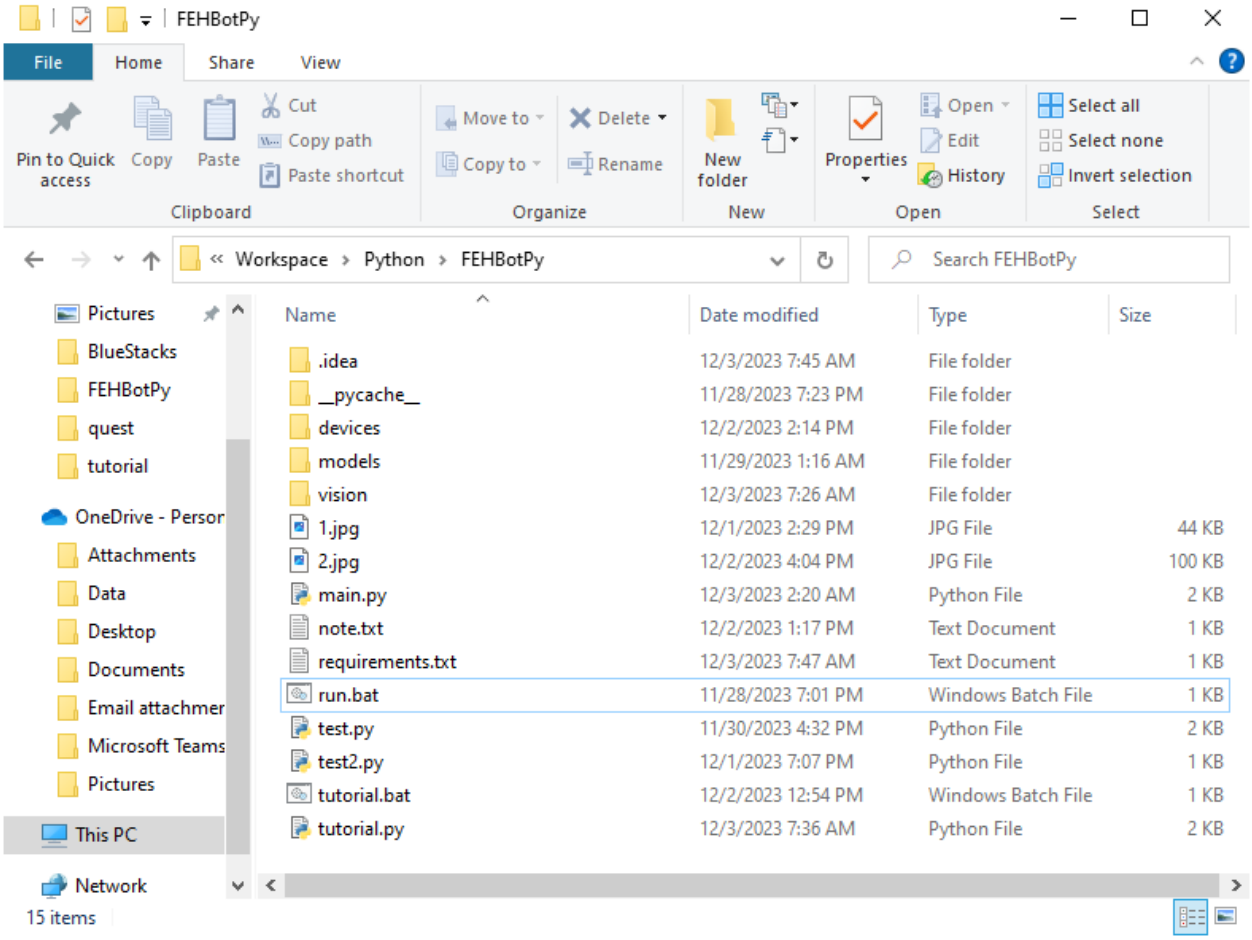
Installation
-install git
Git (git-scm.com)

