Protocols Document

Protocol

1. Protocol Header

Header portion			Data portion
Code(1Byte)	Size 1/2 Byte	Protocol number (1Byte)	Data(Size-Header size)

Code :
  - 0xC1 : If the size is configured as one byte (the packet size including the data is within 256)
  - 0xC2 : If Size is configured as a Doubt (packet size including data is less than 65536)
Size :
  - Contains the size of the packet. (Header + Data)
Protocol Number :
  - It is the protocol number of actual data. This number identifies which protocol the data is.
  - If it is 0xFF, the data is extended with additional number.

Protocol Number (0x00 ~ 0xEF) are used for frequently used messages and 0xF0-0xFF are not used as sub-concepts.

Data :
Contains actual protocol data.

[0x40] Party
[0x50] Guild

SC [0xF1][0x00] If you try to connect to the connection server, you will be notified of the connection result.		
Result	1 Byte	0x00 : It is possible to connect normally. The client should not proceed until the client receives this message.
NumberH	1 Byte	Authentication number upper byte
NumberL	1 Byte	Authentication number low byte
CliVersion	3Byte	If (0.31) is 0,3,1

CS [0xF1] [0x01] After inputting the account ID and password, request the connection. (Encrypt all entries)			0xC3
ID	10 Byte		
Pass	10 Byte		
TickCount	DWORD	Tells the current client time. (The value obtained from GetTickCount ())	
CliVersion	3Byte	Client version information is sent in 3 bytes.	

SC [0xF1] [0x01] And informs the client of the processing result of the account connection.			
Result	1Byte	0x01 : Success 0x02 : No ID or password. 0x03 : This is the ID you are using. 0x04 : I can not connect because of the maximum user is exceeded. 0x05 : It has been disabled. 0x06 : The client version is not correct. Please install the latest version. 0x07 : Connection error. 0x08 : Connection will be terminated automatically in case of failure of 3 times. 0x09 : No billing information 0x0A : Your personal fixed time has expired. 0x0B : Your personal quantitative time has expired. 0x0C : IP fixed time has expired. 0x0D : The IP metering time has expired. 0x0E : Attempting to connect operator .. (??) 0x0F : Operator is processing character 0xD0 : Point Date: Expiration of use time 0xD1 : Point time system: Expiration date (there are no points left) 0x11 : It is a server that can be used by 15 years old or older.		

CS [0xF1] [0x02] Exit message (processing when the server tells the server to treat it as the corresponding (0xF1, 0x02) flag)			0xC3
Flag	1Byte	0x00: Complete program termination (Close connection socket after 10 seconds) 0x01: Go back to previous	

SC [0xF1] [0x02] The server sends a shutdown request.			0xC3
Flag	1Byte	0x00 : Quit the program 0x01 : Go to the authentication screen 0x02 : Go to the character selection screen 0x03 : By server selection list.	

CS [0xF1] [0x03] The client sends the code to the server. This is the client's call!			0xC3
Flag	1Byte	0x00 : The protocol sent from the server is not encrypted. (Connection termination) 0x01 : Checking for leaving the background screen (do not hang) 0x02 : Variable manipulated to exit the background (do not hang) 0x03 : Trying to replace main.exe while running (does not hang) 0x04 : Attempt to rename the hacking program	

SC [0xF1][0x10] Send server list to client		
Total	BYTE	Number of servers
Total The following data is repeated.		
Number	BYTE	Server number (absolute number)
Name	30 Byte	Name of each server
Address	30 Byte	Server address
Port	SHORT	Server Port Number
Count	SHORT	Number of users on the server

CS [0xF1][0x11] Request to connect to the selected game server		
Number	BYTE	Game server number

- This part is a protocol between a monster server and a game server

CS [0xF1] [0x30] Monster creation request (One user space must be allocated from game server.)		
Index	BYTE	Monster number
Level	BYTE	Monster Level
MapNumber	BYTE	Map number to connect to

SC [0xF1] [0x30] Monster connection request result		
Result	BYTE	Result 0x00 : Failed to create 0x01 : Success
NumberH	BYTE	Monster number upper byte in game server
NumberL	BYTE	Monster number lower byte on game server

Use in character selection, creation and deletion interface

CS [0xF3][0x00] Ask for a character list.			0xC1

SC [0xF3][0x00] The server sends the created character list.			0xC1
Count	1Byte	Number of characters created If there is no 0 (there is no next message) (maximum 5)	
The following is repeated as many times as the count			
Index	1Byte	How many in the character list	
ID	10Byte	ID	
Level	2Byte	Level	
CtlCode	1Byte	Character code 0x00 : Common characters 0x01 : Character block 0x02 : Item Block	
Equipment	8 Byte		

Create a character

CS [0xF3][0x01] Request to create character			0xC1
ID	10Byte	ID	
ClassSkin	1Byte	Race 4Bit / Skin 4Bit	

Str, Dex, Vir, Energy Etc. use the basic information of the character.

SC [0xF3][0x01] Character Creation Results			0xC1
Result	1Byte	0x00:False 0x01:True 0x02: You can no longer create characters.	
Name	10Byte	Character name	
Pos	1Byte	Where the character was created	
Equipment	24Byte	Characters equipped (12 * 2)	

CS [0xF3][0x02] Request character deletion			0xC1
Name	10Byte	Character ID to be deleted	
JoominNumber	8Byte	Back of resident registration number including NULL	

SC [0xF3][0x02] Character deletion result			0xC1
Result	1Byte	0x00:False 0x01:True 0x02: The resident registration number does not match the back digit.	

