Jiggiwatt's MetaQ

VERSION: 4.0.1
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Contents

Release Notes

V4.0

General Updates

- Added two new Metas: Rynthid Kill Tasks, and Lugian Assault
- Updated the 'Recovery' state that characters go into after dying in some metas so that a range check is performed to ensure the fellowship leader is within 10m before requesting to rejoin the fellowship.
- Added a Watchdog to various metas where characters were commonly becoming 'stuck'. Now, if a character becomes stuck, they will typically restart the current stage after several minutes (varies) if it makes sense to do so.
- Nav Priority Boost is now disabled on meta startup. If this was left on prior to starting, it could cause issues with some metas.
- Partially removed the restriction on changing leaders where it could only be done from the current leader's client. This is still the case for chat commands (to prevent someone from hijacking your group) but can be done from any other character's client by selecting themselves and clicking the 'Change Leader' button in the Chaos Control UX.
- Fixed an issue where an error was being spammed prior to the Meta Queue being configured for the first time.

UI Changes

- Extensively re-worked the Config and Controls tabs
  - All items under the Controls tab will work at all times, regardless of if MetaQ is actually loaded and running or not.
  - Combined the 'Set Group' and 'Create Fellow' function into one to improve speed
  - Removed redundant items and added additional group controls, including the ability to force complete kill-task metas if they are taking too long.

Falatacot Depot

- Increased the delay between hand-in to the translator, as some characters were failing to hand-in their letters.
- Characters would occasionally fail to use the portal "Outside Linvak Tukal". Added a watchdog which will cause the character to re-flag and re-attempt to travel to the dungeon. This also means characters who stand in front of Neelic will now automatically talk to him after 2 minutes if not explicitly instructed beforehand by the fellowship leader.
- Modified the looting instructions for Zrikux to avoid a scenario where previous 'translated instructions' were being used in inventory instead of looted.

Lost City of Neftet

- Reworked the NAV routes so that characters without the direct recall will take the longer route for flagging, turn-in, and returning after death.

MetaQAbort

- Changed the timing for recalling characters home. The leader was previously invoking the "Call Home" meta state for other characters too quickly, before everyone had time to finish loading the MetaQ meta.

Graveyard Kill Tasks

- Moved the "Rally" point further away from the hut as spawns inside the hut were pulling melee characters inside, resulting in them becoming stuck.

Requirements

To use this meta package, you must have the plugins listed below installed and running. For meta/quest specific requirements, please see the relevant section for that meta/quest.

- **VirindiTank** - http://www.virindi.net/plugins/
- **MagTools** - https://github.com/Mag-nus/Mag-Plugins/wiki/Mag%E2%80%90Tools
- **MagFilter** - https://github.com/Mag-nus/Mag-Plugins/wiki/Mag%E2%80%90Filter
- **Utility Belt** - https://utilitybelt.gitlab.io/
  a. IMPORTANT – Vital Sharing must be enabled in Utility Belt. Beta builds of Utility Belt used by
- **Chaos Helper v2.2.5 (for UI)-** https://www.immortalbob.com/phpBB3/viewtopic.php?t=282

Optional - **Metaf** (https://github.com/JJEII/metaf) is an editor that allows you to easily edit metas and nav files. Using this will be much easier than configuring the metas in-game and you'll be able to see comments/instructions.

Installation

Video - https://youtu.be/UKTh0gpqCAk

1. Go to your VirindiTank directory (example - *C:\Games\VirindiPlugins\VirindiTank*).
   a. Copy all of the .met files to this directory.
2. Go to the Chaos Helper directory (example - *C:\Games\Decal Plugins\Chaos Helper*)
   a. Copy the **MetaQ.txt** and **metaqueue.layout** files to this directory.
3. Launch the Asheron's Call client and load the MetaQ meta profile from the drop-down list.
4. Configure the meta as described in the Configuration section.

Configuration

MetaQ

Currently there are no configuration steps required for the MetaQ meta itself to function, however some metas and features require you to make some configuration changes to the MetaQ meta. If you are interested in adding your own quests to the MetaQ, see the [Advanced](#) section.

