**Actions / Conditions**

**Attacks**

**aimgfb** - shoots a gfb on the best square where no friends will be shotten  
**aimavalanche** - shoots an avalanche on the best square where no friends will be shotten  
**aimthunderstorm** - shoots a thunderstorm on the best square where no friends will be shotten  
**aimstoneshower** - shoots a stone shower on the best square where no friends will be shotten  
**aimtype {creature}** - uses the action/spell that is set in the aimbot section, on a certain creature.  
**attack {creature}** - attacks a creature  
**autoaim** - casts the specified aimtype on the best enemy  
**ewave** - casts ‘exevo vis hur’ on target only if it’s on spell range  
**explo {creature}** - shoots an explosion on a creature  
**exoricon {hp%}** - casts ‘exori con’ only if target is below certain hp% and on spell range  
**exorihur {hp%}** - casts ‘exori hur’ only if target is below certain hp% and on spell range  
**exorigran {hp%}** - casts ‘exori gran’ only if target is below certain hp% and close to you  
**hmm {creature}** - shoots a hmm on a creature  
**icicle {creature}** - shoots an icicle on a creature  
**lmm {target}** - shoots a lmm rune on a target  
**paralyze {creature}** - shoots a paralyze on a creature  
**runtargeting** - if you want to run targeting only when you have a certain button pressed, bind this to a key  
**sd {creature}** - shoots a sd on a creature  
**soulf {creature}** - shoots a soulfire on a creature  
**setattackmode {attackmode} {chasemode}** - sets your current attack/chase mode  
**stalagmite {creature}** - shoots a stalagmite on a creature  
**stopattack** - will stop attacking/following the creature you are currently attacking/following  
**wave {spellword}** - casts a wave spell (like exevo vis hur) only if target is on spell range

**Miscellaneous**

**allowwalk {item1} {item2}…** - allows the client/bot to auto-walk on a certain [item id](http://www.elfbotdepo.com/item-ids/)  
**altnavdisplay** - an alternative way of displaying navigation friends and enemies.  
**clear $varname** - it’s the same as doing set $variablename 0  
**collectitems {backpack} {item1} {item2}…** - collects items.  
**connect {worldname} {accname} {accpass} {charname}**  
**copyscreen** - will copy the current content of the [Tibia](http://www.tibia.com) window to the clipboard  
**dec $varname** - it’s the same as doing set $variablename [$variablename-1]  
**disallowwalk {item1} {item2}…** - disallows the client/bot to auto-walk on a certain [item id](http://www.elfbotdepo.com/item-ids/)  
**displaymap** - displays a big minimap on your screen, really useful if you’re using navigation.  
**displaytext {text}** - displays a text message on your screen.  
**dontlist** - use this if you don’t want to list a certain auto bind  
**end** - ends the execution of your bind, and restarts it  
**exec {string}** - will execute a certain command  
**exivalast** - exivas the last person you exivaed  
**exivatarget** - exivas your target  
**filewrite {filename} {text}** - writes some text to a file, but does not add a new line afterwards  
**filewriteline {filename} {text}** - writes text and inserts a line break afterwards in the file  
**filedelete {filename}** - deletes a file  
**flash** - makes a flash, like alarms does  
**gamesay {text}** - says something in game-chat  
**guildsay {text}** - says something in guild-chat  
**helpsay {text}** - says something in help-channel  
**inc $varname** - it’s the same as doing set $variablename [$variablename+1]  
**ignoretarget {creature}** - ignores a target  
**keepmagwall** - will keep shooting a magwall on the square you last attempted to shot a magwall on  
**listas {text}** - lists a auto bind with a custom text  
**listboxsetup {id} {posx} {posy} {maxlines} {linetime} {direction}** - sets up a listbox  
**listboxaddline {id} {colorR} {colorG} {colorB} {linetext}** - adds a text to an specified listbox’s ID  
**log {text}** - logs a text on a new line to the file ‘elfscript.log’ along with the current time and date  
**logout** - makes you logout  
**magwall {creature}** - shoots a magwall two squares in front of a creature  
**makerune {mp} {runespell}** - creates a certain rune.  
**mwallshield** - shoots a magic wall in the square that will most effectively shield you from enemy fire  
**mwallcover {creature}** - shoot a magic wall which will best cover a creature of your choice to prevent enemies shooting/healing him  
**npcsay** - says something in the npc-chat  
**playsound {soundfilename}** - plays a .wav file from your Elfbot folder  
**pm {playername} {text}** - private messages a message to a certain player  
**reconnect** - reconnects you  
**rlsay {text}** - says something in the real-life chat  
**savescreen {filename}** - saves the current contents of the [Tibia](http://www.tibia.com) window to a file on disk.  
**say {text}** - says something in your default chat  
**scrollview** - makes it possible to look off-screen  
**set $varname {value}** - creates a new variable/assigns a new value to an already existing one  
**setcaption {text}** - changes the text of your [Tibia](http://www.tibia.com) Client’s window  
**setcolor {colorR} {colorG} {colorB}** - sets the color of the ‘displaytext’ command  
**setpos {x} {y}** - sets the position for a ‘displaytext’ command  
**seticonactive {iconname} {timems}** - puts an icon into the active state for a certain amount of time  
**seticontext {iconname} {text}** - adds extra text to an icon  
**spydown** - spies down one level  
**spyup** - spies up one level  
**statusmessage {text}** - will make a message appear where there appears ‘Sorry not possible.’  
**tradesay {text}** - says something in the trade-channel  
**turnoff** - turns an auto bind off  
**xlog** - x-logs you out of the game

