# Important information.

1. Cheat constantly under development and may therefore be any bugs.
2. IN THE MISC TAB IS AVAILABLE TO SET THE KEY TO DISABLE THE DISPLAY OF CHEAT, USE IT ALWAYS AFTER THE BOT IS CONFIGURED.
3. Key settings should be set by default.
4. After starting the bot, it is desirable to follow him, because it can get stuck between objects when moving, or not get to any resource, because it can be in textures, etc.
5. If you collect resources with a tool, it is necessary not to forget to put in the slot an essential tool.
6. Do not forget to monitor the inventory overflow, if there are 3 or less empty slots in the inventory, the bot stops collecting resources.
7. If the bot is activated, then it is undesirable to press any buttons on the keyboard (assumptions: if the bot is configured to attack without skills and is under attack, you can press the buttons that are used in skills using LMB and generate a skill; if the bot is activated and running, you can press A, D or Shift to dodge or speed up the bot.) or change focus from the game window to another application.

BOT
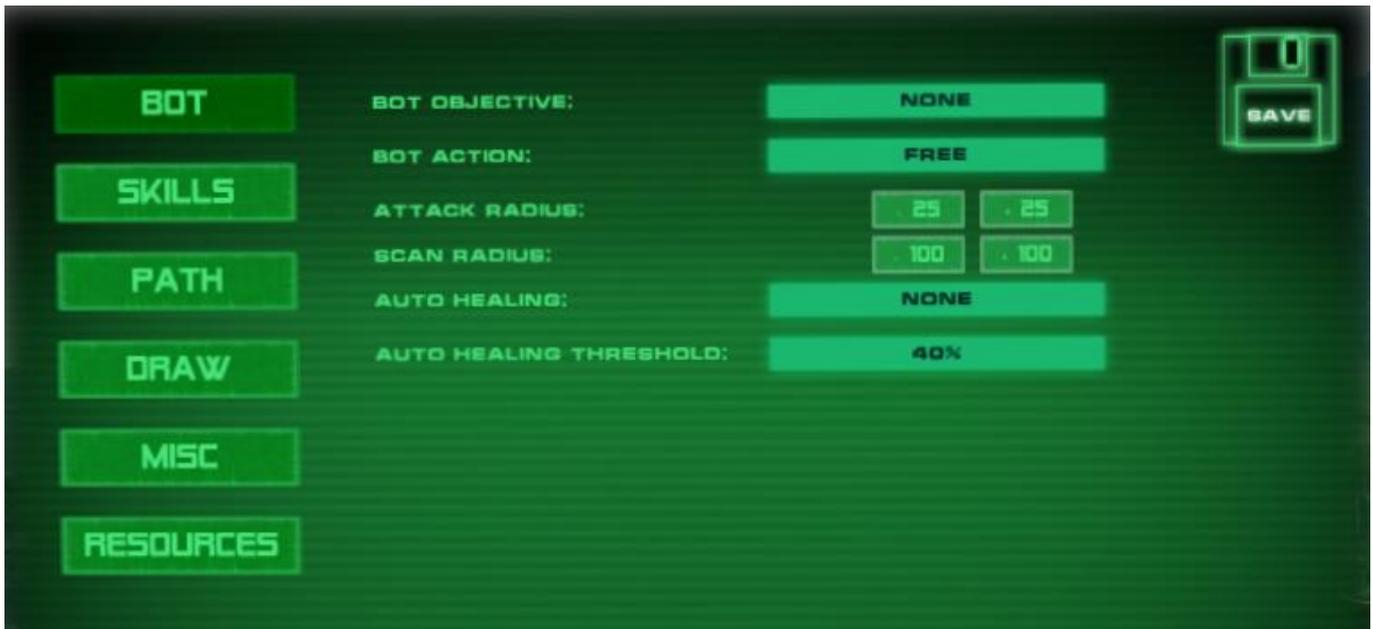
- **Bot objective** (what to do bot):
  - Collect resources.
  - Enemy attack.
- **Bot action** (task execution mode):
  - Free. This mode scans an area at a great distance (not **Scan radius**). If an enemy or resource (depending on which **Bot objective** is selected) is found, then the bot runs to him. After performing the **Bot objective**, scanning occurs again, etc.
  - Path run + bot scan. *In this mode, you need to build a path that will move the bot (see PATH).* The bot moves along the path and performs **Bot objective** within the **Scan radius**.
  - Path run + point scan. *In this mode, you need to build a path that will move the bot (see PATH).* The bot moves along the path and performs **Bot objective** within the **Point scan radius** (see PATH).
- **Attack radius**. Increase or decrease the bot's attack radius (for archer or warrior, for example). The attack radius is displayed with a green circle around the player.
- **Scan radius.** Increase or decrease the bot's scan radius. The scan radius is displayed with a blue circle around the player.
- **Auto healing.** To activate the self-healing is necessary to select a quick slot, which is the elixir for healing. None mode – disable auto healing.
- **Auto healing threshold.** Health level at which it is activated elixir for healing.

