SUMMARY:

I. Settings

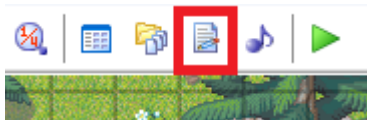**II. Controls**

III. Enemy configuration on the map

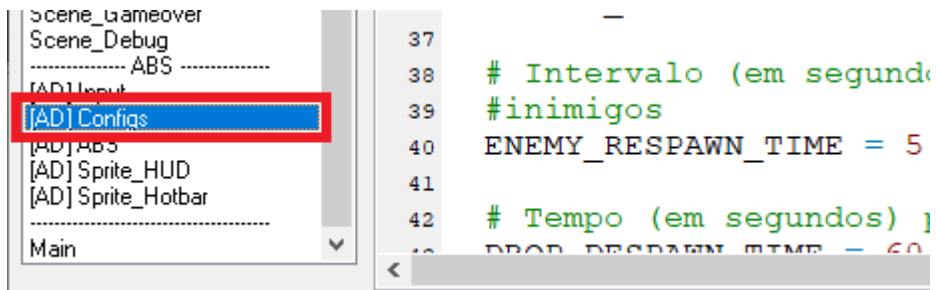**IV. Credits**

Settings

Press **F11** or click **Script Editor**:

General settings are in the script **[AD] Configs**:

In it, you can configure the attack key, intervals between the hero's attacks, ranged weapons and skills, weapon animation, time for the weapon to be used again, skills in area, among others.
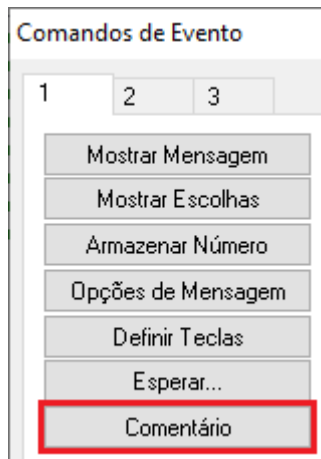
Controls

Key:	Function:
1 to 9	Shortcuts to items and skills.
S	Attack enemy.
D	Defend.
Space	Pick up items from the ground.

Enemy configuration on the map

Create an event on the map.

In Event Commands, click **Comment**:

Write **Enemy X**, where X is the enemy's ID in the Database. Example:

Create another comment and write **Behavior X**, where X is the enemy's behavior, which can be 1 or 2 (1 = run away from target, 2 = follow target). Example:

Create another comment and write **Sight X**, where X is the range (in tiles) of the enemy's sight. Example:

Create another comment and write **HateGroup [X, Z]**, where X is the enemy's hate group and Z is his rival hate group. Example:

If you don't want to create hate groups, write 0 in enemy hate group and rival hate group. Example: HateGroup [0, 0]

Create another comment and write **Aggressiveness X**, where X times ATTACK_TIME from the script [AD] Diamond ABS is the speed (in frames) of the enemy's attack. Example:

For example, by default the ATTACK_TIME is 30 frames, so when writing Aggressiveness 1 the enemy's attack speed will be 30 frames (30 x 1 = 30). The higher the Aggressiveness, the longer the interval between enemy attacks.

Create another comment and write **Speed X**, where X is the enemy's movement speed that will be executed when he is in battle, ranging from 1 to 6 (1 = very slow, 2 = very slow, 3 = slow, 4 = fast , 5 = very fast, 6 = very fast). Example:

`|<>Comentário : Speed 3`

Create another comment and write **Frequency X**, where X is the frequency of enemy movement that will be executed when in battle, ranging from 1 to 6 (1 = very low, 2 = very low, 3 = low, 4 = high , 5 = very high, 6 = very high). Example:

`|<>Comentário : Frequency 6`

Create another comment and write **Trigger X**, where X is the enemy's trigger that is executed when he dies, which goes from 0 to 3 (0 = temporarily hide, 1 = activate switch, 2 = increase variable, 3 = activate local switch) . Example:

`|<>Comentário : Trigger 0`

Credits

Valentine