

*** BASIC SETUP**

- Sit or stand within reach of forge, soulforge, trashcan, and 2 secured bags.
- 1 bag should be empty, and used for the script to store elemental weapons
- 1 bag should have resources, such as ingots or boards, runic tools, and regular tools. It is used by the script to replenish resources to craft.
- Trashcan is to throw bows that are either not exceptional or not 100% elemental, script tries to burn using imbuing for magical residue before throwing them away.
- Metal weapons that are not exceptional or 100% elemental are instead burn in the forge for ingots.



- 1) Add script to your enhanced scripting tab by:
 - Copy script to your scripts folder (located in razor install)

- in razor go to enhanced scripting tab and click add
- Navigate and add script

Enhanced Razor 0.6.62 - Entropy (Atlantic)

General Options Enhanced Filters Enhanced Toolbars Enhanced Targetting Skills Screen Shots

Help / Status Enhanced Scripting Enhanced Agents Enhanced HotKey Video Recorder DPS Meter

Filename	Status	Loop	Wait	A.S.	HotKey	KeyPass
dismount.py	Stopped	No	No	No	Space, Shift	No
shuriken.py	Stopped	No	No	No	Q, Control	No
getenemy.py	Stopped	No	No	No	Space, Cont...	Yes
unequip hands.py	Stopped	No	No	No	D1, Shift	No
ethy.py	Stopped	No	No	No	V, Control	No
mount.py	Stopped	No	No	No	X, Control	No
autoheal.py	Running	No	No	Yes	None	No
displayName.py	Stopped	No	No	No	None	No
drinkPot.py	Stopped	No	No	No	S, Control	No
stopdrinkpot.py	Stopped	No	No	No	S, Shift	No
trainpoisoning.py	Stopped	No	No	No	None	No
equipBowMortal.py	Stopped	No	No	No	D3, Control	No
equipoYumiDs.py	Stopped	No	No	No	D1, Control	No
saydot.py	Running	No	No	No	None	No
equipCompositMoving.py	Stopped	No	No	No	D4, Control	No

Script Info

File: saydot.py

☐ Loop Mode

☐ Wait before interrupt

☐ AutoStart at Login

Script Operation

Add Remove

Move Down Move Up

New Edit

Search

Name to search...

☐ Log Script Error

☒ Show Script Error Message

☐ Show Start/Stop Message

- On the screenshot below line 128 to line 141 are only comments, and provide useful ID's
- You should only need to edit the following variables:
 - a) resourceBag : Serial
 - b) shadowToolColor :Color
 - c) toolID: ID
 - d) ingotID :ID
 - e)dAxeID :ID

- f) weponsBag: Serial
- g) trash: Serial

```

128 #####
129 ###USEFUL ID'S###
130 #####
131 ##Blacksmith tool/color: 0x13E3/0x0966
132 ##Bowsmith tool/color: 0x1022/0x07DA
133 ##ingot ID: 0x1BF2
134 ##Boards ID: 0x1BD7
135 ##dAxeID : 0x0F4B
136 ##Yumi ID : 0x27A5
137 #####
138 ### MAIN VARIABLES ##
139 #####
140 #####SETUP#####
141 #####
142
143 resourceBag = 0x43F69EC3 #SERIAL bag of resources (wood, ingots, tools,etc...)
144 shadowToolColor = 0x07DA #ID magic tool (shadow hammer, oak fletchers, etc...)
145 toolColor = 0x0000 #DO NOT CHANGE
146 toolID = 0x1022 #ID regular tool (smith hammer, fletcher, etc..)
147 ingotID = 0x1BD7 #ID raw materials (wooden boards, ingots, etc...)
148 ingotColor = 0x0000 #DO NOT CHANGE
149 backpack = Player.Backpack.Serial #DO NOT CHANGE
150 dAxeID = 0x27A5 #ID of item to craft (Double axe, bow, etc..)
151 elementals = ['fire damage 100%', 'poison damage 100%', 'chaos damage 100%', 'cold damage 100%', 'cold d
152 weponsBag = 0x43F69F07 #SERIAL bag to store elemental weapons
153 trash = 0x46038FEE #SERIAL trashcan
154 #####
155

```

--> IDLE

- Most ID's and colors are offered in the comments above, all you need to do is take the ID and replace it.
- To obtain an ID and/or Serial in game: On the script window click on "Inspect Entities" and target the object in game. A window pops up with information containing itemID, Serial, and color. Simply copy the ID and/or serial and/or color and replace with the variable in game.
- ItemID's are general to an item (all items of same type have same ID). Regular tools and runic tools have the same ID's, that's why a color needs to be defined, so that the script can differentiate from both.
- Serials are UNIQUE to an item, that's why you need to set up your resource bags and trashcan as serials.

3) Click play on script window.