**Movement**

**charge** - casts ‘utani tempo hur’ if you are not current hasted  
**dash** - an exploit that increases your speed.  
**dashchase {creature}** - client-sidedly chases a creature  
**follow {creature}** - follows a creature  
**haste** - casts ‘utani hur’ if you are not current hasted  
**movee** - moves you east  
**moven** - moves you north  
**moves** - moves you south  
**movew** - moves you west  
**movene** - moves you north-east  
**movenw** - moves you north-west  
**movese** - moves you south-east  
**movesw** - moves you south-west  
**moveto {x} {y} {z}** - issues a move command of your character towards a certain location  
**stronghaste** - casts ‘utani gran hur’ if you are not current hasted  
**swiftfoot** - casts ‘utamo tempo san’ if you are not current hasted  
**turnn** - turns you north  
**turne** - turns you east  
**turns** - turns you south  
**turnw** - turns you west

**Inventory**

**buyitems {itemid} {amount}** - buys a specific amount of a certain item  
**buyitemsupto {itemid} {amount} {itemvariable}** - buys a specific amount of a certain item, up to a certain total desired amount depending on how many you already have.  
**closeallwindows** - closes all open inventory windows  
**crosshair {itemid}** - makes a crosshair of the [item id](http://www.elfbotdepo.com/item-ids/) appears, so you can shoot a rune  
**eatfood** - eats food from your open backpacks  
**equipammy {itemid}** - equips an amulet with a certain [item id](http://www.elfbotdepo.com/item-ids/) to your neck slot  
**fastequipammy {itemid}**- same as ‘equipammy id’, but will issue an equipment even if item with ‘id’ isn’t already in the amulet slot (will spam).  
**equipback {itemid}** - equips a certain item in your backpack slot  
**equipbelt {itemid}** - equips a certain item in your belt slot  
**equipboots {itemid}** - equips a certain item in your boots slot  
**equipchest {itemid}** - equips a certain item in your chest slot  
**equiplhand {itemid}** - equips a certain item in your left-hand slot  
**equiprhand {itemid}** - equips a certain item in your right-hand slot  
**equiphead {itemid}** - equips a certain item in your head slot  
**equiphelm {itemid}** - equips a certain item in your helmet slot  
**equiplegs {itemid}** - equips a certain item in your legs slot  
**equipring {itemid}** - equips a certain item in your ring slot  
**equipsring {itemid} {itemid}** - same as equipring, but is used for rings that ‘sparkle’  
**fish {itemid optional}** - tries to get a fish using a fishing rod or if you want to fish a water elemental, just put the water elemental’s body ID.  
**lootitems** - loot items defined in the file lootitems.txt  
**movenitems {item} {count} {‘backpack’}** - moves count amount of item to desired backpack  
**moveitemonground {sx} {sy} {sz} {dx} {dy} {dz}** - moves the top item from a source tile to a destination tile  
**moveitems {itemid} {window}** - moves all items with a certain id, to a window of a certain type  
**moveitemsonto {itemid} {bpid} {bpindex} {window}** - moves all items to a specific container (bpid), at a certain index in an open window  
**openbeltitem** - opens the item located in your belt slot, in a new window  
**openbpitem** - opens your backpack in a new window  
**openitem {itemid} {index} {window}** - (read the hotkey wizard for more info)  
**openitemnew {itemid} {index} {window}** - same as ‘openitem’ but the item will be opened in a new window  
**opengrounditem {itemid}** - if there’s an item 1 square around you with a certain id this will open that item  
**opengroundxyz {x} {y} {z}** - opens