Script installation

- 1. Download the pack from the store, *Your Products* tab.
- 2. Copy the pack content into your server and unpack it in the app/Modules/ catalog.
- 3. Start the module in the script's admin panel in the Settings Manage Modules section

Manual

- 1. Bot system tab:
- General settings:
 - 4. **Upline activity requirement**, if you check this option, the bonus for clicks by bots will be awarded only to those users, who click the particular number of ads on the previous day. This number is set in the Settings Activity and security tab. If the user fails to fulfill this requirements, clicks by the bots will not be added to their account.
 - 5. **Show bot clicks when activity requirement is not met**, if the user fails to fulfill the above requirement for activity, this option allows to show the bot clicks in the clicks statistics, bu the bonus will still not be awarded to the user account.
 - 6. **Available bots**, the number of bots currently present in the system.
 - 7. **Bots in use**, the number of currently used bots (ascribed to users).
 - 8. Add bots automatically (daily), checking this option causes generation of a random number of new bots, once per 24 hours.
 - 9. **How much bots to add per day**, the scope, from which the number of new bots for the above option will be drawn from.
 - 10. **Generate new bots**, generating new bots manually.

Click value, value of each click made by a bot for a given membership.
Minimum clicks per day, minimum number of clicks, which will be done by a bot during a
single day.
Maximum clicks per day, maximum number of clicks, which will be done by a bot during one
day.
Chance to skip a day, probability of skipping a single day of clicking by the bot, expressed in
percentage in the scope between 0-100.
Maximum average, maximum AVG level to be achieved by a single bot.
Activity days, the scope of bot's activity expressed in days.
Chance to stop clicking, the probability that the bot stops clicking, expressed in percentage in
the scope from 0 to 100.