PATH
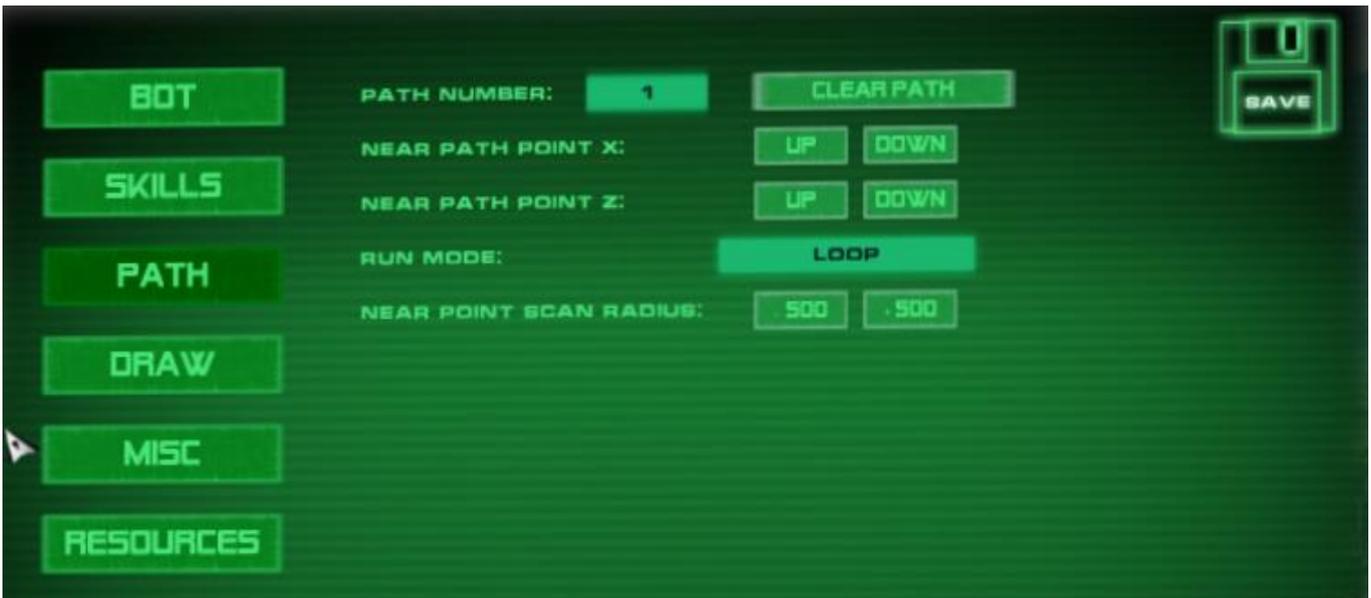
- **Path number** (current path number, up to 10 paths can be built).
- **Clear path** (clear current path).
- **Near path point X.** Change x position of the nearest point.
- **Near path point Z.** Change z position of the nearest point.
- **Run mode.**
  - Loop. Bot will run around the ring, i.e. from the last point he will run to the first.
  - PingPong. Bot will run from the beginning of the route to the end and back to the beginning, endlessly.
  - Clamp. Bot reaches the last point of the route and stops.
- **Near point scan radius.** Increase or decrease the point's scan radius. The scan radius is displayed with a red circle around the point.