CS [0xF3][0x03] Request map entry with selected character			0xC1
Name	10Byte	The character ID (encryption)	

SC [0xF3][0x03] Tell the client to connect to the map.			0xC3
X	1Byte	X Coordinates (unit: tile)	
Y	1Byte	Y Coordinates (unit: tile)	
MapNumber	1Byte	Map number	
Dir	1Byte	The direction the character is looking (from 0 to 7)	
Exp	4Byte	Experience	
NextExp	4Byte	Next experience	
LevelUpPoint	2Byte	Level Up Points (Fixed 2 Bytes from 1 Byte 2002-04-25)	
Str	2Byte	Power	
Dex	2Byte	Agility	
Vitality	2Byte	Health	
Energy	2Byte	Energy	
Life	2Byte	Current Life	
LifeMax	2Byte	Maximum Life	
Mana	2Byte	Currently	
ManaMax	2Byte	The maximum amount of mana	
Money	4Byte	The amount of money the character has	
PKLevel	1Byte	Player's PK level	
CtlCode	1Byte	Character control code	

SC [0xF3][0x04] When a character dies and resurrected, he tells his location.			0xC3
X	1Byte	X Coordinates (unit: tile)	
Y	1Byte	Y Coordinates (unit: tile)	
MapNumber	1Byte	Map number	
Dir	1Byte	The direction the character is looking (from 0 to 7)	
Life	2Byte	Current life	
Mana	2Byte	Currently Mana	
Exp	4Byte	Current Experience	
Money	4Byte	Added money 2002-07-04	

SC [0xF3][0x05] The character has leveled up.			0xC1
Level	2Byte	Character Level	
LeveupPoint	2Byte	Number of points when level up (Modified from 1 Byte to 2 Bytes 2002-04-25)	
MaxLife	2Byte	When the level is up, the vitality is full. (It is sent as a float multiplied by 10.)	
MaxMana	2Byte	Mana is full when you level up. (It is sent as a float multiplied by 10.)	

CS [0xF3][0x06] The user raised a level-up point.			0xC1
Type	1Byte	0 : Power 1 : Agility 2 : Health 3 : Energy	

SC [0xF3][0x06] If the user uploads a level-up point, the result is sent.			0xC1
Result&Type	1Byte	4Bit : Result 4Bit : 0 : Power 1 : Agility 2 : Health 3 : Energy	
MaxLife&Mana	2Byte	When you raise a point, the changed health and mana (multiplied by 10 is sent as a float).	

SC [0xF3][0x07] Damage Decrease			0xC1
DamageH	1Byte	Damaged Value High Byte	
DamageL	1Byte	Damaged Value Lower Byte	

SC [0xF3][0x08] PK_Level			0xC1
NumberH	1Byte	Pk_Level Setting user upper byte	
NumberL	1Byte	Pk_Level Setting user low byte	
PK_Level	1Byte	Damaged value high byte	

SC [0xF3][0x10] Items stored in the character's inventory.			0xC4
Count	1Byte	If the counter is 0, there is nothing (no next message)	
The following is repeated as much as the count.			
Pos	1Byte	Location from inventory	
ItemInfo	3Byte	Each item information	

SC [0xF3][0x11] Magic Wizard List			0xC1
Count	1Byte	If magic number is 0, delete one, add more	
Count Repeat as many times as			
Pos	1Byte		
MagicInfo	2Byte	8Bit = Type, 5Bit = Level, 3Bit = skill	

CS [0xF3][0x12] Informs the server that the data loading is complete when moving the map. The server then sends the viewport-related data to this user.			0xC1

(This message is sent when the device of another player in the view port is changed)

SC [0xF3][0x13] Equipment information from other players			0xC1
NumberH	1Byte	Player with device information High byte	
NumberL	1Byte	Player low byte with device information	

Equipment	8Byte	Same as when creating a viewport.	
SC [0xF3][0x14] Edit your character's inventory item info			0xC1
Pos	1Byte	Location from inventory	
ItemInfo	3Byte	Each item information	

SC [0xF3][0x20] Stamina of the monster summoned by the fairy (percent)			0xC1
Life	1Byte	If it is 0, it disappears (1-100)	

SC [0xF3][0x22] Displays the time. (Combat football)			0xC1
Second	2Byte(word)	Display remaining time (seconds) Client displays X minutes X seconds	

SC [0xF3][0x23] 축구 정보			0xC1
RedTeamName	8Byte	Red team name	
RedTeamScore	1Byte	Red Team Score	
BlueTeamName	8Byte	Blue team name	
BlueTeamScore	1Byte	Blue team score	

/ Game registration [guild name]
(0x52) on the guild list. And receives a list of competitors from the client.
(Operator only)

CS [0xF3][0x24] List to participate in soccer game			0xC2
Team	1Byte	0 : Red Team 1 : Blue Team	
Count	1Byte	Number of players to participate in the match	
Name	10Byte	Name	
Number	1Byte	Guild member number	

Inside the game
▶ Conversation
Use for conversation, whisper, group conversation, family conversation, call…

CS/SC [0x00] Conversations in viewports			0xC1
ID	10 Byte	ID	
Chat	60 Byte	Conversation contents	

