

# VELLAND'S COMBAT SYSTEM WITH VOICE COMMANDS INSTALLATION AND SETUP

UO evolution Shard - 2023

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## About the system:

Personal Copy: only you can execute the system.

Source code not available.

## Features included:

- Velland's Foundry Mark: You can add some new features without the need to code!
- Intelligent system startup, suspension and shutdown
- World save pauses
- Easy to use voice commands to toggle any individual feature
- Graphical DPS counter
- Graphical System Status and feature toggle
- 4 combat modes with auto dress and configurable ability attack
  - Auto combat mode included!
- 6 intelligent auto casting spells, with collision protection and timed semaphores pre-configured for sampire spells/fighting style
  - Consecrate Weapon, Divine Fury, Enemy of one, Confidence, Evasion, Counter Attack
- Visual timers for every spell delay
- Auto bandage self (for poison and health limit)
- Auto honor
- Auto get gold from the ground
- Auto Triple Slash
- Auto looter for jewelry
- Reload Command

## Functions Library

- +50 functions included so you can write your own scripts.

### **Modules can be bought separately**

- Easy tame animals
- Pet mode
- Parallel Auto Bandage friends
- Poor Man's Master Key
- Advanced Panning System with Spot Searcher and Recall

## Support

- lifetime support for the Personal Edition

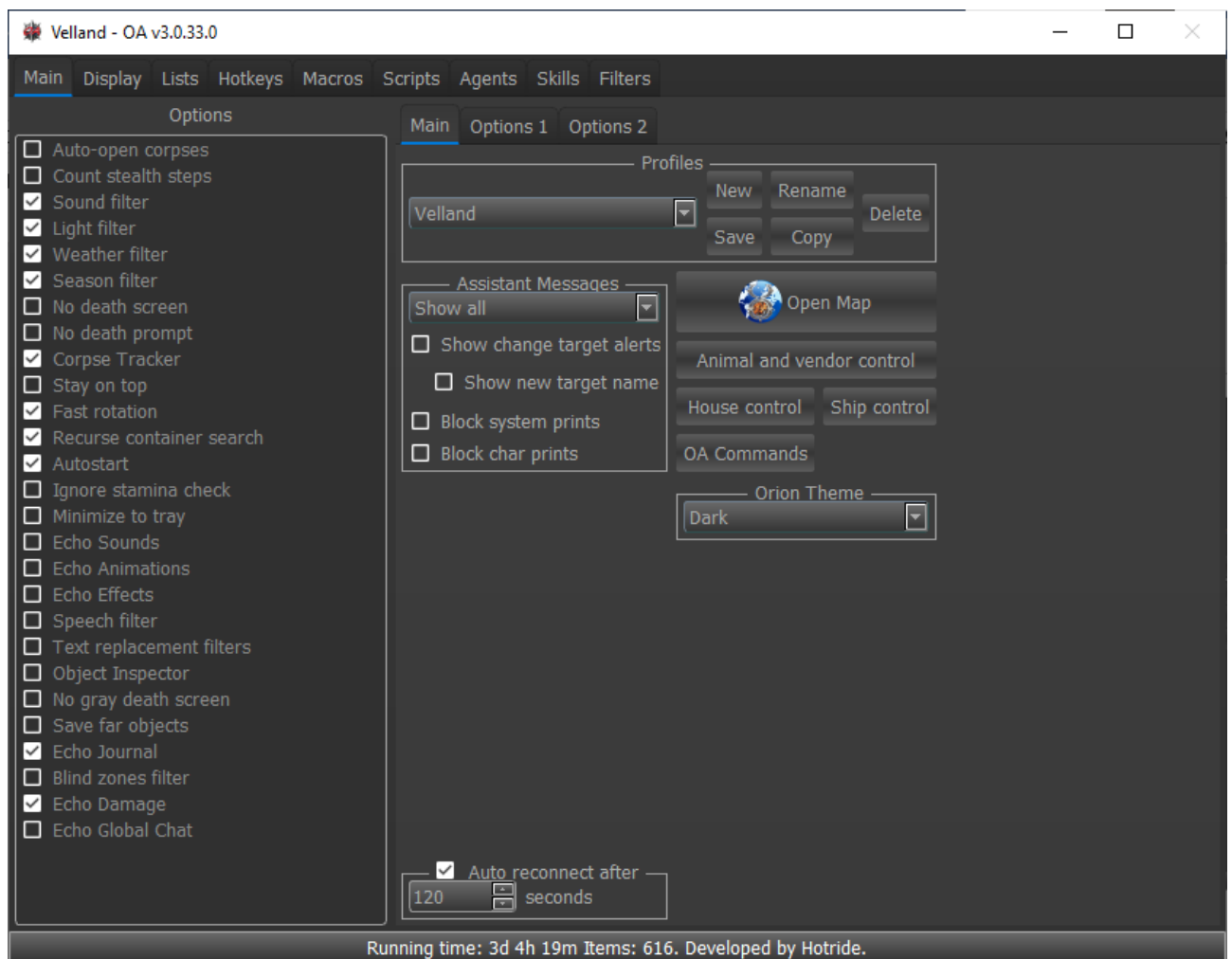
## It's an easy setup:

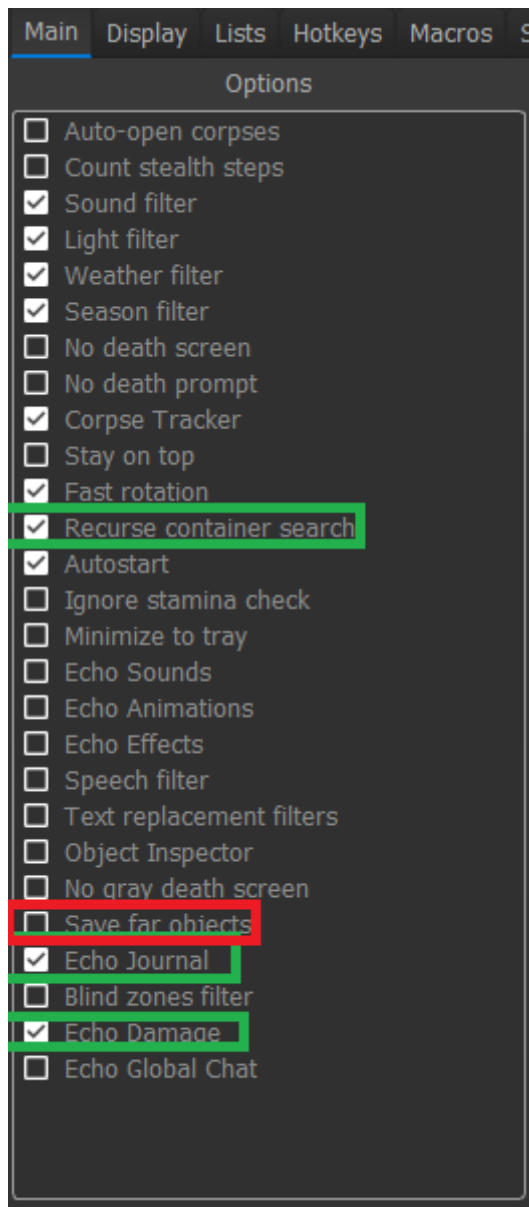
Open your Orion and configure as below.