How create path.
1. In **Misc** panel you need to assign **set point key** and **remove last point key**.
2. In the game, clicking on the assigned **set point key** will create a path point. If checked **Show path points** (see Draw) the created point is displayed. So, you must create a path that will run the bot. If checked **Show path lines** (see Draw), then you can see the lines between the path points.
3. In the upper left corner you can see how many points are left for current path.
4. To delete the last path point, you need press **Remove last point key** (see Misc).

DRAW
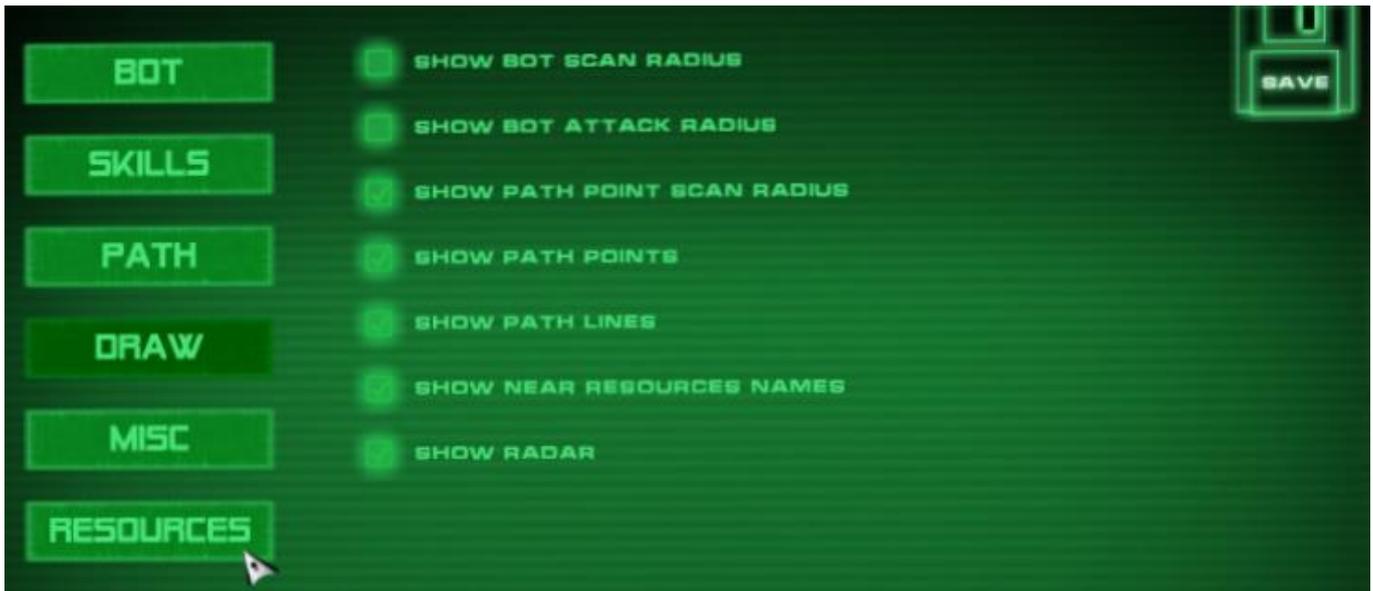
- **Show bot scan radius**. Draws a blue circle around the player.
- **Show bot attack radius.** Draws a green circle around the player.
- **Show path point scan radius.** Draws a red circle around the path point.
- **Show path points.**
- **Show path lines.** Draws lines between path points.
- **Show near resources names.** Displays the names of nearby resources (within bot **Scan radius**).
- **Show radar.** Displays a radar with selected resources in the lower right corner of the screen.

