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)

Revision #3
Created 2020-08-19 04:11:04 UTC by Diath
Updated 2023-01-17 22:58:24 UTC by Red