a certain item on a specific coordinate  
**reachgrounditem {itemid}** - walks up to a certain item that is currently on your screen  
**refillammo** - refills any item in your left hand, right hand or belt slot  
**sellitems {itemid} {amount}** - sells a specific amount of a certain item to an NPC  
**sellitemsdownto {itemid} {amount} {itemvariable}** - sells a specific amount of a certain item to an NPC down to a certain total desired amount depending on how many you already have  
**stake {distance} {itemid}** - will look for reachable stakeable corpses within a certain distance, and skin them  
**skin {distance} {itemid}** - will look for reachable skinnable corpses within a certain distance, and skin them  
**swapequip {text} {text}** - swaps an item from one inventory slot to another  
**unequip {text} {window}** - unequips an item from one of your inventory slots and puts it into a specific backpack  
**useoncreature {itemid} {creature}** - uses an item with a certain id on a creature  
**useitem {useitem}** - uses an item with a certain id  
**usegrounditem {itemid}** - uses a certain item on the ground that’s within 1 squares range  
**usegroundxyz {x} {y} {z}** - uses the item that is currently on x y z  
**useongrounditem {itemid} {itemid}** - uses an item from your inventory on a ground item that’s within 1 squares range  
**useoninventoryitem {itemidtouse} {itemidtouseon}** - uses an item from your inventory on your own inventory  
**repeatuseongroundxyz {itemid} {itemidonground} {x} {y} {z}**- repeats using a certain item from your inventory on an item on x y z until the item on ground no longer can be found  
**useongroundxyz {itemid} {x} {y} {z}** - use a certain item frmo your inventory on the item that is on a certain x y z location  
**useitemsonground {sx} {sy} {sz} {dx} {dy} {dz} -** uses the topmost item of a source tile onto the topmost item of a destination tile.

**Restoration**

**autoheal** - will force the bot to heal yourself if your hp is below 95%  
**healparalysis {text}** heals your paralysis with a certain spell  
**health {hp%} {creature}** - uses a light health potion on a creature when it’s hp is below a certain percentage  
**shealth {hp%} {creature}** - uses a strnog health potion on a creature when it’s hp is below a certain percentage  
**ghealth {hp%} {creature}** - uses a great health potion on a creature when it’s hp is below a certain percentage  
**uhealth {hp%} {creature}** - uses a ultimate health potion on a creature when it’s hp is below a certain percentage  
**gshealth {hp%} {creature}** - uses a great spirit potion on a creature when it’s hp is below a certain percentage  
**ihpc {hp%} {creature}** - uses a ih rune on a creature when it’s hp is below a certain percentage  
**mana {creature}** - uses a light mana potion on a creature  
**smana {creature}** - uses a strong mana potion on a creature  
**gmana {creature}** - uses a great mana potion on a creature  
**gsmana {creature}** - uses a great spirit potion on a creature  
**manashield** - casts ‘utamo vita’ if you not already have mana shield activated or your mana is sufficient  
**refillmana {mp} {distance}** - will try to mana your friends (if they’re connected to a nav server)  
**refillhealth {hp} {distance}** - will try to heal your friends (if they have look info)  
**sio {hp%} {creature}** - casts ‘exura sio’ on a creature when his hp is below a certain percentage  
**uh {creature}** - will heal a creature with a uh rune, if his hp percentage is below 95%  
**uhpc {hp%} {creature}** - uses a uh rune on a creature whose hp is below a certain percentage

