Autofunctions & Bot

A series of pages covering the various aspects of the autofunctions within the Cyntara client.

- Walker Guide
- Targeting Guide
- Auto Loot Guide
- Auto Scripts
- Bot Script Archive

Walker Guide

Here is a short and sweet guide on how to set up walker and avoid the countless mistakes I made. Let's get started...

Click on the wand at the top left, go into Walker

Click on the + next to Default, and give your new path a name. (Generally I name it the spawn name for easy reference)


You can then click on auto learn at the bottom right and run your rotation. Generally I do a big circle, but make sure to go from the start of your path, back to the start when you are done. **Not doing so will cause the bot to break.**
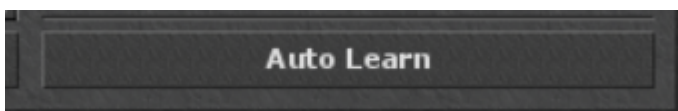

Keep in mind that if you encounter a stair or a hole, you must add a command for that.
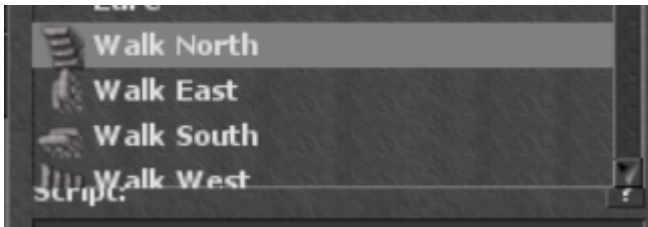
Make sure to set the Walker Timeout: Value. I would set this anywhere from 5-10 seconds and you do this with the slider next to the bar. This will cause the walker to attempt to go to the next point. Usually helps get it going if the bot becomes stuck.
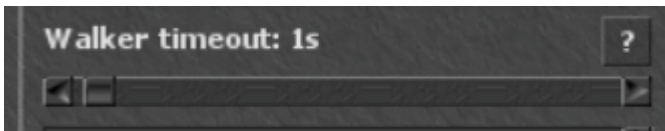

In conjunction with Walker, I would also select the settings below in Targeting.
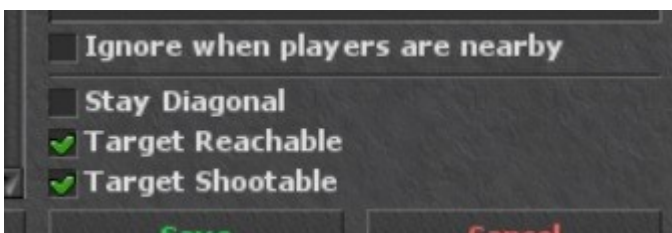
Auto Learn will not add going up/down steps and breaks. Walker and stairs do not mix. Either avoid stairs during the autolearn process or follow the example in the below picture. All you need to do is add the Walk West (Or whatever direction you are headed) and you are set. **Must do this upon going up and down stairs so beware.**
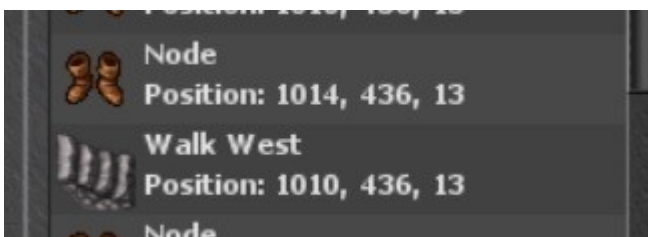

My bot keeps breaking, keeps spamming no way whats going on? A: Most likely you either lagged and went too far of a distance during auto learn. Or auto learn skipped a step and made 1 spot unreachable. Just add a waypoint in between the spot you are stuck on and the next one to fix this.

