

# E3 MACRO USAGE GUIDE

What is e3: e3 is a universal bot macro developed by Killians for use on eqemulator.com's Project EverQuest server. It has been built from the ground up to be as simple and easy to understand as possible, while allowing for the maximum amount of customization and usability. e3 is a multiclass macro designed to both automate play on "bot" characters, as well as assist players on mains with functions like Life Support and Auto Buff.

It was designed to work with Max Level raid accounts. Some features may not function correctly at lower levels.

## [CREDITS](#)

**WARNING: I AM NOT RESPONSIBLE FOR ANY ISSUES OR MALFUNCTIONS. ALWAYS BACKUP YOUR STUFF**

**SAVE A DROGMOR - RUN A BARD!**

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- [\\*Additional Features - Not yet in this guide \( TO DO LIST\)](#)

# GETTING STARTED

## BEFORE YOU DOWNLOAD - CORRECT CLIENT

This version of the macro is designed for the ROF2 client  
ROF is the current supported client on the PEQTGC server.  
If you are using titanium, SOD, SOF, UF, ROF -

**EQEMU ROF2 DOWNLOAD** - <https://tinyurl.com/yx2pxrqt>

**Points to :** [http://wiki.ezserver.online/dl/everquest\\_rof2\\_download.zip](http://wiki.ezserver.online/dl/everquest_rof2_download.zip)

I do not provide this client nor do I claim any ownership of any of the material in this document

I am only linking to EZservers wiki's client download.

I will not address usage of older client versions. Near the VERY end there is a link to OLD E3 versions for those who refuse or can't upgrade clients.

**IF YOU JUST DOWNLOADED IT:**

**MAKE SURE YOU ROF2 CLIENT IS NOT MARKED AS READ ONLY.  
CHECK THE ENTIRE FOLDER AND FILES INSIDE OF IT.**

**<For PEQ users> After downloadin ROF2 client::** **Fix Zones**

<http://tinyurl.com/peq-missing-files> <- Fix zone files

**<For PEQ users> After downloadin ROF2 client::** **Fix Spells**

[http://edit.projecteq.net/spells\\_us.txt](http://edit.projecteq.net/spells_us.txt) <-Offical Spell File

**\*There is an issue with this file no Sounds or animations\***

Open file (Spell # are on the left (in order)

Delete every line LARGER THAN 45000 ( Keep 0-45000, Delete 45000+)

Make a shortcut to your eqgame.exe file

C:\Games\ROF2\eqgame.exe patchme -h /login:Username

(if you have spaces you'll need to use " like it does when it makes the shortcut )

## WHAT TO DOWNLOAD

THIS IS TO GET THE NEWEST MQ2 RELEASE-

MAKE SURE YOU GET THE GITHUB E3 UPDATES (from github)

**MQ2+E3+BUGFIXES 12-22-2020 - DOWNLOAD LINK:** [HERE](#) e3\_ROF2\_20201222.zip

<https://drive.google.com/file/d/1TSaz7RYkcDLsinOHPL1y6S73uWdbBuym/view?usp=sharing>

MQ2+E3+Bugfixes up to 2018 - DOWNLOAD LINK: [HERE](#) e3\_ROF2.zip

Direct URL: <https://drive.google.com/file/d/0B4A1w5r540xFbmVTTG5oX01IR0E>

Taken from [PEQ Forum Post](#)

**^^^ Download is MQ2+ E3 7.0 - Bug Fixes through Oct 2018 (This is 2020!)**

-----Read that line right below here! -----

Make sure you grab any bug fixes since last revision. (see below - E3 UPDATES AND BUG FIXES)

-----Read that line right above here! -----

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## WHERE TO PUT FILES

### **MQ2+E3 :: E3\_ROF2.ZIP**

Extract the Download Link. E3\_ROF2.zip

For this I am going to use → c:/games

Your folder will be c:/games/E3\_ROF2

Right click on this folder and make sure it is NOT setup as read only.

Make sure you DO have c:/games/E3\_ROF2/macroquest.exe

Make sure you DO NOT have c:/games/E3\_ROF2/E3\_ROF2/macroquest.exe

- Put them somewhere with easy to type names
- Put them somewhere without spaces in the names
- Make sure they have READ AND WRITE permissions on the folder!

### **Example:**

C:/GAMES/ROF2 – CLIENT DOWNLOAD

C:/GAMES/E3\_ROF2 - MQ2+EQBCS+E3 FILES

Make sure you grab any bug fixes since last revision. (see below)

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## E3 UPDATES + BUG FIXES

### FRESH INSTALL UPDATE INSTRUCTIONS

E3 UPDATES: [cream24/Macros: e3 7.0](#) < --- e3 7.0 - Last Commit: Oct 2019 (Latest as of 12-22-2020) This is included in download above.

### **E3 Updates :: macros-master.zip**

Extract this file. Open the folders to find the actual files

Copy the files and contents and paste over the corresponding files in E3\_ROF2 folder.

**NOTE: THIS WILL WIPE ALL PREVIOUS SETTING/CONFIGURATION CHANGES. INCLUDING GENERAL SETTINGS AND LOOT SETTINGS!**

### EXISTING INSTALL WANT TO UPDATE?

IF YOU HAVE AN EXISTING INSTALL AND JUST WANT TO UPDATE E3 - GO **HERE** INSTEAD

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## WHAT DO I HAVE?

- Macroquest ( mq2) (macroquest2 is the modular version of macroquest <allows plugins>
- EQBCS.exe (I've also found it named eqbcserver.exe, eqbcs2.exe, eqbcserver2.exe )
- Plugins –Loads of them! I will go over the basics of each in another spot - [LINKHERE](#) Placeholder
- e3.mac This is the name of the script you are running that controls your bots

File Structure: After downloading the macro, you should know that everything in the file should be placed in your MQ2 Macros folder. e3, by default, is structured so that it uses 3 sub-folders within your Macros folder - e3 macro Inis, e3 Bot Inis, e3 includes.

e3 will not function without these folders, so make sure your files are set up properly and that all necessary folders are present prior to use.

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## How to Open

1. FIRST Open EQBCS.exe and Macroquest.exe (make sure both are open)
  - a. EQBCS.exe will ask for firewall permissions. Must be accepted
  - b. Macroquest.exe MOST LIKELY will have to be ran as admin.
2. THEN Open your game (MAKE SURE YOU USE THE patchme IN YOUR SHORTCUT)

### Example Shortcut

C:\Games\ROF2\eqgame.exe patchme -h /login:username

I suggest making 1 shortcut per account. ( Greatly helps when setting up autologin later)

If you have successfully completed this you will see a black MQ2 window on your screen

If you do NOT see this MQ2 window on your screen. Try running MQ2 as an admin.

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# EQBCS

## **It says I can't connect**

TYPE IN: /bccmd connect 127.0.0.1 ( your local loopback IP address)

ALTERNATIVE /bccmd connect localhost

I experienced some network lag and now noone is responding ....

EVERY CLIENT: TYPE IN : /bccmd force

## **I want to connect multiple computers together.**

Computer #1 Open EQBCS

IN GAME /bccmd connect 127.0.0.1 This will connect you.

Start -> Run-> CMD -> Press Okay -> ipconfig -> locate IPv4 address -> Keep This!

Example: 192.168.1.10

Computer #2 DO NOT open EQBCS

/bccmd connect IPv4ofcomputer#1

Example: /bccmd connect 192.168.1.10

## **I want to test if everyone is connected.**

/bcaa //say TEST

Everyone connected properly will /say TEST

**If everyone is open and everyone responded with "TEST" you have successfully completed this section!**

**If NOONE responds with "TEST" make sure eqbcs is running and allowed through firewall**

**If someone does NOT respond with "TEST" goto that account and type in /bccmd connect**

**If someone STILL does NOT respond with "TEST" restart that client.**

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# Bot Inis

**Note: make sure there are no empty lines in the bot ini file. Empty lines can stop buffs from auto-casting.**

Bot Inis: This is one of the folders you need to have in your Macros folder in order for e3 to function properly. You'll see a lot of references to Bot Inis in this guide. If you don't know what a Bot Ini is, think of them as a notepad documents that act like a control panel for your bots. They are located in your e3 Bot Inis folder (contained within your Macros folder). Each bot that runs the e3 macro (/Mac e3) will have a bot ini created automatically for it.

What Are Bot Inis?: Bot Ini files are automatically created by the e3 macro the first time you run it on each character. They go into a folder called (aptly) e3 Bot Inis, which should be located in your Macros folder. Not only are Bot Inis automatically created when you first run the macro, but e3 automatically detects what class each bot is and assigns them the proper blank bot ini tailored to their class. (For Example; Druids can Heal, Nuke, Buff, AND DoT, so they will already have all those settings in the Bot Ini when it is created.)

Just remember to always SAVE YOUR CHANGES, and then RESTART THE MACRO (/Mac e3) in order for your modifications to take effect.

Modifying Bot Inis: By making (and saving) changes to your Bot Inis, you can save your macro settings for each character. It is a good idea to have all of the Bot Inis open for the bots you wish to set up as you work your way through this Guide. (File names include Server Name-Bot name) For example: Killians\_PEQTGC.ini

SAMPLES: ARE LOCATED IN YOUR CURRENT BOT INI FILE

ONLINE SAMPLES: [Macros/e3 Bot Inis at master · cream24/Macros · GitHub](#)

ALSO SEE: [Customize your Bot's Role - Advanced Settings.ini](#)

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## BOT INI - SAMPLES WITH CLASSES

### **BARDS**

[Barrymanilow - BARD](#)  
[Bonham - BARD](#)  
[Lane - BARD](#)  
[Orbison - BARD](#)  
[Redhotchili - BARD](#)  
[Seger - BARD](#)  
[Skinf - BARD](#)  
[Soundgarden - BARD](#)  
[Stefani - BARD](#)

### **CLERICS**

[Bushmills - CLERIC](#)  
[Clasper - CLERIC](#)  
[Deodorant - CLERIC](#)  
[Drzoidberg - CLERIC](#)  
[Jameson - CLERIC](#)  
[Mammary - CLERIC](#)  
[Newskin - CLERIC](#)  
[Ointment - CLERIC](#)  
[Peachy - CLERIC](#)

### **ENCHANTERS**

[Balron - ENCHANTER](#)  
[Barwench - ENCHANTER](#)

### **ROGUES**

[Bowsey - ROGUE](#)  
[Buttfloss - ROGUE](#)  
[Detras - ROGUE](#)  
[Flatulence - ROGUE](#)  
[Hungover - ROGUE](#)  
[Taxes - ROGUE](#)

### **MAGICIANS**

[Boxsters - MAGICIAN](#)  
[Kalortpor - MAGICIAN](#)  
[Muddy - MAGICIAN](#)  
[Pontoon - MAGICIAN](#)

### **SHADOWKNIGHT**

NEED TO UPLOAD

### **DRUIDS**

[Caryelwes - DRUID](#)  
[Tuica - DRUID](#)

### **MONKS**

[Chipmonk - MONK](#)  
[Ditherdown - MONK](#)  
[Litter - MONK](#)  
[Udders - MONK](#)

### **BERSERKERS**

[Clancybrown - BERSERKER](#)  
[Cleavage - BERSERKER](#)  
[Magners - BERSERKER](#)  
[Tepes - BERSERKER](#)

### **WIZARDS**

[Coprolite - WIZARD](#)  
[Electricfence - WIZARD](#)  
[Fondle - WIZARD](#)  
[Nippy - WIZARD](#)  
[Nurple - WIZARD](#)  
[Odor - WIZARD](#)  
[Zorak - WIZARD](#)

### **SHAMANS**

[Craic - SHAMAN](#)  
[Cremora - SHAMAN](#)

### **RANGERS**

[Lawndart - RANGER](#)  
[Nramember - RANGER](#)

### **BEASTLORDS**

[Lube - BEASTLORD](#)

### **NECROMANCERS**

[Marmot - NECROMANCER](#)

### **PALADINS**

[Spaceghost - PALADIN](#)

### **WARRIORS**

[Bosom - WARRIOR](#)  
[Creamo - WARRIOR](#)  
[Lush - WARRIOR](#)

Notes: Creamo **does NOT** have a Shadowknights sample in his Sample list.