MISC
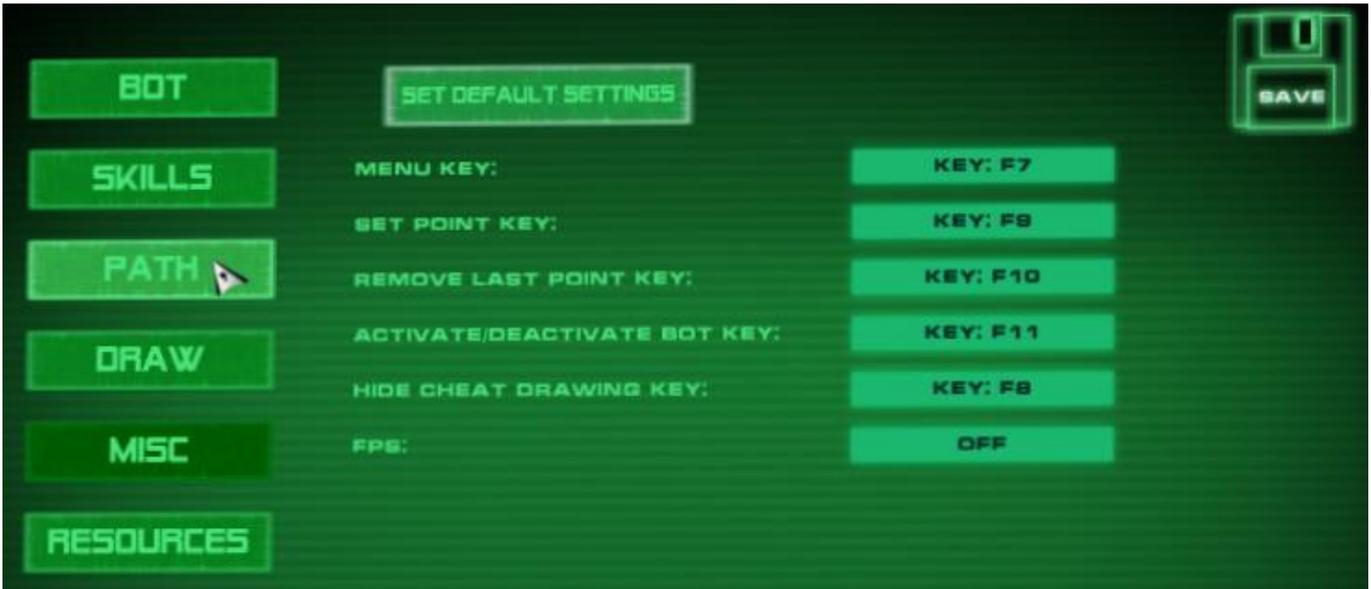
- **Set default settings.**
- **Menu key.** Button for opening the cheat menu.
- **Set point key.** Button for setting the point of the current path.
- **Remove last point key.** Button to delete the last point of the current path.
- **Activate bot key.** Bot activation/deactivation button.
- **Hide cheat drawing.** Cheat drawing activation/deactivation button.
- **Fps.** Display fps.