Make use of the Stand and Lure waypoint types. Lure will cause you to keep walking to that node even if mobs are on you, and stand will go to that node and then wait depending on the number of targets you have set in targeting.
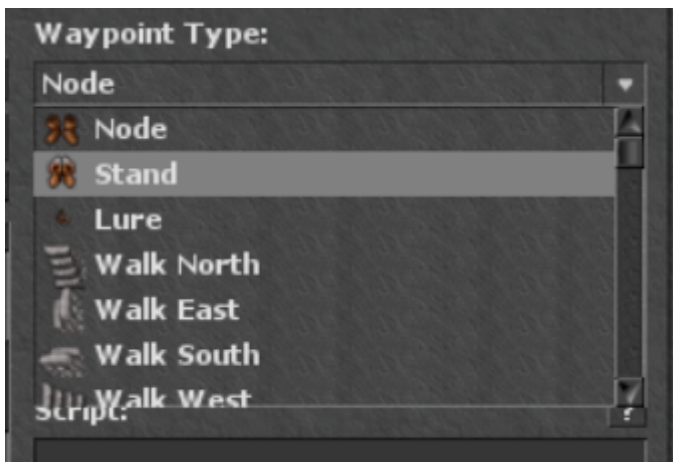
Make sure you set your Chase Mode: to chase. **If you encounter a treasure hoarder and this is not set, you will break until somebody kills it.**
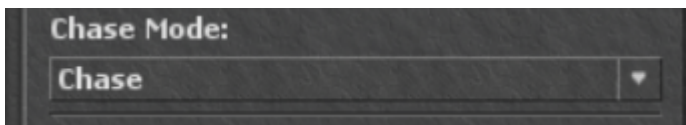
You can set your Target Count in Targeting to keep your bot walking until you hit the maximum amount of mobs you want to tank. For example, I set mine to 3.
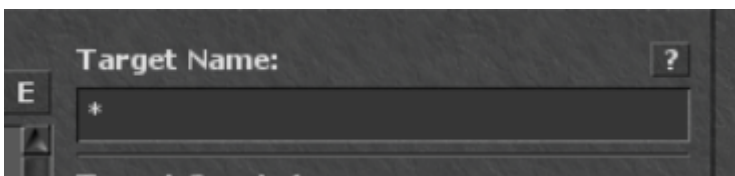
Targeting Guide

Go into the Auto Functions at the top left (Looks like a wand)

Go to targeting, and inside here you can add and edit parameters.

Target name can either be the *exact monster name* or you can input * to target everything.

Target Proximity will consider creatures on the screen based on distance. 0 is the entire screen, everything below that is less and less.

Target distance: Changing this from any other setting then 1 will cause you to run away from mobs.
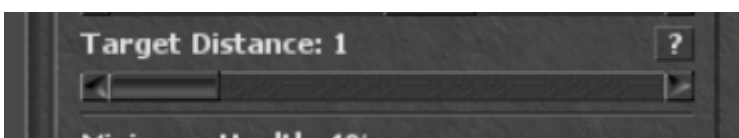
Spell(s) allows you to cast your spells. People generally will put the spell with the longest cooldown first, and chain multiple spells together. Spell mana is added so the bot isn't attempting to fire when it doesn't have the mana for the spell. (Wasting an action)

Auto Loot Guide

The first thing you want to do is click on the **wand** at the top left, when you hover over it will say Auto Functions.
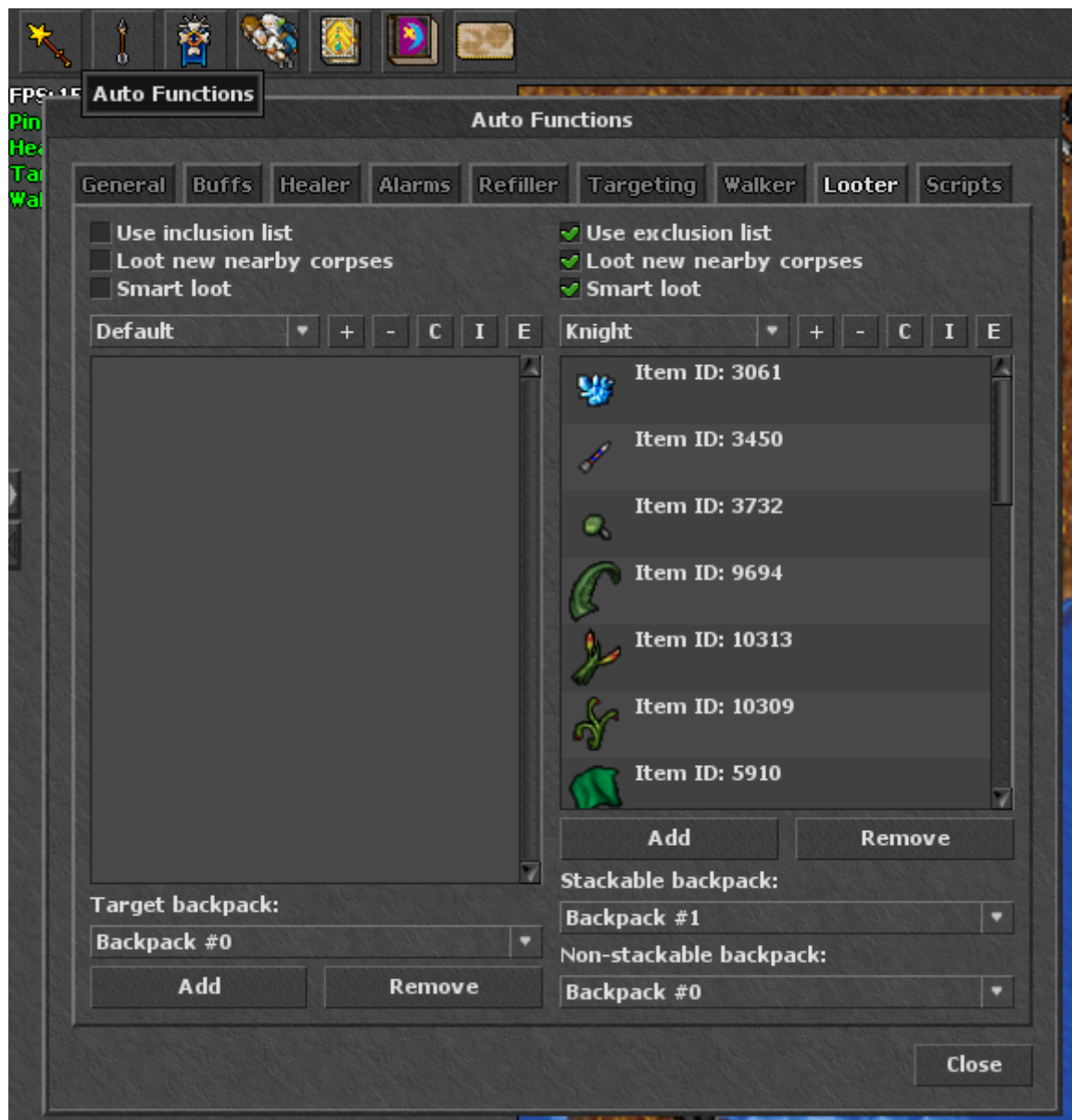