CS/SC [0x01] Conversations in viewports (			0xC1
NumberH	1 Byte	User number from which the message was sent Upper byte	
NumberL	1 Byte	User number from which the message was sent.	
Chat	60 Byte	Conversation contents	

CS [0x02] Whisper to the specified user			0xC1
Target ID	10 Byte	Partner ID	
Chat	60 Byte	Conversation contents	

SC [0x02] Another user whispered.			0xC1
Target ID	10 Byte	Partner ID	
Chat	60 Byte	Conversation contents	

SC [0x03] EXE To check the file, we encrypt it.			0xC3
wKey	2 Byte	0 - 1023	

CS [0x03] Sends a client EXE checksum along with the primary key.			0xC3
CheckSum	4 Byte		

SC [0x0C] 서버로부터의 메시지			0xC1
MsgNumber	1 Byte	0 : Whisper The person you requested does not exist. 1 : I got a party. 2 : I refused the party. 3 : The party people are full. 4 : You are already in the party.	

		5 : I'm out of the party. 10 : I joined the guild. 11 : Guild members are full. 12 : You are already on the guild. 13 : You left the guild. 14 : The guild who is asking for war is already in war. 15 : There is no guild master who requested war.

SC [0x0D] Notice			0xC1
Type	1Byte	Notification type 0 : Bottom notice 1 : Left Server Message 2 : Guild Notice	
Notice	String	Notice (NULL terminated string) MAX: 256	

0x0E Always sends a message to the server telling the client that it is connected. If there is no response within 30 seconds, the server considers it to be terminated.

CS [0x0E] User access check notification			0xC3
TimeCount	DWORD	Send data to the server once every 30 seconds to synchronize the time with the server. If the time is very different, the connection is blocked (regarded as a speed nuclear user)	
BootsLevel	1 Byte	Sends the level of the boots.	

SC [0x0F] Weather change			0xC1
Weather	1 BYTE	4Bit weather – 0: normal, 1: rain, 2: snow 4Bit change (intensity) – 0 is very weak, 15 is very high.	

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▶Character creation and movement processing

-- [Path] --

Each consists of 4 bits, and the direction, number, and the rest contain the Path table number to move in order.

Direction	Count															

1Byte

Path table

Table number	0	1	2	3	4	5	6	7
Increase	−1, −1	0, −1	1, −1	1, 0	1, 1	0, 1	−1, 1	−1, 0

Tile location number as seen in figure

Examples of using tables in games		
−1, −1(0)	−1,0(7)	−1, 1(6)
0, −1(1)		0, 1(5)
1, −1(2)	1, 0(3)	1, 1(4)

CS [0x10] It sends its moving tile coordinates.			0xC1
X	1 Byte	Tile start X coordinate	
Y	1 Byte	Y coordinate of tile start	
Path	8 Bytes variable	Tile number to move	

Server : Movement is limited to three times per second and ignored.

SC [0x10] Tile coordinates of someone else			0xC1
NumberH	1 Byte	Absolute number of user's upper byte	
NumberL	1 Byte	Absolute number of user lower byte	
X	1 Byte	Tile X coordinate	
Y	1 Byte	Y coordinate of tile	
Path	8 Bytes variable	Tile number to move	

CS [0x11] Location setting			0xC1
X	1 Byte	Tile start X coordinate	
Y	1 Byte	Tile start Y coordinate	

SC [0x11] Set other object (person or NPC or monster) location			0xC1
NumberH	1 Byte	Absolute number of user's upper byte	
NumberL	1 Byte	Absolute number of user lower byte	
X	1 Byte	Tile X coordinate	
Y	1 Byte	Tile Y coordinate	

SC [0x12] Tells you that another character has entered the viewport.			0xC2
Count	1 Byte	Number of repetitions	
The following is repeated for Count.			
NumberH	1 Byte	The user's absolute number upper byte (if the most significant bit is 1, the character is generated, if 0, the existing user)	
NumberL	1 Byte	Absolute number of user lower byte	
X	1 Byte	Tile X coordinate	
Y	1 Byte	TileY coordinate	

Equipment	8 Byte	4Bit (Class 3Bit / Skin 1Bit) + 4Bit (ViewAction) + Right Hand Weapon (1Byte) + Left Hand Weapon (1Byte) + Remaining Equipment (3Byte by 4bit) + Level (3Byte) ViewAction: (the action each takes when entering the viewport) 0: Basic 1: Create space movement 2: sitting 3: Leaning 4 : 5:
ViewState	1 Byte	User visible state variable (Bit processing) 1 st bit: character green change (poisoning damage) 2nd bit: character blue change (ice) 3rd beat: Show fairy damage increase 4th bit: Fairy Defense Increase Mark 5th bit: 6th bit: 7th bit: 8th bit:
ID	10 Byte	User id
TX	1Byte	X coordinate to move
TY	1Byte	Y coordinate to move
Dir&PkLevel	1Byte	Direction 4Bit: PkLevel: 4Bit

SC [0x13] Announces that the monster is inside the viewport.			0xC2
Count	1 Byte	Number of repetitions	
The following is repeated for Count.			
NumberH	1 Byte	Monster absolute number upper byte (if the most significant bit is 1, character is generated, if 0, existing monster)	
NumberL	1 Byte	Monster absolute number lower byte	
ViewState	1 Byte	User visible state variable (Bit processing) 1 st bit: character green change (poisoning damage) 2nd bit: character blue change (ice) 3rd beat: Show fairy damage increase 4th bit: Fairy Defense Increase Mark 5th bit: 6th bit: 7th bit: 8th bit:	
Level	1 Byte	level	
X	1 Byte	X coordinate of tile	
Y	1 Byte	Y coordinate of tile	
Path	8 Byte(가변)	If it is in transit, the moving tile numbers	

