator-KomodoAlbino
Monster-Beast-WerehyenaSpotted
Monster-Beast-WerehyenaStriped

SEARCH
Start searching by entering text above

Spawn Scale: x1.0

## Admin Tools

This is a new addition to the Admin Guide. Admin Tools are items that can be used within the game that have a direct or indirect effect on players. Admins can use these tools to create their own unique locations from dungeons and PVP courses to taverns and villages. They can also be used in pre-existing locations within the game to enhance lighting, difficulty, and reward. They consist of four placeables designed to tie into other Pippi systems. As Pippi expands upon the current features, the list of Admin Tools will continue to grow.

## Glorbs

Glorbs are dynamic light sources that can be placed anywhere on the map regardless of land claim.

Name - This will be used for admins in the future to locate each glorb that has been placed on the map.

Enabled - The light will not activate until this is checked.

Disable Interaction GUI - The GUI will not display

when the owner is near. It remains usable. Press E to bring up the config.

Strobe - Activating strobe will cause the light to flash intermittently.

Pulse - Activating pulse will cause the light to throb rhythmically.

Strobe/Pulse Speed - Adjust the value to speed up or slow down either effect.

Pulse Change - As the light of the pulses, the light will shift through random colours

Intensity - Modifies the intensity of the light emitted from the glorb.

Attenuation Radius - Modifies the distance the glorb's light will reach.

Glorb Colour - Colour can be modifies two ways; using the sliders or entering a hex value. To copy the colour chosen, highlight the hex value and right click to copy (CTRL + C). You can then place more glorbs and paste (CTRL + V) the same value easily.

Apply - For all selections to take effect, remember to click on Apply.

## Loot Spawners

Loot Spawners offer the creation of custom loot. They ignore land claim allowing their use in the game's dungeons, NPC camps/villages, or admin created locations.

Name - Name of the spawner for identification purposes.

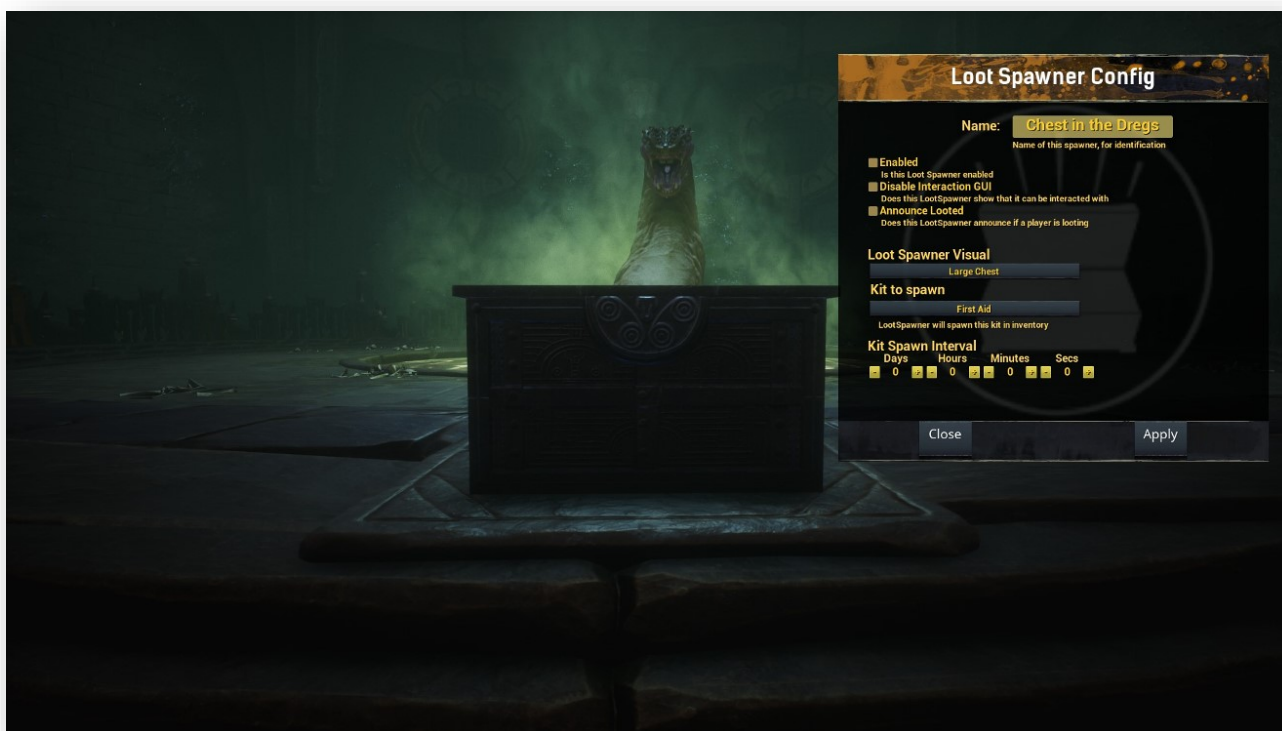Enabled - This will allow access to the kit that is assigned as loot.

