

THIS IS NOT A TURN ON AND FORGET SYSTEM

Instead, it is a turn on, set up, check to make sure it's working, then don't touch kind of system.

Having said that, I did try to make it as "Turn on and forget as possible" but it is miles from perfect.

There will be bugs if you do not respect how the program/'big ass script' works.

Controls:

Inset / Delete - Volume Control

Home - Manually align local. You should probably do this when you first start the program

If you don't align local it will use the previous values.

Page Up / Page Down - Nudge system. Nudge out afk cloakers/etc.

The Nudge # cannot be higher than the # of hostiles.

F12 - Debug - Gives list of all tickers in the currently scanned region. Also

places a debug screenshot in the local directory.

END - Mute / Reset

Pressing end while the alarm is blaring will turn the alarm off until the system is read as clear.

Pressing END again will reset the # of hostiles to 0 and thus arm the alarm again.

The rundown on how the program works:

The bulk of the program scans a set region for tickers. If it finds an enemy ticker, it puts it into a count which may set off an alarm. The real artwork of the program you should know about is how said region is defined.

The region is defined first by finding the words Local on your local box. If it can't, it throws an error. It then tries to find the dust soldier icon which will be the right edge of the region it scans. If it doesn't find it, then it will proceed with just the left region to the edge of your screen.

It then scans for all tickers within this region and picks the closest one to the words Local. That ticker then becomes the region it scans.

To add to it, about every 12 seconds your entire screen is scanned to make sure the word Local and the Dust Soldier are still where they are supposed to be. If it detects a change it will automatically try to adjust using the method stated earlier.

Here's a layman tutorial to setting things up.

So before you even think about starting up the exe.

1. Set your scaling to 100%. Fuck off if you whine about this. I tried to add support for other scaling but the way the game handles scaling the UI makes this impossible.
2. Don't use 100% transparency and insure your local box is not pinned (darker). You don't reallllly need to follow this but it can lead to bad readings. Especially if your local chat moves over something bright, like the sun.
3. EVERYONE must have a ticker. So in your overview settings insure anyone you may run into (including friendlies) has a ticker (box with emblem in it).

4. Turn Blink off for all tickers you use. They won't work with blink on. You can still have blinky backgrounds. Again don't fucking whine. It would take 2000 lines of code to handle bullshit blinky data and 50% of your CPU.
5. Your local chat must be standalone (not merged with another chat window, in its own box, etc)
6. Have your local "Show Compact Member List". No buts, just do it unless you want chance of failure.
7. For best results your local chat should be tall so as to maximize the number of pilots you can see in system.
8. The local chat itself can be ANYWHERE. Yep. Wherever you want. Just as long as it is fully visible and narrow (tall). The absolute best location would be on the right border of your screen extending to the bottom. But I personally keep mine on the left side between corp chat and the system info.

Now you can start the actual program. Because this program relies on tickers, there needs to be at least one other person in system with you when you set this up, friend or foe.

1. So you will come to the welcome screen, at the bottom it will show you the active EVE clients. You simply need to type in your character name, or at least something close to it, and hit enter. If you don't type anything in, it will use the name it has on file if possible.
2. The console should say ready and give you a notice. If you followed the steps above, I would follow its notice and push HOME on your keyboard. The log will then say it found Local, the corner, and the local ticker.
 - a. If you have only 3 or so people in system, it may not find the corner. This is usually fine, but you will not have protection if you accidentally resize your window.
 - b. If you are alone in system this won't work at all, sorry.
 - c. If you hear an alarm, this means one of four things.
 - i. It didn't find a ticker or corner, and failed to set the region.
 - ii. It found a ticker, but it's in another box.
 - iii. Your local box is really wide, in which case just continue if you're okay with that.
 - iv. It found a corner, but not a ticker in which case you fucked up.
3. Now press F12 on your keyboard (this will popup the help menu in EVE, sorry).
4. Look at the console and ask yourself does it make sense? If not see if something is wrong. In the directory of the .exe, there will be a file debug.png. Open that up. Those blue bars are the region that is being scanned for you should see local with a blue box, and that little DUST soldier should also have a blue box if existent.
5. If something is wrong, it should be self-explanatory at this point.
6. When it's all setup and good you must keep the window active. You can alt tab just fine, but **do not minimize the game.**

Notes of importance.

The BIGGEST concern you should have is you press HOME, no one is in local, so it sets the region to your corpmate which is obviously not right. I have no fix for this, just be aware.

The second biggest concern is you accidentally move your local window and there is no one in system. Er.... Good luck. Again just be aware and fix it ASAP.

The console may spit something at you ("Could not find local for check") when your changing systems or docking or when the screen dims. Nothing bad will happen.

If you leave your mouse over the list of people in local, it sort of flashes. This will obviously fuck things up, don't alt tab with your mouse on it. Don't do it. In hindsight this will only delay a good scan by about 10 seconds. But that's all it takes.

Probably should mention it. This thing saves your information and puts it in a file. It uses this to set the parameters for the next startup, so you don't really have to push HOME if everything is still the same.