

DBOGX NOTES



**!!!THIS DOCUMENT WILL BE CONSTANTLY GETTING
UPDATES/CHANGES !!!!**

From: Galaxy Star Team

[Discord](#)

[Ko-fi](#)

[Webpage](#)





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Changes/News (Page 3 - 10)

Changes/News

- UI For Scheduled Events (DBHunt, honey bee etc..)

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Adult indiv...	13:00	21:00					
Young indi...		13:00	21:00				
Adult Team			13:00	21:00			
Youth Team				13:00	21:00		
Battle for t...							14:00
Dragon Bal...						14:00	
Fairy Activi...						01:00-23:00	
Honey Acti...							01:00-23:00
Weekend e...						01:00-23:00	01:00-23:00
Dragon Bal...	01:00-23:00	01:00-23:00	01:00-23:00	01:00-23:00	01:00-23:00	01:00-23:00	01:00-23:00

Server Time: 2025-03-24 09:56:32

Note: The event schedule time is in UTC. Please refer to the server time to determine the event progress.

If you see any other server
With this window, it means
they are using
An leaked copy of our client
:' (



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- Added Exp Settings to EXP Bar (Delete all exp/ Lock Exp) Other servers using our leaked client will also have this



- Fixed all the Sky Dungeon mechanism + all the trigger animations (You can only 3 times per week on each sky dungeon)



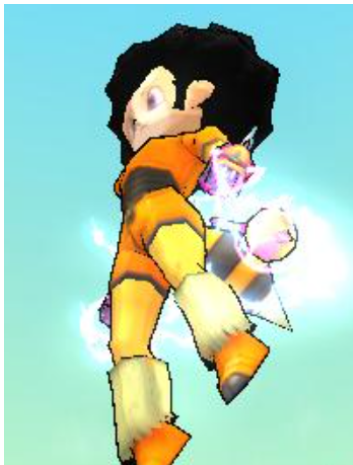
- Fixed The problems with the Upgrade Effect (It wont affect the user skin anymore)



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- Fixed all child models being incorrect(acesories+weapons)



- Fixed the problem that the weapon was attached wrongly when the female child attacked.



- Corrected the wrong position for the Upgrade effect of the weapon of the female child's right hand

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- Fixed map name display in the player data
 - The 2D path navigation function may be turned on later. Let the monsters make corresponding AI operations according to the terrain
- Added Scouter Chip gameplay. The UI is purely handwritten from scratch by our team.

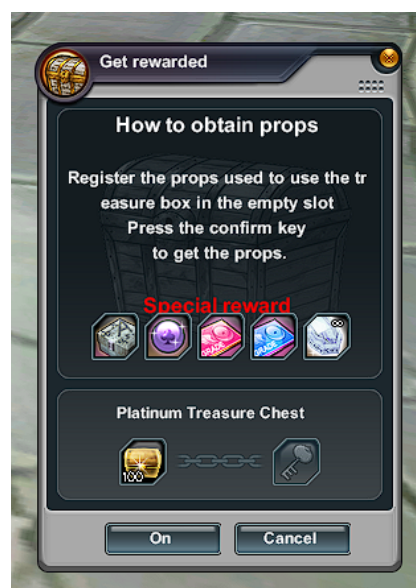


- Capsule machine system (pop-up after drawing)

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- New treasure chest UI + Fixed the BUG of the floating point random number.