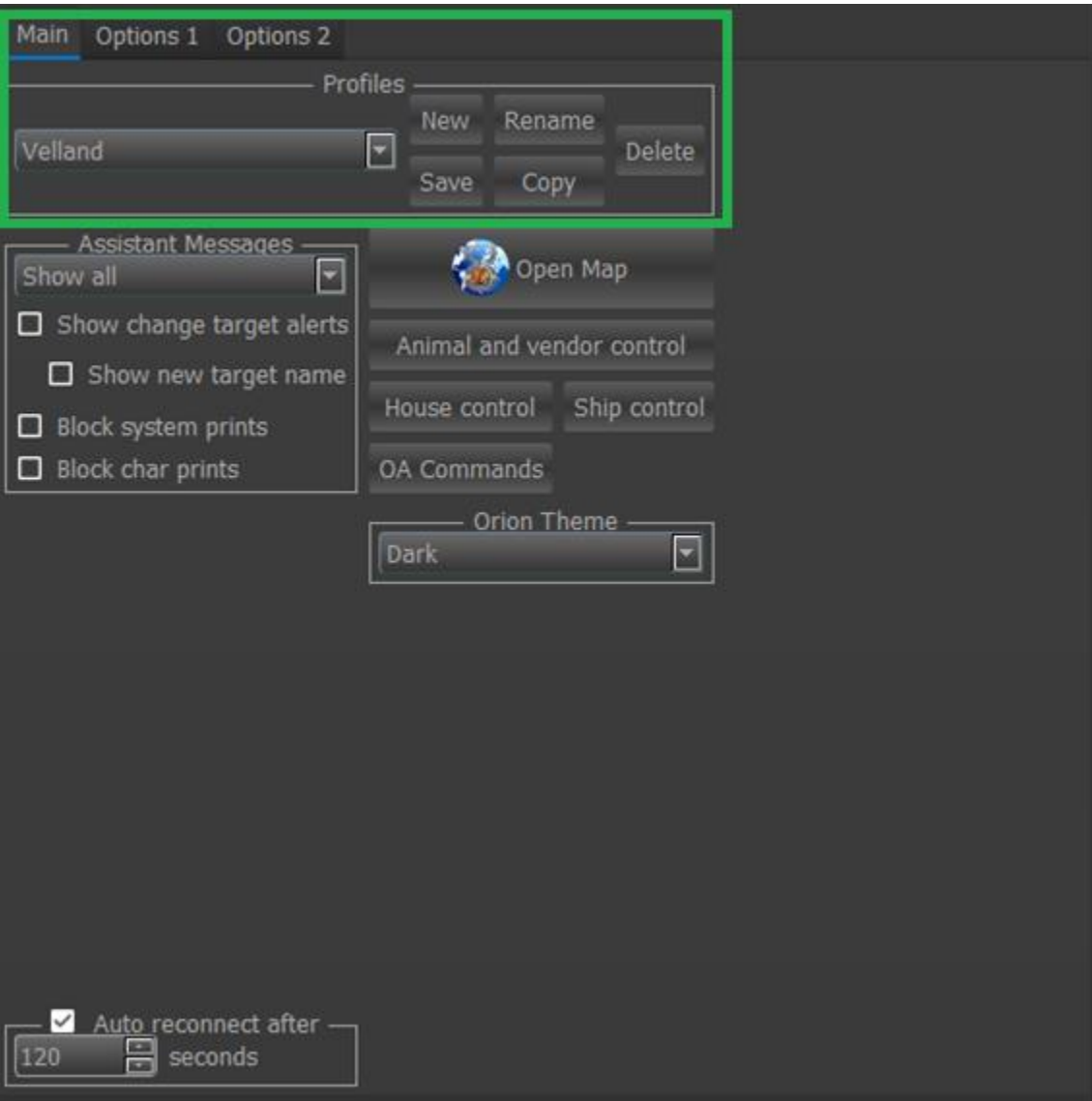
## Profile configuration

Red and Greens are required to be the same as shown. Yellows and unmarked can be altered as you wish.

- 1 – Open or reopen Orion and check your new configurations.