With MetaQ selected in the 'Profiles' tab of VirindiTank, go to the 'Meta' tab. Being careful not to click on the red circle with X symbol, click on the FIRST ***SETUP*** line at the top of the list. You can then modify these setting as required. Note that were quotation marks are used, this is the character beside the '1' key on your keyboard (other quotation marks will not work).

Available Settings

Setting	Accepted Values	Purpose
NexusTieChar	Character Name	Required for Nexus Crawl (optional). Character who has a tie to the Nexus Dungeon portal, specifically the surface portal at the drop.
NexusTieType	'Primary' or 'Secondary'	Required for Nexus Crawl (optional). Indicate which portal tie the aforementioned character has set for the Nexus Dungeon.
LootProfile	Loot Profile Name	Loot profile name with .utl file extension (e.g. Looting.utl)
KeyMuleNavOrMeta	'nav' or 'meta'	Required for Key Muling (optional). Indicate if your Key Muling routine is a nav route, or meta (see note below for more info)
KeyMuleProfileName	Nav or Meta Profile Name	Required for Key Muling (optional). Profile name for the meta or nav defined above WITHOUT file extension.
ReCompNavProfile	Nav Profile Name	Nav Profile name for your preferred ReComp nav route WITHOUT file extension. Default 'ReComp – Celdiseth` is provided with MetaQ.

NOTE: All entries above are case-sensitive. If you are using a Meta for Key Muling, see the information in the <u>Advanced section</u> on how to have your Meta hand control back to MetaQ on completion.

Loot Profiles

No loot profiles are provided with MetaQ. In order for quests to work where collection of multiple items is required, these items will need to be added to your loot profile and defined in MetaQ. See Meta Information for specific information about items that might need to be in your loot profile.

Chaos Helper

Chaos Helper is a plugin that was designed to work with the ChaosControl meta, however it has been repurposed for use with MetaQ. Installing Chaos Helper is simple:

1. Download the ZIP files
2. Extract the files to the desired folder (recommend using wherever your other plugins are installed)
    a. Note – You may need to right click each of the files afterwards and under 'properties', click 'unblock'.
3. Copy the files referenced in the Installation section to the Chaos Helper folder.
4. Launch Decal and go to Add > Browse
    a. Browse to the Chaos Helper folder and select the **ChaosHelper.dll** file.

In-game, click on the Chaos Helper plugin.

1. Select the **?** Tab
    a. Select **metaqueue_config.txt** from the Config File drop-down
    b. Click Load
    c. Delete the contents of the Chat Command setting
    d. Click Set
2. Optionally, click 'Save Defaults' so you do not have to make these changes on every startup.

User Guide

Starting MetaQ

To start MetaQ, perform the following steps with the character you wish to use as the leader of your group.

Method 1

1. In VirindiTank, select MetaQ meta in the profiles tab.
2. Ensure that meta is enabled, with combat, looting, and navigation turned OFF.
3. Start VirindiTank.

Method 2

1. In VirindiTank, ensure that 'meta' is enabled.
2. Open Chaos Helper and select MetaQ.txt from the drop-down and click 'Load'.
3. In the Config tab, select 'Load MetaQ' and then 'Start VT'

> Note: The first time you launch MetaQ, it will designate that character as the leader automatically. You can change the leader via text command, or selecting them as the current leader and clicking the appropriate button in the Chaos Helper UI.

Text-Based Commands

This user guide refers to controls for MetaQ through the Chaos Helper UI, however most *basic* functions can also be performed via text-commands. **This is considered legacy functionality and is not actively tested or updated.** As the leader, type '#meta help' for a list of available commands.

> Note: It is strongly recommended to type text commands to yourself, or to your fellowship only. For example:
> **"/t [myname], #meta help"**
> While your own group should ignore these commands, other players running the same meta may react, so issuing them over open chat is not recommended.

Setting up MetaQ

MetaQ settings are retained from the last time that the meta was used. At a minimum, you will need to ensure that your full group is in the fellowship however you will be warned if a setting has not been configured properly. More information is provided in the next section, however know that you must have the following:

1. The group must have been defined and added to a fellowship (Set Group button)
2. There must be valid metas/quests configured in the queue (Queue Setup tab)

Using MetaQ

These controls can only be used as the leader of the group, and most require MetaQ to be running and will not work while one of the queued metas is running (except where indicated).

