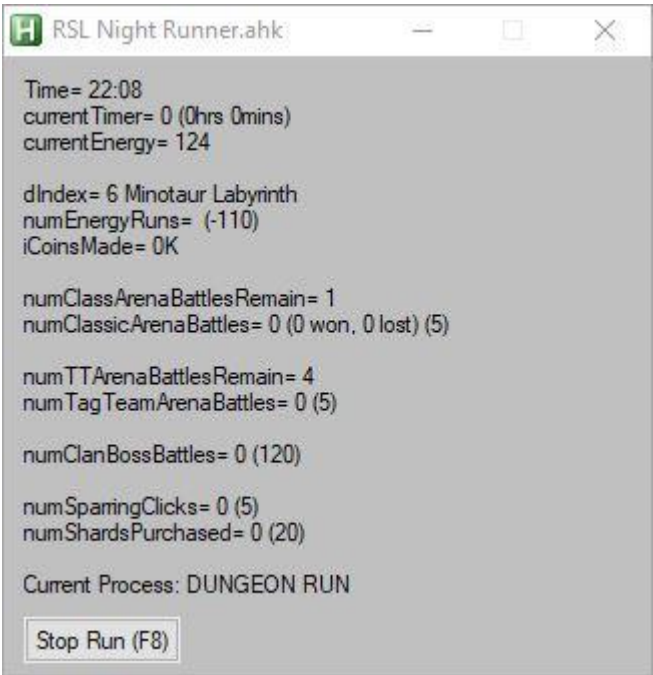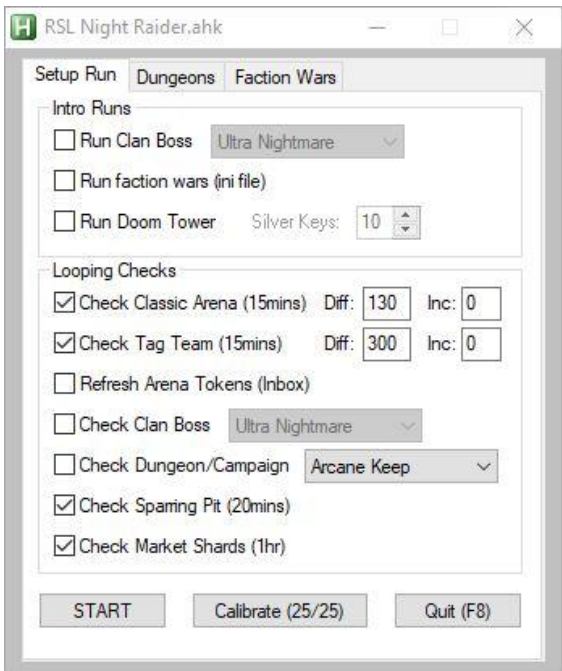# Raid Shadow Legends - Night Raider - AutoHotKey Install Instructions

Night Raider is a quality of life autoclicker designed for use with Raid Shadow Legends on the PC platform. It performs multiple actions for Raid, including 12x3 campaign runs, dungeon runs, classic arena, tag team arena, clan boss runs, faction wars, sparring clicks and shard purchases in the market all automatically. Basically, users set it up and walk away, letting it run for several hours.

I suggest users of the script read the whole ReadMe to get a grasp of how it works.

Overview

After setting the run up with the above left dialog, the script will follow this order.

Early - Clan Boss Run
Early - Faction Wars
Early - Doom Tower Boss

NIGHT RUN LOOP

    Arena Battle - Classic (Every 15mins)
    Arena Battle - Tag Team (Every 15mins)

    Clan Boss (After 6hrs)
    Energy Runs (Dungeon, Campaign) (Depending on Energy requirement)

    Check Sparring Pit (Every 20mins)
    Check Market for Shards (Every 1hr)