SKILLS
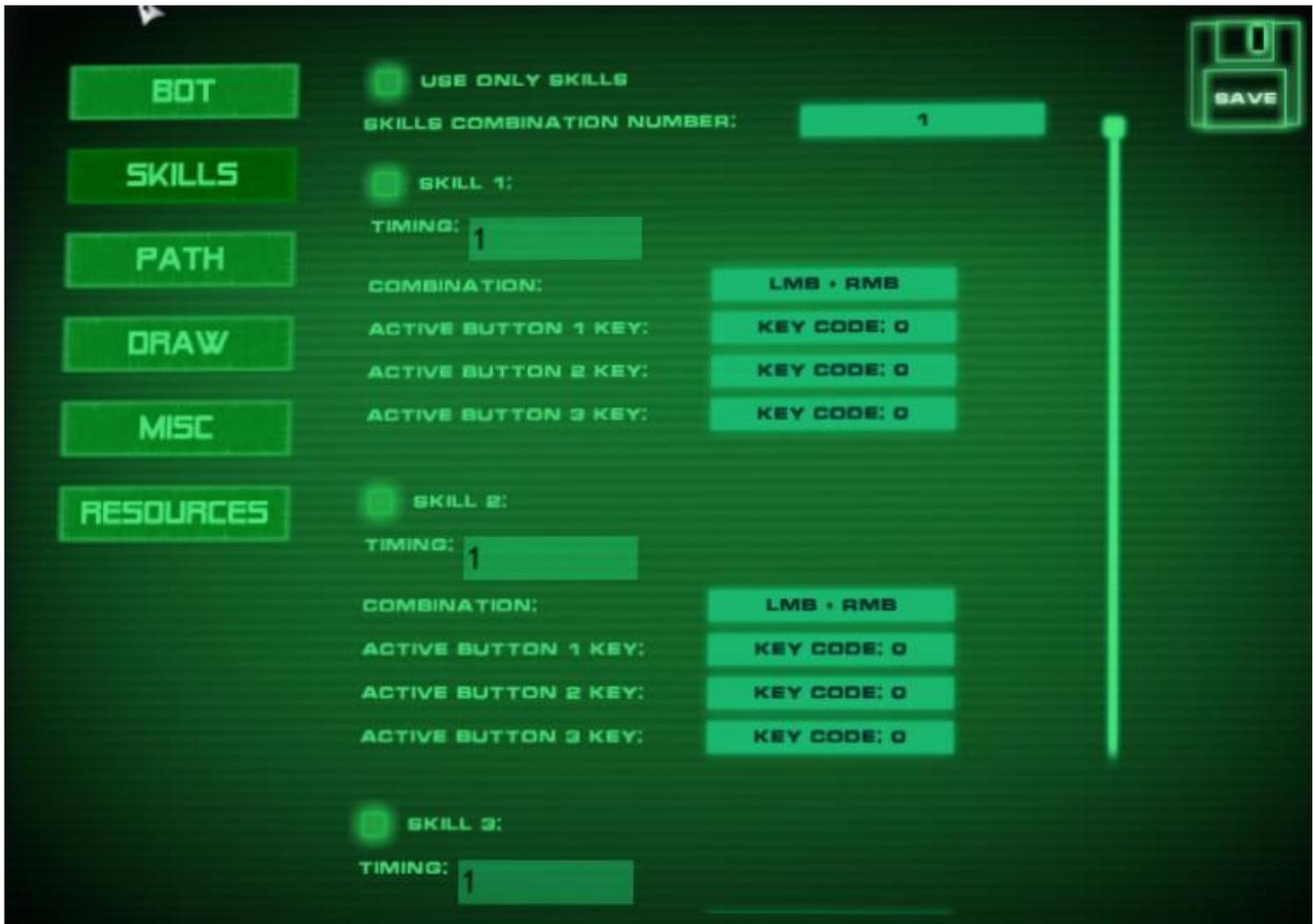
- **Use only sills.** Use only skills (without using the usual attack on LMB).
- **Skills combination number.** Skill combination number (up to 10 combinations can be saved).
- **Skill 1,2…** Skill activation (up to 10 skills are available in combination).
- **Timing.** Time in sec. after which the next skill is activated.
- **Combination.** A combination of buttons for the skill.
    - LMB + RMB.
    - 1 btn – involved one button on the keyboard.
    - 1 btn + LMB – involved one button on the keyboard and LMB.
    - 1 btn + RMB – involved one button on the keyboard and RMB.
    - 1 btn + LMB + RMB – involved one button on the keyboard, LMB and RMB.
    - 2 btn – two buttons on the keyboard are involved.
    - 2 btn + LMB – two buttons on the keyboard are involved and LMB.
    - 2 btn + RMB – two buttons on the keyboard are involved and RMB.
    - 3 btn – there are three buttons on the keyboard.
- **Activate button 1 key.** Assignment of the 1st button for the skill.
- **Activate button 2 key.** Assignment of the 2nd button for the skill.
- **Activate button 3 key.** Assignment of the 3rd button for the skill.

Examples of skill setting.

1. Combination W + F + LMB.
    a. Combination set – 2 btn + LMB;
    b. Activate button 1 key set – W;
    c. Activate button 2 key set – F.