SC [0x14] Tells you that another character has been removed from the viewport.			0xC1
Count	1 Byte	Number of repetitions	
The following is repeated for Count.			
NumberH	1 Byte	Absolute number of user's upper byte	
NumberL	1 Byte	Absolute number of user lower byte	

CS [0x15] Normal attack			0xC1
NumberH	1Byte	Attacked user index top	
NumberL	1Byte	Attacked user index child	
AttackAction	1Byte	Attack action number	
Dir&Dis	1Byte	Direction & Attack of the character	

Notify other players in the viewport with the [0x18] protocol.

- If the attack is successful and the attack is successful, the result is reported.

SC [0x15] Result of attack			0xC1
NumberH	1Byte	The user index upper byte that was attacked (if the most significant bit is 0, 1 is the result of a magic attack and is not linked to any action.)	
NumberL	1Byte	The user index lower byte that was attacked (if you are the attacker yourself)	
DamageH	1Byte		

DamageL	1Byte	

SC [0x16] If you kill someone (to the attacking user)			0xC1
NumberH	1Byte	Dead Object Index Top	
NumberL	1Byte	Dead Object Index Child	
ExpH	1Byte	Earned experience	
ExpL	1Byte	Gained Experience	
DamageH	1Byte	Attacked value top	
DamageL	1Byte	Attacked value sub	

SC [0x17] If someone is dead (to all viewport users), if the number is himself, he is dead.			0xC1
NumberH	1Byte	Dead Object Index Top	
NumberL	1Byte	Dead Object Index Child	

CS [0x18] Notify server to take special action			0xC1
Dir	1Byte	Direction (for position compensation)	
ActionNumber	1Byte	Action number	

SC [0x18] Notify everyone in Viewport that other players have taken special action			0xC1
NumberH	1Byte	Absolute number of user	
NumberL	1Byte	User's absolute number sub	
Dir	1Byte	Direction (for position compensation)	
ActionNumber	1Byte	Action number	

CS [0x19] A magical attack on a specific opponent			0xC3
MagicNumber	1Byte	Magic number	
NumberH	1Byte	Target Absolute number of user	
NumberL	1Byte	Absolute number of target user	
Dis	1Byte	Attack distance	

SC [0x19] Magical attack result against opponent			0xC1
MagicNumber	1Byte	Magic number	
SourceH	1Byte	Absolute number of attacking user	
SourceL	1Byte	Absolute number of attacking user	
TargetH	1Byte	Target Absolute number of user	
TargetL	1Byte	Absolute number of target user	

CS [0x1A] Magical Attack in a Specific Location			0xC1
MagicNumber	1Byte	Magic number	
MapX	1Byte	Magical X-coordinate	
MapY	1Byte	Magical Y coordinate	

SC [0x1A] Results for ranged magic attacks			0xC1
NumberH	1Byte	User number of magic attack upper byte	
NumberL	1Byte	User number of magic attack Lower byte	
MagicNumber	1Byte	Magic number	
X	1Byte	Magical X-coordinate	
Y	1Byte	Magical Y coordinate	
Count	1Byte	Enchanted user, Monster, NPC, etc …	
Count Repeat as many times as			
NumberH	1Byte	Right user, monster, NPC, etc. High byte	
NumberL	1Byte	Right user, monster, NPC, etc. Lower byte	

SC [0x1B] Disable on continuous magic			0xC1
MagicNumber	1Byte	Magic number	
NumberH	1Byte	User number to be released High byte	
NumberL	1Byte	User number to be released Lower byte	

CS [0x1C] Enable space travel			0xC3
MoveNumber	1Byte	0 : If you move using space magic 1 Move gate from	
MapX	1Byte	Map X coordinate	

MapY	1Byte	Y coordinate of map

When moving between maps, the server does not process the viewport related data but resumes the 0xF3 0x12 protocol as it arrives.

SC [0x1C] Space movement result			0xC3
MoveNumber	1Byte	Mobile number	
MapNumber	1Byte	Map number	
MapX	1Byte	Map X	
MapY	1Byte	Map Y	
Dir	1Byte	Direction of character	

The following are used in the case of persistent magic.

CS [0x1D] Another character was attacked by my attack.			0xC1
MagicNumber	1Byte	Magic Number (What magic did you get?)	
X	1Byte	Attacked X coordinate	
Y	1Byte	Attacked Y coordinate	
Count	1Byte	Number of attacked users (maximum five can not be exceeded)	
Count The following is repeated			
NumberH	1Byte	Attacked user index top	
NumberL	1Byte	Attacked user index child	

In the case of persistent magic (whirlwind), the client checks for a crash and sends out the user who has been damaged. The server checks the location to see if it is nearby and tells it that it was attacked. When it is reported that an attack has been done, write 0x15, and set the most significant bit to 1 to indicate that it is being attacked.