    WAIT 3mins

END LOOP

The program incorporates Raid's recharge rates of energy, classic arena tokens, arena refresh rates, and clan boss keys. It also creates a log file of events for each run.
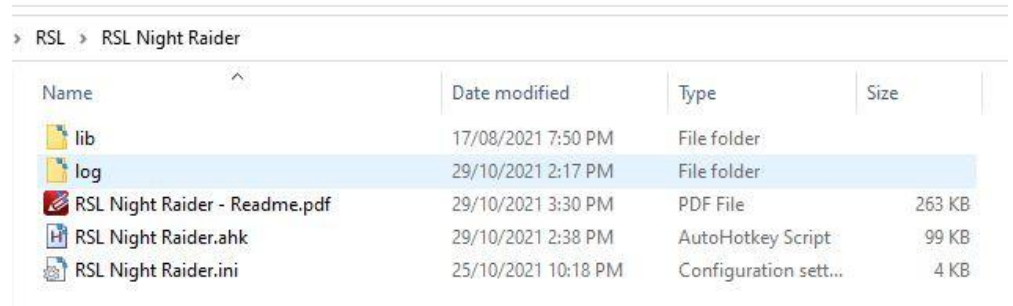
Installation

The night raider script requires installation of AutoHotKey in order to run. AutoHotkey is a free, open-source scripting language for Windows that allows users to easily create small to complex scripts for all kinds of tasks, including auto clickers for Raid Shadow Legends.

1) To use the autoclicker download and install [AutoHotKey](#) from their linked site.

2) The program uses optical character recognition to read elements of the game. This is implemented by a third party application called Capture2Text, which can be found at the following link:
http://capture2text.sourceforge.net/

3) Create a directory of any name in any location.

Store the RSL Night Raider.ahk and RSL Night Raider.ini files in that directory.

4) Create the lib and log directories.

5) Put the Capture2Text (from above) directory in the lib folder.

6) Once all this is done you need to calibrate settings specific to your setup.

Getting Started

There are some important steps for getting the script to run properly. I've found scrolling the Raid panels can work differently on PC's despite having the same mouse wheel settings.

Calibration

The Calibrate button on the main tab makes use of an ini file 'RSL Night Raider.ini'. The last section 'StageLocations' is critical to scrolling down to the correct location to find the correct locations of buttons for the desired levels to run.

The calibrate function will click to the Dragon's Lair dungeon (generally the most progressed dungeon) automatically and scroll down slowly, finding and calculating the locations of the buttons for each stage. It saves these locations in the ini file. These wheel down amounts and button locations are used to access every other dungeon accordingly.

Accordingly, in the ini file are various keys which toggles the default levels the dungeons and faction wars will run at. This will need to be modified to suit your current progress in the game. Or it can be done by using the other tabs in the main setup dialog.

[FactionMap] fact_DS_level=20	Change these values to reflect your current progress in Faction Wars. The script will calculate how many runs can

fact_HE_level=20 fact_OR_level=20 fact_SO_level=20 fact_OT_level=20 fact_DE_level=20 fact_BA_level=20 fact_SW_level=20 fact_LZ_level=20 fact_UH_level=20 fact_KR_level=20 fact_BL_level=20 fact_SK_level=1 fact_DW_level=20	be performed by reading the number of keys available and the number of keys required for each stage.
[DungeonMap] dungeon_ArcaneKeep=20 dungeon_VoidKeep=20 dungeon_ForceKeep=20 dungeon_MagicKeep=20 dungeon_SpiritKeep=20 dungeon_Minotaur=15 dungeon_IceGolems=24 dungeon_DragonsLair=24 dungeon_FireKnights=25 dungeon_SpidersDen=25 dungeon_Campaign=3	Likewise change these values to reflect your current progress in these dungeons. The script will calculate how many runs can be performed by reading the number of energy available and the amount needed for each stage. Additionally over time as energy is replenished in the game, the script will work out when to do another run.
[StageLocations] num_wheelscrolls_stages_0_5=0 stage01_BattleButton_YLoc=150 stage02_BattleButton_YLoc=260 stage03_BattleButton_YLoc=380 stage04_BattleButton_YLoc=490 stage05_BattleButton_YLoc=610 num_wheelscrolls_stages_6_10=14 stage06_BattleButton_YLoc=169 stage07_BattleButton_YLoc=284 stage08_BattleButton_YLoc=399 stage09_BattleButton_YLoc=514 stage10_BattleButton_YLoc=629 num_wheelscrolls_stages_11_15=29 stage11_BattleButton_YLoc=157 stage12_BattleButton_YLoc=272 stage13_BattleButton_YLoc=387 stage14_BattleButton_YLoc=502 stage15_BattleButton_YLoc=617 num_wheelscrolls_stages_16_20=43 stage16_BattleButton_YLoc=183 stage17_BattleButton_YLoc=298 stage18_BattleButton_YLoc=413 stage19_BattleButton_YLoc=528 stage20_BattleButton_YLoc=643 num_wheelscrolls_stages_21_25=59 stage21_BattleButton_YLoc=153 stage22_BattleButton_YLoc=268 stage23_BattleButton_YLoc=383 stage24_BattleButton_YLoc=498 stage25_BattleButton_YLoc=613 [CalibrateLevel] calibrationUpToLevel=25	Lastly and importantly, I've found Raid handles mouse wheel scrolling differently on different PC's. Consequently I've implemented a calibration routine (see the Setup Run Tab) to determine the amount of necessary wheel scrolls and the locations of the battle buttons for each stage. This applies to Campaign, Dungeons and Faction Wars. These values are set by the Calibrate button on the Init / Setup Dialog.