2. Combination S + LMB.
    a. Combination set – 1 btn + LMB;
    b. Activate button 1 key set – S.

3. Combination LMB + RMB.
    a. Combination set – LMB + RMB.

RESOURCES
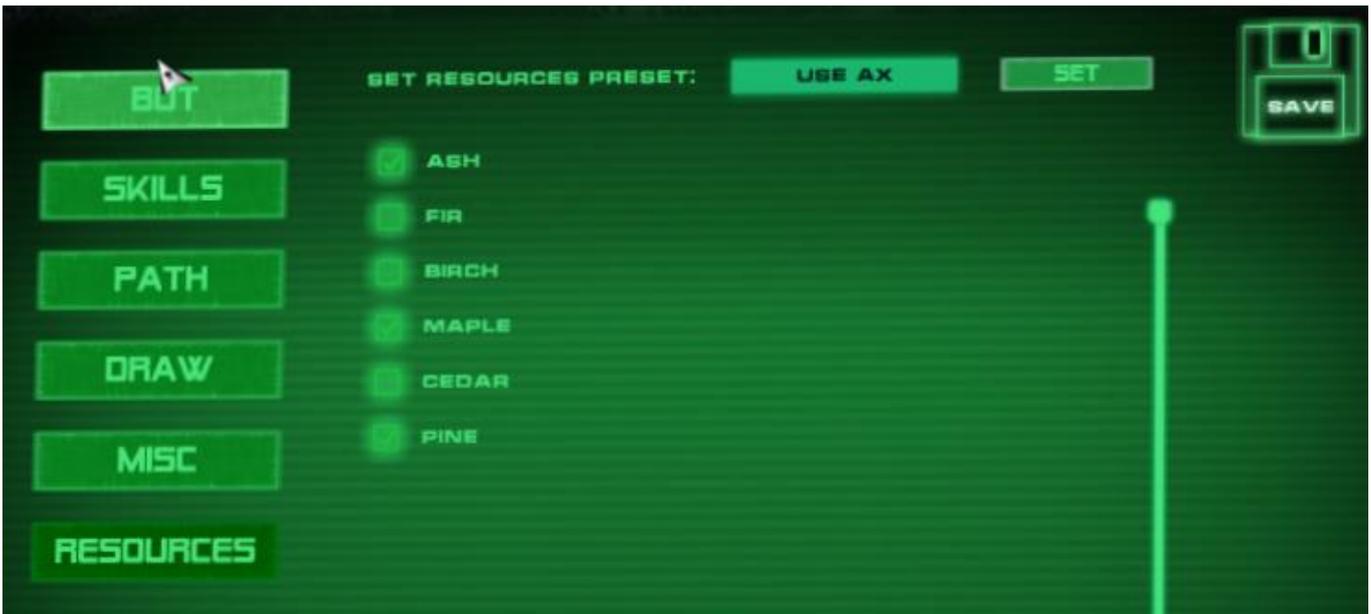
- **Set resources preset.** Resource presets for various instruments.
    - Use hoe. Collect resources using a hoe.
    - Use ax. Collect resources using a ax.
    - Use pick. Collect resources using a pick.
    - Without tools. Collect resources without tools.
- **Set.** If you press **Set** then a list of resources for the selected preset is displayed, from which you can select the ones you need to collect.

How collect resources.

For example, let's set up a bot for cutting trees in free mode.

1. Select in **bot objective** — collect resources (see Bot page).
2. **Bot action** select free (see Bot page).
3. In **Set resources preset** for ax resources, select use axe.
4. Press **Set** and select resources to collect (example ash, pine and maple).
5. Go to the place where the selected trees can be located.
6. Place an ax in the tool slot (the higher the strength, the better).
7. Press **activate bot key** (see Misc page).
8. For security press **hide cheat drawing key** (see Misc page), for hide cheat.
9. *If the inventory is full (less than 3 empty slots remain), then the bot is deactivated. Displayed error "few empty slots".*
10. *If the strength of the tool end, then the bot is deactivated. Displayed error "tool strength is zero".*
11. *If not selected resources to collect, then the bot is deactivated. Displayed error "no resources selected to collect".*
12. *If you run out of energy, then the bot is deactivated. Displayed error "energy is zero".*

Resource radar.

In the lower right corner of the screen is the resource radar. It displays the nearby selected resources relative to the player. A dark green dot means a high or low location of the resource relative to the player. A light green dot means that the resource is on the same level with the player.