CS [0x1E] Continuous magic fire			0xC3
MagicNumber	1Byte	Magic number	
X	1Byte	Use magic X	
Y	1Byte	Use magic Y	
Dir	1Byte	Magic Direction	

SC [0x1E] Continuous magic firing by other players			0xC1
MagicNumber	1Byte	Magic number	
NumberH	1Byte	Other users with magic high byte	
NumberL	1Byte	Other users lower byte with magic	
X	1Byte	Use magic X	
Y	1Byte	Use magic Y	
Dir	1Byte	Magic Direction	

SC [0x1F] Announces that summoned monster is in viewport.			0xC2
Count	1 Byte	Number of repetitions	
The following is repeated for Count.			
NumberH	1 Byte	Monster absolute number upper byte (if the most significant bit is 1, character is generated, if 0, existing monster)	
NumberL	1 Byte	Monster absolute number lower byte	
Type	1 Byte	Monster type	
ViewState	1 Byte	User visible state variable (Bit processing) 1 st bit: character green change (poisoning damage) 2nd bit: character blue change (ice) 3rd beat: Show fairy damage increase 4th bit: Fairy Defense Increase Mark 5th bit: 6th bit: 7th bit: 8th bit:	
X	1 Byte	Tile X coordinate	
Y	1 Byte	Y coordinate of tile	
TX	1 Byte	X coordinate of the final movement tile	
TY	1 Byte	Y coordinate of final movement tile	
Path	1 Byte	Tile number on the move	
Name	10 Byte	Summoned Master ID	

▶ Item

SC [0x20] Item created in viewport			0xC2
Count	1Byte		
The rest is repeated as much as Count.			
NumberH	1Byte	Item index upper (If the most significant bit is 1, if it is 0, existing item)	
NumberL	1Byte	Item index sub	
X,Y	2Byte	X(1Byte), Y(1Byte)	
ItemInfo	nByte	If the first byte is (15 * 16) (15 is money and 16 is the maximum number of items), n is a total of 4 bytes, and the second byte to the third byte is LOBYTE | HIBYTE | LOBYTE represents the amount. The next two bytes are the following information. Item information (8bit | 5bit | 3bit) 8Bit = Type, 5Bit = Level, 3Bit = Durability)	

SC [0x21] The item has disappeared from the viewport (it is also used when someone else eats it).			0xC2
Count	1Byte	Number of items disappearing from the viewport	
The rest is repeated as much as Count.			
NumberH	1Byte	Item Index Top	
NumberL	1Byte	Item index sub	

CS [0x22] Request to pick up items			0xC3
NumberH	1Byte	Item index high (if the most significant bit is 0, the inventory window is closed; if 1, it is open)	
NumberL	1Byte	Item index sub	

SC [0x22] Requested to pick items			0xC3
Result	1Byte	0xFE is money 0xFF is an error (0xFF, there is no next 4 bytes) Other inventory locations	
Money & ItemInfo	4Byte	If Result is FE, then the amount of money in BYTE of money When it is not FF, it has 2 bytes of item information. (Subtract 2 bytes and send)	

CS [0x23] Item Drop Request			0xC3
X	1Byte	X position in map	
Y	1Byte	Y position in map	
Ipos	1Byte	Location in Inventory	

SC [0x23] Item Drop Result			0xC1
Result	1Byte	If 0x00 is a failure, 0x01 is a success	
Ipos	1Byte	Location in inventory (delete)	

CS [0x24] Attach items and move requests (weapons, armor, gloves, boots, necklaces, rings, etc.)			0xC3
SitemFlag	1Byte	0: inventory, 1: trade window, 2: warehouse, 3: mixer window	
SitemNum	1Byte	Source item	
SitemInfo	3Byte	Source item Info	
TitemFlag	1Byte	0: inventory, 1: trade window, 2: warehouse, 3: mixer window	
TitemNum	1Byte	Target item	

SC [0x24] The result of mounting your own items			0xC3
Result	1Byte	Fail if 0xFF Inventory location if 0x00 0x01, the transaction window location Warehouse location if 0x02	
Pos	1Byte	Location in each	
ItemInfo	3Byte	Item Info	

SC [0x25] Another person changed clothes.			0xC1
NumberH	1Byte	Others index upper byte	
NumberL	1Byte	Others index lower byte	
ItemInfo	2Byte	Item Information Type (1Byte) + Equipment Location (4Bit) + Level (4Bit) Type is 255 (-1) when the equipment is released.	

CS [0x26] Use Item			0xC3
Ipos	1Byte	Location in the item inventory you want to use	
Target	1Byte	Use for target item if it is a jewelry series	

SC [0x26] Life Settings..			0xC1
Ipos	1Byte	Inventory location used If it is 0xFF, it is a general life setting and the other is the position in the inventory. 0xFE is the MaxLife setting. If it is 0xFD, the item use failure. Occurs when there is no item or a problem occurs	
LifeH	1Byte	Current Life High Byte	
LifeL	1Byte	Current Life low byte	
Flag	1Byte	0: Normal life recovery from the server. 1: Results for client input. (Event activation)	

SC [0x27] Mana setting			0xC1
Ipos	1Byte	Inventory location used If it is 0xFF, it is the normal Mana setting and the other is the position in the inventory.	
ManaH	1Byte	Current Mana high byte	
ManaL	1Byte	Current Mana Lower Byte	

SC [0x28] Remove items from a specific location in your inventory			0xC1
Pos	1Byte	Item inventory locations (0xFF is sent if there is an error when learning the spellbook)	
Flag	1BYte	0 : It is a common delete sent by the server. 1 : Result for client input. (Activate event)	