Config

To remove a group member, type "/ub opt set Networking.tags remove MetaBuddies" from the client in question.

Load MetaQ – Loads the MetaQ meta in VirindiTank

Start VT – Starts VT and the MetaQ meta

Set Group – Adds all currently active AC clients to the group* (new clients will not be automatically added) and creates a fellowship with them.

Start Group – Loads MetaQ and starts VT for all members

Start Next Meta – Force starts the next meta in queue, required if auto-start is OFF.

Auto Start on/off – Toggles the auto-start metas

Reset VT – Loads the most recent automatic VT profile backup for all group members.

Change Leader – Sets the selected character as the leader.

Restart Queue – Sets the meta Q back to the first configured meta.

Shut Down – Stops MetaQ for everyone.

Queue Setup

Edit Queue – Starts the queue setup.

Save Queue – Stops/finishes the queue setup.

View Queue – Lists the currently configured queue

Clear Queue – Clears the queue

Set Start Position – Use the +/- buttons to change the queue position MetaQ will start from (default is 0).

Add/Del Quest – Adds or removes a quest from the queue

Exit Queue Config – Stops/finishes the queue setup.

Controls

Pause All – Stops VT for all characters except the leader

Resume All – Starts VT for all characters, resuming where the left off.

Abort Meta – Aborts the current meta and returns all characters home

Force Complete KT – During Kill-Task metas, this will send characters to turn-in what they have completed so far and finish the meta.

BoostNav/Combat/Nav ON/OFF – Toggles these VT settings for all characters except the leader.

Follow – Tells all characters to follow the leader

Set Q Position – Use the buttons below to set the current queue position. Works when running other metas. Note that setting the current queue position to '2' prior to completing the current meta, means MetaQ will move to queue position '3' when it next starts.

Death

- If a character dies, they will return to the mansion and quit the fellowship.
  - If there is another meta to complete, the character will wait until the leader returns, request to be re-added, then move to the next quest with the group.
- There are some metas (Kill Tasks metas) where the character will return to the area and resume fighting with the rest of the group.

Advanced

Standalone Metas

Each Meta included with MetaQ can be run on it's own without use of MetaQ itself. To do this, you will need to modify the meta to specify your character's names and desired loot profile. This can be done easily with MetaF, but you can also do this in-game by modifying the contents of the ***SETTINGS*** state where the character names and loot profile are defined.

```
STATE: {***SETTINGS***} ~~ {
    IF: Always
        DO: DoAll
            ~~ Replace the 'CHARACTERNAME' text below with each of the characters you wish to include in this
            ~~ Accomodation has been made for up to 9 characters only.
                DoExpr {$CharacterOne=`Jiggiwatt`}
                DoExpr {$CharacterTwo=`Jiggi-Mage`}
                DoExpr {$CharacterThree=`Werecur`}
                DoExpr {$CharacterFour=`Al Organic`}
                DoExpr {$CharacterFive=`Airmed`}
                DoExpr {$CharacterSix=`Abyssal Watchman`}
                DoExpr {$CharacterSeven=`Void Rage`}
                DoExpr {$CharacterEight=`Mad Jack Churchill`}
                DoExpr {$CharacterNine=`Artsin Crafts`}
            ~~ Set the file name of the loot profile that you wish to use.
            ~~ Your loot profile should include any items that are being collected (i.e. tusker blood))
                DoExpr {$LootProfile=`Farming – Trophies.utl`}
```

Adding your own Meta

You can add your own meta to the MetaQ, however this requires both a change to the MetaQ.met file and your Meta as well. You can do this via the in-game UI, however instructions here are provided only for Metaf.