Running

The script will set the Raid window to a set size. This is important as all the coordinates used by the script operate on the coordinate system bounded by this set window size. Please dont resize the window. If you do it will throw out every location the script uses to work its magic.
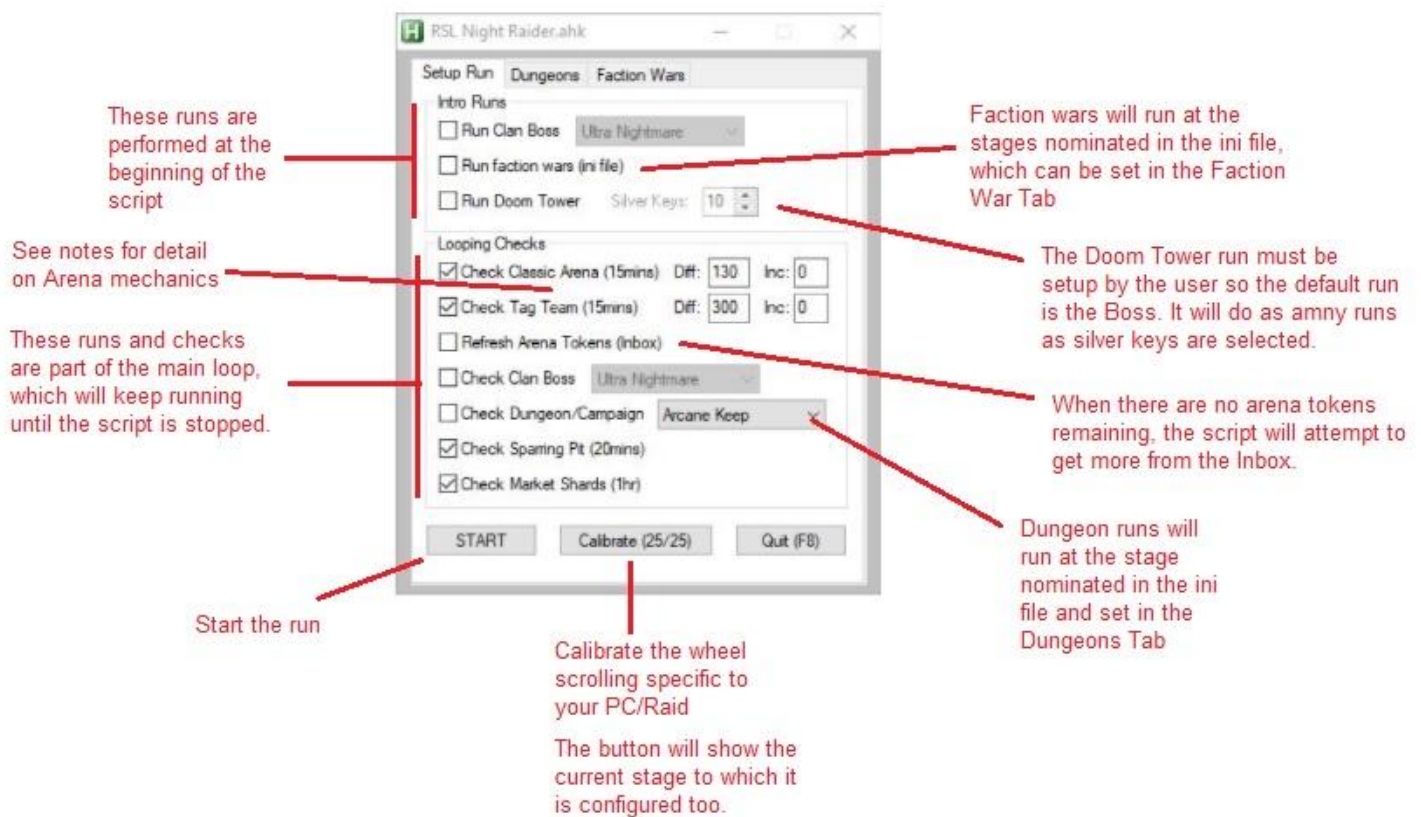
Clan Boss Run