I'll post my Shadowknight INI file when time permits. - Barbatos

## Macro Inis

Macro Inis: This is the other folder you need to have in your Macros folder in order for e3 to function properly. The Macro Ini folder contains files like e3 Settings.ini, e3 FunctionsByClass, and other core macro-related files, along with . Initially, you probably won't need to mess with much of anything in Macro Inis (e3's default settings are fairly well set up already). However, once you familiarize yourself with e3 and the Bot Ini functions, you may want to explore Macro Inis.

What's in the Macro Inis folder?: Inside the Macro Inis folder are a number of files you can edit which will control more base-level functions of the e3 macro. This is basically the "control panel" for the rest of the macro functions that are not in the individual Bot Inis. Inside Macro Inis you'll find:

- General Settings.ini (This is the file you can edit to set up Auto-Destroy Lists, Auto-Assist toggles, Wait4Rez, and more)
- Advanced Settings.ini (This file is where you set your bot's priorities. For instance, wanting to switch your druids to make nukes/dots priority over healing)
- Spell Aliases.ini (This file is where you can set up short-commands to cast certain spells.
- Loot Settings.ini (This file contains which items to loot or skip when you enable Auto Loot)
- Saved Groups.ini (This file contains saved group settings from /savegroup NAME)
- Saved Routes.ini (This file contains saved run routes used by Smoothmoves inc)
- Tribute Settings.ini (This file contains list of zone you can modify to have auto tribute on or off)
- Doors.ini (This file contains information for use of /clickit feature)

How Do I Add My Own Spell Alias?: To add a Spell Alias to the Spell\_Alias.ini file, simply add a line under the appropriate Class, enter whatever you want your command line to be, an equals sign, and the name of the spell you want to cast with that short-command.) The format is spellalias=spell name  
EXAMPLE SPELL ALIAS: Let's say you wanted to have your cleric cast the Spell: Center every time you said the phrase CTR. You would open your Spell\_Aliases file (in Macro Inis) and add a line under [Cleric] that read: CTR=Center

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# /Only and /Not

**/Only and /Not:** There are times when you may want to issue commands to multiple bots, but not to ALL bots (For example, wanting to have ONLY your healers stop, or having everyone EXCEPT your monk(s) follow your tank). There are multiple tags (or suffixes) that will function with any command in e3:

**/Only|VARIABLE** (Only the VARIABLE selected will obey the issued command.)

**EXAMPLE:** */Staunch /Only|Healers*

*will cause only your healing classes to use their Staunch Recovery Veteran AA.)*

**/Not|VARIABLE** (All bots except for the VARIABLE selected will perform a given command.)

**EXAMPLE:** */Follow /Not|MNK*

*will cause all bots who are not Monks to follow you.)*

**VARIABLES:** There are many variables that /Only and /Not will recognize. In fact, multiple variables can even be used by simply separating them with a space.

**Class Abbreviations.** (WAR,BRD,etc...)

e3 will recognize any of the three-letter class abbreviations as a variable.

**WAR SHD PAL BRD CLR DRU BST MNK ROG SHM RNG BER MAG ENC NEC WIZ**

**EXAMPLE:** */FollowOn /Only|CLR DRU*

*Will cause only clerics and druids to follow you.*

**Character Names.** (Soandoso, Killians, etc...) e3 will recognize any of **your bot's names** (who are also running the macro) as a variable.

**EXAMPLE:** */Stop /Only|Soandoso*

*(Will make only Soandoso stop.)*

**General Class Functions.** e3 will recognize any of theSix following general class types as VARIABLE:

**Tanks, Priests, Healers, Hybrids, Knights, Melee, Casters, and Ranged.**

**\*note that the plural is important here.**

**EXAMPLE:** */Intensity /Not|Tanks*

*(Will make all bots EXCEPT those set as tanks activate their Intensity of the Resolute Veteran AA.)*

**General Armor Types.** e3 will recognize any of the following armor types as VARIABLE:

**Silk, Cloth, Leather, Chain, Plate**

**EXAMPLE:** */findslot Feet /only|Silk*

*(Will show me what my Silk wearers have on their feet*

**Grouping Types.** e3 will recognize any of the following grouping types as VARIABLE:

**Group, Raid, Zone, Leaders**

**EXAMPLE:** */lesson /only|Group    Only My Group will use Lesson*

*/clickit /only|Raid        Only my current raid will use clickit*

**Multiple Variables.** e3 will recognize any combination of the above variables, provided they are separated with a space

**EXAMPLE:** */FollowOn /Only|Healers WIZ Soandoso*

*(Will make all healing classes, wizards, and characters named Soandoso follow you.)*

**INCLUDE/EXCLUDE:** You can also substitute /Include and /Exclude (or /Inc and /Exc) in any command instead of, or in addition to /Only and /Not. They function in very much the same way, but you can use them in conjunction with one another.

**EXAMPLE:**    /followon /Not|Healers /Exclude|Uberhealer1

*(Will make all bots who are not healers follow, EXCEPT those named Uberhealer1, he still will.)*

**Advanced** - Add Custom Variables to use - e3\_Uutilities.inc -> Sub check\_selectedBots

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## Basic Commands (Make yourself some hotkeys!)

E3 works with EQBC and check for 3 parameters when a command is issued.

Is the command giver in the eqbc? (U)

Is the command giver in the same zone? (Z)

Is the command giver in range ? (R)

You will see upon reading the includes files that the UZR argument can be find on pretty much all the e3 commands listed bellow. This prevents other players from making your toons throne out, evacuate, etc.

/Commands By Type: Below is a list of the /commands that function in e3. All of these commands will respond to the /Only and /Not variables.

/Commands are not case-sensitive.

**DO NOT USE WITH /bca /bcaa**

### Movement and Zoning:

/Followon (All bots will follow you)

/Followme (All bots will follow you)

/Followoff (All bots will stop following you)

/Stop (All bots will stop following you)

/StopF (Better Stop - No Response from Command) - See I'm Special Section Below

/MTT (Move To Target. All bots will move to your currently selected target.)

/Movetotarget (Move To Target. All bots will move to your currently selected target.)

/MTM (Move to Me. All bots will move to your current location.)

/MovetoMe (Move to Me. All bots will move to your current location.)

/FollowIt (All bots will follow your current target.) **E3 7.0 [Doesn't work as of Nov 2019]**

**E37.0 Fix - Type in this to fix    /noparse /alias /followit /bc Follow \${Target}**

/ClickIt (All bots will move to your location and make click door/object in front of you.)

Everyone will click THEIR OWN nearest object

E3 does not support nudity! Put on some clothes first!

HELP - CRASHING ON CLICKIT .... are you nude?    No shirt, no shoes, no clickit.

/Oclickit (OLD CLICKIE - Use this if you have issues with /clickit)

/RTZ (Run Through Zone. All bots will move to your location, face the same direction as you, and run until they zone.) - Also : /runthroughzone /runthruzone

/ConsentMe (All bots will /Consent you to drag their corpses)

/BotConsent NAME (All bots will /Consent the bot specified in NAME.)

/Evac (Attempts to cast Evac spells you have set up in the Druid and Wizard Bot Inis)

WILL NOT WORK IF NOT ALREADY MEMORIZED!

/Gate (All bots either attempt to cast the Spell: Gate, or use items with Gate effect.

## **Bufs**

### **THESE ARE FOR THE TRIGGERED ONLY BUFFS ( Group Buff=)**

/Buff (All bots with Group Buffs listed in their Bot Inis will cast those buffs on you.)

/BuffIt (All bots with Group Buffs listed in their Bot Inis cast those buffs on your target.) - Also : /buffT

/BuffGroups (All bots with Group Buffs listed in their Bot Inis will cast those buffs on all of your netbots' Group Leaders.)

/BuffPet (All bots with Group Buffs listed in their Bot Inis will cast those buffs on your target's pet.

/buffAll ( All groupleaders do a /buffme)

/giveme (Requests a buff by name from all bots)

/addalias ( Saves a spell alias )

### **Check.Drop.Dropall buffs**

/CheckBuff Buff Name (All bots report whether or not they have the specified Buff.)

/RemoveBuff Buff Name (works on the caller only, this is a default mq command)

/dropinvis - All bots will drop invis

/dropbuff Buff Name (drops a buff on all bots: e3 code)

/dropbuff all

/medon (All will med up until full)

/medon hold (All will med up and remain seated - Only standing to cast during combat)

/medoff ( All will stop trying to med)

/mana (All bots with less than Full Mana will report current % of mana)

### **AUTOMATIC Buffs Toggle**

/BuffCheck on or off - Toggles on and off the automatic buffs.

IE: /BuffCheck off OR /BuffCheck on

**Sell Also: [Bufs](#)**

**See Also: [Automatic Recast Buffs](#)**

**Sell Also: [Triggered Buffs](#)**

**Sell Also: Mass Group Buff - UNDER CONSTRUCTION**

## **Combat Assist:**

/AssistOn (All bots will Assist on your current target.)

/BackOff (All bots will Back Off a target they're currently Assisting on.)

/TauntOn and /TauntOff (Turns on/off Auto-Taunting Functions and Warrior Auto-Bellows.)

/QuickBurns (All bots will use all Disciplines and AAs set up for Quick Burn in their Bot Inis)

/LongBurns (All bots will use all Disciplines and AAs set up for Long Burn in their Bot Inis, specifically setup for longer boss fights.)

/FullBurns (All bots will use all Disciplines and AAs set up for Full Burn in their Bot Inis, specifically setup for all out BURN DPS)

/Epicburns (All bots will use Epic clickies - predefined)

/PVPon and /PVPOff (Turning this On allows your macro to target and attack PCs)

## **Combat Spells:**

/DebuffsOn /DebuffsOff (Turns on/off any Debuffs on Command you have set up in your Bot Inis)

/DoTsOn and /DoTsOff (Turns on/off any DoTs on Command you have set up in your Bot Inis)

/AEOn and /AeOff (Turns on/off any TargetAE and PBAE spells you have set up in your Bot Inis.)

/TargetAEOn and /TargetAEOff (Turns on/off any TargetAE spells you have set up in your Bot Inis.)

/PBAEOn and /PBAEOff (Turns on/off any PBAE spells you have set up in your Bot Inis.)  
/SuspendPets (All bots suspend or destroy their pets.)  
/ReturnPets (All bots return or resummon their pets.)  
/ShrinkPets (All bots will attempt to shrink their pets)

### **Group Functions:**

/SaveGroup GROUPNAME (Will save your current group, with whatever GROUPNAME you want, to be recalled any time.)  
/Group GROUPNAME (Will auto-invite members and re-form any saved GROUPNAME.)  
/ListGroup (Lists all saved Groups on your current server.)  
/DisbandAll (All bots disband from their groups and raids.  
Works in e3 6.2 but Didn't work in e3 7.0 as of 11/4/2019  
/noparse /bcaa //tar ID \${Me.ID}  
/bcaa //disband  
/bcaa //raiddisband  
/Bark Type Message Here (All bots bark the given message at your current target.)