Open **MetaQ.met** and in the Setup state, add your meta name to the QuestList variable:

```
IF: Expr {$FirstStart==0}
    DO: DoAll
            DoExpr {setvar[QuestList, listcreate[Virindi Rescue,Apostate Finale,Nexus Crawl,Lost City of
            DoExpr {$AutoStart=1}
```

In your own Meta, if you wish to hand your characters back to the MetaQ, you will need to do the following:

1. Finish with all group members in the same area.
2. Have ONE character advance the queue position on completion with **DoExpr {&MetaStage=&MetaStage+1}**
3. Launch MetaQ, for example: **ChatExpr {`/vt meta load MetaQ`}**

Optionally, you can conduct a check to see if your Meta was initiated from MetaQ by evaluating **Expr {&MetaQueueStart==1}.**

Meta Information

The following information provides a brief overview of the meta, important configuration information, and a link to more detailed information.

Apostate Finale

[Wiki Link](#)	**Requirements** • Gear Knight Invasion Area Recall • Level 150+ (recommend 200+)	**Type:** Small Group/Fellowship **Time:** ~25 minutes

Rewards	Experience	*First = 430,962,225 (30% up to level 220)* *Repeat = 215,481,112 (15% up to level 220)*
	Luminance	*35,000*
	Items	*Apostate Grand Director's Mask* *Strengthened Mana Forge Key (3 uses)*

Configuration	none

Notes	Quest to find 3 apostate shards, using each in turn at a specific location to open a portal to find the next one. • Characters will buff for three minutes, then recall to the Gear Knight Invasion Area to flag and then start running to the first dungeon. • Characters will run through in a loose group, but will wait for all members to loot a shard before proceeding to the next step. • On death, characters will return to the mansion, drop from the fellowship, and wait for the return of the fellowship leader before attempting to rejoin and begin the next meta.

Virindi Rescue

[Wiki Link](#)	**Requirements** • Level 150+ (recommend 200+) • Allegiance Hometown set to Zaikhal	**Type:** Solo/Small Group/Fellowship **Time:** ~15 minutes

Rewards	Experience	*315,000,000*
	Luminance	*15,000*
	Items	*Mana Forge Key*

Configuration	None

Notes	A quest to run through a dungeon, free captive Virindi, and defeat Dravaan (Hollow Minion) • Quest leader will automatically loot jailors for keys and unlock doors. Others will wait in front of locked doors until they open. • Each character will try speaking to the Virindi captives using a random timer • Characters will run through in a loose group, but can become separated • Characters will buff for three minutes before recalling to the allegiance hometown (Zaikhal) to begin flagging. • On death, characters will return to the mansion, drop from the fellowship, and wait for the return of the fellowship leader before attempting to rejoin and begin the next meta.

Nexus Crawl

[Wiki Link](#)	**Requirements** • Level 150+ • Allegiance Hometown set to Zaikhal • Portal Tie to Nexus Dungeon	**Type:** Solo/Small Group/Fellowship **Time:** ~15 minutes

Rewards		
	Experience	*297,235,856 (30% up to level 200)*
	Luminance	*12,000*
	Items	*Nexus Crawler's Mask (only picked up by the leader - can be turned in for ~49 million xp)*

Configuration	One character requires a tie to the surface portal inside the Nexus dungeon, and this character and tie must be set in the meta settings.

Notes	A quest to run through 2 dungeons and hand an Aetheric Resonator to an Apostate Aetherium Deposit. *Estimated Duration: 15 minutes* • **One character requires a tie to the surface portal inside the Nexus dungeon, and this character and tie must be set in the meta settings** • Characters will buff for 3 minutes, then start the flagging for the quest via recalling to the Allegiance Hometown (Zaikhal). • A rally is included at a lever in the second dungeon, where all characters will wait until everyone has arrived before the leader pulls the lever • On death, characters will return to the mansion, drop from the fellowship, and wait for the return of the fellowship leader before attempting to rejoin and begin the next meta.

