

AutoCubing

Select Cube Type ☒ Red ☐ Black ← choose cube type

select item Others select your item category

select desire stats STR select the STR you aim for

Enter your stats value: input your desired value

AutoCubing

Select Cube Type ☒ Red ☐ Black

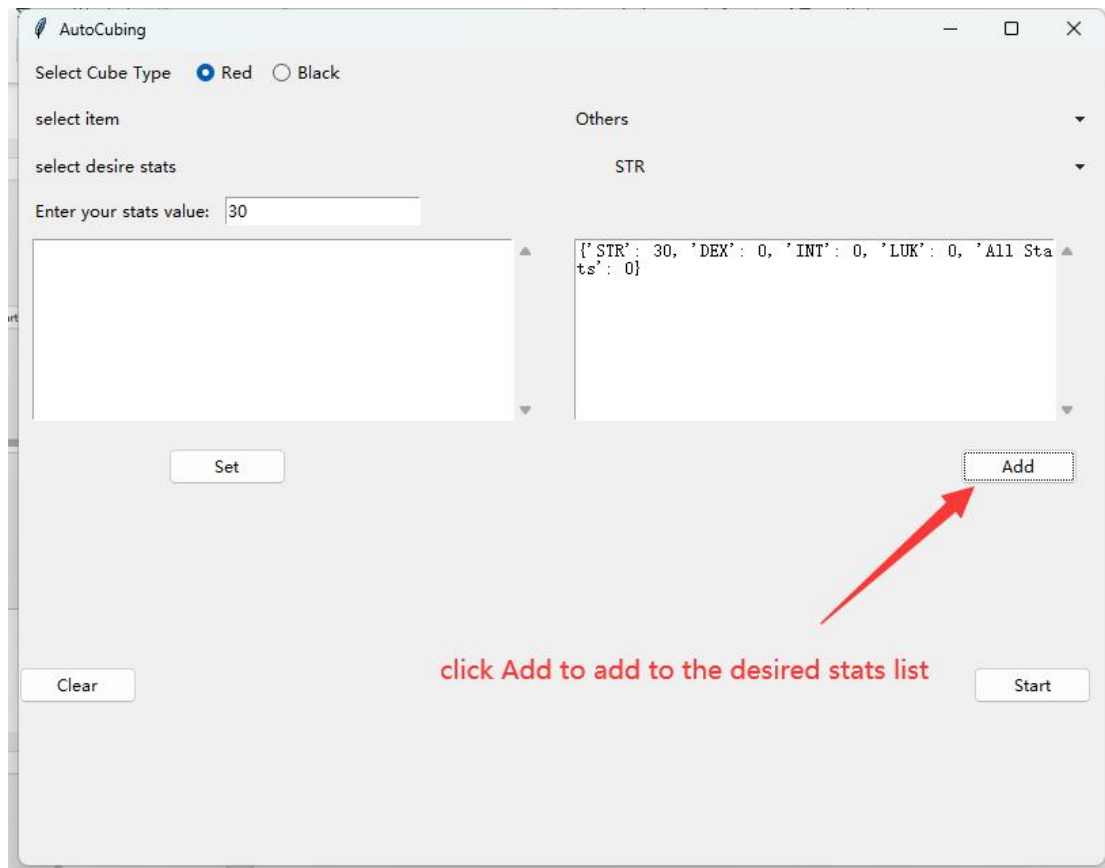
select item Others

select desire stats STR

Enter your stats value:

Your desired stats is:
{ 'STR': 30, 'DEX': 0, 'INT': 0, 'LUK': 0, 'All Stats': 0 }

← click on Set to set your desired value



Put your mouse on ONE MORE TRY and Press F12

For the Example above, the program will stop until it found such as:

STR: +12%,STR: +12%,STR: +9%,

STR: +12%,STR: +9%,STR: +9%

All Stats: +9%,STR: +9%,STR: +12%

.....

Which is greater equal to the value that you input, if your desired stats is main stats, All stats will be counted

You can set multiple desired value :

The screenshot shows the 'AutoCubing' application window. At the top, there's a title bar with a feather icon and the text 'AutoCubing'. Below the title bar, there are three radio buttons for 'Select Cube Type': 'Red' (selected), 'Black', and 'White'. Underneath, there are two dropdown menus: 'select item' with 'WeaponAndSecondary' selected, and 'select desire stats' with 'ATT' selected. A text input field labeled 'Enter your stats value:' contains the number '23'. Below this, there are two text areas. The left one displays 'Your desired stats is:' followed by a JSON object: `{ 'Magic ATT': 0, 'ATT': 23, 'Boss Monster Damage': 0 }`. The right one is empty. At the bottom, there are four buttons: 'Set' (dashed border), 'Add' (solid border), 'Clear' (solid border), and 'Start' (solid border).