Disable Interaction GUI - The GUI will not display when the owner is near. It remains usable. Press E to bring up the config.

Loot Spawner Visual - There are two visuals that admins may choose from for the Loot Spawner. More will be introduced over time.

Kit to spawn - Kits are tied into the use of Loot Spawners. From the dropdown menu, choose the kit to be assigned to the spawner. If you only want a kit to be used as loot and not available in the /kit window, open the Kits Tab and click on the kit you wish. Leave this kit disabled. The Loot Spawner overwrites all kit settings.

Kit Spawn Interval - This will set how often the kit respawns. This is a deterrent for players who might be inclined to wait for kits to respawn.

Apply - For all selections to take effect, remember to click on Apply.

# NPC Spawners

NPC Spawners offer admins the ability to populate any area they choose with creatures or humanoids. NPC spawners ignore land claim. Name - Name for the spawner for identification purposes.

Enabled - When checked, the spawner will activate once the Apply button is pressed.

Disable Interaction GUI - The GUI will not display when the owner is near. It remains usable. Press E to bring up the config.

Hidden - The spawner will disappear from the owner's view if this is checked. Only when the owner is within access range, will the spawner reappear.

Class to spawn - The dropdown menu provides all available creatures. Admins are advised to use creatures from the humanoid list when possible for better results.

Keep Populated - Continue to keep the NPCs spawning as they are killed. This is limited to the Max Count.

NPC Max Count - The number of NPCs that spawn at any given time.

NPC Spawn Interval - Determines the time between spawning the Max Count and a new round of NPCs. The time will not begin counting until the last creature is killed from the preceding round of spawned NPCs.

Spawn Radius - Determines how far from the spawner NPCs will populate.

Roaming Distance - Determines how far NPCs will roam from the spawner.

NPC Health - NPCs spawn with their default health. To adjust their hit points, type in the desired amount. It is point for point.

NPC Damage - NPCs spawn with their default attack damage. To adjust how dangerous they are, type in the amount of damage you wish for them to attack with. This is point for point.

NPC XP - As with Health and Damage, you can leave this to default or set a specific amount of XP that players gain upon killing the NPC

NPC Scale - Resize the NPC from its vanilla setting. Size has no effect on Health, Damage, or XP.

Apply - For all selections to take effect, remember to click on Apply.
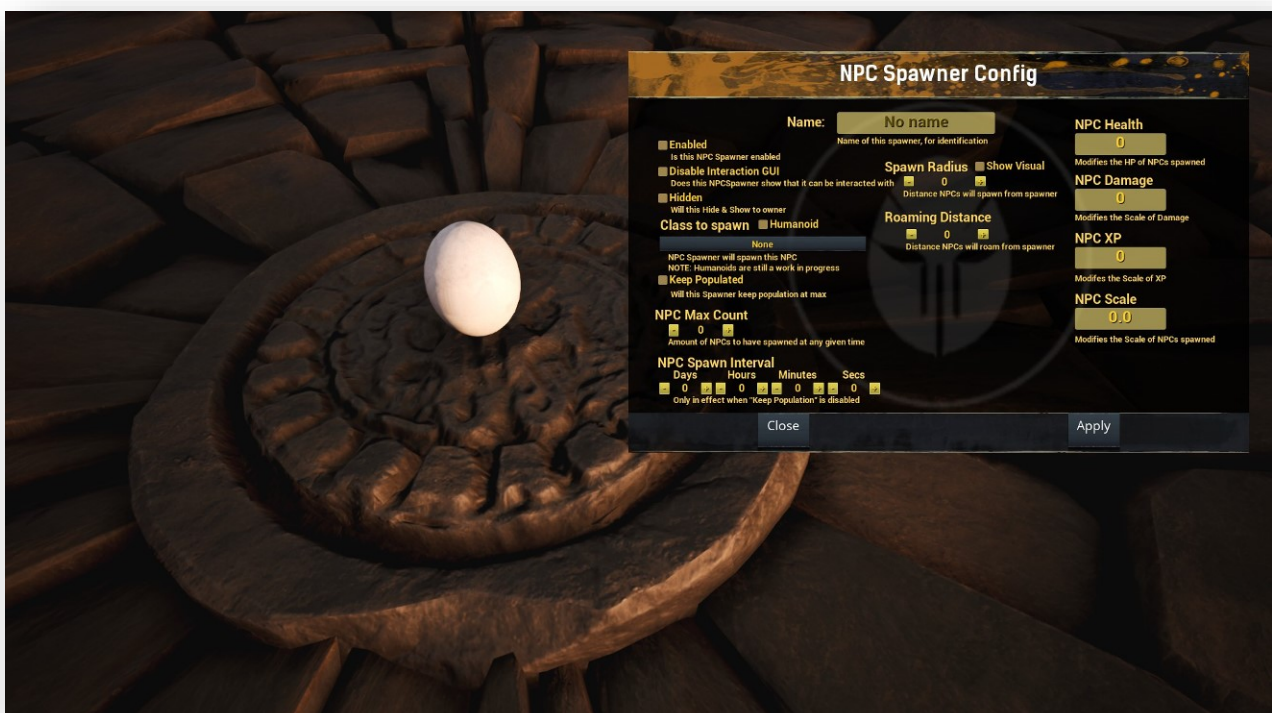
## Thespians

Thespians are essentially in-game actors that bring life to the game in ways that thralls cannot. They can be placed anywhere on the map. Players can neither harm them nor be harmed by them. Admins will never need to worry about their carefully placed NPC's untimely demise. Any emote available to players is usable by Thespians as well as several that are unavailable to players. Created kits will populate in the drop-down menu for clothing and arming the Thespians. This is accompanied by the Character Editor that allows for even more individualization.