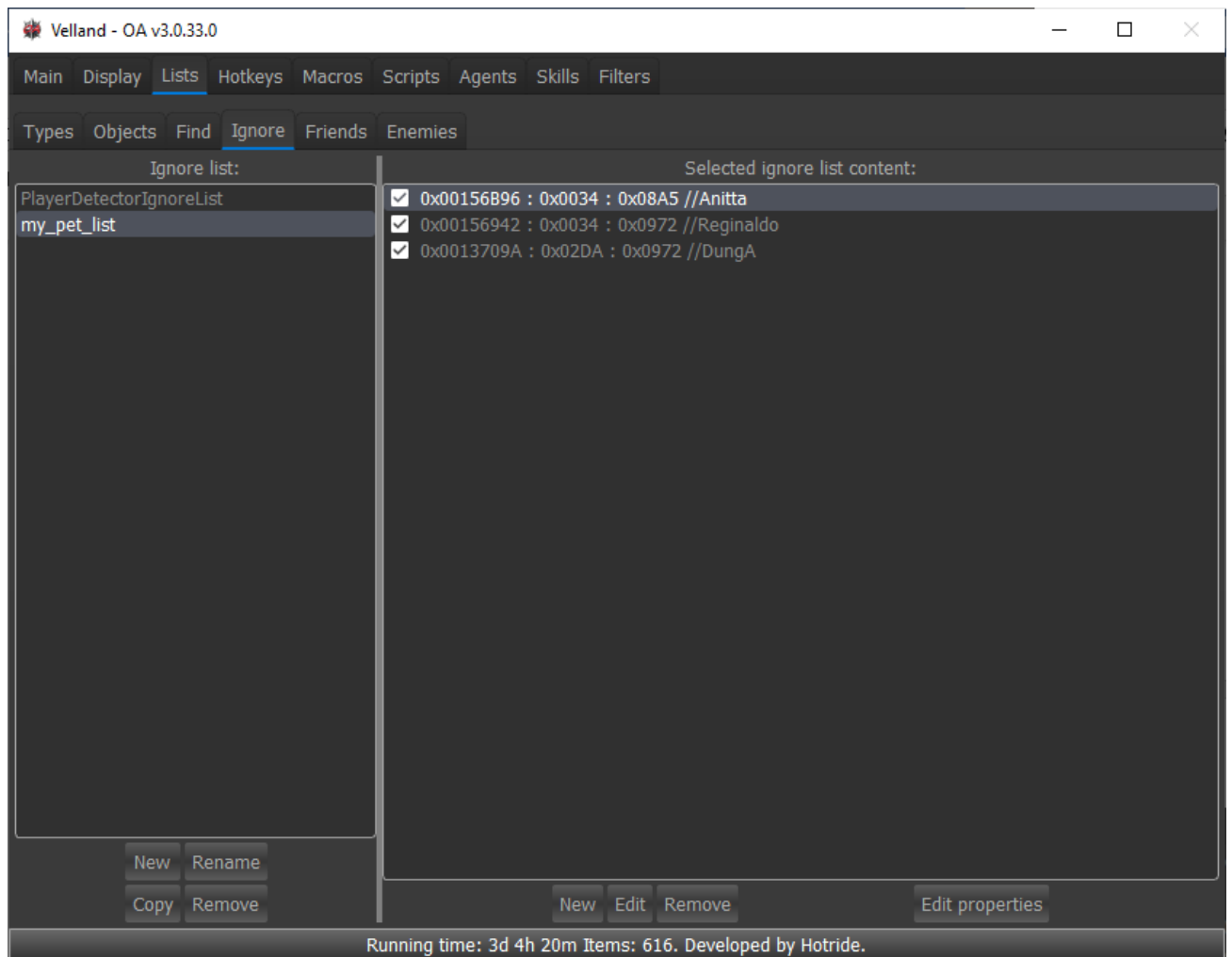


Options 1

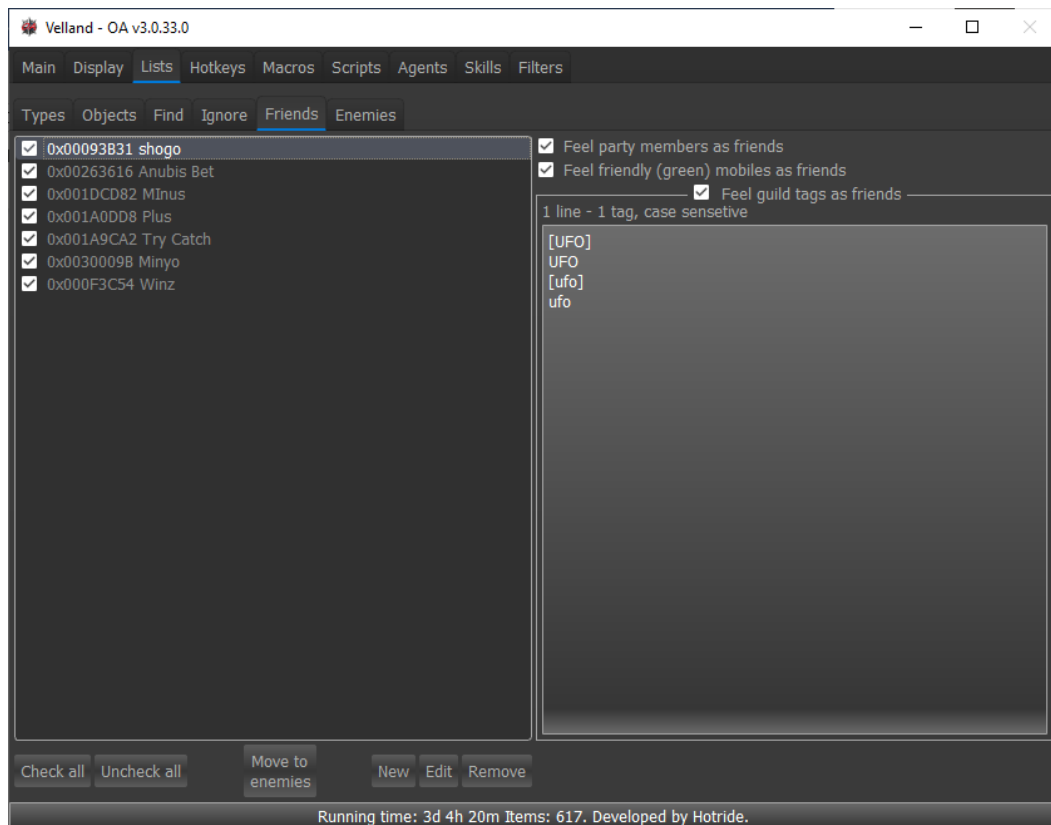
Object search distance:	6	Use objects distance:	6
Open corpses distance:	2	Keep corpse timer (ms):	10000
Wait target delay (ms):	300	Move items delay (ms):	600
Use items delay (ms):	150	<input checked="" type="checkbox"/> Max target distance:	12
Auto open corpses:	Always	<input type="checkbox"/> Open/loot only evil corpses	
<input checked="" type="checkbox"/> Recount Containers w/ find list: RecountContainersList			
Max journal lines:	200	<input checked="" type="checkbox"/> Match Name in Fullname (restart required)	
<input checked="" type="checkbox"/> Smart last target		<input checked="" type="checkbox"/> Show character status	
<input type="checkbox"/> Use new targeting packets for hotkeys (spells/skills)			

## Pet and Friend list

Create an ignore list called 'my\_pet\_list'. Add each of your pets you want to heal to the list



Add your friends to the friends list. **Only friends inside the list will be healed**



Note: Do not rely on the guild tag part. It is not passed to the script.

## Velland's Combat System With Voice Commands Install

1 – Choose a folder inside your computer and unpack the files. There are 2 files only:

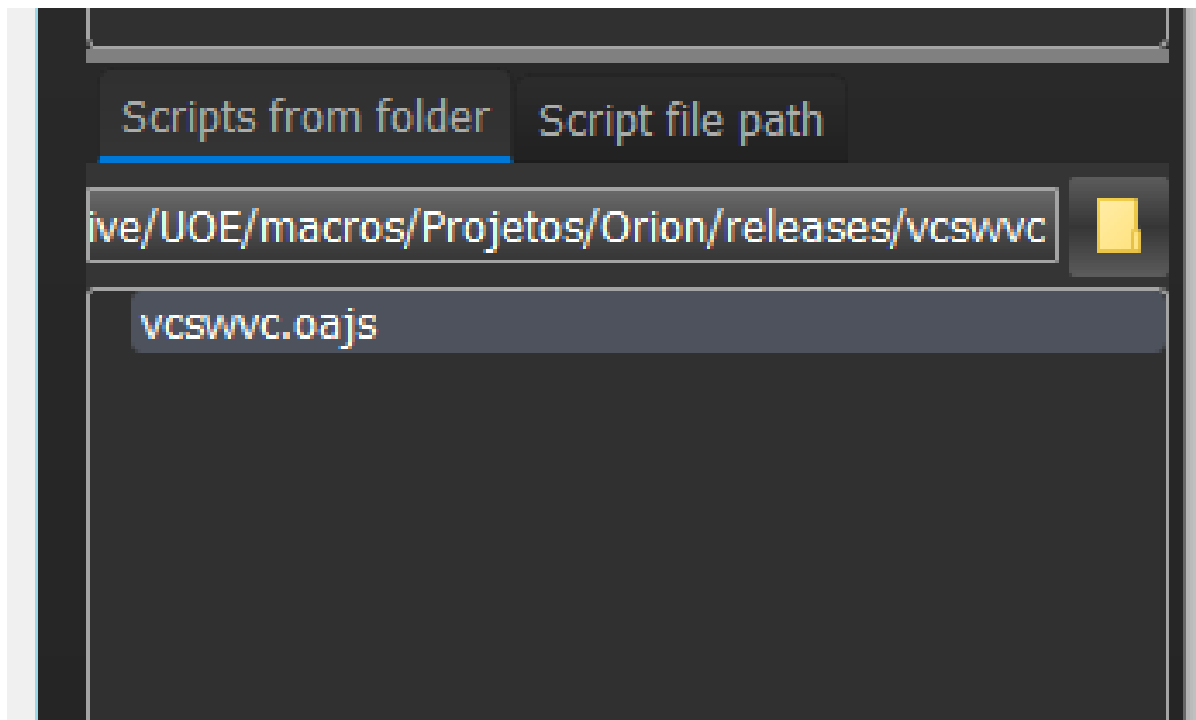
- vcswvc.oajs – The file, containing all the features configurations.
- vcswvc\_lib.oajs – The library file, containing all the functions required to run the system (source code not available)

1 – Open the script tab

2 – select 'Scripts from folder' tab, click on the folder icon and select the folder where you placed your scripts files.

3 – Select the vcswvc.oajs file from Orion's list of scripts

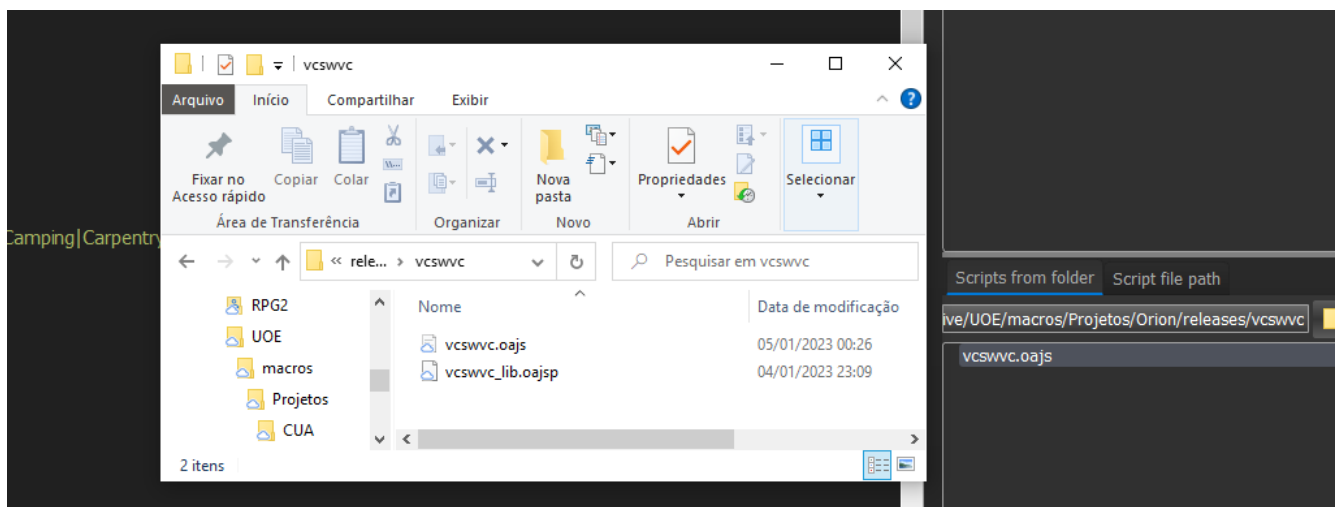




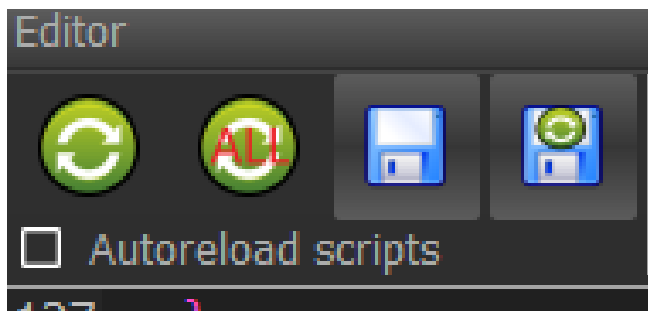
Note 1: One is the \_lib.oajsP, the other is only .oajs

Note 2: the file .oajsp is protected and cannot be read or altered.

