

Main

Rules

Config

Debug

Items

Sigils

New Rule

Λ

V

Helm

Chest Armor

Gloves

Pants

Boots

Wand

Focus

Amulet

Ring

Aspects

All Legendaries

All Uniques

Save Rule

Rule Name

Helm

☒ Enabled

Overlay Color

blue

Display Text 1

MATCHED AFFIX COUNT

Display Text 2

ITEM LEVEL

Sound File

Minimum Item Level

700

Minimum Implicit Count

1

+

-

Implicit(s)

Minimum Affix Count

3

+

-

Affix(s)

Coldown Reduction

Maximum Life

Maximum Mana

All Stats

+

-

Aspect(s)

Import Add

Import Replace

Export

Clone Rule

Delete Rule

☒ Helm
 ☐ Chest Armor
 ☐ Gloves
 ☐ Pants
 ☐ Boots
 ☐ Amulet
 ☐ Ring
 ☐ Sword
 ☐ Two-Handed Sword
 ☐ Axe
 ☐ Two-Handed Axe
 ☐ Mace
 ☐ Two-Handed Mace
 ☐ Scythe

☐ Two-Handed Scythe
 ☐ Wand
 ☐ Staff
 ☐ Dagger
 ☐ Polearm
 ☐ Bow
 ☐ Crossbow
 ☐ Totem
 ☐ Shield
 ☐ Focus

Item Slots (Comma Separated)

Helm

Update Affix

Affix Text

☐ EXACT MATCH
 ☐ CUSTOM REGEX

Min

Max

Percent 1

Percent 2

Value 1

Value 2

ADVANCED SETTINGS

Affix Group ID



## TERMS OF SERVICE (AND HOW THIS WORKS)

<https://discord.gg/VKNvfqPpEN>

Diablo uses a 3rd party screen reader program called TOLK. Tolk allows custom screen reader DLL's to be used and it passes them the text from Diablo. These custom 3rd party screen readers are 100% supported by Diablo and DO NOT break TOS. **HOWEVER**, because we are using this TTS feature to create an advantage within the game, we **ARE** violating the terms of service and you **MAY** be banned by Blizzard at any time. No BAN's have been issued by the use of this program at the time of writing.

I created a launcher program which adds additional security features to the core program itself making it "harder" to detect by blizzard.

The source code is technically closed source to this application HOWEVER, this is only another protective measure against being detected by Blizzard. Upon request and a legit cause for concern I will happily share the source code to the program.

### Installation:

Copy the saapi64.dll to your Diablo 4 folder C:\Diablo IV\

Turn on Screen Reader as well as 3rd party screen reader inside the accessibility options within Diablo.



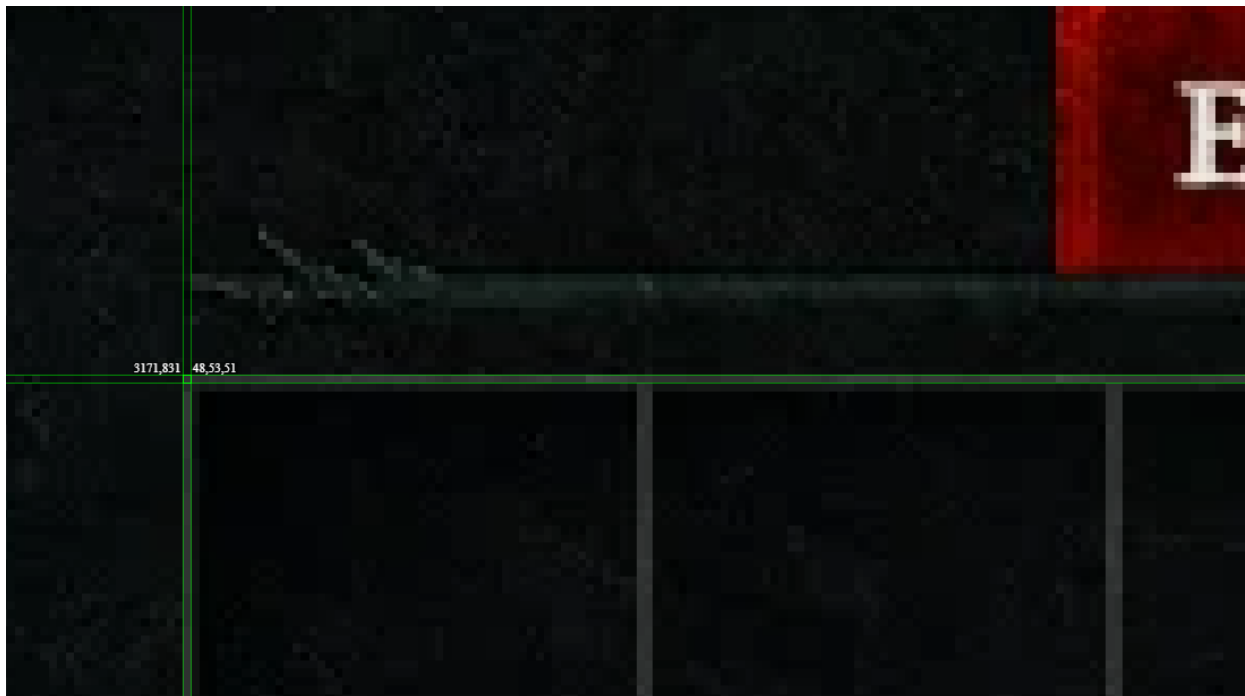
## Resolution Settings:

You may be able to import resolution settings from the config folder. If they are marked perfect they are 100% verified to be working.