// 0x29 Do not

CS [0x29] Notification of special ability use time due to use of item			0xC1
Number	1Byte	0: Attack speed increased during time	
Time	2Byte	0–65535 (seconds)	

SC [0x2A] Item durability			0xC1
IPos	1Byte	Item location in inventory	
Dur	1Byte	Item durability	

SC [0x2B] Add item at specific location in inventory			0xC1
Pos	1Byte	Location of inventory and equipment windows	
ItemInfo	3Byte	Item information	

Character-to-Character and Trade Shops

CS [0x30] Ask a character to speak to you.			0xC3
NumberH	1Byte	The absolute number on which you spoke	
NumberL	1Byte	Absolute number spoken down	

SC [0x30] Notify the merchant that you are talking. (Launch store interface)			0xC3
Type	1Byte	What shop?	
0x00 : Any shop that only has a buy or sell button			
0x01 : Any store (weapon shop / defense shop, etc.) with buy, sell, or repair buttons			
0x02 : Warehouse style			

Send the above protocol and send the list of products in the store directly.

SC [0x31] Shop & Warehouse List			0xC2
Count	1Byte		
Count As long as the following is repeated.			
Pos	1Byte	Store inventory location of the item	
ItemInfo	3Byte	Item Information (Same as Basic Item Information)	

Stuff Scams

CS [0x32] Buy things from the store.			0xC3
ShopItemPos	1Byte	Item location in the store	

SC [0x32] 샀을때 결과			0xC1
Result	1Byte	0xFF : Fail Other values are added to the user inventory… .	

If the goods scam is successful, the server and the client deduct the amount of money.

Selling stuff

CS [0x33] Selling stuff			0xC1
UserItemNum	1Byte	User inventory item location number	

* Internal processing: The user is like throwing away something, but the difference is that the server gives money.

SC [0x33] The result of selling goods			0xC1
Result	1Byte	0 Success 1	
Money	4Byte	If the result is a success, the amount received is more than that.	

Repair

CS [0x34] Repair			0xC1
UserItemNum	1Byte	User inventory item location number	

SC [0x34] Repair results			0xC1
Money	4Byte	Zero is a failure. If it is more successful, we deduct money because it is a success.	

Close the store exchange window

CS [0x35] Inform the store that the window will be closed when bartering between the user or the user.			0xC1

SC [0x35] You can also close the window.			0xC1

CS [0x36] Ask someone to exchange things.			0xC3
NumberH	1Byte	User absolute number top byte to exchange things	
NumberL	1Byte	User absolute number subbyte to exchange things	

− After sending the message, the client prints out the message "In exchange request", and then the 0x37

message is sent to the transaction.

SC [0x36] A character asks you to exchange things.			0xC3
NumberH	1Byte	The absolute number of the user who wants to exchange things	
NumberL	1Byte	User's absolute number sub−byte to exchange things	

szId	10Byte	Id

− When requested, the message box will be displayed to inform you whether you will respond to the exchange.

CS [0x37] If you will respond to the exchange of things, you will be informed. (To users who wanted to exchange)			0xC1
Response	1Byte	0x00 : Cancel, 0x01 : OK	

SC [0x37] The user who suggested to exchange things will be informed of the results again.			0xC1
Response	1Byte	0x00 : Cancel, 0x01 : Ok 0x02 : It is an in inter changeable situation. 0x03 : Waiting for an exchange request.	
ID	10Byte	Relative ID	

− OK If the mesh is coming, print out the interchange window and start the exchange.

SC [0x38] The item has been removed from the other party's exchange window.			0xC1
ExchangeIndex	1Byte	Relative exchange window index number	

SC [0x39] The other party placed the item in the exchange window.			0xC1
ExchangeIndex	1Byte	Relative exchange window index number	
ItemInfo	3Byte	Item information	

CS [0x3A] Put the money in the exchange window.			0xC1
Money	4Byte	Amount of money to put in the exchange window	

SC [0x3A] The result of putting money in the exchange window			0xC1
Result	1Byte	0x00 : Fail 0x01 : Success	

SC [0x3B] The other party put the money in the exchange window.			0xC1
Money	4Byte	The amount of the opponent's exchange window	

CS [0x3C] Confirmation (expressed your intention to exchange)			0xC3
Flag	1Byte	0x00 : Unconfirm 0x01 : Check	

−No one can change the exchange window at the same time as pressing the check button (Flag: 0x00).
Press the check button again (Flag:0x01) to change the exchange window again.

SC [0x3C] The other party pressed the OK button. (Confirmation button status)			0xC1
Flag	1Byte	0x00: OK 0x01: Uncheck 0x02: Inn oua for a while (the opponent took the move from the interchange window −warning −) 0x03: Unexchanging status for a while	

If both are pressed with a check button (Flag:0x00), the server will distribute the items exchanged by each.   The sharing protocol uses 0x22.   If a 0x22 message came from the server, put it in your inventory.

CS [0x3D] During the barter, the user pressed the cancel button. All exchanges will be cancelled.		0xC3

SC [0x3D] 거래 결과			0xC1
Result	1Byte	0x00: The opponent has cancelled the deal. 0x01: Deal completed (the transaction was successfully completed) 0x02: The deal did not complete normally. 0x03: The transaction request has been cancelled.	

