

Introduction

`preset.js` gives the option of disabling or enabling specific skills or classes from being emulated by SP.

Path: `<skill-prediction-folder>/config/preset.js`.

WARNING! WARNING! WARNING!

Some skills also utilize **abnormals emulation**.

You can't disable these skills only with this `preset.js`.

You **must** disable the triggered abnormals from the disabled skill in `abnormalities.js` too.

Path: `<skill-prediction-folder>/config/abnormalities.js`.

WARNING! WARNING! WARNING!

How To Edit Preset.js

This is best explained along an example of what you're gonna see inside the file. *You won't see the arrows written in the example from here on the actual file, that's part of the explanation.*

```
0: { // Warrior <- Class category.  
    "enabled": true, // <- Set this to false for disabling ALL  
    skills for this class(this ignores skill specific settings, the ones from  
    below).  
    1: true, // Combo Attack <- This skill is enabled.  
    2: true, // Evasive Roll <- This skill is enabled.  
    3: false, // Torrent of Blows <- This skill is disabled.  
    4: true, // Rain of Blows <- This skill is enabled.  
    5: true, // Battle Cry <- This skill is enabled.  
    8: false, // Assault Stance <- This skill is disabled.  
    9: false // Defensive Stance <- This skill is disabled.
```