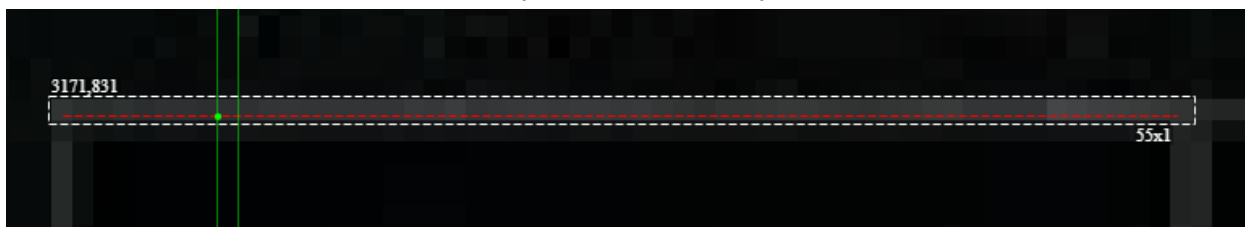
This is where the core of the work is if you want to use the HUD.

Use the site <https://pixspy.com/> to help with your numbers.

We need the X,Y position of the top left corner of the top left inventory/stash box.



We need the widths of all 11/10 inventory/stash boxes (they aren't all the same)



We need the heights of all 3/5 inventory/stash boxes (they ARENT all the same)

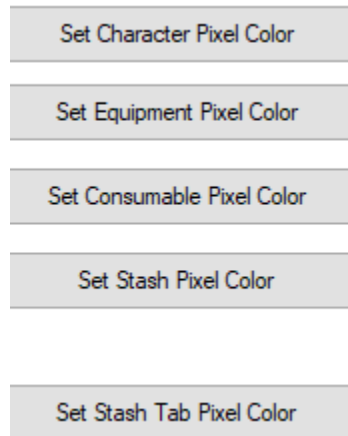


## ADVANCED RESOLUTION

While what we accomplished above is near perfect, the game's mouse detection can sometimes be 1 pixel off in certain directions. You would have to manually check the starting positions of each box to perfect the width of your boxes. The show mouse position checkbox as well as the screencoords.txt (generated at startup) will allow you to perfect your boxes if you may choose.

## PIXEL COLORS

The following buttons allow us to tell the overlay when our inventory/stash is visible.



After clicking a set button, the program will wait 5 seconds before capturing your mouse/color.

Use the crosshair that appears beside your mouse to select a color. The crosshair is offset from your mouse so that you don't accidentally hover over any button you may be trying to get a color from.

You can use the messages beside the button to determine if your cursor/color selection is working as intended.

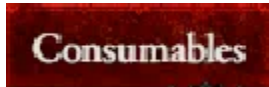
Set Character Pixel Color -> This is the character button at the top of your screen when ONLY the character panel is open.



Set Equipment Pixel Color (Choose an area in the RED)



Set Consumable Pixel Color (Choose an area in the RED)



Set Stash Pixel Color - This is the VERY top of the X button of your stash. We want a red pixel as close to the top as possible.

Set Stash Tab Pixel Color - Using the number box to the right of this button, set each of your stash tabs locations on the screen by choosing a red portion of the box.

## Rule Maker Documentation:

**Make sure to press update affix when done editing an affix**

**Make sure to press save rule when done editing a rule**

Please note that if you leave something blank then the value/text is not checked and qualifies that item as passing. **Example:** Leaving both Sacred/Ancestral unchecked means that EITHER item quality passes.

Affix Text should **ONLY** contain letters and spaces. This is all that is used to match against affixes and aspects in-game.

Make sure that if your text could be found within different affixes that you mark the **exact match** box and type your affix name fully.

**Example.** Critical Strike Damage would be found under Lightning Critical Strike Damage unless the exact match is checked.

If multiple implicits/affixes are listed, the minimum implicit/affix count will be used to determine how many have to be there.

If multiple aspects are listed, only 1 needs to pass.

**Priority – The first rule starting from the top to match an item is used for the overlay color.**

Affix Group ID - You can set a custom ID here which will link affixes together. This would allow you to create 2 affixes that can only share one slot on the item.

**Example** - Maximum Health (Group ID = 1) Maximum Mana (Group ID = 1), each of those affixes could be present on the item but NOT both. (A OR B)

## DEBUG TAB - LAST PARSE

This tab will allow you to see HOW an item is registered by the program.

### FILTER:

☐ Show Affix Filter

This checkbox will allow you to see the in-game custom filter.



## STASH ASPECTS ON MAIN SCREEN:

This will keep track of the aspects within your stash, not all aspects are mapped, if the affix filter is shown it will allow you to click on an aspect name to automatically set the filter for that aspect.

## CONTROLLER SUPPORT

Controller support must be accomplished by choosing your character pixel and stash pixel using [pixspy.com](http://pixspy.com) and manually setting the values inside of the boxes provided. Controller support uses the white border as you select different items to determine which inventory location you are at. It is slower (by a little amount) than using your mouse.

☐ Controller Support

X,Y,R,G,B

ITROLLER CHARACTER PIXEL #s

CONTROLLER STASH PIXEL #s

## **OVERLAY COLORS**

You can create your own box colors using this tab, allowing to you have different colors for different rules.

## **SOUNDS**

You can select WAV files to be played when a rule is matched in your inventory. 1 wav file is included in the config directory.