SC [0x3E] The other party deletes the item in the interchange window			0xC1
ExchangeIndex	1Byte	Relative exchange window index number	
ItemInfo	3Byte	Item information	

[0x40]Party

CS [0x40] Ask the other party for a party.			0xC1
NumberH	1Byte	Upper byte supper number of opponents who want to form a party	
NumberL	1Byte	The number subbyte of the other party you want to party with	

SC [0x40] The other party has asked for a party. (I have a chat window asking if I'm going to do it or not)			0xC1
NumberH	1Byte	Upper byte supper number of opponents who want to form a party	
NumberL	1Byte	The number subbyte of the other party you want to party with	

CS [0x41] You will party with your opponent.			0xC1
Result	1Byte	0x00 : I'm not going to party 0x01 : Yes, come into my party.	
NumberH	1Byte	Upper byte supper number of opponents who want to form a party	
NumberL	1Byte	The number subbyte of the other party you want to party with	

SC [0x41] Party results with the other party (when it is an error)			0xC1
Result	1Byte	0x00 : Failed party composition 0x01 : The party request was rejected by the opponent. 0x02 : The party is full. 0x03 : The contact has been terminated by the opponent. 0x04 : Your opponent is already joined by another party. 0x05 : The level difference between the opponent must be less than 120	

A message is also sent to 0x0C.

CS [0x42] Ask them to show a list of party members.			0xC1

SC [0x42] Send a list of party members.			0xC1
Result	1Byte	0x00 : I am not a member of the party.	
Count	1Byte	If you are a party member, the number of party members	
Name	10Byte	The name of the party member	
Number	1Byte	Party Member No.	
MapNumber	1Byte	Map No.	
X	1Byte	X coordinates on the map	
Y	1Byte	Y coordinates on the map	

CS [0x43] Remove from the party.			0xC1
Number	1Byte	Users who want to leave the party	

SC [0x43] Was excluded from the party. (Delete the list)			0xC1

SC [0x45] Tells the other character that they're in the viewport. (Transformed user)			0xC2
Count	1 Byte	Number of iterations	
The following is repeated as much as Count.			
NumberH	1 Byte	User's absolute number top byte (If the top-level bit is 1, the character is created, and 0 is the user who existed)	
NumberL	1 Byte	User's absolute number subbyte	
X	1 Byte	Tile X coordinates	
Y	1 Byte	Tile Y coordinates	
Skin	1 Byte	Transformed skin image number	
ViewAction	1 Byte	Actions taken when entering the viewport 0 : Default 1 : Create space movement 2 : Sitting 3 : Leaning 4 : 5 :	
ViewState	1 Byte	User visible state variable (Bit processing) 1st Bit: Character Green Change (Poisoning Damage) 2nd Bit: Character Blue Change (Ice) 3rd Bit: Show increased fairy damage Fourth bit: Increased defensive ness Fifth bit: Sixth bit: Seventh bit: Eight bit:	
ID	10 Byte	User Aadi	
TX	1Byte	X coordinates to move	
TY	1Byte	Y coordinates to move	
Dir&PkLevel	1Byte	Direction 4Bit : PkLevel : 4Bit	

[0x50] Guild

CS [0x50] Ask the guild master to join the guild.			0xC1
NumberH	1Byte	Guild master Number Higher Bytes	
NumberL	1Byte	Guild master number sub-bytes	

SC [0x50] The other party has asked you to join the guild. (I have a chat window asking if I'm going to join or not)			0xC1
NumberH	1Byte	The other party number you want to join is the top byte	
NumberL	1Byte	The other party number sub-byte you want to join	

CS [0x51] Announce whether you are allowed to join a guild.			0xC1
Result	1Byte	0x00 : Syre 0x01 : Ok	
NumberH	1Byte	The number of the person you want to join the top byte	
NumberL	1Byte	The number subbyte of the other party you want to join	

SC [0x51] Results of requests to join a guild			0xC1
Result	1Byte	0x00 : Guild master rejects request 0x01 : The guild is complete. 0x02 : The maximum number of guilds has been exceeded. 0x03 : The other party terminated the connection. 0x04 : He is not a guild master. 0x05 : You cannot sign up for redundancy. 0x06 : You cannot request to join. (What else?) 0x07 : You can join guilds at level 6 or higher	

0x0Ca message is also sent.

CS [0x52] Ask them to show a list of guild members.			0xC1

SC [0x52] Send a list of guild members.			0xC2
Result	1Byte	0x00 : You are not a member of a guild. 0x01 : Use as a list of match registrations	
Count	1Byte	If you are a member of a guild, you	
TotalScore	4Byte	Guild cumulative score	
Score	1Byte	Score when you're in a war	
Name	10Byte	Name	
Number	1Byte	Guild Member No.	
Connect&Server	1Byte	Whether you are connecting to the top-level bit, the remaining server numbers	

CS [0x53] I want to be excluded (withdrawn) from a guild			0xC1
Name	10Byte	Users who withdraw from guild	
JoominNumber	7Byte	When you are a master, ask for your social security number.	

SC [0x53] He was withdrawn from the guild. (Delete the list)			0xC1
Result	1Byte	0x00 : The social security number is incorrect. 0x01 : Left (excluded) from the guild. 0x02 : Only guild masters can delete it. 0x03 : Unsubscribe failure 0x04 : The guild has been removed.	

When you request a conversation with the master. If you qualify as a guild master.