AutoCubing

Select Cube Type ☒ Red ☐ Black

select item WeaponAndSecondary

select desire stats ATT

Enter your stats value: 23

Your desired stats is:
{ 'Magic ATT': 0, 'ATT': 23, 'Boss Monster Damage': 0 }

Set Add

Clear Start

AutoCubing

Select Cube Type ☒ Red ☐ Black

select item WeaponAndSecondary

select desire stats Boss Monster Damage

Enter your stats value: 3

Your desired stats is:
{ 'Magic ATT': 0, 'ATT': 23, 'Boss Monster Damage': 3 }

Set Add

Clear Start

Notice that for boss damage, 3 = 30% & 35% , 4 = 40%

You can Add multiple desired stats condition:

The screenshot shows the 'AutoCubing' application window. At the top, there are radio buttons for 'Select Cube Type' with 'Red' selected. Below this, there are two dropdown menus: 'select item' showing 'WeaponAndSecondary' and 'select desire stats' showing 'ATT'. A text input field labeled 'Enter your stats value:' contains the number '33'. Below the input field are two text areas. The left text area contains the text: 'Your desired stats is: {'Magic ATT': 0, 'ATT': 33, 'Boss Monster Damage': 0}'. The right text area contains the text: {'Magic ATT': 0, 'ATT': 23, 'Boss Monster Damage': 23}. At the bottom of the window, there are four buttons: 'Set' (dashed border), 'Add' (solid border), 'Clear' (solid border), and 'Start' (solid border).

AutoCubing

Select Cube Type ☒ Red ☐ Black

select item WeaponAndSecondary

select desire stats ATT

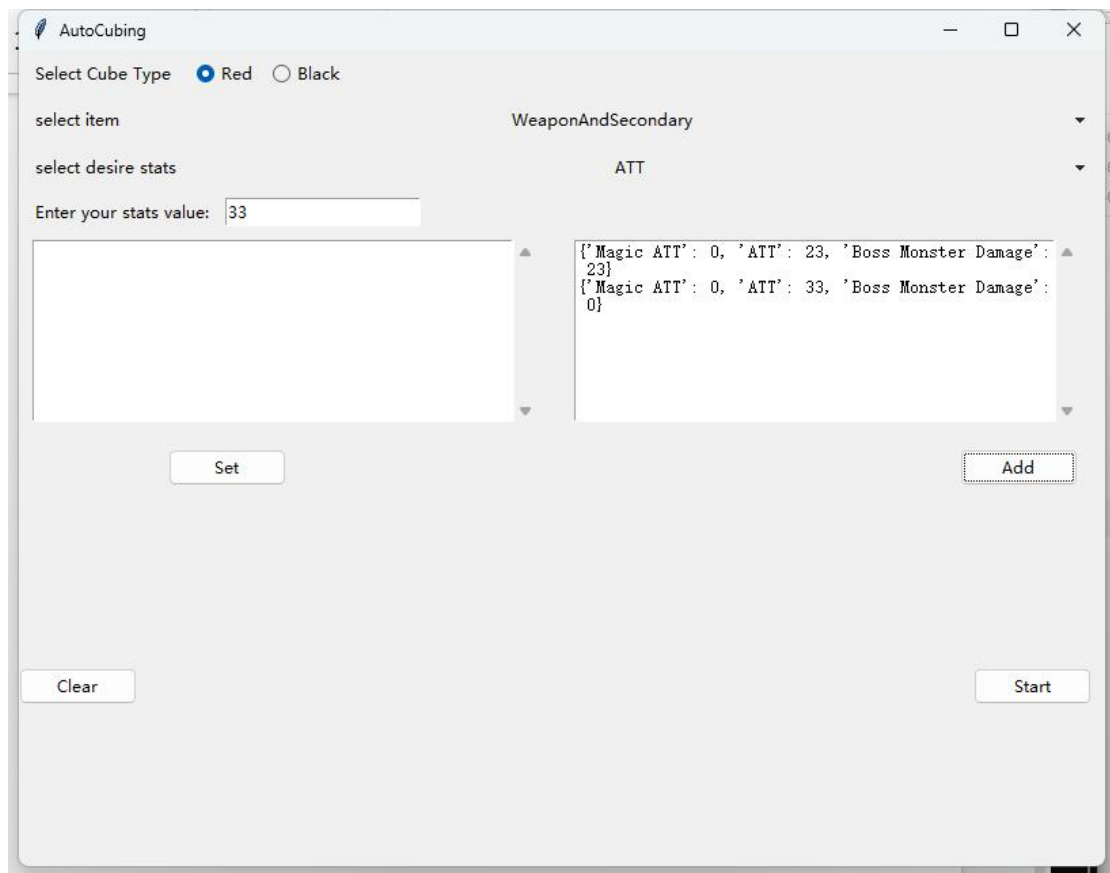
Enter your stats value: 33

Your desired stats is:
{ 'Magic ATT': 0, 'ATT': 33, 'Boss Monster Damage': 0 }

{ 'Magic ATT': 0, 'ATT': 23, 'Boss Monster Damage': 23 }

Set Add

Clear Start



The program will stop until it found any of the condition you Added