(Displays the total number of netbots connected, and reports which are Out of Range or Not in Zone.)  
Count is your go-to command, each time you zone somewhere you will find yourself using it.  
ALSO: /Count /countbots /Botcount /rollcall

### **Veteran AAs:**

/Lesson (Lesson of the Devoted)  
/Infusion (Infusion of the Faithful)  
/Staunch (Staunch Recovery)  
/Servant (Steadfast Servant)  
/Intensity (Intensity of the Resolute)  
/Expedient (Expedient Recovery) - also: /corpses  
/Throne (Throne of Heroes)  
/Armor (Armor of Experience) - also : /aoe  
/Jester (Chaotic Jester)

### **SmoothMoves:**

/RecordRoute (Begins recording a route.)  
/StopRecording (Stops recording a route.)  
/AddDoorClick (Adds a door click to a route.)  
/AddZoneClick (Adds a zone click to a route.)  
/AddRTZ (Adds a Run Through Zone point to a route.)  
/AddBark Type Message Here (Adds an NPC bark of the specified message to a route.)  
/SaveRoute NAME (Saves the most recently recorded route under the specified NAME.)  
/ListRoutes (Lists all routes you have which begin in your current zone.)  
/Run # (Runs a saved route listed for that zone.)  
/StopRoute (Stops a route you are currently running.)

### **Class AE:**

/tell Cleric AE CR (Activates MGB Celestial Regeneration)  
/tell Druid AESOW (Activates MGB Spirit of Wood)  
/tell Druid AEFOE (Activates MGB Flight of Eagles)

### **AEFOE - Works but returns the Wrong Text when doing this**

/tell Necro AEDMF (Activates MGB Dead Man Floating)  
/tell Ranger AEAOH (Activates MGB Auspice of the Hunter)  
/tell Shaman AEAA (Activates MGB Ancestral Aid)  
/tell Beastlord AEPOS (Activates MGB Paragon of Spirit)

#### **Other:**

/BotExit (All bots, except the user, /exit)  
    /botexit /not|Group  
    /botexit /not|Raid  
    /botexit /not|Zone  
/Yes (All bots click 'Yes' on an open dialogue box.) - Also: /clickyes  
/No (All bots click 'No' on an open dialogue box.) - Also: /clickno  
/DebugOn and /DebugOff (Turns Debug Mode on/off.)  
/UpdateAliases (Updates e3 with modified Macro Aliases.)  
/FindItem Name (All bots report whether or not they have the specified item in their inventory or bank, and how many they have.) - Also /fdi  
/Findmissingitem Name (All bots report whether or not they have the specified item in their inventory or bank, and how many they have.) - Also: /fmi  
/finditemC - Find item Compact - Also: /fic  
/findslot SLOTNAME (All bots report what is in item is currently in that slot) - Also: /fds  
/reportaa - Shows how many unspent aa you currently have.  
/setaaxp - Sets current AA exp level on all bots

#### **I'm Special:**

/stopf (This makes all characters end up within 10 units of the location of the calling bot at the time he called it. **you CANNOT use this with /only or /not**)  
it does not send a message to MQ2ChatWnd, if you want visual feedback add it in your

##### **Hotkey. I.e:**

[Hotkey Stop]  
line 1: /stopf  
line 2: /echo \ar Stop

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# Abilities

ABILITIES: **\*\*IMPORTANT\*\*** Abilities are set up by modifying your bot's ini file (Located in your Bot Ini folder, within your Macros folder.) Please reference them while using this portion of the guide.

Adding Abilities: To add an Ability for your bot to do automatically, simply enter the spell name on the line that reads: Ability=

EXAMPLE ABILITIES:

Ability=Frenzy

Ability=Rage Volley

Please note that in this particular example, even though Rage Volley is a Berserker Combat Disc and not an ability, that Discs can be entered here as well if you want. (Bots will auto-trigger when they are up, the same as normal abilities.)

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## Assist Settings

Each account has an [Assist Settings] section. You can setup in different ways. I'll try to explain each of the lines

Assist Type (Melee/Ranged/Off)=Melee  
Assist Type (Melee/Ranged/Off)=Ranged  
Assist Type (Melee/Ranged/Off)=Off  
Melee Stick Point=Front  
Melee Stick Point=Behind  
Melee Distance=MaxMelee  
Melee Distance=12

### MELEE

Runs to target and swings weapons.  
Shoots arrows or throws stuff  
Doesn't swing weapon, shot arrows, or throw stuff.  
Stands in front of target  
Stands behind the target  
  
Stand exactly 12 distance from target  
-Adjust this use when you get too many bots  
Out of range or climbing onto of each other to get  
behind target -May boost dps when you define here

Taunt(On/Off)=On  
SmartTaunt(On/Off)=On

### TAUNTS

ALWAYS TAUNT WHEN READY  
TAUNT ONLY WHEN NON-Tank gets agro  
Won't auto-taunt off of WAR,SK,PAL  
Works best with Taunt=Off  
Never taunt because its just ready.  
Never taunt because a non-tank has agro.

Taunt(On/Off)=Off  
SmartTaunt=Off

### RANGED

Assist Type (Melee/Ranged/Off)=Ranged



Ranged Distance=100

Ranged will stay at Ranged Distance (100 distance ) from target ( even if it runs into npc's ) and autofire to kill the npc with ranged.

Ranged Distance=Clamp

CLAMP (V7.0) reworked rangeddistanced, new option called Clamp that will keep you between 35 and 200 range but not at a specific distance. if set to a number behavior should revert to the old ways of keeping you at that specific distance

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## Combat Mode

Combat Mode allows you to change the assist setting while in game without changing ini or reloading your macro. It will also automatically change your Swap Item Set for you to match your combat setting

**/bc combatmode off**

\*\*\*\* THIS AFFECTS ALL BOTS!!!! MAKE SURE YOU USE WITH /only| and /not|

**/bc combatmode melee**

\*\*\*\* THIS AFFECTS ALL BOTS!!!! MAKE SURE YOU USE WITH /only| and /not|

**/bc combatmode ranged**

\*\*\*\* THIS AFFECTS ALL BOTS!!!! MAKE SURE YOU USE WITH /only| and /not|

### EXAMPLE:

**/bc combatmode off /only|Casters Healers**

Makes Casters and healers stop using melee. This does not affect MQ2MELEE settings.

**/bc combatmode melee /only|RNG**

**/bc combatmode ranged /only|RNG**

Toggles between melee and ranged ONLY on rangers

This will auto change to the [Swap Items] named Melee= and Ranged=

## Heals

**HEALS:** \*\*IMPORTANT\*\* Heal Spells are set up by modifying your bot's ini file (Located in your Bot Ini folder, within your Macros folder.) Please reference them while using this portion of the guide.

**Heal Tags:** There are a couple of tags which you may want to add to your Heal Spells in your Bot Ini to further customize how your heals are cast:

/HealPct|## (Sets the percent health you want your bot to begin casting this heal spell at)

/Gem|# (Sets the spell gem # from which the heal is cast)

/CheckFor|Buff Name (This will check for whatever Buff Name you input, and will not cast this spell if it will overwrite or not stack with the one indicated.)

**Adding Heals:** To add a Heal Spell for your healer, simply enter the spell name (Can also use Item Names and AA Ability Names) on the line that reads: "Tank Heal=" and so forth

**EXAMPLE HEAL SPELLS:**

Tank Heal=Pious Light/HealPct|85/Gem|2  
Important Heal=Pious Light/HealPct|75/Gem|2  
All Heal=Pious Remedy/HealPct|60/Gem|1  
Pet Heal=Pious Remedy/HealPct|40/Gem|1

**CAN I HEAL SOMEONE ELSE BOTS AUTOMATICALLY: NO!!! READ SERVER RULES!**

[tinyurl.com/PEQ-Rules](http://tinyurl.com/PEQ-Rules)

**CAN SOMEONE ELSE REQUEST A HEAL: YES**

**\*Check that your Spell Alias.ini file. Make sure [Cleric]Heal= ( or appropriate class) matches your current used heal.  
Have them just /tell CLERICNAME heal**

**Heal Over Time (HoT):** Heal over time spells (HoTs) have separate entries in the Bot Inis. HoT spells are set up so that they can either be cast automatically (the way normal heal spells are cast) or; By manually calling for them to be cast. (Tell your healer HoT, and they will cast whatever Heal Over Time Spell is listed in their ini file)

**EXAMPLE HOT:**

Heal Over Time Spell=Holy Elixir/HealPct|85/Gem|1/CheckFor|Elixir of Healing X  
*(Will not cast if you currently have the buff: Elixir of Healing X.)*

**Heal Priority:** In the Bot Ini file for each healer you have, you can enter in the name of your main tank. (Tank=TankName) You can also set up other important bots (typically other healers, or maybe squishy DPS that like to steal agro) that you want to keep a high heal priority on. Healers will always attempt to heal the tank(s) first, if possible. You may also set them to watch multiple Tanks or Important Bots

**EXAMPLE TANK/BOT HEAL PRIORITY:**

Tank=Soandoso  
Tank=UberTank1  
Important Bot=SquishyDude1  
Important Bot=SquishyDude2

It is worth noting that setting up multiple Bots as a Tanks, WILL NOT make your bot favor one tank over the other. In the Example given, both Soandoso and UberTank1 would share heal priority, as would both SquishyDudes. ALL Tanks have the same priority to heal, and ALL Important bots likewise have a same (yet lesser) priority to heal.

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## Heal Chains

E3's Heal Chain system will automatically create a private channel in which to set up your chain as well as issue commands to it. All bots who have their Join Heal Chains line (in their Bot Ini file) set to "On" will automatically join any channel you create and add themselves into the Heal Chain.

**To set up a Heal Chain,**

type: **"Build Heal Chain NAME"**

(Only works in /bc, /shout, /gu, /g, or /rsay chat channels) where NAME is what you want the channel to be called. Once you build the Heal Chain channel, you may use the following commands (which only work in the new channel):

<b>/channel# Add Me</b>	Adds a healer to the heal chain. (This is done automatically if you have Join Heal Chains set to ON).
<b>/channel# Remove Me</b>	Removes a healer from the heal chain.
<b>/channel# Set Tanks</b>	Sets a list of tank(s) to be used in the rotation.
<b>/channel# Set Timing #s</b>	Sets the Heal Chain timing. (in # of seconds)
<b>/channel# Start Chain</b>	Starts the heal chain.
<b>/channel# Stop Chain</b>	Stops the heal chain.

You may list multiple Tanks for the heal chain. The order in which they are listed determines their priority. If the first Tank listed is dead or out of range (such as from a fling), the Heal Chain automatically moves to the next listed Tank.

#### **EXAMPLE HEAL CHAIN SETUP:**

**/bc Build Heal Chain guildraid**

(creates a chat channel named guildraid, in this example, we'll say channel Guildraid is /channel#1. All bots with ini's set to 'On' auto-join)

**/1 Set Tanks lphas,Apollo,Killians** (the chain heal cycle will always heal lphas, unless dead or out of range - in which case they switch to Apollo. If lphas comes back in range, they resume healing him first.)

**/1 Set Timing 5s** (sets the heals to cast every 5 seconds)

**/1 Start Chain** (begins the Heal Chain)

**/1 Stop Chain** (stops the Heal Chain)

ALIAS LIST: /buildchain , /tanklist, /chaintiming

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# Cures

The [Cures] section allows your bots to automatically cure your bots of many nasty things.

This section will most likely need to be worked on since I'm just going off my head when making this.