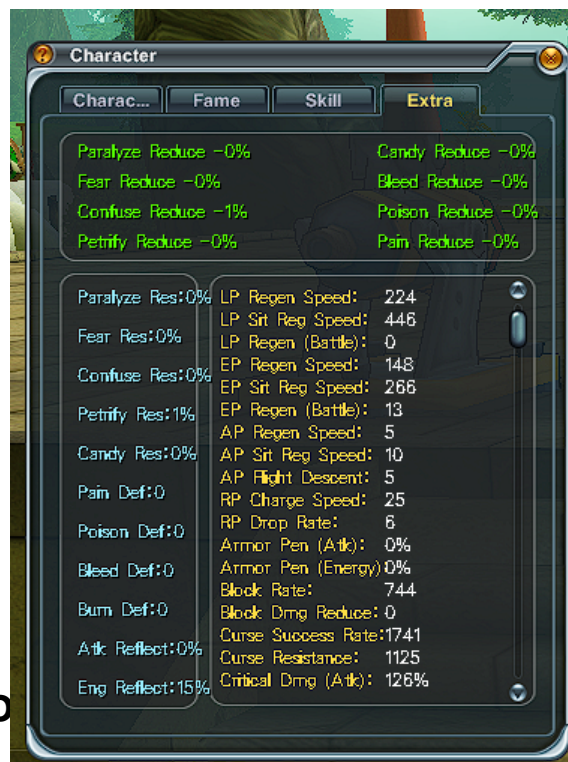
- Simplified the upgrade process+added stone counter and extras



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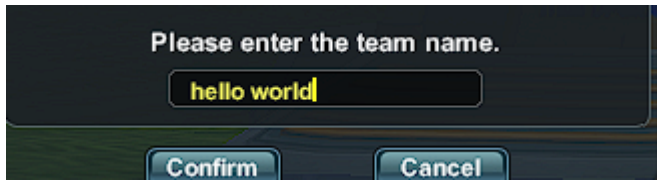
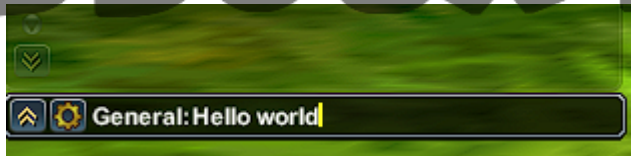


- Full Character property data preview panel



- Correct po nodes

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- Added the Dash to pure majin, and synced with server