SC [0x54] Ask if you want to be a guild master			0xC1

CS [0x54] Answer a question you asked if you would be a guild master			0xC1
Result	1Byte	0x00 : Syre 0x01 : You like	

SC [0x55] Be a guild master, so run the Guild Manager			0xC1

CS [0x55] Complete guild manager (attempt to request guild creation)			0xC1
GuildName	8Byte	Guild Name	
Mark	32Byte	Guild Mark	

SC [0x56] Guild Creation Request Results			0xC1
Result	1Byte	0x00 : Guild name exists (re-enter guild name) 0x01 : A guild was created. 0x02 : Guild names must be two or more to eight characters. (Guild name) 0x03 : You already belong to a guild.	

CS [0x57] Guild Manager Cancellation (Uncreate Guild)			0xC1

The following is a minimal packet by sending information to only the guild's own personnel with the information generated in the viewport creation.
Primarily, the client tables the guild's information and updates it every time it receives the guild information.

0x12 After the message, 0x5A 0x5B is sent in turn.

SC [0x5A] Guild information in viewport (additional concepts)			0xC2
Count	1byte	Number	
NumberH	1Byte	Guild number top bytes	
NumberL	1Byte	Guild number sub-bytes	
Name	8Byte	Guild Name	
Mark	32Byte	Guild Mark	

SC [0x5B] People who belong to guilds in viewport (additional concept)			0xC2
Count	1byte	Number	
NumberH	1Byte	Top user number	
NumberL	1Byte	User number sub	
GNumberH	1Byte	Top Guild Number	
GNumberL	1Byte	Guild Number Sub	

The following is reflected directly in the viewport at the time you joined the guild. Number H/L can be your own.

SC [0x5C] Someone in the viewport joined the guild.			0xC2
NumberH	1Byte	User number upper byte	
NumberL	1Byte	User number subbyte	
Name	8Byte	Guild Name	
Mark	32Byte	Guild Mark	

SC [0x5D] Someone in the viewport has withdrawn from the guild.			0xC2
NumberH	1Byte	User number upper byte	
NumberL	1Byte	User number subbyte	

/War [Guild Name]
declare war on the guild.
/Battle Soccer [Guild Name]

SC [0x60] 전쟁을 선포한 후 결과			0xC1
Result	1Byte	0x00 : Opponent guilds do not exist. 0x01 : Declared war on opponents guilds. 0x02 : The master of the opposing guild did not connect. 0x03 : I am not a guild member. 0x04 : We cannot declare war. 0x05 : Guild members cannot declare war. 0x06 : The request for war was rejected.	

SC [0x61] Another guild declared war. Will you go to war?			0xC1
GuilldName	8Byte	Guild Name	
Type	1Byte	Form of war 0: Guild Wars 1: Guild Battle Soccer	

CS [0x61] Consequences for requests to declare war			0xC1
Result	1Byte	0x00: War Sherre 0x01: War!	

SC [0x62] Inform all guild members on both sides of the war. (Declare war with xx guild)			0xC1
GuildName	8Byte	Other guild names	
Type	1Byte	Form of war	
TeamCode	1Byte	0 : RED team 1: BLU	

SC [0x63] Inform all guild members on both sides of the war of war.			0xC1
Result	1Byte	0x00 : Battle ends with victory of enemy guild 0x01 : End the battle with the victory of our guild 0x02 : The enemy guild's master has quit and won the war. 0x03 : The Master of Our Side Guild ended and lost the battle. 0x04 : Victory in war with the dismantling of enemy guilds 0x05 : Defeated by the dissolution of our guilds	
GuildName	8Byte	Guild name (sends different guild names)	

SC [0x64] Guild Score			0xC1
Score1	1Byte	Our team scores	
Score2	1Byte	Opponent's score	
Type	1Byte	Form of war	

SC [0x70] Lucky Box Open			0xC1
Money	4Byte	Lucky box open when lucky amount	

Warehouse (starting at 0x80).

1. The user speaks to the Warehouse NPC (Roncia 147/145). CS (0x30: Talk to NPC) SC (0x30: Receive Store Type)
2. The game server obtains the warehouse data of its user account from the data server. DS: [0x08]
3. The item information obtained from the data server is converted and sent to the user. SC (0x31: store list)
4. The user removes or loads the item.
5. Remove money or put money (0x81, 0x81)
6. Close the warehouse. (0x83)

CS [0x81] Deposit or withdraw money.			0xC1
Type	1Byte	0: Deposit, 1: Withdrawal	
Money	4Byte	Amount	

SC [0x81] 돈을 업데이트 시킨다.			0xC1
Result	1Byte	0: Failure, 1: Success	
Wmoney	4Byte	Warehouse amount	
SC [0x81] updates the money.			0xC1
Result	1Byte	0: Failure, 1: Success	
Wmoney	4Byte	Warehouse amount	
Imoney	4Byte	Inventory amount	

CS [0x82] Request that you finish using the warehouse			0xC1

SC [0x82] Notify you to finish using warehouse			0xC1

Chaos Box (starting at 0x86)

1.   Use item movement, such as 0x24 (move items in inventory)

CS [0x86] Request chaosbox item mix			0xC1

SC [0x86] 카오스박스 아이템 믹스 요청 결과			0xC1
Result	1Byte	0x00: Failure (all items are gone) 0x01: The following ItemInfo is a new item. 0x02: Failure (lack of money)	
ItemInfo	3Byte	Item Info	

SC [0x87] Notify us to complete the chaos box			0xC1