Select looter and below you will see two different options. You have the option of **Inclusion list** (*Loot only what is on the list*) or **Exclusion List** (*Loot every item except for what's on the list*)

If you scroll to the bottom there is code for the inclusion list.

Last is specifying the bag. When you open your bag, they open in order from 0-14 on a first come first serve basis. So as long as you setup your loot bag in whatever order you want it, will work fine. For example I keep my loot bag in my ammo slot. I always open it first and have all off my loot go into bag 0. Works perfectly.
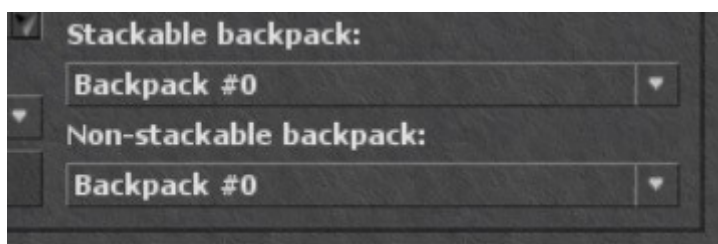
Some notes: Looter will break if you are out of capacity, out of space or the bag closes. If you run out of slots in your bag, it will close. **If your Looter picks up a bag and fills that fully, it will close.** So do not pick up bags and make sure you have multiple bags inside of a bag. Good luck and happy looting. This is where the **Sell-All Tool** comes in handy.

Will not work if Walker is disabled. **Also disabled in certain events/areas.**

You can add or remove items by using the Add and Remove buttons in the below picture. Keep in mind adding something on the right side will cause it not to be picked up. Adding something on the left side will cause it to be picked up.
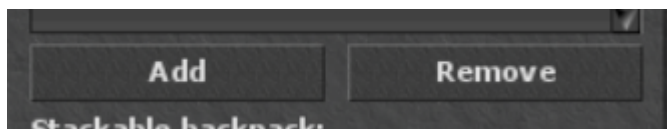
With all the money you made using this guide you can spend some of that at the Goblin King. Goblin King will sell an experience buff starting at 4,000,000 gold and doubling each time. There is a maximum amount of times you can do this **per week**.

Goblin King: Would you like to spare 4,000,000 gold coins for an experience boost? You will receive a +25% experience boost bonus for 60 minutes.


Final notes:

Do not pick up potions. They are extremely heavy and easily available.

If you use the inclusion list instead of the example above, just keep in mind you may be missing items. Know what drops before you go looting with that setting.