- Fixed the Axe effect



- Fixed Quests Graphical Editing!! (able to edit/make quests from scratch as we please)

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- Repaired upgrade equipment quest can not be completed



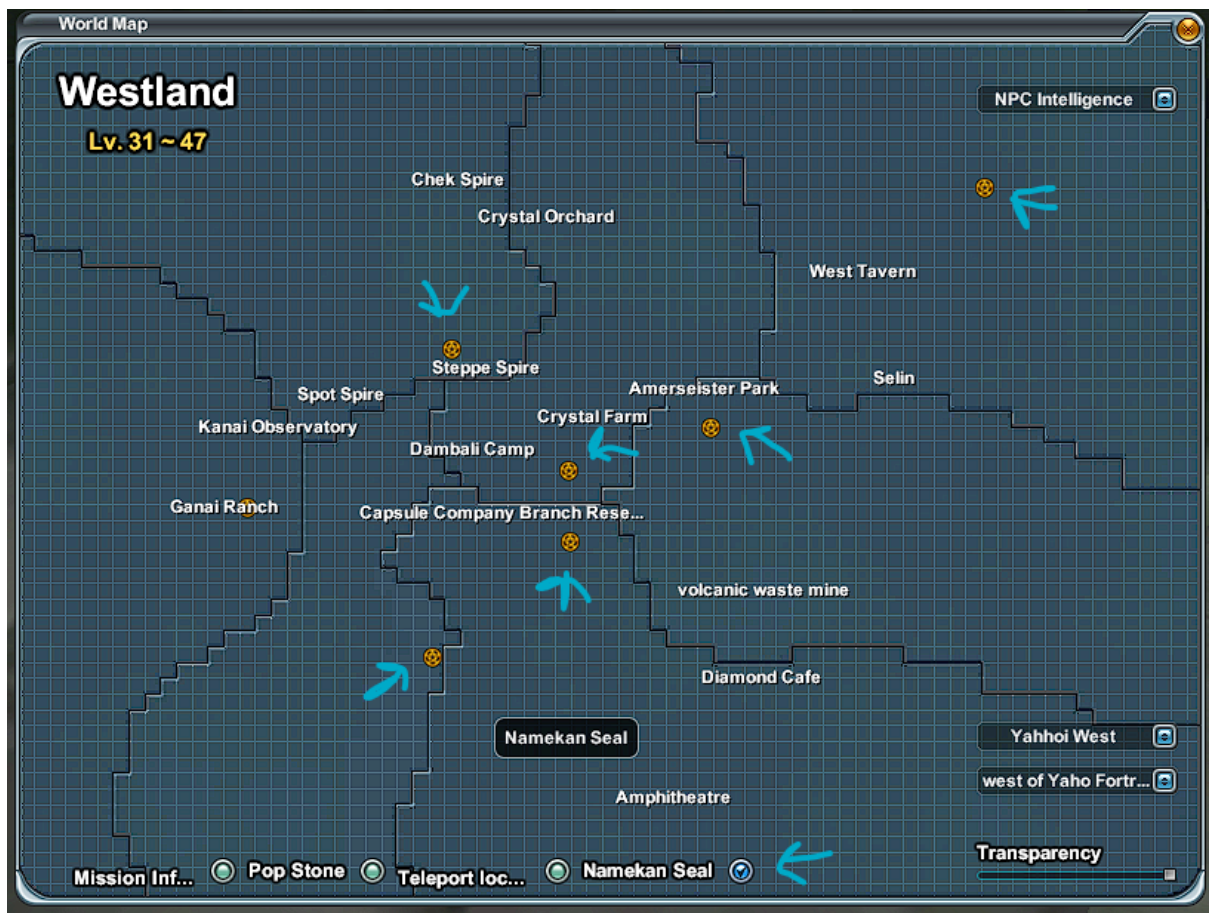
- Fixed All the papaya quests (All escort tasks can be completed without failure)



