

Item Lock System

Basic Settings for the Item Lock System

- ❖ To try to help prevent the loss of items through hacks or user error, items can be locked so that they cannot be modified in their current state.
- ❖ A 'Lock' button has been added to your inventory.
- ❖ By pressing the Lock button, the selected item can be selected and locked.
- ❖ The duration of the lock can also be set. (Max. 365 Days)
- ❖ Once the duration expires, the item will be unlocked again.

Locked Items

- ❖ Locked items = items that are currently locked
- ❖ Locked items will be marked and visible by the padlock icon on the item's icon.



- ❖ When you hover the mouse over a locked item, the tooltip for it will display the lock symbol as well as the time remaining on the lock.

Locked Items

- ❖ You cannot carry out the following actions with locked items:
 - Trading, attaching to a mail, deposit it with the sales agent, sell it, dismantle it, discard it, strengthen it, craft it, exchange it, transform it, seal it, unseal it, transfer it to the guild storage.
- ❖ You can carry out the following actions with locked items:
 - Identify, socket options, apply attributes, transfer to pet inventory (cannot be fed to the pet however), transfer to the bank, transfer to the account bank, repair, equip
 - Items that can be locked:
 - Equipment, avatar items, accessories

- ❖ Items that cannot be locked:
 - Stackable items, event items, time-limited items, items marked for deletion, consumables, items with the exception of equipment, accessories or avatar status

Item Lock System

- ❖ When an item is locked, it becomes a Locked item.
- ❖ Locking an item can only be carried out in the inventory and in the character info window.
- ❖ Item locking is only possible in villages or in the fields.
- ❖ There is a fee for the locking of an item.
 - Fee for each item and day: 10,000 ED
- ❖ The items remain locked for the entire time and will be unlocked again at the expiry of the lock.