**ADDITIONAL COMMAND:** /bc Radiant Cure - Triggers Radiant Cure for All

## **The default for a new Cleric:**

## **Notes**

[Cures]

Cure=

Normal Cure Requires a Target

CureAll=

Cures for Everyone

AutoRadiant (On/Off)=Off

This is to use of RadiantCure AA with items below

RadiantCure=Fulmination/MinSick|1

These items are for use with the AutoRadiant

## **How to use these :**

Cure=Name of Good Spell/Target

SINGLE TARGET CURES

Cureall=Name of Good Spell

CURE EVERYONE

/CheckFor|Bad Spell Here

TELLS WHAT SPELL TO LOOK FOR

/Zone|Zonename

ONLY CHECKS IF IN YOU ARE THIS ZONE

/MinSick|1

HOW SICK DO I HAVE TO BE TO GET CURED

## **EXAMPLES**

### **Example with Cure**

Cure=Cure Poison/Barbatos/CheckFor|Poison

*it will cast "Cure Poison" Only when Barbatos has "Poison"*

### **Example with Cureall and Zone**

Cureall=Pure Blood/CheckFor|Ancient Breath/Zone|templeveeshan

*This will cast Pure Blood when anyone has Ancient Breath debuff.*

*but ONLY checks for this while I am in Temple of Veeshan*

### **Example with Radiant Cure**

AutoRadiant (On/Off)=On

RadiantCure=Ancient Breath/MinSick|1/Zone|templeveeshan

*Will Cast Radiant Cure anytime someone gets "Ancient Breath"*

## **FROM SAMPLE FILES:**

[Cures]

Cure=Remove Greater Curse/Bushmills/CheckFor|Wanton Destruction

Cure=Remove Greater Curse/Lush/CheckFor|Wanton Destruction

CureAll=Remove Greater Curse/CheckFor|Wanton Destruction

AutoRadiant (On/Off)=On

RadiantCure=Gaze of Anguish/MinSick|1/Zone|anguish

RadiantCure=Chains of Anguish/MinSick|1/Zone|anguish

RadiantCure=Feedback Dispersion/MinSick|1/Zone|anguish

RadiantCure=Wanton Destruction/MinSick|1/Zone|anguish,txevu

RadiantCure=Fulmination/MinSick|1/Zone|txevu

# Bufs

**BUFFS:** \*\*IMPORTANT Buffs are set up by modifying your bot's ini file (Located in your Bot Ini folder, within your Macros folder). Also, if you wish you include an item which is a clicky effect off of an item, simply enter the name of the item as the buff name (Your bot will equip the item if need be, cast the buff, and swap back to their original item automatically.)

**Buff Tags:** There are a few tags which you may want to add to the Buffs in your Bot Ini to further customize how they are cast.

/Gem|# (Sets the spell gem # from which the nuke is cast.)

/MinMana|## (Sets the percent mana your bot will stop casting, or not cast at all, this buff.)

/Reagent|ItemName (Will set up a Buff that requires a reagent to cast, if applicable

**- REQUIRED for Buffs which require reagents!**

/Checkfor|Buff Name (This will check for whatever Buff Name you input, and will not cast this spell if it will overwrite or not stack with the one indicated.)

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## Automatic Recast Buffs

<b>Instant Buff=</b>	Must be 0.1 seconds or faster! Casts while walking
<b>Self Buff=</b>	Automatic group or single. You are the target
<b>Bot Buff=</b>	Automatic group or single. Must include a target
<b>Combat Buff=</b>	Automatic Group or single. Must include a target. Casts in combat
<b>Proc Buff=</b>	Automatic Casts in combat. Targets are set by class. Casts in Combat

Pull from Github 10-25-2019 : Resolved Issue combat Buff was needed to trigger proc buffs

### **GROUP BUFF= IS NOT AUTOMATICALLY RECAST**

- **USE Bot Buff= for Automatic Recast Group Buffs**
- **More Info about Group Buff= in the Triggered Buffs section**

Whoever you want to actually be the CASTER of the buff would be the file you would use. You need to picture every buff from the perspective of the caster when editing ini files. If you are setting all buffs on the tank you would go to EACH class that would buff the tank and add the appropriate lines

**Instant Buffs:** These buffs will always cast, as they have no (0.0) cast time and thus can be cast on the move with no consequence. (EXAMPLES: Amulet of Necropotence, Velium Coldain Insignia Ring)

#### **EXAMPLE INSTANT BUFFS:**

Instant Buff=Amulet of Necropotence

Instant Buff=Velium Coldain Insignia Ring

**Self Buffs:** These buffs are for your self-only spells, such as self-only targetable spells, item clickys, or haste/mana potions. Your bot will attempt to keep all of these buffs up at all times, however they will delay recasting these until all of their background timers have reset.

**EXAMPLE SELF BUFFS:**

Self Buff=Brackencoat/Gem|1

Self Buff=Mask of the Forest/Gem|2

Self Buff=Irestone of Sharp Sight

**Combat Buffs:** These are buffs which you want to have recast immediately, even if in combat (EXAMPLES: Divine Intervention, Attack Buffs). These buffs will ignore pauses in the macro for being in combat (but will still pause for other reasons).

-

**EXAMPLE COMBAT BUFFS:**

Combat Buff=Divine Intervention/Gem|4/MinMana|25/Reagent|Peridot

Combat Buff=Ferine Avatar/Gem|7/MinMana|35

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## BUFF SETUP TIPS

**Figure out which spells goto which gem.**

and on EVERY spell you're casting in your INI file ... add /Gem|3 ( or whatever spell # to it.)

This will prevent most of the normal used stuff from going to the Default Gem-8.

Cleric Example ...

;Gem1 - Best Heal

;Gem2 - HP Buff / Self Armor

;Gem3 - Mark

;Gem4 - Yaulp

;Gem5 - Best PBAE Spell

;Gem6 - Best HoT

;Gem7 - Rez Spell -> After AAs - Group Heal

;Gem8 - Tradable Buff slot

;Gem9 - DA/DB or Pure Blood if extra cures needed

Separate out any spells you have cast on the same gem with /MinMana values. As your mana increases you will cast the lowest mana one first. By putting gaps in the mana values on the spells from the same gem# you're much less likely to be trying to cast on all at the same time.

**Prioritize the spells** by the order in which you want them cast on your target. Lower the mana allowed to have ... generally this buff will get cast before one with higher MinMana value.

Example:

Bot Buff=Hand of Virtue/Barbatos/Gem|2/MinMana|80

Bot Buff=Blessing of Temperance/Scary/Gem|2/MinMana|93

This will cast HOV on the Tank when mana is at 80% ... but will only cast Temp on the New group when my mana is above 93%. Even though this is the same spell gem there is almost zero issue with them trying to cast at the same time

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## Triggered Buffs

**Group Buffs=** These are buffs which you want cast when requested. SINGLE OR GROUP

**Group Buffs L1=** These are called when buff-target level is 1-46. Rev. E3 7.0- Github 17th Aug 2019

**Group Buffs L47=** These are called when buff-target level is 47-61. Rev. E3 7.0- Github 17th Aug 2019

\*Low Level Buffs were added in E3 7.0 As of Aug 17th 2019.

**Don't let the name fool you. This probably should be changed to Triggered Buff.**

( I think someone made a bad choice in naming this). This is NOT automatic. The target is picked when you trigger it and HOW you trigger it.

The triggers for these lines are ::

/buffme

/buffit

/buffmypet

/tell Name buff me

/tell Name buff my pet

\* Can also be automatically triggered on rez but requires change in general settings.ini

**EXAMPLE GROUP BUFFS:**

Group Buff=Hand of Conviction/Gem|4

Group Buff L1=Blessing of Temperance/Gem|5

Group Buff L47=Blessing of Aegolism/Gem|6/CheckFor|Hand of Virtue

(Will not cast on you if you currently have the buff: Hand of Virtue)

(Bots will auto-mem the spell, if it is not already memmed, in whatever /gem|# is specified. If no gem is specified, the spell will be memmed to your 'Default Spell Gem' listed in e3 Settings.ini)

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## Beg for Buffs

**Beg for Buffs:** This section covers how to request buffs from your bots that are NOT listed elsewhere in their Bot Inis. You can always simply type /tell YOURBOT Exact Name of the Spell

**EXAMPLE:**

/tell YOURBOT Clarity - this will make your bot cast Clarity spell.

/bc Spirit of Wolf and all bots who can cast it on you will do so. You can set up group buffs in the bot's Ini, and then simply type /buff and each bot will cast every spell on their Group Buff list. (With you as the target)

You can also set up a Spell Alias (short command) to cast any spell. Many of the more common spells already have Aliases listed for them, but you can add your own as well. (See Below)

Add/Remove aliases from your SpellAliases.ini file: To add a Spell Alias to the Spell\_Alias.ini file, simply add a line under the appropriate [Class], enter whatever you want your command line to be, an equals sign, and the name of the spell you want to cast with that short-command.) The format is DesiredSpellAlias=spell name. Let's say you wanted to have your cleric bot cast the Spell: Center on you every time it heard the phrase: CTR. You would open your Spell\_Aliases file (in Macro Inis Folder) and add a line under [Cleric].



## EXAMPLE ADDED SPELL ALIAS:

[Cleric]

CTR=Center <----- (You would add in this line.) Kazad=Kazad's Mark ...and  
so on.

You can do /tell Cleric1 CTR and it will cast Center spell to you.

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## TOGGLE BUFF REQUESTS

### **Basic: No explanation needed**

/bc Toggle buffs on

/bc Toggle buffs off

/bc Toggle combat buffs on

/bc Toggle combat buffs off

### **Advanced: Creating Aliases**

If you type left the command in 1 time → Creates the new command on right to use always

#### **Style1:**

/alias /buffson /bc Toggle buffs on → Creates: /buffson

/alias /buffsoff /bc Toggle buffs off → Creates: /buffsoff

/alias /combatbuffson /bc Toggle combat buffs on → Creates: /combatbuffson

/alias /combatbuffsoff /bc Toggle combat buffs off → Creates: /combatbuffsoff

#### **Style2:**

/alias /buffs /bc Toggle buffs → Creates: /buffs

( ie:/buffs on , or /buffs off )

/alias /combatbuffs /bc Toggle combat buffs → Creates: /combatbuffs

( ie:/combatbuffs on , or /buffs off )

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## BLOCKING BUFFS

This is from the client itself

There are many other ways. If someone else wants to post one i'll include it.

1. RIGHT CLICK ON UNWANTED SPELL -- > "Add this spell to list of blocked spells" This works on your pet buffs too!

2. EQ -> Character -> Blocked Buffs OR Blocked Pet Buffs

You can block by name.

You can UNBLOCK FROM HERE

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# AURAS

E3 now automatically uses auras for you! Buy the aura, and reset macro ( /mac e3).

1. Requires buffs on ( see [TOGGLE BUFF REQUESTS](#))
2. LVL 70 aura will NOT automatically turn itself on if you still have the lvl 55 aura on.
  - a. To turn off the lvl 55 aura, you MUST use the AURA window ( NOT the buff window)
  - b. Default Hotkey ( ALT+A) think default is Shift+A Alt+A is bazaar window
  - c. EQ → Character → Auras
3. Some aura's will SPAM if you are not grouped. Simply Group up.

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# Nukes

**NUKES:**        **\*\*IMPORTANT\*\*** Nukes are set up by modifying your bot's ini file (Located in your Bot Ini folder, within your Macros folder.)    Please reference them while using this portion of the guide.  
( Nuke= has been replaced with Main= ) ( Nuke= means older documentation)

**Nuke Tag:** There are a few tags which you can add to your Nukes to further customize how your nukes are cast:

**/Gem|#** (Sets the spell gem # from which the nuke is cast.)

**/MinMana|##** (Sets the percent mana your bot will stop casting this nuke at.)

**/Delay|#S** (Sets the number of seconds your bot will delay before recasting this nuke.

**/Reagent|itemName** (Will set up a Nuke that requires a reagent)

**/Rotate** (cast the next spell in the array next. this lets you alternate mana weave/ether flame, etc. this is only necessary in the case where the listed spell has no cooldown. you dont need to /rotate to cast an item during the global cooldown)

**/noAggro** (Stop casting nukes if bot has agro)

**/noBurn** (Skips when you are using burns)

**/GoM** (Spell will only be casted if bot has the buff Gift of Mana)

**Adding Nukes:** To add a Nuke for your caster, simply enter the spell name on the line that reads: "Main=" To add additional nukes, create lines below this one and add Main=, and so on.

**EXAMPLE NUKES SETUP:**

[Nukes]

Main=White Fire/Gem|3/MinMana|30/Delay|3s

Main=Shock of Magic/Gem|4/MinMana|30/Delay|5s

Main=Ether Flame/Rotate/noAggro/GoM/Gem|1

Main=Scepter of Incantations/noAggro

**ADDITIONAL : SEE - [SPELLSETS](#)**

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# DoTs

**DOTS:** **\*\*IMPORTANT\*\*** DoTs are set up by modifying your bot's ini file (Located in your Bot Ini folder, within your Macros folder). Please reference them while using this portion of the guide.