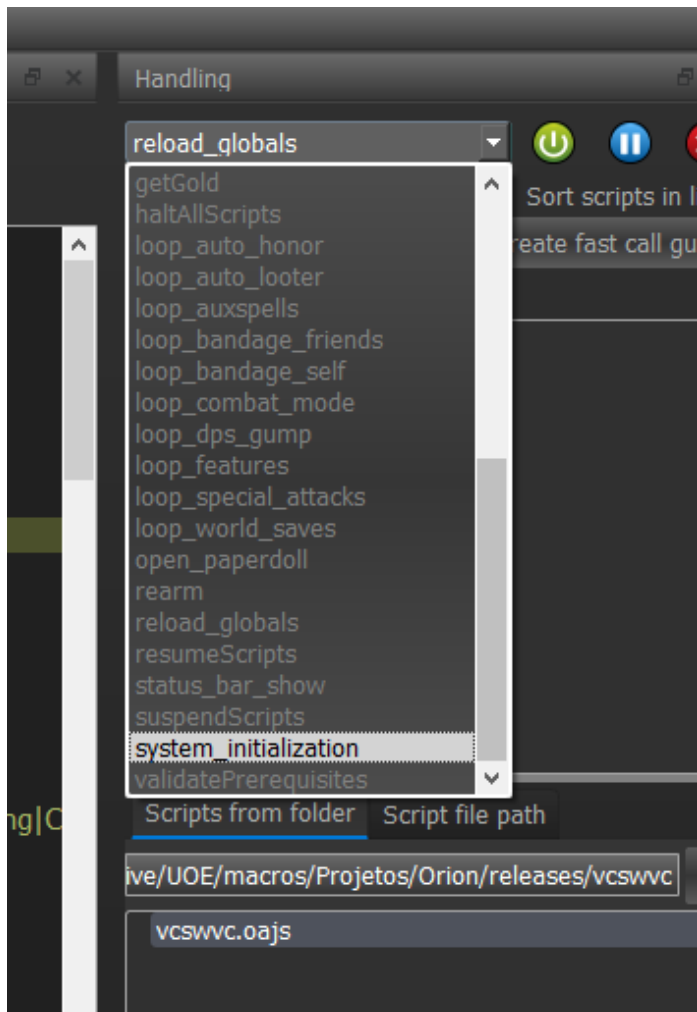
Note 3: the .oajsp file won't appear at your script lists.



9 – When you're done, hit the green round button at the top of the script to reload all libraries.



10 – You should be seeing all available functions and loops in the handling list. You can startup your copy of the system by running '**system\_initialization**' function.