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- Added Namekian Marks (allows you to see the map revealers location soo you dont get lost)



- Fixed Shared Bank, Warehouse expanded from 16 to 32 slots
Shared Warehouse Adds Zenny Storage option.



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- Used vulkan dxvk to optimize performance and quality.



- Fixed Porunga rocks north background music.
- Fixed Papaya Island background music

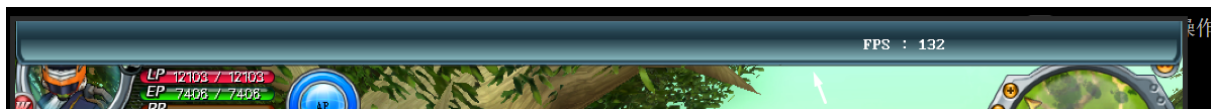
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- The window mode is changed to borderless window mode(recent games now all have borderless mode).



- Drag and drop the window UI without borders (place the mouse at the top of the screen and the ui will show up)

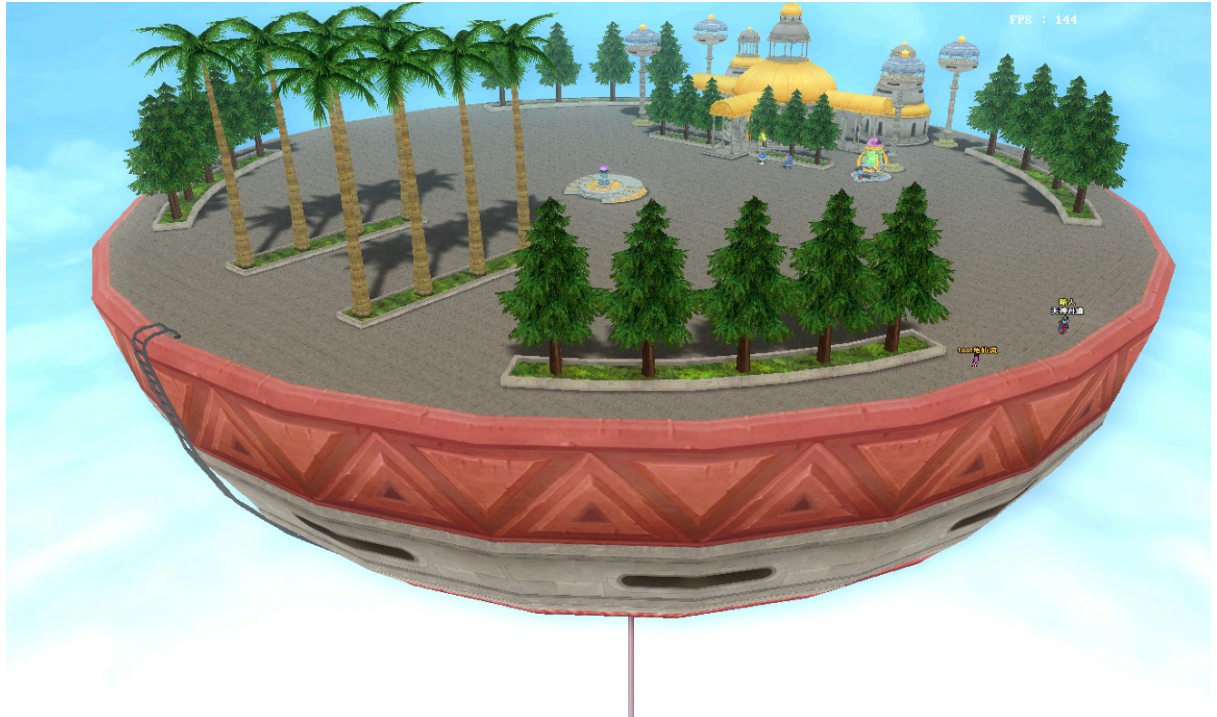


- Fixed dash,jump, walking and flight sync errors

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- Homemade Dende Temple + Made a Chain Quest to enter the temple + Dende, popo NPC+ Teleport point. ([Video Here](#))



- Added namekian mark (area revelear)
- Added placemark text
- Remove air walls and no-go buildings on the new island (machine and turtle island at papaya)



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- Added 21 brand new Quests At South papaya (lvl 75 Area)



- Add support for more languages, The game now fully supports Unicode encoding



- If the verification is successful, the robot BUFF can be obtained ([Original Video Here](#))

-

- Added some new cosmetics (+ Exclusive Galaxy cosmetics)
- Fixed vehicle Fuel System!!

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- **New mail feature** (When your backpack is full. The system will send you an email, exemple when u summon shenlong and ur inventory is full it will go directly to ur mailbox)
- **in-Game Cash Redeem**



- **Some Effects reworked for misc**
- **Added New lineage/transformation path for humans (saiyan/ozaru)**



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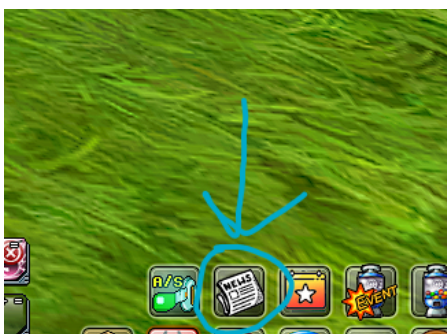
- Added New companion/pet system (the companion will inherit some of the summoner stats, soo the stronger/buffed the summoner is the stronger the companion will spawn) more companions will be available in the future!



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- Added Game News Window (with this window you will be able to find all the news and features exclusive to dbogalaxy server)



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- Added new option for Emotes at cash shop



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- Added New CashCoins at cash shop (this will allow users to purchase cash and sell it for zenny or trade it in the player market, like this allow players to obtain cash without needing to put money in game, making it even easier for free to play players to obtain cash shop only items)



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- Added Weapon + sub weapon Transmog (did you ever got annoyed that you wouldn't wear that pretty weapon because it's weak compared to top tier weapons which you don't like the design? Now with transmog you can wear any weapon/sub weapon and use it as a skin for ur weapons without losing any performance)



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- Added Dogi Ball Transfer Device Item (allows you to transfer safely the dogi ball effect from one dogi to another)