**Types of DoTs:** There are two ways in which you can set up your DoTs:

- DoTs on Command (Be able to turn your DoTs on/off by using the /DoTsOn and /DoTsOff commands.
- DoTs on Assist (Bots will automatically try and cast these DoTs on every target they assist on, just like melee assist.)

**DoT Tags:** There are a couple of tags which you may want add to your DoTs in your Bot Ini to further customize how they are cast:

/Gem|# (Sets the spell gem # from which the DoT is cast.)

/MinMana|## (Sets the percent mana your bot will stop casting this DoT at

**Adding DoTs:** To add a DoT, simply enter the spell name on the line that reads: "DoT on Command=" To add additional DoTs, create lines below this one and add DoT on Command=, and so on.

EXAMPLE DOTS SETUP:

[Dots on Command]

Main=Swarming Death/Gem|5/MinMana|35

[Dots on Assist]

Main=Nature Walker's Scimitar

(On command, bot will cast and maintain Swarming Death on target, cast from spell gem 5, until he/she is down to 35% mana or less, and will cast the DoT Effect from Nature Walker's Scimitar on every target he/she assists on.)

**ADDITIONAL : SEE - [SPELLSETS](#)**

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# Debuffs

**Debuffs:** **\*\*IMPORTANT\*\*** Debuffs are set up by modifying your bot's ini file (Located in your Bot Ini folder, within your Macros folder). Please reference them while using this portion of the guide.

**Types of Debuffs:** There are two ways in which you can set up your Debuffs:

- Debuffs on Command (Be able to turn your Debuffs on/off by using the /DebuffsOn and /DebuffsOff commands.
- Debuffs on Assist (Bots will automatically try and cast these Debuffs on every target they assist on, just like melee assist.)

**Debuff Tags:** There are a couple of tags which you may want add to your Debuffs in your Bot Ini to further customize how they are cast:

/Gem|# (Sets the spell gem # from which the Debuff is cast.)

/MinMana|## (Sets the percent mana your bot will stop casting this Debuff at

**Adding Debuffs:** To add a Debuff, simply enter the spell name on the line that reads: "Debuff on Command=" To add additional Debuffs, create lines below this one and add Debuff on Command=, and so on.

## **EXAMPLE DEBUFFS SETUP:**

[Debuffs]

Debuff on Command=Malo/Gem|5/MinMana|35

Debuff on Assist=Balance of the Nihil/gem|7/MinMana|35

(On command, bot will cast and maintain Malo on target, cast from spell gem 5, until he/she is down to 35% mana or less, and will cast Balance of the Nihil on every target he/she assists on, from spell gem 7, also until down to 35% mana or less.)

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# All Special Class Functions

ALL SPECIAL CLASS FUNCTIONS (Numbered 1-10): Below is a list of the different Auto-Abilities that are unique to their classes:

## 1. Bard Melodies (BRD ONLY)

In order to play a bard Melody, you must first save that Melody. Instructions for doing so are as follows:

1a. Saving Melodies (BRD ONLY) To save a Melody on your bard, go to their screen and type:

/SaveMelody NAME 1 2 3 4 (Where NAME = whatever you want to call the melody and 1,2,3, and 4 are whichever gem slots you want to include in a particular melody.)

EXAMPLE:

/SaveMelody Combat 1 2 5 7 (Saves gems number 1, 2, 5, and 7 under the melody name Combat. You can have any number of different melodies saved in this way.)

1b. Playing Melodies (BRD ONLY) To have your bot play any saved melody (see above) type:

/PlayMelody NAME (Where NAME = whatever saved melody name you want to play)

EXAMPLE:

/Playmelody Combat

1c. Stopping Melodies ( BRD ONLY) - This is stop all bard from playing melody.

/PlayMelody stop

## 2. Auto-Yaulp (CLR ONLY)

In your Cleric's Bot Ini (and only in a Cleric's Bot Ini), at the very bottom underneath [Cleric] there is a line that reads: Yaulp Spell= , Simply input the name of the Yaulp spell you want your cleric bot to auto-cast. (They will attempt to keep it up at all times.)

EXAMPLE AUTO-YAULP SETUP:

[Cleric]

Yaulp Spell=Yaulp VI

## 3. Auto-Rune (ENC ONLY)

In your Enchanter's Bot Ini (and only in a Enchanter's Bot Ini), at the very bottom underneath [Enchanter] there are lines which read: AutoRune (On/Off)=

RuneSpell= Simply input the name of the Rune spell you wish you include in your Enchanter's

Auto-Rune List, and then set the AutoRune to On. RuneTarget= assigns which toon to receive the rune.

EXAMPLE AUTORUNE SETUP:

AutoRune (On/Off)=On

RuneSpell=Mayhem

RuneTarget=UberTank

**AutoRune Usage:** /runeon or /runeoff

**Rune Usage:** /addrune or /remrune

#### 4. Auto-Mez (ENC ONLY)

In your Enchanter's Bot Ini (and only in a Enchanter's Bot Ini), at the very bottom underneath [Enchanter] there are lines which read: AutoMez (On/Off)=

Mez= Simply input the name of the Mez spell you wish you include in your Enchanter's Auto-Mez List, and then set the AutoMez to On.

EXAMPLE AUTOMEZ SETUP:

AutoMez (On/Off)=On

Mez=Euphoria/MinMana|10/Gem|9

Mez=Hammer of Delusions

You may use /mezon /mezoff to turn it on/off in game.

**FIXED: IT KEEPS SPAMMING:** GET THE LEADERSHIP AA TO SHOW BUFFS ON TARGET NPC  
Press L → Inspect Buffs

#### 5. Auto-Pet Weapons (MAG ONLY)

In your Magician's Bot Ini (and only in a Magician's Bot Ini), at the very bottom underneath [Magician] there is a line that reads: Auto-Pet Weapons (On/Off)=Off. You can set the summoned pet weapon the magician will distribute when issuing the command: /dpw

EXAMPLE:

Auto-Pet Weapons (On/Off)=On

Summoned Pet Item=Blazing Stone of Demise

Summoned Pet Item=Blazing Stone of Demise

Auto-Pet Weapons=On

**Automatic** for Your pets

/dpw

**Manual Trigger** ALL nearby pets - Also: /PetWeapons

Summoned Pet Item=

Items to get summoned

(Used for both Automatic or manual Triggers)

HELP: After setting up this ...my magician is crashing when i start e3. - SEE: [Crashing on Load](#)

#### 6. Mana Dump (NEC ONLY)

In your Necromancer's Bot Ini (and only in a Necromancer's ), at the very bottom underneath [Necromancer] there is a line that reads: Mana Dump (On/Off)= Simply input On or Off in order to toggle the default use of the necro Manadump (aka Twitch) spells. Mana Dump= is the name of the spell you wish you include in your Mana dump List. By assigning the /MinMana|### tag to a spell in your mana dump list, you are preventing the macro from twitching at that percent mana or lower.(Helps prevent macro spamming). There is also the line, "Who to Mana Dump=". Adding a name and /### to

this line will tell the macro to mana dump ( when turn on) this name until he has atleast ## mana. See sample below. **Command:** /manadump

**Example Mana Dump Setup - [E3 SAMPLE - BOT INIS - Marmot](#)**

Mana Dump (On/Off)=On  
Who to Mana Dump=Clasper/50  
Who to Mana Dump=Newskin/50  
Mana Dump=Sedulous Subversion/MinMana|20/Gem|6

Mana dump's usefulness can change depending on how you prioritize it in the Advanced Settings.ini file.

SEE: [ADVANCED - Customize your Bot's Role](#)

## 7. Auto-Lifetap (NEC and SHD ONLY)

In your Necromancer's or your Shadowknight's Bot Ini (and only in a Necromancer's or Shadowknight's Bot Ini), at the very bottom underneath [Necromancer] or [Shadowknight] (respectively) there is a line that reads: Lifetap= Simply input the name of the Lifetap Spell you wish you include in your Auto-Lifetap List. By assigning the /HealPct|## tag to a spell in your Auto-Lifetap List, you are telling the macro that at that percent health or lower, to begin lifetapping.

**EXAMPLE LIFETAP SETUP:**

[Shadowknight]  
Lifetap=Touch of Innoruuk/Gem|1/HealPct|45  
Lifetap=Touch of Volatis/Gem|2/HealPct|45  
Lifetap=Drain Soul/Gem|3/HealPct|45  
(Will make the bot chain cast all listed Lifetap Spells until it is at or above 45% health.)

**Suggestion for SK:** Add the Leech Touch AA to the [\[Life Support\]](#) Section

## 8. Auto-Canni (SHM ONLY)

In your Shaman's Bot Ini (and only in a Shaman's Bot Ini), at the very bottom underneath [Shaman] there are lines which read: Canni= Simply input the name(s) of the Cannibalize spells you wish you include in your Shaman's Auto-Canni List. Then, you can assign /MinHP|## values, which will set the percent HP when your bot can cast cannibalize and /MaxMana|# which will set the percent Mana it will stop canning.

**EXAMPLE AUTO-CANNI LIST:**

[Shaman]  
Auto-Canni (On/Off)=On  
Canni=Cannibalization/MinHP|60/MaxMana|87  
Canni=Pained Memory/Gem|1/MinHP|50/MaxMana|85  
Canni=Spiritual Channeling/MinHP|60/MaxMana|10

So this Shaman's Bot Ini is set up to use the Shaman AA Ability Cannibalization (whenever it is up, and the bot is at 86% mana or below). It is also set up to chain-cast the spell Pained Memory (from spell gem slot 1, and whenever the bot is at 86% mana or below.)



## 9. Auto-Mez (Bard Version)

In your Bard's Bot Ini (and only in a Bard's Bot Ini), at the very bottom underneath [Bard] there are lines which read:AutoMez (On/Off)=Off, Mez=.

**Bard Auto-Mez currently DOES NOTHING! Please don't ask how to make it work.**

## 10. Charm (Enchanter Version)

In your Enchanter's bot.ini near the bottom under [Enchanter] define the Charm spell to be used

```
[Enchanter]  
Charm=Command of Druzzil
```

/Charmon with a mob targeted to enable; /Charmoff to disable

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# Pets

**PETS: \*\*IMPORTANT\*\*** Abilities are set up by modifying your bot's ini file (Located in your Macros folder, within your Bot Ini folder). Please reference them while using this portion of the guide.

**Pets Section of BOT INI:** There are 8 Lines in the Pets Section of your Bot's Ini:

**Pet Spell=** (Format is Pet Spell=Pet Spell Name/Gem|#/MinMana|##/Reagent|Reagent Item Name)

\*\*\*\* TO PREVENT YOUR NUDE MAGES FROM CRASHING!!!!\*\*\*\*

/Reagent|ItemName (Will set up a Buff that requires a reagent to cast, if applicable

- **REQUIRED for things that require reagents!** LIKE PETS!