**Cavebot**

**changestance {monstername} {stancetype} {settingnumber} {monstercount}** - will change the stance of a monster choosen on targeting  
**countitems {itemid}** - will count how many items of a certain item, you’ve got  
**countitemsvisible {itemid}** - will count how many visible items, you’ve got of a certain itemcountolditems  
**countolditems {itemid} {timems} {itemname}** - will serverside count the desired item if no “using one of xxx itemname” has occurent in the last timems milliseconds.  
**collectitems {backpack} {itemid1} {itemid2} {itemid3}** - picks up the listed items from squares all around you to the target backpack.  
**dropitems {itemid1} {itemid2} {itemid3}…** - will drop all listed items on the ground  
**dropitemsxyz {x} {y} {z} {itemid1} {itemid2} {itemid3}…** - will drop all listed itemons on the ground on a specific x y z position  
**dropitemsxyzamount {x} {y} {z} {itemid} {amount}** - drops a certain amount of an item onto a tile  
**goinvisible** - casts ‘utana vid’ if you are not currently invisible  
**gotolabel {labelname}** - continues following [waypoints](http://www.elfbotdepo.com/waypoints/) at the waypoint for which you have set a specific label  
**pickupitems {backpack}** - will pick up all items on the title you’re currently standing on and move them to an open container window  
**pickupitemsamount {itemid} {amount} {backpack}** - picks up a certain amount of an item that is on the same tile as you.  
**skip** - will skip to the next waypoint  
**stackitems** - will stack all countable items that are split accross piles of less than 100 together  
**wait {timems}** - will wait a certain interval before executing the next command

**Settings**

**loadcavebot {scriptname}** - loads a cavebot script. The file must be on your *scripts* folder.  
**loadtargeting {scriptname}** - loads a targeting script. The file must be on your *scripts* folder.  
**loadsetting {settingname}** - loads a setting. The file must be on your *elfsettings* folder.  
**loadscript {scriptname.elfs}** - loads a script in text form. The file must be on your *elfsettings* folder.  
**setalarm {alarmname} {S state} {P state} {X state}** - let you enable/disable an alarm  
**setautocombo {on/off/toggle}** - enable/disable autocombo  
**setcavebot {on/off/toggle}** - enable/disable follow [waypoints](http://www.elfbotdepo.com/waypoints/)  
**settargeting {on/off/toggle}** - enable/disable targeting  
**settradeoptions {bpmode} {capmode} {equipmode}** - changes the option on trade mode, for more information check the releases thread  
**setfollowwaypoints {on/off/toggle}** - enable/disable follow [waypoints](http://www.elfbotdepo.com/waypoints/)  
**setopennextbp {on/off/toggle}** - enable/disable set open next bp  
**setoutfit {playername} {outfitid}** - dresses someone with a specified outfit. It will dress your self if you don’t specify the playername  
**setitemoutfit {playername} {itemid}** - dresses someone with a specified [item id](http://www.elfbotdepo.com/item-ids/), like chameleon  
**setoutfitcolor {playername} {headcolor} {primary} {secondary} {detail} {addon}** - dresses someone with your desired outfit colors/addons  
**setrelation {playername} {relation} {priority}** - lets you flag players in realtime as a sub/enemy/friend, according to conditions that you impose