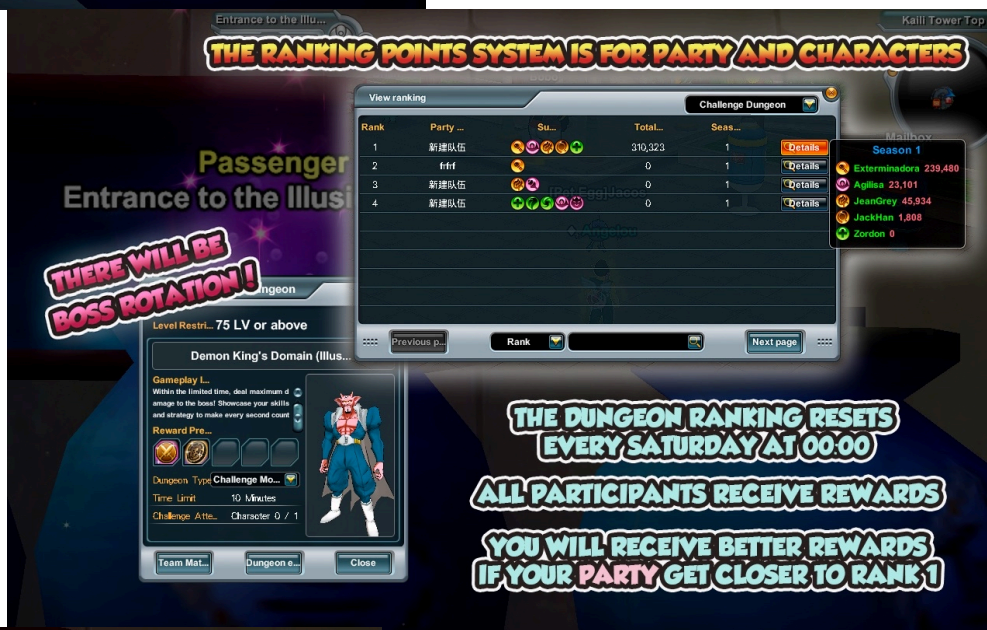


- Added appearance change item
- Modified Character Name change to update in real time

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- Added New Weekly Pve Illusion Challenge (New Challenge where players will be able to collect various rewards .



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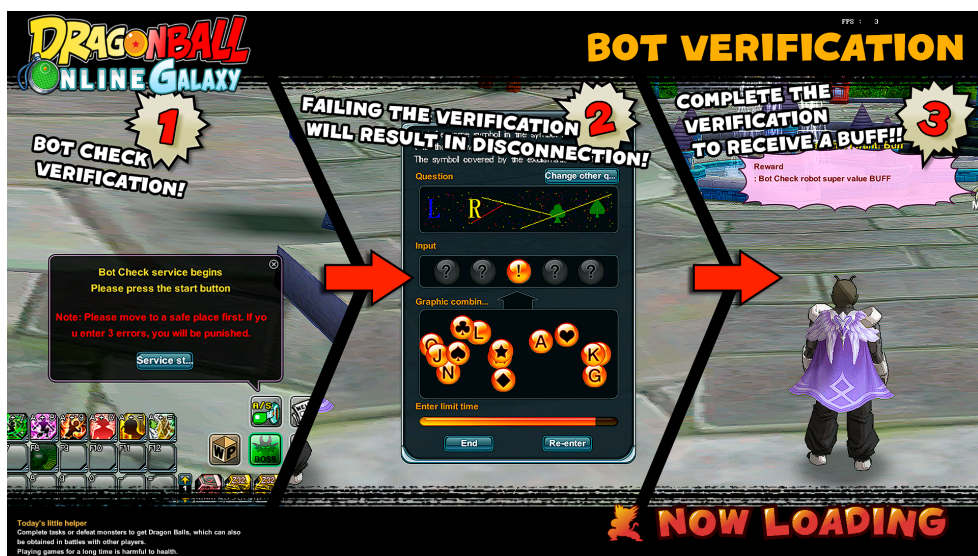
- Added new Bio-Cell Max World Boss for players lvl 71-100 (located at machine island papaya)



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- Added New Fully Translated Loading/Tutorial/TMQ Flash Screens (We fully translated and updated all loadings and tutorial and tmq flash screen to all 8 supported languages EN/PT/ES/FR/ITA/KR/CN/JP and adapted them to fit 16:9 1080p screens with high quality images)



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And Thats all for our latest updates/changes ofc there is much more stuffs we changed and added, but they aren't that important/significant so don't worry you will find much more improvements in game!