**Pet Heal=** (Similar setup to your bot heals: Pet Heal=Pet Heal Name/HealPct|##/Gem|#/MinMana|##

**Pet Buff=** (Your bot will always attempt to keep pet buffs up on their pets - unless they are doing something more important. These work the same as your character buffs: Pet Buff=Pet Buff Spell)

**Pet Mend (Pct)=** (Entering ## here will set the percent health of your pet when you wish you use your AA pet heal ability)

**Pet Taunt (On/Off)=** (If you want your pet taunting or not)

**Pet Auto-Shrink (On/Off)=** (Just type on or off. If set to On, and your bot has a pet shrink spell, they will automatically shrink their pet down to minimum size)

**Pet Summon Combat (On/Off)=** (Just type on or off. If set to On, Caster will summon pet even in combat)

**Pet Buff Combat (On/Off)=** (Just type on or off. If set to On, Caster will buff pet during combat if needed)

## EXAMPLE PETS SETUP:

[Pets]

Pet Spell=Child of Water/Reagent|Malachite/Gem|6

Pet Heal=Renewal of Jerikor/HealPct|55/Gem|4

Pet Buff=Elemental Fury/Gem|8

Pet Mend (Pct)=60

Pet Taunt (On/Off)=Off

Pet Auto-Shrink (On/Off)=On

Pet Summon Combat (On/Off)=On

Pet Buff Combat (On/Off)=Off

So, to sum up what how this reads, this mage bot is set to auto-cast the pet spell Child of Water whenever it doesn't currently have a pet, from spell gem 6, using Malachite as a reagent. Auto-Shrink is on, so this bot will auto-mem Tiny Companion and shrink it down to minimum size. This bot will heal the pet with the spell Renewal of Jerikor, cast from gem 4, if the pet falls to 55% health or lower. This mage bot will also heal pet using AA pet Mend if the pet falls to 60% or lower. This bot will try and keep the pet buff Elemental Fury on its pet whenever possible.

**Mage Owners:** Some Additional Pet Information: See [5. Auto-Pet Weapons \(MAG ONLY\)](#)

**HELP:** After configuring my INI file, My Magician is crashing::

**CRASHING WHEN NUDE: READ THE BIG YELLOW SIGN ABOVE**

**CRASHING WHEN DRESSED:** SEE: [Crashing on Load](#)

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## DPS Burn

**DPS BURNS** **\*\*IMPORTANT\*\*** are set up by modifying your bot's ini file (Located in your Bot Ini folder, within your Macros folder). Please reference them while using this portion of the guide.

### TYPES OF DPS BURNS

**Quick Burn:** /QuickBurns (Bots will trigger all Quick Burn abilities listed in their Bot Inis.) For use with disc/aa timer with short reuse.

**Long Burn:** /LongBurns (Bots will trigger all Long Burn abilities listed in their Bot Inis) Recommended use for Long Boss fights.

**Full Burn:** /FullBurns (Bots will trigger all Full Burn abilities listed in their Bot Inis) All out dps, normally including Intensity of the Resolute for maximum damage.

**Epic Burn:** /EpicBurns (Bots will trigger all Epic clickies which are predefined. No INI setup needed)

**Swarm Pets:** /swarpets (Bots will trigger all Swarm Pet AAs). No INI setup needed.

### EXAMPLE BURNS:

Quick Burn=Fatestealer  
Quick Burn=Frenzied Stabbing Discipline  
Quick Burn=Kinesthetics Discipline  
Quick Burn=Deadly Precision Discipline  
Long Burn=Fatestealer  
Long Burn=Duelist Discipline  
Long Burn=Frenzied Stabbing Discipline  
Long Burn=Twisted Chance Discipline  
Full Burn=Fatestealer  
Full Burn=Intensity of the Resolute  
Full Burn=Duelist Discipline  
Full Burn=Frenzied Stabbing Discipline  
Full Burn=Twisted Chance Discipline

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## Auto-Tribute

Auto-Tribute attempts to conserve tribute points by giving users options to dynamically activate and deactivate tribute. Keyword: Tribute Autotribute

To toggle tribute on or off for all bots: /tribute "on/off"

Ex /tribute On- /bc tribute off

Ex /tribute Off - /bc tribute off

You can add a timer setting to toggle tribute for a given amount of time.

Ex **/tribute On|30m**

Ex **/tribute Off|15m.**

Tribute will automatically be deactivated when you zone

Tribute will automatically be deactivated when have been standing idle for 10 minutes or more.

To designate 'tribute zones' the command **/tributezone "On/Off"**.

Ex **/tributezone on** - **/bc set tribute zone on**

Ex **/tributezone off** - **/bc set tribute zone off**

Whenever you enter a designated 'tribute zone' - Tribute will automatically be toggled on, and stay on.

Source: v5.1 r5 Chance log

If **/tribute** isnt valid. Add it: **/alias /tribute /bc tribute**

If you just want the Tribute: [Off] at the bottom of your page to go away. **/plugin mq2hud unload.**

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## Other Ini Functions

**Other Ini Functions:** **\*\*IMPORTANT\*\*** are set up by modifying your bot's ini file (Located in your Bot Ini folder, within your Macros folder). Please reference them while using this portion of the guide.

**Swap Items:** Under Swap Items, you can create names of weapon sets you want to use.

EXAMPLE SWAP ITEM SETUP:

Ranged=Bow of the Tempest|Ranged

Melee=Ruby of Determined Assault|Ranged

NotBlunt=Discordant Dagger of Night|Mainhand/Chaotic Black Scimitar|Offhand

NotPierce=Death's Head Mace|Mainhand/Demerix the Painsipper|Offhand

Main=Discordant Dagger of Night|Mainhand/Death's Head Mace|Offhand

Once you have input your own items into the Bot Ini, you can then use the following /Commands to swap between weapon sets: **/Swap Ranged**, **/Swap Notblunt**, etc.

**Use Items:** Adding items to your Use Item list is very similar to assigning Spell Aliases. All you have to do is add whichever short command you want to set, and then which item that short command activates.

EXAMPLE USE ITEM LIST:

[Use Item]

Shrink=Bracelet of the Shadow Hive

You can then use the command: **/UseItem Shrink** (Would activate Bracelet of the Shadow Hive on the bot.)

**Life Support:** Life Support functions are either short-burst, or long cooldown heal functions set to go off in an emergency to try and save you from dying. Common types of Life Support functions are: - Heal Potions - Invulnerability Spells (Like DA) - AA Abilities (Such as a Paladin's Lay on Hands ability) - Combat Disciplines (Such as a Ranger's Weapon Shield Discipline) Life Support uses either an Item Name, Spell Name, Ability Name, or Discipline Name and the /HealPct|### tag the same as your normal heals.

EXAMPLE LIFE SUPPORT SETUP:

[Life Support]

Life Support=Lay on Hands/HealPct|10

Life Support=Nimble Discipline/HealPct|45

NOTE: Clerics will not be able to cast if they have DA/DB on. If you use DA/DB, you are MUCH more likely to CRASH if they are still trying to cast with it on.

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# LOOT SETTINGS

AutoLootsettings are handled from the e3\_ROF2/macros/e3 macros/Loot Settings.ini file.

AutoSell settings are handled from the e3\_ROF2/macros/e3 macros/Loot Settings.ini file.

AutoDestroy Type 1 settings are handled from the e3\_ROF2/macros/e3 macros/Loot Settings.ini file.

AutoDestroy Type settings are handled from the e3\_ROF2/macros/e3 macros/General Settings.ini file.

AutoBuy does not use an ini file.

AutoCombine does not use an ini file.

Each one is described below

## Auto Looting

**How To Set Up Looters:** Looters Bot ini → [Misc] Auto-Loot (On/Off)=

**Defining Loot Settings** -:General Settings.ini → [Loot]

**Toggle Loot On/Off in Game:**

/tell NAME loot on

/tell Name loot off

**Loot Settings.ini**

**On Loot,** Items are automatically added to this list. Anything not in the list that can be picked up will automatically be added with Keep.

**Examples for AutoLoot - Loot settings.ini file**

**Blue Diamond 250p(100)=Keep|100**

Keeps up to 100 blue diamonds

**Blue Diamond 250p(100)=Keep|2000**

Keeps 20 stacks of blue diamonds

**Blue Diamond 250p(100)=Skip**

Doesn't Loot Blue Diamonds, But still links

**Help - My Bots Keep Spamming 123- Item Name.** Anything NOT looted will get linked for you. You can change the default channel in General Settings.ini. If your bags are full, it will continue to link EVERYTHING. If you are in a zone with a lot of garage and are sick of it linking it, just loot and destroy it instead. (See Below)

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## Auto Selling

**How To Set Up:** Edit the Loot Settings.ini file. Just add the Sell tags to what you want to sell.

**Add Items in my bag to the Loot Settings file:** /syncInventory

**Trigger Auto Sell in Game:** Stand near a merchant. /autosell

**Examples for AutoLoot - Loot settings.ini file**

**Blue Diamond 250p(100)=Keep|200,Sell** Keeps 20 stacks of blue diamonds Sell them all

**Blue Diamond 250p(100)=Skip,Sell**Doesn't Loot, Sells all in your bag

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## Auto Destroy - (Loot/Sell)

**How To Set Up:** Edit the Loot Settings.ini file. Just add the Destroy tag.

**Trigger Auto Destroy in Game:** Use the /autosell or /autoloot

**Examples for AutoLoot - Loot settings.ini file**

**Blue Diamond 250p(100)=Destroy** Destroys all both on loot or autosell

**Blue Diamond 250p(100)=Skip,Destroy** Leaves on Corpse, Destroys on autosell

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## Auto Destroy - (Fishing/Forage/Pickpocket)

**How To Set Up:** Edit the General Settings.ini [Background] Auto-Destroy List=

**Add to Destroy list:** Have item on cursor and **/AddAutoDestroy**

**Remove from Destroy list:** Have item on cursor and **/RemoveAutoDestroy**

**Trigger Auto Destroy in Game:** Leave Item on Cursor it checks before Auto-Drop

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# AutoBuy

This will auto buy from your target ( or the nearest merchant if no target).

Example:

/autobuy "Water Flask|100"

(This will target the nearest merchant, auto buy 100 Water Flasks.)

(This will stop if inventory full, this will stop if out of money)

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# AutoCombine

**Setup :** To prevent afk tradeskilling, you must gather all your supplies and have the recipe open and selected on the window.

**Usage:** Type /autocombine

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# Tanking

This section is not complete. I was just quickly trying to put information in to help others. If you want to elaborate or reword this PLEASE DO! E3 Tanking may be completely removed or rewritten.

## E3 Tanking

Automatically calls assist on next npc in the camp for you.

**NOTE: The error message for ANYONE out of zone will create an endless loop and crash mq2!**

**Do not use this unless you are 100% sure everyone is IN zone and alive with you.**

This script has several conditions to it.

1. Must have to a tank setup.
2. Must have a puller setup. Tank CAN be PULLER
3. NPC's of certain types must be within a close range (2+)
4. Must have called assist the first time! (Prevents AFK use)
5. Once activated it stays active until all npc's meeting requirements are dead.
6. Tank and Puller will values remain. Can use this when doing multiple PBAE pulls.
7. Must have called assist EACH time you bring more npc's to camp if it was able to complete the clear.

**To Activate:**

1. /bc set tank Maintankname Puller Pullername
2. Bring npcs and /assistme

Example : /bc set tank Uglybetty Puller Barbatos

Pull group of npcs to camp ... /assistme on the first one



E3 Tanking should kick in

And automatically target the next

And until clear automatically call /bc Assist on Target /not Puller

#### To Deactivate:

The easiest way to turn off is just reset everyone **/bcaa //mac E3**

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## Peel Tank

Peel tank is a way of having your off tank (or tanks) Peel the npc's off of your healers.

**NOTE: Do not set your MAIN TANK as a PEEL TANK. Your peel tank runs over and tries to taunt off the healers. Your entire army will be running all over the place!**

While you're killing the boss and an add aggroes the healers, thePeeltank would then run over and attempt to peel them off of the healers.

**To Activate:** /tell OfftankName peeltank on \*\*\* **WORKS WITH MULTIPLE OFFTANKS**

Example : /tell TinyTank peeltank on

/tell MediumTank peeltank on

**To Deactivate:** /tell OfftankName peeltank off

/tell TinyTank peeltank off

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## AutoAssist

This automatically calls assist for you at a certain %.

1. Enable it in General Settings.ini → [Assists] → Auto-Assist (On/Off)=On
2. Enable it in the bot ini file → [Assist Settings] → Auto-Assist Engage Percent=##
3. Restart macro in game.

**Example:** Auto-Assist Engage Percent=48. When the npc I'm killing hits 48% .. I should automatically call everyone to come assist me.