**Loopings**  
**foreach {listtype} $varname {action}** - will itinerate trough a list type and make a desired action  
**while {condition} {action}** - will execute an action while the conditions are satisfied  
**loop {amountoftimes} {action}** - will execute an action x amount of times

**Conditions**  
Cavebot Related  
**islocation** - will execute a certain action only if you are on the exactly location of action waypoint.  
**isnotlocation** - will execute a certain action only if you are not on the exactly location of action waypoint.  
**isdistance {x}** - will execute a certain action only if you are x sqms close to the action waypoint  
**isnotdistance {x}** - will execute a certain action only if you are not x sqms close to the action waypoint  
**isposz {posz}** - will execute a certain action only if you are on the specified posz

Alert Related  
**ifdefaultmessage** - will execute a certain action only if you recieved a default message within last 2 seconds  
**ifplayerattacking** - will execute a certain action only if a player attacked you within last 2 seconds  
**ifprivatemessage** - will execute a certain action only if you recieved a private message within last 2 seconds  
**ifgm** - will execute a certain action only if a GM is detected around you  
**ifnogm** - will execute a certain action only if a GM is not detected around you  
**ifplayeronscreen** - will execute a certain action only if a player is detected around you  
**ifnoplayeronscreen** - will execute a certain action only if a player is not detected around you

Misc Related  
**countlower {amount}** - will execute a certain action only if the last item counted is lower than a certain amount  
**counthigher {amount}** - will execute a certain action only if the last item counted is higher than a certain amount  
**caplower {num}** - will execute a certain action only if your capacity is lower than a certain amount  
**caphigher {num}** - will execute a certain action only if your capacity is higher than a certain amount  
**ifdrunk** - will execute a certain action only if you are currently with drunk status  
**ifhasted** - will execute a certain action only if you are currently with haste status  
**ifnothasted** - will execute a certain action only if you are not currently with haste status  
**ifmanashielded** - will execute a certain action only if you are currently with mana shield status  
**ifnotmanashielded** - will execute a certain action only if you are not currently with mana shield status  
**ifpoisoned** - will execute a certain action only if you are currently with poison status  
**ifparalyzed** - will execute a certain action only if you are currently with paralyze status  
**ifnotparalyzed** - will execute a certain action only if you are not currently with paralyze status  
**isattackedname {creaturename}** - will execute a certain action only if the monster you are currently attacking has the specified name  
**isonscreen {creaturename}** - will execute a certain action only if there is a creature with the specified name on your screen  
**isnotonscreen {creaturename}** - will execute a certain action only if there is not a creature with the specified name on your screen  
**istargeting** - will execute a certain action only if the targeting is currently targeting a monster  
**isnottargeting** - will execute a certain action only if the targeting is not currently targeting a monster  
**istargetname {creaturename}** - will execute a certain action only if the targeting is currently targeting with a monster with the specified name  
**hplower {num}** - will execute a certain action only if you are with hp lower than the specified number  
**hphigher {num}** - will execute a certain action only if you are with hp higher than the specified number  
**hpmissinglower {num}** - will execute a certain action only if you are with missing hp lower than the specified number  
**hpmissinghigher {num}** - will execute a certain action only if you are with missing hp higher than the specified number  
**mplower {num}** - will execute a certain action only if you are with mp lower than the specified number  
**mphigher {num}** - will execute a certain action only if you are with mp higher than the specified number  
**mpmissinglower {num}** - will execute a certain action only if you are with missing mp lower than the specified number  
**mpmissinghigher {num}** - will execute a certain action only if you are with missing mp higher than the specified number  
**safe** - will execute a certain action only if the healing section of the bot is not currently healing yourself  
**targethplower {num}** - will execute a certain action only if the target is with hp% lower than the specified number

Conditional expressions (To be used with variables):

**if {conditions} {action}** - will execute a certain action only if it satisfies some conditions  
**ifnot {conditions} {action}** - will execute a certain action only if it doesn’t satisfies some conditions  
**else {action}** - will execute a certain action only if the corresponding **if/ifnot** expression wasn’t satisfied