Information (Page 28 - 31)

This section is here for us to share a bit more about who we are and what our goals are!

As you probably noticed, we're a small project with a modest player base — and we're totally fine with that! We love our players, and we know they believe in us. That's exactly why they stick around — and we truly appreciate it! 😊

We genuinely love working hard to bring the best experience possible to our community. Sure, we're limited in resources and experience, but that never stopped us from trying to do our absolute best. Our team is a small group of friends — more like a little family, honestly 😊 — and we made a promise to ourselves: we won't ever abandon the project out of nowhere. If the project ever shuts down, it would only be due to something really serious and unavoidable.

But as long as that doesn't happen, you can count on us sticking around for many years to come!

Now, about our goal:

Our original goal was simple: to do what others weren't doing — or didn't seem interested in doing — when it came to private servers.

We got tired of waiting. Tired of empty promises and projects that never got anywhere after years of talk.

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So we decided to take matters into our own hands.

We started with nothing — just publicly available resources — and with the help of some trusted friends, we began carving our own path. Maybe we were working "in the shadows," but it was our path. We were doing what we loved, making progress, putting in the effort, applying our knowledge, and getting things done. And when we started receiving positive feedback from players? That feeling was incredible. Watching people enjoy something you worked so hard on — it's truly priceless.

Our team officially came together in April 2021, but it was around December 2021 that things started to get serious. That's when we had real work to do — and a real player base to support.

During those last months of 2021, we made huge progress on DBO content — stuff that hadn't been done (publicly) by anyone else in the decade since the original game shut down.

Since then, we've been building on what we learned, combining it with our own skills and knowledge.

By February 2022, DBOGalaxy Alpha was launched, using the DBO TW 1.69 client as a base. From there, we focused on improving the quality of our content. And it worked — the players had fun and enjoyed the experience!

A few months later, we shifted back (privately) to our DBO KR client development (2.0) — which involved months of hard work, quality improvements, updates, and achievements.

Some of our proudest accomplishments during that time:

- **Brand new skills for all classes, with custom animations, effects, and sounds**
- **New animations for various actions (fly idle, fast fly forward, dash, dances, etc.)**

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- New bosses with completely new animations and skillsets

These were huge achievements for us — and we're proud we pulled them off in such a short period of time!

After that, we tried to help other servers too — because we believe that if you know something that can help others, you should share it.

Unfortunately, none of the servers we approached accepted our help (even though it was completely free). It seemed they preferred doing things entirely on their own.

So instead, we began taking commissions from players and servers, creating custom content for them. But we stopped doing that by the end of 2022.

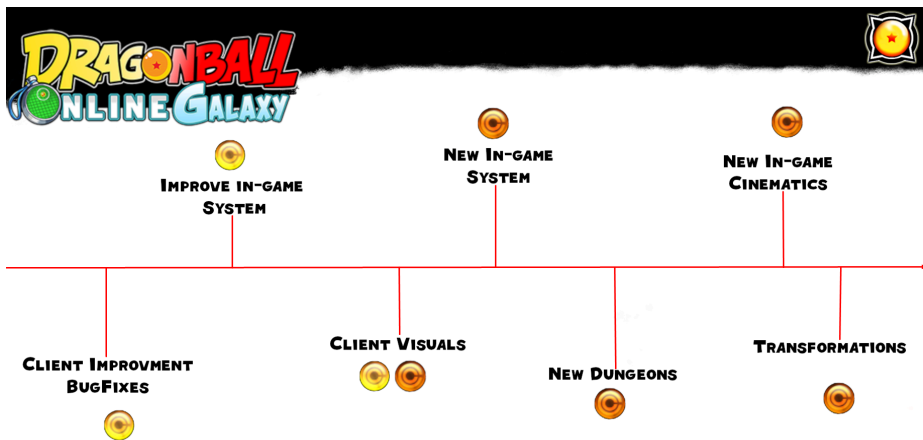
Compared to the end of 2021, our team by late 2022 had grown a bit — and so had our experience. More knowledge was shared among us, and we began preparing DBOGalaxy 2.0 for public release. Even during that time, we still released five more updates for version 1.0!