Falatacot Depot

[Wiki Link](#)	**Requirements** • Level 150+ • Allegiance Hometown set to Zaikhal	**Type:** Solo/Small Group/Fellowship **Time:** ~15 minutes

Rewards		
	Experience	*500,000,000*
	Luminance	*15,000*
	Items	*Forging Gloves, Random Work 10 Salvage*

Configuration	None

Notes	A quest to run through 1 dungeon, obtain a set of orders dropped by `Zrikux` and translate them in Hebian-To before turn-in at Linvak Tuka. *Estimated Duration: 15 minutes* • Characters will buff for 3 minutes, then start the flagging for the quest via recalling to the Allegiance Hometown (Zaikhal). • A rally is included at the start of the dungeon. All characters must arrive before the group will proceed. • On death, characters will return to the mansion, drop from the fellowship, and wait for the return of the fellowship leader before attempting to rejoin and begin the next meta.

Lost City of Neftet

Wiki Link	Requirements • Level 200+ • Neftet Recall **OR** Allegiance Hometown set to Zaikhal	Type: Small Group/Fellowship Time: ~60 minutes
Rewards	**Experience**	*Kill tasks - 75,000,000* *Collection tasks - 172,000,000 (mostly from Desert Flowers)*
	Luminance	*Kill tasks - 16,000* *Collection tasks - 20,500 (mostly from Desert Flowers)*
	Items	*Kill tasks* • 3 A'Nekshay tokens • One random item (https://asheron.fandom.com/wiki/Desert_Cactus_Kill_Task) *Collection tasks* • *12 Aged Legendary Keys* • *1 Mana Forge Key* • *3 MMD*

Configuration	You can enable the collection quests (A'Nekshay Bracers, Prickly Pears, Desert Flowers, Cracked Stone Tablets) however this carries risks (see notes). To enable these, set PickupLandscapeItems to 1 in the ***SETTINGS*** section of the meta. You need to include any of the collection items you wish to pick up from corpses in your loot profile. You can enable just the A'Nekshay bracers collection quest by adding them to your loot profile, however they will not be counted in the completion criteria.

Notes	Consisting of multiple quests in the Tier 8 area "Lost City of Neftet", by default the meta will complete 4 different kill tasks.
	
	• Characters will buff then commence flagging after 3 minutes. If the character has the Neftet Recall, they will use that route otherwise they will take a longer route starting with an Allegiance Hometown Recall to Zaikhal.
	• Characters will rally after flagging at a spot just inside the rock formations before starting their patrol.
	• On death, characters will attempt to return to the patrol.
	• When the first character meets the completion criteria, ALL characters will attempt to complete the quests. If a specific task has not been completed, it will be resumed the next time the meta is run. This is to ensure individual characters are not left to fend for themselves in a high tier area.
	• You can enable the collection quests (A'Nekshay Bracers, Prickly Pears, Desert Flowers, Cracked Stone Tablets) however this carries risks:
	  o Characters can easily become stuck when attempting to pick up landscape objects given the number of rocks and multiple levels
	  o The time it takes for a full fellowship to collect enough of all the items is considerable, typically several hours.
	  o Your loot profile will need to include any of the collection items you wish to pick up from corpses

Frozen Valley

[Wiki Link](#)	**Requirements** • Level 200+ • Allegiance Hometown = Zaikhal	**Type:** Small Group/Fellowship **Time:** ~60 minutes

Rewards	Experience	792,000,000
	Luminance	60,000
	Items	46 Aged Legendary Keys 6 MMDs

Configuration	You need to include "Snow Tusker Blood Sample" in your loot profile.
Notes	Consisting of multiple quests consisting primarily of kill tasks in the Tier 8 area "Frozen Valley". • Characters will buff then commence flagging after 3 minutes. After flagging, characters will rally at a cliff overlooking the valley before commencing their patrol. • On death, characters will attempt to return to the patrol. • When the first character meets the completion criteria, ALL characters will attempt to complete the quests. If a specific task has not been completed, it will be resumed the next time the meta is run. This is to ensure individual characters are not left to fend for themselves in a high tier area.