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## Ports + Portto

**Port to Location** /portto ZONENAME

**EXAMPLE:** Wall of Slaughter ( WOS ) ... /portto WOS

All group leaders will /g port ZONENAME

Do not put the porter as a group leader! It wont work

Do not try to port to places you don't have spell for. It just doesn't work

Make sure you have all macros on and no one is paused

**Translocate** /tell PORTERNAME TL ZONENAME

**EXAMPLE:** my wizard (Catolyn) /tell Catolyn TL pok

**Throne of Heroes** /throne

Once per hour

Drops you at the guild lobby throne :)

Do not use while twisting songs with bardswap

Do not try to use this in combat it takes 10 seconds to cast

**Origin** /origin

You have to BUY the free AA.

This is good to get out of a potentially bad spot Quickly if you need time before throne is ready.

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## ExpGroup

Default is everyone is using ExpGroup on - Meaning they use everything.

ExpGroup off is a setting to basically allow you to Nerf your own guys so one specific group will get Experience.

It will swap Items and spells sets, and toggle the use of abilities.

When you see NoKS= this is typically the spellset or itemset it will use

### Usage:

1. Turn everyone's ExpGroup mode off - /bc ExpGroup off
2. Turn on ExpGroup mode for the Group you want XP - /bct NAME //bc ExpGroup on /only|GROUP

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## Rezzing Corpses + Wait4Rez

Rezit - Tells ALL clerics to rez your target. They will tell them "Wait4Rez" and then rez them.

Wait4Rez will automatically trigger on death. Auto consents all bots. Auto-memorize SpellSet Main. Auto-Accept Rez. Auto loot corpses after rez (all nearby even if not rezzed). If you restart macro (or was paused you will need to trigger this)

### FUNCTIONS:

/rezit - To rez your target

/wait4rez - Tells everyone to trigger wait4rez

/waitforrez - Tells everyone to trigger wait4rez

/dead - Tells everyone to trigger wait4rez

/fixcorpses - Corrects all corpse locations near you. - Also: /resetcorpses

/gathercorpses - You will pull all corpses within 100 distance to your current location.

/bct Clericname //aerez - Tells cleric to rez every corpses nearby.

/lootCorpses - Tells everyone to just loot the bodies all around them. (Even if not rezzed)

/expedient - Tells everyone use the Veteran AA Expedient Recovery

\* DO NOT USE AEREZ WHILE INVIS - Was an existing bug that would crash while invis

\*\* If you have 12+ bots - you will need to edit the AE REZ event and add a small delay after each tell the macro sends out. After you start seeing "You have been rate limited messages" (from each /tell Name wait4rez) the server will punt out the cleric if you continue to send messages while limited.

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## Guild Lobby Corpse Summon Script

This script has multiple parts.

**Setup:** Goto west OR east guild lobby, Have plat! /stop before you start this.

**Start:** /bc summon corpses - Also : /summoncorpse

SCRIPT DOES ALL OF THIS FOR YOU FOR ALL BOTS!

**Part0:** If you have a corpse, it will loot the corpse. If you have ALL gear on, it will skip summons.

**Part1:** Goto Bank, get some plat (based on level) - SKIPS IF YOU HAVE PLAT ON YOU

**Part2:** Goto Merchant and Buys a Summon Stone - SKIPS IF YOU HAVE ONE ON YOU

**Part3:** Goto Summoner and turnin stone - Corpses appears

**Part4:** Optional - Loots corpse - (Disabled by Default - Option is located in General Settings.ini)

**Part5:** Runs to center of Room in a nice group.

**NOTE:**

/split 6000 ... will take 6,000 plat ... and give an even amount to everyone in the group.

(DOES NOT WORK IN RAID SETUP)

If you keep 1k plat banked, it should give everyone in group enough for 6 corpse summons.

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## Background Functions

BACKGROUND FUNCTIONS: There are a few functions which run in the background (all of the time) with e3 of which you should be aware and understand the function of:

### Combat Timer

There is a 10 second Combat Timer running at all times. Meaning, your netbots will wait 10 seconds after being out of combat before resuming functions like self buffing. This ensures that your bots do not stop assisting to cast buffs if you are fighting multiple targets. They will still continue to Follow or Stop immediately out of Combat, and they will still cast buffs and other spells on command while paused for Combat.

## Auto-Drop

Anytime you have an item on your cursor, there is a 30 second timer before e3 will automatically drop it into the closest open inventory/bag slot. It broadcasts an emote when it does this, letting you know an item has dropped from your cursor. In the event that you have an item on your cursor and NO open inventory space in which to drop it, the macro will beep at you repeatedly, broadcast a message that it has an item on the cursor, **and end the macro**. It will \*NOT\* drop items on the ground.

## Feigned

The feigned check in e3 is set up so that any character who IS NOT a Necromancer, Shadowknight, or Monk, who is feigned death (such as from an AoE effect) will instantly stand up and continue assisting (or whatever they were doing prior to feigning). Necromancers, Shadowknights, and Monks, however, will remain feigned (so that you can use them to pull, for instance) and will display an emote letting you know that they are in Feigned Mode, and have suspended all other functions until they stand up.

## Auto-Close Spell Book

There is a 30 second default timer to close the spell book. Change the timer in general settings.ini

## Auto-Set AA Exp

Will set aa to 0% until you are 70+50% normal XP, then it will set AA xp to 100%. It will keep you from deleveling. It will also automatically make sure all your XP is going to AA's when you max out level.

If you want to manually setup AA % ... Change this setting:

General Settings.ini → [Background] → AutoSetPctAAExp (On/Off)=On

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# SmoothMoves

**SmoothMoves:** SmoothMoves is newly revamped utility in e3 Version 5. Using this feature allows you to run, record, save, and recall a custom route yourself, and then have your bots automatically run the route whenever you wish. With SmoothMoves, you can have any number of Saved Routes, and they can start and end wherever you wish. Routes can even cross zones (either by clicking or using /rtz, the Run Through Zone function). Routes can also open doors, target NPCs, and say key phrases (Either to activate NPCs, or to just /say Train, Asshole! to A Shady Swashbuckler as you sprint on past him). Once you've recorded a route, you'll never have to manually run it again except perhaps to quell the occasional flash of nostalgia.

**\*\*FAIR WARNING\*\*** SmoothMoves is intended for \*peaceful\* travel across the zones in Everquest, and is only accurate within 15 units or so on any Saved Route. DO NOT USE near treacherous terrain, potentially aggressive mobs, or extremely confined spaces (such as mazes). You have been warned!!!

**SmoothMoves Commands:** SmoothMoves has its own set of /Commands for use in e3:

/RecordRoute (Begins Recording a Route)  
/AddDoorClick (Adds a Door Click function at your current location on a Route; does not wait for zone before completing.)  
/AddZoneClick (Adds a Zone Click function at your current facing/location on a Route; will wait for zone before completing.)  
/AddRTZ (Adds a Run Through Zone function at your current facing/location on a Route.)  
/AddBark Type Message Here (Adds a command to issue bark any given chat display specified.)  
/StopRecording (Stops Recording a current Route.)  
/SaveRoute NAME (Saves the most recently recorded route with the specified NAME.)  
/ListRoutes (Lists all Routes you have saved in your current zone.)  
/Routes (Same as /ListRoutes - Lists all Routes you have saved in your current zone.)  
/RunRoute NAME (Runs a Saved Route with the specified NAME.)  
/Run NAME (Same as /RunRoute - Runs a Saved Route with a specified NAME.)  
/StopRoute (Stops running a current Route.)

**Example Use of SmoothMoves:** Below is an Example Route which will guide you step-by-step through the correct use of SmoothMoves starting at the Throne in the Guild Lobby, and ending in the Plane of Knowledge :

1. Apollo starts off at the Throne of Heroes in the Guild Lobby and types: /RecordRoute
2. He runs up to the door (as close as he can get to touching it) that zones into Plane of Knowledge and types: /AddZoneClick.
3. Then he types: /StopRecording to stop recording a Route in the Guild Lobby.
4. After stopping the Route, he must save it. This is where he gives it a NAME. Since he is going to end up in Plane of Knowledge , he decides to name the route as such by typing: /SaveRoute PoKnowledge .
5. A new route will be listed in that zone and the user may use it by entering the command /run # (Use /listroutes to show prerecorded route in that zone and use the corresponding number)

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# SpellSets

**What it is:** You can change the set of spells your guys use from one target to another.

Example: Killing trash you might want to use Fast Ice spells, but for the raid boss you would want to use Big Fire Nukes. Allows you to change what spells your casters are casting on /assistme

**Usage:** /ns NAME or /ss NAME

**Additional Command:** /LoadSpells - Allows you to load a saved spellset

**NOTE:** 6.2 and 7.0 have slightly difference commands

6.2 - Nukeset - ONLY works for nukes

7.0+ Spell Set - Works for Nukes, Dots, Rogue Poisons

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**Adding SpellSets (Nukeset):** You can also interchange spell set for certain situations. You can change this by saying /say Spellset bigfire, /g Spellset bigfire, /bc Spellset bigfire. To return to your main nukes, just type /bc Spellset Main.

**=OFF (Version 7.0+)** New feature where you can specify a spellset as OFF, e.g. to save mana on Beastlord when clearing trash with fastfire. This applies to nukes and DoTs to disable a given spellset for a given char without having to do /ss OFF /only|bst every time.

[Nukes]

Main=Bestial Empathy

Main=Ancient: Savage Ice

FastFire=OFF

**Note: Failure to find a SpellSet - KEEP previous values, does not return to a default**

1. Default is Main

2. Changed to BigCold for Raid

3. Change to BigFire for Next Raid (however BigFire= was never setup so it's blank)

4. Bots will continue to using the values from BigCold. NOT reverting to Main.

## EXAMPLE NUKESETS:

Main=Mana Weave/Rotate/noBurn/noAggro/Gem|1

Main=Ether Flame/Rotate/noAggro/GoM/Gem|2

BigFire=Ether Flame/noAggro/GoM/Gem|2

BigCold=Gelidin Comet/noAggro/Gem|2

FastFire=Spark of Fire/noAggro/Gem|3

FastCold=Spark of Ice/noAggro/Gem|3

FastMagic=Spark of Lightning/noAggro/Gem|3

LureFire=Firebane/noAggro/Gem|3

LureCold=Icebane/noAggro/Gem|3

LureMagic=Lightningbane/noAggro/Gem|3

**Also See:** [Nukes](#)

# Ifs - Custom Conditionals.

Ifs allows you to add a custom conditional to each individual nuke, dot, debuff or buff line.

If you want to have a spell only be cast when the assist target is at less than 80% health, or if it should only cast the spell when you have less than 40% aggro, then Ifs is the way to do it.

An If statement is a piece of code that will, once evaluated, result in either a TRUE or FALSE (Yes or No).

Using Ifs will allow you to have a lot more control over your spells than just calling assist and hoping they won't nuke too soon and steal aggro.

To use these Ifs, you need to add a section to each of the bot ini files that you want to use them with called [IFS].

Below that section, you can add as many entries as you want, doing a whole range of checks for you.

## EXAMPLE IFS SETUP:

```
[IFS]
70PctHealth=${Spawn[${AssistTarget}].PctHPs} < 70
80PctHealth=${Spawn[${AssistTarget}].PctHPs} < 80
90PctHealth=${Spawn[${AssistTarget}].PctHPs} < 90
```

In the example above, there are three different IFS entries, aptly named according to what their condition is, as they will result in a TRUE if the assist target has less than, respectively, 70%, 80% or 90% health.

This alone won't make any difference or change your spell casting, until you add a reference to the condition you need on for a spell, such as:

## EXAMPLE NUKES SETUP:

```
[Nukes]
Main=Spark of Ice/Ifs|70PctHealth
Main=Spark of Fire/Ifs|80PctHealth
```

In this case, when I call assist on a mob, my wizard will engage combat as normally, but when it is about to cast **Spark of Ice** it will evaluate the condition that is referenced, in this case, the 70PctHealth condition.