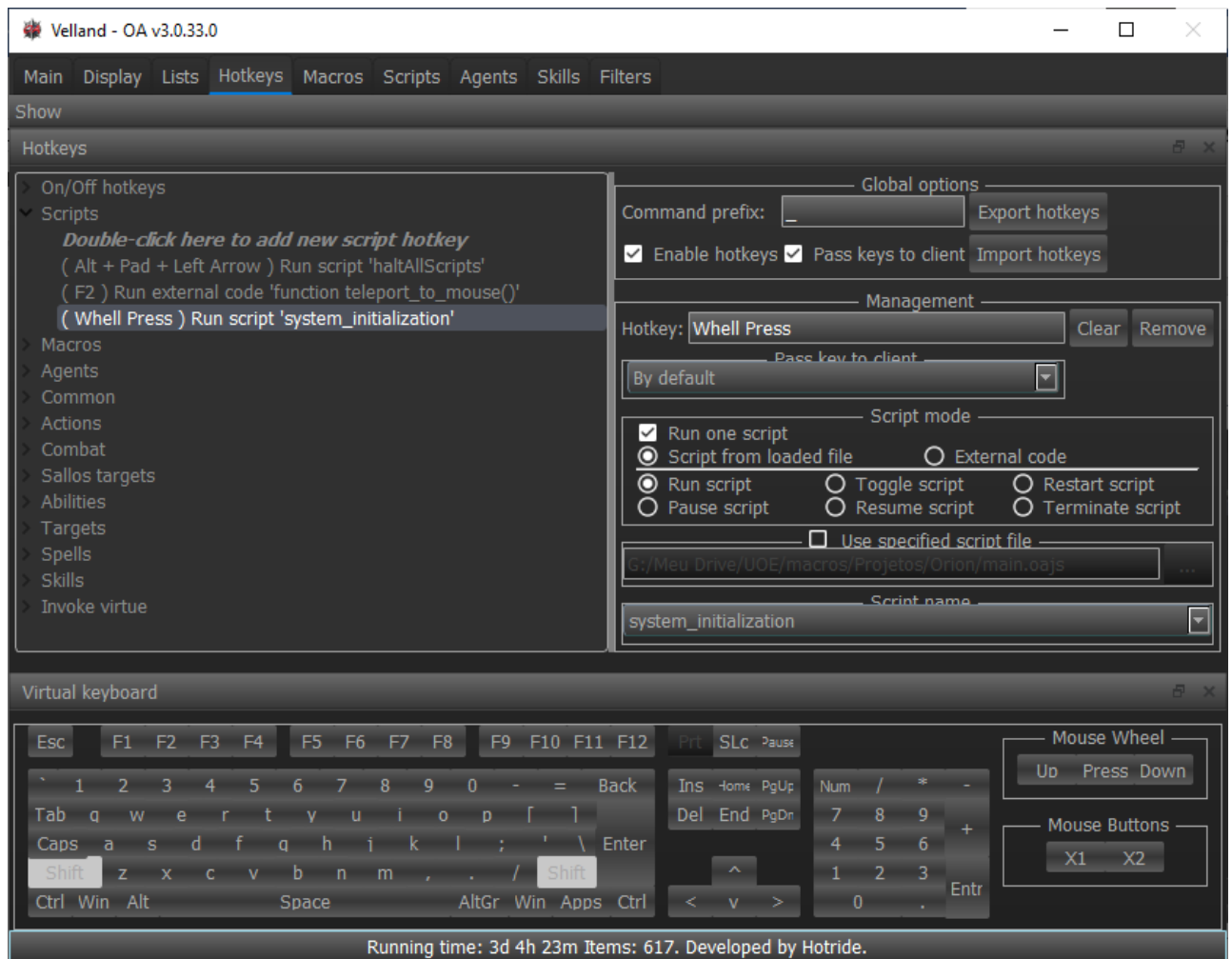


## Add hotkeys.

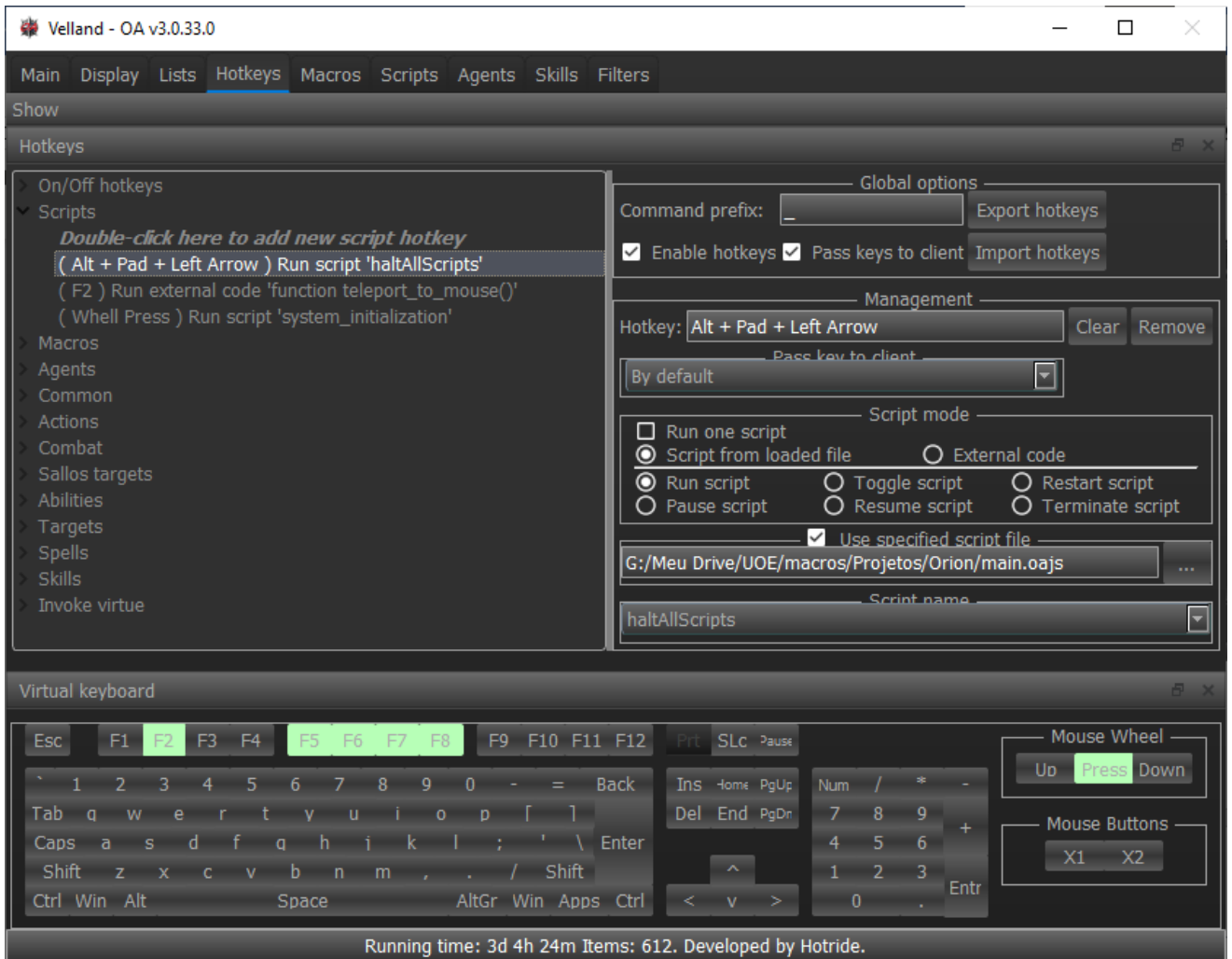
For the Velland's Combat System With Voice Commands, all you need is one hotkey calling 'system\_initialization' function and another one calling 'haltAllScripts'.