Pippi has also taken into consideration other mods that have emotes created for them. To have two thralls interact with each other, place one and then the other in the same location. The emotes should take care of the action.

Name – This will display only if it if filled in.

Profession – For immersion purposes only.

Disable Interaction GUI - The GUI will not display when the owner is near. It remains usable. Press E to bring up the config.

Emote – The available emotes will populate this list including emotes from other mods.

Animation Speed – Set how slow or fast an emote is performed.

Equipment Kit – Kits made in the Kits Tab will be available to equip Thespians with. Weapons are only for show.

Character Editor – The appearance of Thespians can be altered in a similar fashion as characters. A sub window will open with customization choices.

## Warpers

Name - Name for the warper for identification purposes.

Enabled - To allow access for the Warper, check this box.

Disable Interaction GUI - The GUI will not display when the owner is near. It remains usable. Press E to bring up the config.

Use Warp Permissions - Warpers can be tied solely to the created warps or they can use all the warps parameters set through the Warps Tab such as cooldown, cost, etc. If a warper is not working for

### PIPPI TIPS

All Admin Tool placements can be adjusted using the Shift, Ctrl, or Alt keys.

players, check all permissions in the Warps Tab settings and in the Commands Tab.

Warper Size - Allows the scale of a warper to increase from its default size.

Destination Warp - Warpers tie directly into warps created in the Warps Tab. The dropdown menu displays all available warps.

Show Display - The Name will display at the top of the Warper if this is enabled.

Warper Colour - The colour of the Warper can be set through the sliders or manually entering in a hex value.

Opacity - This slider will allow the void's appearance to change from opaque to invisible. Use will caution.

Apply - For all selections to take effect, remember to click on Apply

# COMMANDS >1.8.0

Pippi Commands are executed through the chat window. Not all commands will be available to players. Admins set the permissions for each command.

/help <#> [/h <#>] - Displays the page block of help

/me – Displays action in 3rd person context

/shout - Shouts a message

/whisper [/w] <player> <message> - Whisper to player

/reply [/r] <message> - Replies to last received whisper

/mute <player> - Mutes the player

/unmute <player> - Unmutes the player

/sethome - Sets your current location as your home

/home - Teleports you to your home

/kill - Kill yourself

/list players - Lists all the players online

/list clans – List clans that have members online

/list admins - Lists all the admins online

/list mute - Lists the players you have muted

/list kits - Lists the available kits

/list warps - Lists the available warps

/return - Returns you to the position before you teleported

/teleport <player> - Teleports you to player

/summon <player> - Summons a player to your location

/server <message> - Sends message as server

/silence <player> - Silence a player from all chat

/unsilence <player> - Unsilence a player from chat

/warp <name> - Teleports you to warp

/warp create <name> - Creates warp at your location

/warp delete <name> - Deletes warp

/wallet - Displays amount currently in your wallet

/payday – Calls PayDay

/taxman – Calls TaxMan

/pay <playername> <amount> <type> - Pays the specified player the provided amount and type providing you have the amount in your wallet

/currency - View details about currency settings

/currency add <playername> <amount> <type> - Adds currency to player's wallet

/currency remove <playername> <amount> <type> - Removes currency from player's wallet

/kit <name> - Gives you the contents of the specified kit

/kit - Opens a new window to view and purchase kits

/tprequest [/tpr] <playername> - Request to teleport to a player

/tpaccept [/tpa] - Accepts a teleport request

/roll - Roll the dice

/flip - Flip a coin

/afk - Toggles AFK status

/pvp - Toggles PVP status

/vote - Vote for current vote

/vote dawn - Vote for Dawn

/vote noon - Vote for Noon

/vote dusk - Vote for Dusk

/act <name> - Speaks as the specified name instead of your character (/act - disables)

/safezone - While looking at a building executing this command will toggle a safezone (There are changes coming to safezones)

/rename name <name> II job <job> - Will rename the NPCs name II change the job of the NPC you are currently looking at

/shutdown – THIS WILL SHUTDOWN THE SERVER! It will restart however.

/gm - Adds GM tags

/meteor - Force meteor shower

/sandstorm - Force a sandstorm

/cleanup – Cleanse your server of all corpses

/kick <playerName> <reason> - Kicks player from server

/customize [or /customise] - Brings up the character editor for your character

/fly - Fly Mode (/fly disables)