This is an early run battle, initiated before the main loop.

The clan boss run can be set for runs of all difficulties. It will only work if auto is set by default. Using a Setup Team is recommended.

After 15min the script will start looking for the 'RESULT' text that pops up when the battle is complete. Otherwise it will escape out and return to the main loop on the main screen after 25 mins.

Clan Boss runs can be triggered before the main loop and within the main loop after a typical CB key refresh period of 6hrs.

Faction Wars

This is an early run battle, initiated before the main loop. Faction Wars makes use of the setup described above in 'Calibrate'.

Once the Faction War map is opened up. The script will click on each faction war base(?) and check to see if it is currently activated. If it is activated, the script will read the number of keys available and using the current faction war stage set for that faction war, determine the number of runs that can be performed.

The script will then scroll down to the determined stage and click the battle button(s). After a set period, the script will check to see if the battle is finished and repeat.

Once all the keys are spent, the script will escape back to the faction war map and continue looking for available faction wars repeating the above process as required.

Lastly, it will escape out back to the main screen.

(WARNING: Faction War Battles are limited to 9 mins. The script will seek to escape out of the battle if this time limit is exceeded. Its is recommended to set the desired levels accordingly)

Doom Tower Boss

At the setup dialog the user is to specify the number of silver keys to be used.

The Script assumes the Doom Tower map will automatically scroll up with the Right side Doom Tower Boss roughly in the centre of the screen. It needs to be already set up with a team (Setup Team recommended) with auto on. What this means in practice is that the user is required to do a single run first before setting up the script to then run the remainder.

The script runs (repeat) the number of battles determined by the number of silver keys.

After all the battles are run, the script will then return to the main screen and go into the main loop.

(WARNING: Doom Tower Boss Battles are limited to 9 mins. The script will seek to escape out of the battle if this time limit is exceeded. It is recommended to set the desired levels accordingly).

Classic and Tag Team Arena

Classic and Tag Team Arena both select battles based on the opposing team power. This difficulty and the increment value are set in the intro dialog. Only the first 4 teams in every list are considered.

The script will click through each of the teams and if the opposing team power is lower than the nominated difficulty then it will run that battle. Once the battle has progressed, and if there are sufficient tokens to fight another, the script will escape back to the team view and select the next one down the list.

If when checking team difficulties, no team is found under the set difficulty, then the difficulty level will be incremented.

At the end of every series of runs, the Refresh button will be toggled, getting a new set of teams.

Ensure Start of Auto is clicked ON or it will sit there until it times out for a loss.

Energy Runs (Dungeon, Campaign)

Every time the script enters the main screen, it will read the current amount of energy available. If this option is selected, within the main loop, the script will enter the Campaign or Dungeon maps, pan over as required and select the desired run. It will then scroll down to the nominated stage set in the RSL Night Raider.ini file.

Based on the amount of available energy and the amount of energy required for the particular stage it will

calculate the number of runs it can run and run them.

(WARNING: Campaign and Dungeon Battles are limited to 9 mins. The script will seek to escape out of the battle if this time limit is exceeded. It is recommended to set the desired levels accordingly).

Check Sparring Pit

Every 20 mins the script will check the Sparring Pit and check and see if any champions in the pit can be leveled up. If so it will click on the appropriate button(s).

Check Market for Shards

Every hour the script will go into the market and purchase mystery or ancient shards. Make sure there is sufficient silver to make the purchase.

Log File

At the end of a run, when STOP is hit or F8, the script will run a log of what happened in the log directory.

A typical log will look something like this;

xxx

The ahk script is fully open source. Feel free to use, copy and adapt as you want. Hope this makes your grinding easier. Have fun!