It was one of the toughest periods for our team. The workload was intense, and since we're a small team with a limited budget, every decision had to be made very carefully.

In February 2023, we published our very first roadmap (which we're happy to say — we finished before August! 🎉). The roadmap offered a summarized view of what we planned to work on, and of course, everything depended on the budget we had available at the time.

Let's keep moving forward together! 💪
Your support means the world to us.

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ROADMAP 1

REMEMBER THIS IS A VERY RESUMED ROADMAP
THERE IS MUCH MORE THAN THIS



ROADMAP²



2.97 NEW BOSS CHALLENGE DUNGEON

2.98 NEW RANKING SYSTEM

2.99 OPTIMIZE GAME FLUENCY AND FIX BUGS

2.100 ADD A LOT OF GAME CONVENIENCE OPTIMIZATION FUNCTIONS

2.101 MULTIPLE GAME EVENTS

2.102 CLASSES BALANCE + ADD NEW SKILLS TO ALL CLASSES

2.103 PVP BUG FIXES

2.104 OPEN 75 WILD CLOTHES

2.105 PET COLLAR SYSTEM

2.106 PLAYER CHARACTER ACHIEVEMENT SYSTEM

2.107 WEEKLY DUNGEON UI SYSTEM

2.108 SHENLONG BATTLE ORDER SYSTEM

2.109 OPENING OF LVL 80 CAP

2.110 ADD NEW SKILLS TO ALL CLASSES

2.111 NEW CCBD FLOORS

2.112 LEVEL 80 PIRATE DUNGEON [UD7]

2.97 新的BOSS挑战地牢

2.98 新的排位赛系统

2.99 优化游戏流畅度与BUG修复

2.100 添加大量的游戏便利性优化功能

2.101 一个游戏活动

2.102 职业平衡 + 全职业增加一个新技能

2.103 PVP BUG修复

2.104 开放75野装

2.105 宠物项圈系统

2.106 角色成就系统

2.107 周常副本UI系统

2.108 神龙战令系统

2.109 开放80级上限

2.110 全职业增加一个新技能

2.111 开放全新CC楼层

2.112 开放80级海盗副本

ROADMAP



Clarifications

Here we'll post some clarifications, because some "evil" or "weird" people like to spread misunderstandings that can lead to misinformation.

Our team consists of around 4 consistent members who manage both client-side and server-side in-game code, as well as content like models and animations.

Most of the code is written by us from scratch.

As for the models, it depends — but the majority are also made from scratch by us or with help from friends outside the team.

Animations? Yep, we make those too (of course, often inspired by content outside the game).

We invest in and use various expensive tools to assist us with animation — from creation to editing, retargeting, and porting animation data.

We don't have a massive budget (we're not working with thousands of dollars), so we have to find smart, fast, and affordable ways to

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produce high-quality animations. Time is money, after all!

Some people talk about our animations in a very unfair and malicious way, just to spread lies and try to mislead players into thinking badly of us.

“Those animations are made by clicking two buttons.”

Wrong.

Animations can take hours — sometimes even days — to create, depending on their length, complexity, and how many bone structures need to be set up. So please don't fall for the lies being spread.

(Yes, we also use publicly available online resources — just like every other fan game out there.)

We hope this clears things up!

And we're pretty sure everyone already knows that we use our own money to keep the server running. Donations mostly go toward server/software costs or are saved for future client development.

That's all for now, Warriors! 💪🔥

KIND REGARDS DBOGX