-pull source
git clone https://github.com/generalroland/FEHBotPy.git

-install python
https://www.python.org/

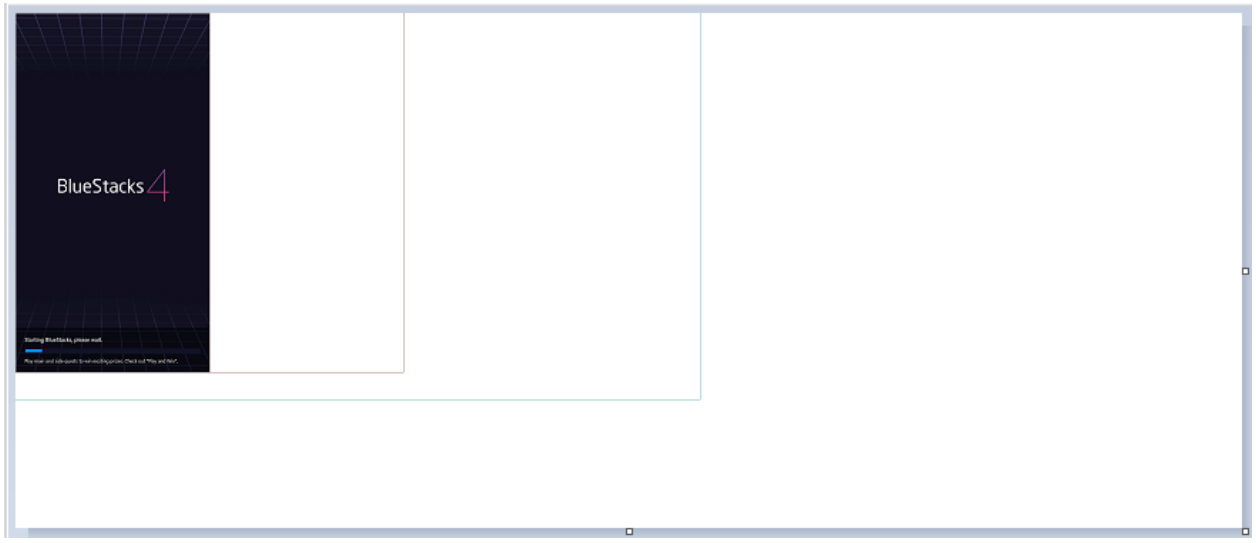
-open command prompt and cd to project directory
Run: pip install -r requirements.txt
For installing required package



Run or create desktop shortcut of tutorial.bat (for tutorial) and run.bat (for auto-battling)

Preparation:

In project directory, set 1.jpg as your desktop background (just temporary, you can change back later)



And then scale your bluestack instances on those red zones like that

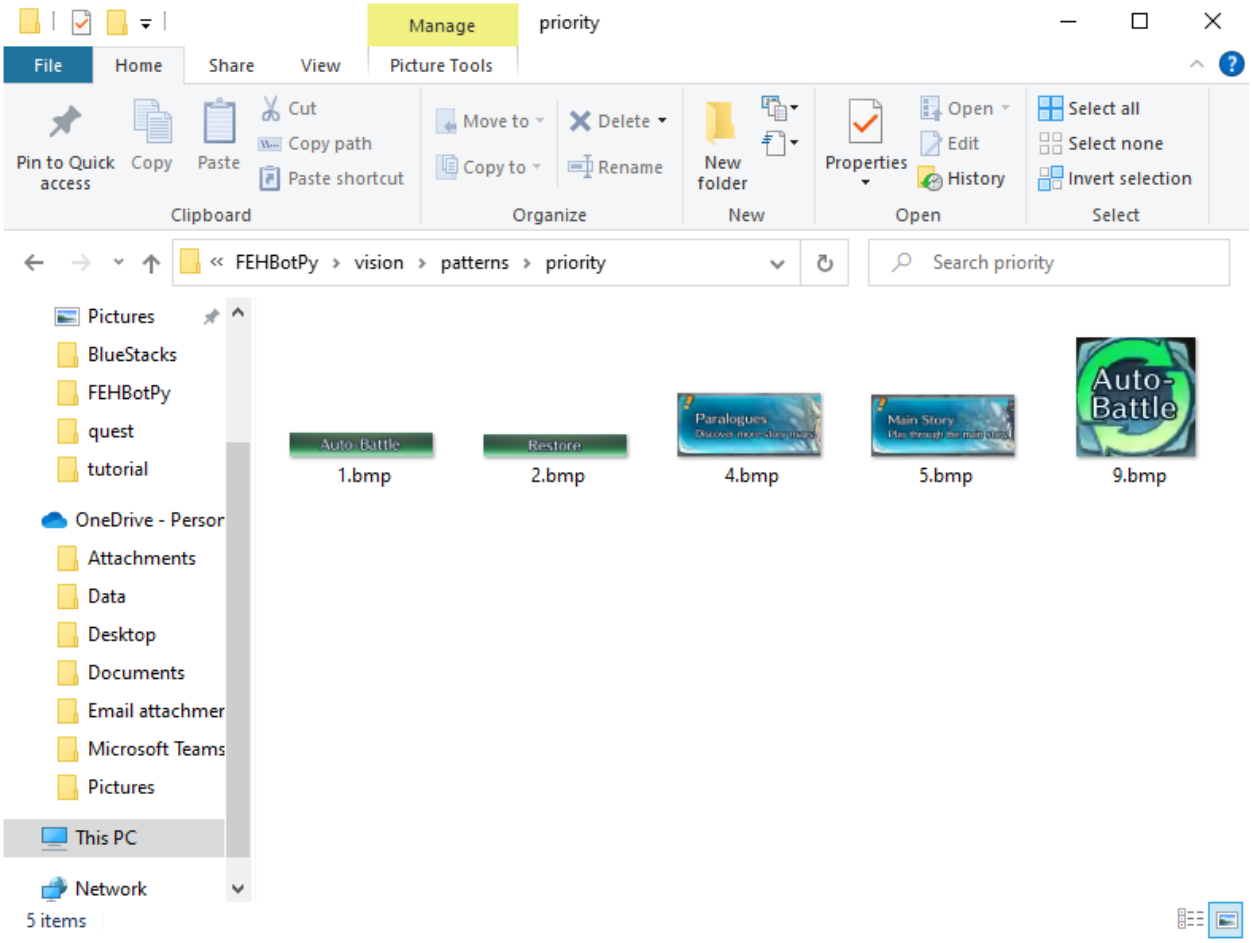
Running:

-for tutorial mode, you can run tutorial.bat from the beginning, PRESS **[BUTTON END]** AFTER YOU DONE

-for auto-battling mode, go to battle screen before running run.bat

*change story mode:
In directory \FEHBotPy\vision\patterns\priority

Change name of picture main story from “5.bmp” to “3.bmp” to prior battling main story and vise versa



*multi instances:

In file main.py (on root directory \FEHBotPy)

```python
async def autoplay():
    game1 = Story(bounding_box={
        "top": 42,
        "left": 2,
        "width": 540,
        "height": 960,
    })
    game2 = Story(bounding_box={
        "top": 42,
        "left": 546,
        "width": 540,
        "height": 960,
    })
    os.environ['loop'] = '1'
    await game1.load_priority_patterns()
    await game1.load_patterns(game1.patterns_quest)
    await game1.load_patterns(game1.patterns_direction)
    await game1.load_all_patterns(["screen", "button"])
    await game2.load_priority_patterns()
    await game2.load_patterns(game2.patterns_quest)
    await game2.load_patterns(game2.patterns_direction)
    await game2.load_all_patterns(["screen", "button"])
    while os.environ.get('loop') is not None and os.environ['loop'] == '1':
        await game1.screenshot()
        await game1.match()
        await asyncio.sleep(0)
        await game2.screenshot()
        await game2.match()
        await asyncio.sleep(0)
```

Code for running 2 instances, if you don’t want, you can rem the latter like this

```
await game2.load_patterns(game2.patterns_direction)
await game2.load_all_patterns(["screen", "button"])
while os.environ.get('loop') is not None and os.environ['loop'] == '1':
    await game1.screenshot()
    await game1.match()
    await asyncio.sleep(0)
    # await game2.screenshot()
    # await game2.match()
    # await asyncio.sleep(0)
```

You can also adding another instance just by adding 544 to the “left” of new bounding_box
Like this

```
game1 = Story(bounding_box={
    "top": 42,
    "left": 2,
    "width": 540,
    "height": 960,
})
game2 = Story(bounding_box={
    "top": 42,
    "left": 546,
    "width": 540,
    "height": 960,
})
game3 = Story(bounding_box={
    "top": 42,
    "left": 990,
    "width": 540,
    "height": 960,
})
```

Don’t forget to clone those below command lines

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If there is anything, just contact me directly