Tou Tou Kill Tasks

[Wiki Link](#)	**Requirements** • Level 180+ • Allegiance Hometown = Zaikhal	**Type:** Small Group/Fellowship **Time:** ~20-30 minutes

Rewards	Experience	415,000,000
	Luminance	23,000
	Items	27 Aged Legendary Keys One random item (see https://asheron.fandom.com/wiki/Shadowy_Pillar_Kill_Task)

Configuration	Recommended that you add 'Shadowy Pillar' to your Monsters list in VirindiTank, and set it to a higher priority. This area tends to be heavily camped and given the rarer spawn rate for the Shadowy Pillars, they are usually quickly attacked.
Notes	Consisting of multiple kill tasks in the Tier 8 area in the former town of Tou Tou. • Characters will buff then commence flagging after 3 minutes. After flagging, characters will rally on the path into Tou Tou. • On death, characters will attempt to return to the patrol. • When the first character meets the completion criteria, ALL characters will attempt to complete the quests. If a specific task has not been completed, it will be resumed the next time the meta is run. This is to ensure individual characters are not left to fend for themselves in a high tier area.

Graveyard Kill Tasks

[Wiki Link](#)	**Requirements** • Level 180+ • Graveyard Recall	**Type:** Small Group/Fellowship **Time:** ~20-30 minutes

Rewards	Experience	320,000,000
	Luminance	14,000
	Items	20 Aged Legendary Keys

Configuration	None
Notes	Consisting of multiple kill tasks in the Graveyard Tier 8 area. • Characters will buff then commence flagging after 3 minutes. After flagging, characters will rally just outside the bunker in Graveyard. • This may take close to a full in-game day cycle, as some kill tasks require it to be daytime and some require night time. • On death, characters will attempt to return to the patrol. • When the first character meets the completion criteria, ALL characters will attempt to complete the quests. If a specific task has not been completed, it will be resumed the next time the meta is run. This is to ensure individual characters are not left to fend for themselves in a high tier area.

Rynthid Kill Tasks

[Wiki Link](#)	**Requirements** • Level 180+ • Rynthid Plains Recall	**Type:** Fellowship **Time:** ~30-45 minutes

Rewards	Experience	115,000,000
	Luminance	36,000
	Items	6 Durable Legendary Keys, Random Item, Random MMDs

Configuration	None
Notes	Consisting of multiple kill tasks in the Rynthid Plains tier 8 area. • Characters will buff then commence flagging after 3 minutes. After flagging, characters will travel to the Rynthid area and rally at a point just inside the boundary. • On death, characters will attempt to return to the patrol. Unlike other Kill-Task metas, the character will run through the full navigation route trying to find the group leader. When the group leader comes into range, they will start following them and resume fighting. If the character does NOT find the group leader, they will run through the full navigation route, then re-attempt repeatedly. • When the first character meets the completion criteria, ALL characters will attempt to complete the quests. If a specific task has not been completed, it will be resumed the next time the meta is run. This is to ensure individual characters are not left to fend for themselves in a high tier area.

Lugian Assault

Wiki Link	Requirements	Type: Solo or Fellowship
	• Level 180+ • Rynthid Plains Recall	Time: ~20 minutes

Rewards	Experience	500,000,000
	Luminance	20,000
	Items	Casting Stone, 8 x MMD, 2-use Legendary Key

Configuration	None

Notes	Consists of bringing a letter to an NPC at the end of the 'Presk's Bunker' dungeon on the Rynthid Plains. • Can be run solo, or as a group. • Only the leader of the group will pull levers and loot the key to open the final door. • When running as a group, non-leaders will wait in the hallways between rock rooms until the next door is open before being commanded by the leader to resume their journey. • Navigation Priority Boost is used heavily here to try and keep the group moving through the rock rooms and avoid getting one-shot. Characters will only engage in combat while waiting between rooms, and in the final room with the 'boss' that drops the key. • The Meta does NOT attempt to use the 2-use Legendary Key

Known Issues

- In some cases, characters can be pulled off course by mobs and become stuck. If this happens, it will prevent some metas from moving forward if it relies on all characters to 'rally' at a particular location at some point (until you "unstick" the character).
- If characters arrive at a Rally point at the exact same time (within 0.25 seconds), they may not be added to the list of 'arrived' or 'rallied' characters. They should re-attempt within 30 seconds, but in the event that the characters are stuck at this stage you can manually advance the meta to the appropriate state.
- All clients must be run from the same PC
  - You cannot run more than 1 fellowship at a time on the same PC