*Feel free to add separated hotkeys to any individual loop\_\* function*

- You start adding hotkeys by expanding the scripts area and double-clicking the option to the left.



- Then configure it as you wish. Please note the details of the hotkey setup



I use like this:

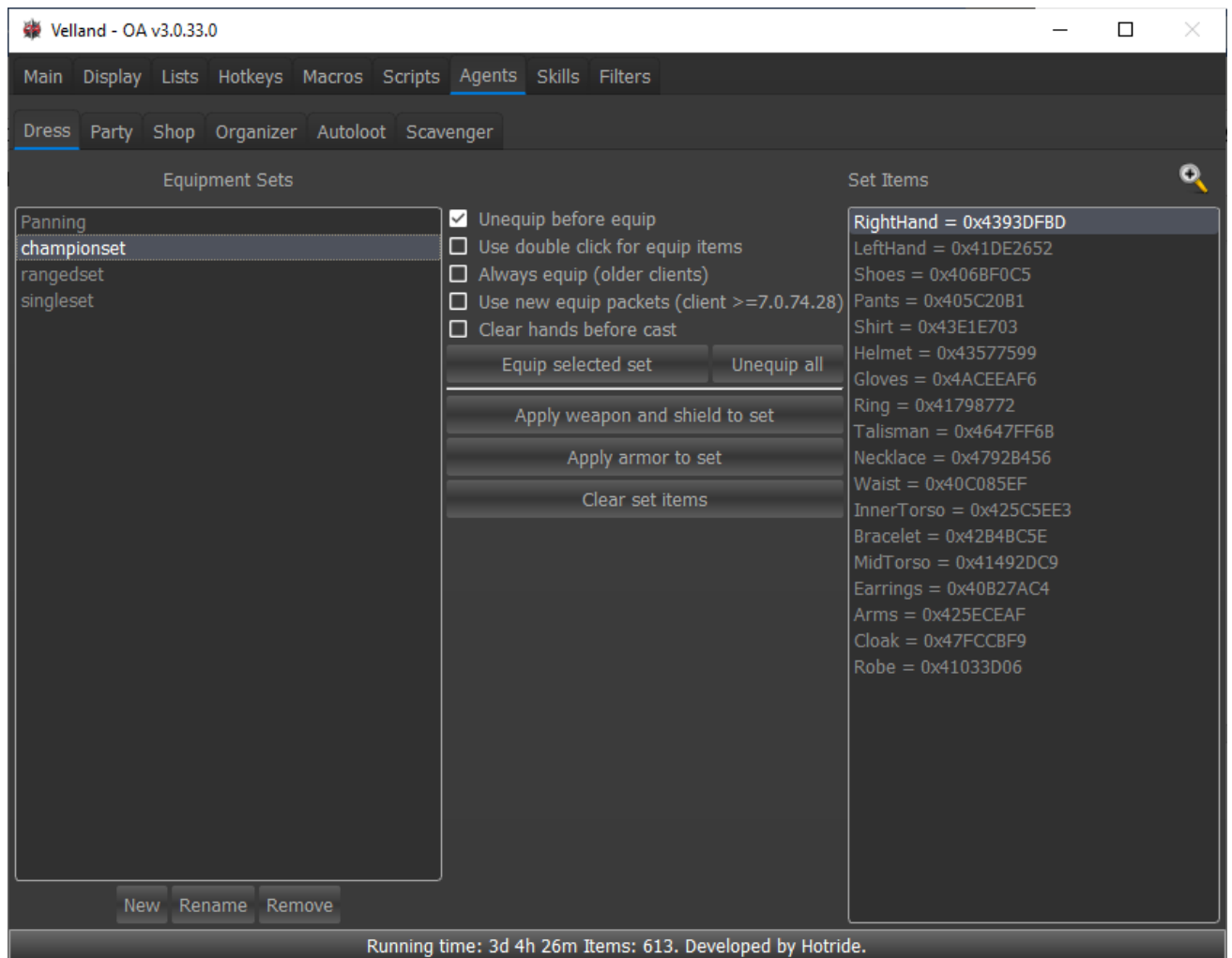


### Configuring dress code

- Note that the equipment set must have the same name as the feature section of the script:

```
features = [  
  { // A feature block starts on the first {  
    'name': 'cmode',  
    'command': '.cm',  
    'defaultv': 'on',  
    'type': 'combatmode',  
    'ability': 'Secondary',  
    'range': 1,  
    'dress': 'championset'  
  }, //and ends with {,  
  {  
    'name': 'cmode',  
    'command': '.cm',  
    'defaultv': 'on',  
    'type': 'combatmode',  
    'ability': 'Secondary',  
    'range': 1,  
    'dress': 'championset'  
  }  
]
```

- Keep only the first one options checked.



- Freely add your equipment to the list