MSI DOWNSIZE PLANNING

OVERALL GOALS

* Utilize SRL as much as possible – will lessen the maintenance for MSI
* Provide free, default scripts for MSI users – simple enough that they work well, and not so advanced to take away from community scripters
* Basically a “what you see is what you get” script base

CORE CHANGES

**Goal**: strip down features that don’t work, are unreliable, or were never supported

* Remove death walking – SPS isn’t reliable enough to walk long distances
* Remove multiple script support
  + Would rely too much on SPS and item recognition (requires a lot of maintenance)
  + Not something that would be used often
* Remove Extras system – concept was nice, but it never took off
* Keep only the popular script locations (max. 3-4 per skill)
  + **Woodcutting**: powerchopper, Draynor oaks, Port Sarim willows, Seers maples
  + **Mining**: powerminer, Varrock east, Lumbridge swamp west, Draynor clay, Crafting Guild
  + **Fishing**: powerfisher, Draynor, Barbarian Village, Karamja
  + **Cooking**: Al-Kharid
  + **Magic**: alching
  + **Money making**: Varrock east softener/filler
  + **Runecrafting**: air runecrafting
* Use wrapper functions for functions used multiple times throughout the include. If a small change is required, it can be made to the wrapper rather than every part of the include.

PLAYER SETUP

**Goal**: completely remove the need for any of the skill setup functions

* Provide detailed, yet simple, instructions of how to setup your player for each skill
* This will provide support for ANY type of tool, without any code
* If something goes wrong, remind the user to check their player setup

ITEM HANDLING

**Goal:** get rid of DTMs/item records altogether

* Don't check for required tool(s) – assume the user setup their player properly
  + User set's inventory slot(s) where tools are (MSI\_Players[0].ToolSlots)
  + Takes care of fishing, woodcutting, mining, and runecrafting
* Use ExistsItem/ItemExists to deposit/drop items in all inventory slots except MSI\_Players[0].ToolSlots
* For money making, cooking
  + No tools required; click any inventory slot to use the raw material
  + Instead of waiting for raw materials to be gone, wait for color/pixel changes in the last inventory slot (also works for runecrafting)
  + For material withdrawing, use user-defined bank slots
* For alching
  + User sets inventory slots where “alch-able” items are (MSI\_Players[0].ToolSlots)

PLAYER FORM AND FORMED FEATURES

**Goal**: no use of forms since lape doesn’t support them

* Player form
  + Will be removed because lape doesn’t support forms yet
  + If lape supports forms in the future, a simple form can be made (probably finish the form v2 I started)
* SRL’s Random Tool
  + Support removed because lape doesn’t support forms, and RS no longer has randoms

WALKING

**Goal**: use native SPS methods with the option to override them with an alternative

* Replace methods with native SPS methods
* Add a pointer to TScript (TScript.Walk) for the option of alternative walking methods
  + May be a better option over SPS for 1-2 point paths
  + Can possibly be used for areas where SPS struggles
* Keep the obstacles system as from my experience it works really well

OBJECTS

**Goal**: utilize SmartColors rather to minimize maintenance

* Replace methods with SmartColors wrappers
* Remove all objects that will no longer be used
* Rewrite TMSObject (rename to TObject) to work with SmartColors
* Features to keep (are reliable):
  + Priorities
  + Default objects for each script

WAIT WHILE SKILLING

**Goal**: to be very simple and reliable

* Mining
  + Instead of tracking the color, simply get the first empty inventory slot and wait until it’s no longer empty
  + Keep the timeout failsafe for each rock
* Woodcutting, fishing – keep the current methods
* Money making, cooking, and runecrafting – see [ITEM HANDLING](#ITEM_HANDLING)
* Magic – check the amount of Nature runes the player has

PROGRESS REPORT

**Goal**: to be MUCH simpler; only print out important information

* Provide generic information
  + Rocks mined, fish caught, logs cut, etc.
  + Loads done
  + Time run
* Will not provide experience gained since there will no longer be item records
* Will not count specific items, will just provide a cumulative total for each player
* Remove randoms report – randoms are no longer in the game

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{ MSI Phoenix Short Report }

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{ Time Running: 4 Hours, 10 Minutes and 15 Seconds }

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{ Totals: }

{ - Players: 1 }

{ - Player Time: 02h 41m 26s }

{ - Loads: 197 }

{ - Food Cooked: 2,729 }

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{ MSI Phoenix Player Report }

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{ Time Running: 4 Hours, 10 Minutes and 15 Seconds }

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{ Player 0: }

{ Time: 02h 41m 26s }

{ Loads: 197 }

{ Cooked: 2,729 }

{ Active: False }

{ Reason: Ran out of cooking supplies }

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