If you notice that your backpack closes, you have ran out of space. Put more **backpacks** inside of *backpacks*. Backpack of holding is a great option from the store and holds 60 slots.
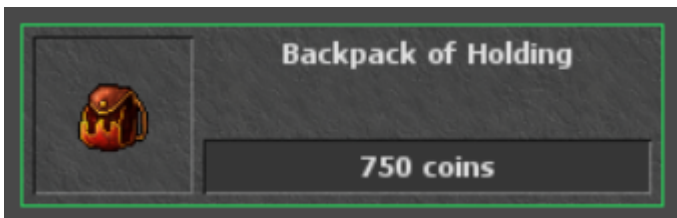
Inclusion List:

- Lesser Enchantment Crystal: 8828
- Normal Enchantment Crystal: 8829
- Grand Enchantment Crystal: 9697
- Cyntara Coins: 11455
- Power Tabs: 9028
- Vial of Zydrate: 7644
- Divination Card: 26623
- Orb of Enchantment: 21747
- Weapon Upgrade Crystals: 15801
- Cluster of Solace: 20062
- Dream Matter: 20063
- Monster Essence: 31673 (Ring Crafting, only drops during Task)

- Minor Artifact Talent Token: 26863 (Artifact Talent Point)
- Power Token: 26861(Water Quest: 1400, temporary buff)
- Blacksmith's Chisel: 12672
- Soul Orbs: 5944 (This is for Paladins, trade for Infernal Bolt)
- Stone Skin Amulet: 3081

Code: 3081,1;3180,1;4872,4;5944,0;7644,0;8828,0;8829,0;9028,0;9697,0;
11455,0;12672,0;15801,0;20062,0;20063,0;20138,0;20312,0;21747,0;26623,0;26861,0;26863,0;2
6865,0;31673,0;37834,1;

You can import the above list into the inclusion list to loot all the "important" items. Feel free to add to it as you see fit.

Auto Scripts

Basic syntax:

```
Condition Operator Value {
⬚List of actions when condition is met
}


Condition Operator Value {
⬚List of actions when condition is met
} else {
⬚List of actions when condition is NOT met
}
```

Additionally, actions can be added outside of branches at the "top-level" to execute regardless of conditions:

```
Condition Operator Value {
⬚List of actions when condition is met
}


List of actions that execute regardless of conditions
```

Examples:

```
if ItemCount(3155) < 100 {
⬚StopTargeting()
⬚Goto("Refill")
} else {
⬚Goto("Continue")
}
```

```
if IsBlessed() == false {
⬚Say("!bless")
}
```

```
if HasCooldown("Ultimate Blood Rage") == false {
   Say("utito rai tempo")
```

```
    }
```

List of available condition functions:

- ItemCount(itemId)
- TargetName()
- Stamina()
- Capacity()
- IsBlessed()
- HasCooldown(name)
- HasBuff(name)

List of available action functions:

- EnableHealer()
- DisableHealer()
- ToggleHealer()
- EnableSioHealer()
- DisableSioHealer()
- ToggleSioHealer()
- EnableTargeting()
- DisableTargeting()
- ToggleTargeting()
- EnableWalker()
- DisableWalker()
- ToggleWalker()
- EnableLooterInclusion()
- DisableLooterInclusion()
- ToggleLooterInclusion()
- EnableLooterExclusion()
- DisableLooterExclusion()
- ToggleLooterExclusion()
- Goto(label) (label being the name of a Walker label)
- Say(message)
- SayNPC(message)
- BuyItem(itemId, count)
- SellItem(itemId, count) (omitting the count parameter will sell all items with itemId)
- Turn(direction) (direction being "North", "East", "South" or "West")
- DropItem(itemId, count) (omitting the count will drop all items with itemId; this function does not execute if the player has PZ-lock)
- UseItem(itemId)
- UseStackItem(itemId, size) (uses an item with the exact stack size)
- UseItemOnSelf(itemId)
- UseItemOnPos(itemId, x, y, z)
- UseTileItemOnPos(itemId, x, y, z)

- Return() (interrupts the script, keep in mind that using a return in a branch will interrupt any top level actions)

Bot Script Archive

A place for usefull bot scripts

Scripts

Script name	Script description	Script
Fishing	auto fishes (rod id, tile marker id x,y,z)	UseItemOnPos(9306, 120, 407, 7)
auto dig	digs scarab coins (shovel or tool , tile marker)	UseItemOnPos(5710, 0,0,0)
auto bless	auto bless on death	if IsBlessed() == false { Say("!bless") }
auto on	turns bot functions on	EnableHealer() EnableTargeting() EnableWalker()
auto off	turns bot functions off	DisableHealer() DisableTargeting() DisableWalker()