If the assist target has more than 70% health, it will skip casting the spell, and continue on to the next one.

Similarly, once it tries to cast the **Spark of Fire** it will evaluate the 80PctHealth condition, and cast if the criteria is met.

This adds a whole lot more control over your bots spellcasting, especially hate generation wise.

**Do note that you CANNOT have multiple /ifs on the same spell line, so if you need multiple conditionals, you need to create a new entry that contains both, separated by &&, there are no limits to how many conditions you chain together.**

#### EXAMPLE IFS SETUP:

[IFS]

90PctHealth=\${Spawn[\${AssistTarget}].PctHPs} < 90

90Health60Aggro=\${Spawn[\${AssistTarget}].PctHPs} < 90 && \${Me.PctAggro} < 60

## Inspiration

Here are a few of my own IFS that I use for various purposes.

70PctHealth=\${Spawn[\${AssistTarget}].PctHPs} < 70

80PctHealth=\${Spawn[\${AssistTarget}].PctHPs} < 80

90PctHealth=\${Spawn[\${AssistTarget}].PctHPs} < 90

60PctAggro=\${Me.PctAggro} < 60

90Health60Aggro=\${Spawn[\${AssistTarget}].PctHPs} < 90 && \${Me.PctAggro} < 60

NotRedCon=\${Spawn[\${AssistTarget}].ConColor.NotEqual[RED]}

IsFleeing=\${Spawn[\${AssistTarget}].Fleeing}

IsUndead=\${Spawn[\${AssistTarget}].Body.Name.Equal[Undead]}

IsNotUndead=\${Spawn[\${AssistTarget}].Body.Name.NotEqual[Undead]}

IsMelee=\${Select[\${Spawn[\${AssistTarget}].Class.ShortName},WAR,SHD,PAL,RNG,BER,BST,BRD,MNK,ROG]}

IsPriest=\${Select[\${Spawn[\${AssistTarget}].Class.ShortName},CLR,DRU,SHM]}

IsCaster=\${Select[\${Spawn[\${AssistTarget}].Class.ShortName},NEC,MAG,WIZ,ENC]}

HasAssist=\${Spawn[\${AssistTarget}].ID}

^^^ Is not relevant for combat spells, but rather as a workaround to combat buffs being cast repeatedly out of combat, which may not always be desired.

For additional inspiration, check the MQ2 Wiki for Spawn datatype and Character datatype.

<https://www.macroquest2.com/wiki/index.php/DataType:spawn>

<https://www.macroquest2.com/wiki/index.php/DataType:character>

**DO NOTE: We use an older version of MQ2, so you might run into situations where you see something on the wiki, that isn't accessible in the MQ2 used on PEQ.**



# ADVANCED - Customize your Bot's Role

## Prioritizing what your bot does in what order

In your e3 macro inis file, there is a file labeled **Advanced Settings.ini**

There will be a section for each class. This will determine what sections are checked for and in what order.

You can simply change the order of any section to change the order it is processed in.

### Example:

#### **Before = Default Setting**

[DRU Functions]

DRU Function#1=check\_healChain

DRU Function#2=check\_Heals

DRU Function#3=check\_Cures

DRU Function#4=check\_Burns

DRU Function#5=check\_Buffs

DRU Function#6=check\_Debuffs

DRU Function#7=check\_DoTs

DRU Function#8=check\_AE

DRU Function#9=check\_Nukes

#### **After = Druid will now Debuff, DoT, and Nuke before he tries to heal or buff anyone.**

[DRU Functions]

DRU Function#1=check\_healChain

DRU Function#2=check\_Debuffs

DRU Function#3=check\_DoTs

DRU Function#4=check\_AE

DRU Function#5=check\_Nukes

DRU Function#6=check\_Burns

DRU Function#7=check\_Heals

DRU Function#8=check\_Cures

DRU Function#9=check\_Buffs

## Adding New functions to your bots

The Bot Ini Categories are interchangeable: if you want your bot to be able to do something another one is already able to do. Example: Your wizard has a nice snare clicky. To be able to add Debuffs Section (Wizards don't come with a [Debuffs] Section in their default Bot Inis), you can copy/paste the Debuffs section into your Wizard's Bot Ini from another bot. Then make sure the wizards has the Debuff section in the "**Advanced Settings.ini**" File.

### **Wizard BOT ini file - Example**

#### **[Debuffs]**

Debuff on Command=Dagger of Entrapment/CheckFor|Atol's Spectral Shackles

**WARNING: Because of this type of change. Wizards without a [Debuffs] Section will randomly freeze up when it's time to debuff with NO error messages. If you tell them wizards will debuff, you must include the [Debuffs] section on all wizards after it's added to functions. (Right side of = can be empty but correct section needs to be present)**

### **Advanced Settings.ini - Example:**

#### **Before=Default Setting**

[WIZ Functions]

WIZ Function#1=check\_Burns

WIZ Function#2=check\_Buffs

WIZ Function#3=check\_AE

#### **After=Wizard that can debuff**

[WIZ Functions]

WIZ Function#1=check\_Burns

WIZ Function#2=check\_Buffs

WIZ Function#3=check\_AE

WIZ Function#4=check\_Nukes  
WIZ Function#5=check\_Harvest

WIZ Function#4=check\_Debuffs  
WIZ Function#5=check\_Nukes  
WIZ Function#6=check\_Harvest

**RESULTS** : My wizard can cast a mana free snare on command.

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## **UPDATING FROM OLD E3 TO NEW E3**

Update Install instructions:

- 1) backup your old e3\_rof2 folder
- 2) download [E3 LATEST UPDATES](#) package, extract
- 3) copy in only these files from your old e3  
MQ2EQBC.ini  
MQ2AutoLogin.ini  
e3 Bot Inis  
(these are optional but generally preferred)  
e3 Macro Inis\Loot Settings.ini  
e3 Macro Inis\Saved Groups.ini  
e3 Macro Inis\Tribute Settings.ini  
e3 Macro Inis\Spell Aliases.ini
- 4) log in ONE (1) character, let it do the primary update. log out
- 5) log in all of your characters
- 6) update your bot ini Nukes, Dots, and add in the other features as desire.

## **DEBUGGING**

MQ2 Window Not Shown:

Right Click on MQ2 Icon and refresh Injections. - OR - Restart Client.

Can't Connect:

Check EQBCS. See Getting Started

Someone isn't responding:

/bcaa //say Test

Is someone lagging behind:

/bcaa //say \${Time}

Is everyone running e3.mac

/noparse /bcaa //say \${Macro}

Did someone get paused

/noparse /bcaa //say \${Macro.Paused}

Resetting INI File:

Delete or Rename. /mac e3

Crashing on Load:

Clear out e3data.ini.

Remove all Characters that are not being used.

Remove all pets under your mages.

Save and Restart.

Crashing on /clickit

**PUT ON SOME CLOTHES**

One Person out of sync - GM Speed or Snail speed

Processor balancing issue.

Not covered in this guide! Ask about EQAfinity File

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## CREDITS

Killians - Original Creator of E3

Creamo - Updating and maintaining E3

Wardiveus - Updating the help file to PDF

Chance - Making this nifty file for everyone to use

Emir - Helping make grammar and corrections throughout

Everyone at PEQ - For making the server.

**THANK YOU** Anyone and EVERYONE else that has contributed!

# ADDITIONAL RESOURCES:

OLD E3 HELP (What this started as )

<http://www.projecteq.net/forums/index.php?threads/e3-readme-help-file-commands.15189/#post-74414>

OLD E3 VERSIONS

<https://code.google.com/archive/p/e3-macro-builds/downloads?page=1>

OFFICIAL E3 7.0 THREAD - PEQTGC ( Creamo)

<http://www.projecteq.net/forums/index.php?threads/e3-7-0-macroquest2-setup-updated-10-1-2018.15215/#post-74562>

COMPLETE SETUP GUIDE ( CREAMO)

<http://www.projecteq.net/forums/index.php?threads/setup-guide-how-to-play.15184/>

ADVANCED CLIENT SETUP: (Chance)

<http://www.projecteq.net/forums/index.php?threads/advanced-boxing-setup-guide.15462/>

AUTO LOGIN ( SHADOW)

<http://www.projecteq.net/forums/index.php?threads/autologin-shadows.15229/#post-76721>

MQ2 HELP GUIDE (CHANCE)

**MQ2 HELP GUIDE - NOT STARTED YET!**

*Alias and Event Location List*

E3 7.0 Alias /Events List - Chance

E3 GITHUB

<https://github.com/cream24/Macros> - E3 OFFICIAL - Creamo

<https://github.com/AaronAlc/E3> - E3 FORK - AaronALC

<https://github.com/mackal/Macros> - E3 FORK - Mackal

OTHER E3 FORKS -

<https://github.com/cream24/Macros/network/members>

E3 VIDEO TUTORIAL

<https://www.youtube.com/watch?v=dQw4w9WgXcQ> - Chance

<https://www.youtube.com/watch?v=cKc6fevLDSw> - Gloatt

# ADDITIONAL E3 FEATURES NOT YET IN GUIDE

If you want to add these go ahead!

MASS GROUP BUFFING - NOT IN GUIDE

Enchanter Charm - User Added. Need to double check everything on it.

Magician AutoCoH - NOT IN GUIDE

Cleric AEREZ - ( /tell Clericname aerez )

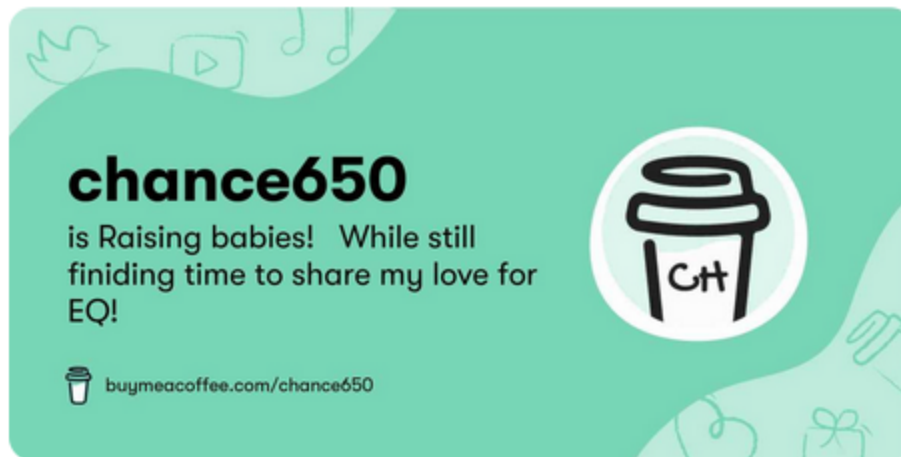
Cleric WordHeal - NOT IN GUIDE ( /bc wordheal)

# THE FEAR

The Fear: Lastly, now that you're all set up: Remember that no amount of macroing can save you from The Fear. For all its splendor, even a bot program as marvelous as e3 cannot completely shield you from the natural human temptation to hesitate; to squander a tactical advantage; or to falter at that critical moment despite having all the tools needed to triumph. Never let doubts of your success prevent you from pressing onwards. Never forget that within that weakness also dwells the potential for great victories and great strengths. Only through Fear can we truly test our mettle and strengthen our resolve..But make no mistake:The Fear can kill you. Its deathly embrace can creep up and snatch the life right out from under your nose - running you down like an hour-long DoT while you're off AFK somewhere eating BLTs and watching a James Bond Marathon on HBO...or, completely without notice, its terror can blast into you head-on, like the furious rape-horns of Kerafym. Terrible madness all around...A Word From "The Good Doctor": When faced with The Fear, just take heed of what the wise Dr. Thompson says on the subject:"I understand that Fear is my friend...but not always. Never turn your back on Fear. It should always be in front of you, like a thing that might have to be killed."

-H.S.T. (RIP)

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<https://www.buymeacoffee.com/chance650>