Advanced Combat System with Voice Commands V 2.1.10112022 - BETA

Release Notes for Version 2.1.10112022

USAGE:

1. Create a new macro on your UO STEAM, paste the script, name it (suggestion: advcom) and save.
2. Review all the default options and features at the start of the script.
   - Put your name on @pushlist 'characterName' variable **Example: @pushlist 'characterName' 'Velland'**
   - Feel free to alter any other configuration value
   - Change only the last value. For exemple, change only 'off' to 'on' in @pushlist 'autoHealingMode' 'off' <-- Change this only
3. Create 2 Dress Agents with option 'Move Conflicting Items' marked. Name each of the dress agent as:
   - melee : with your melee weapons
   - ranged: with your favorite bow
4. Assign a hot button for your the macro 'advcom'.
5. Run and follow the steps.
6. Assign a stop macro button to stop it when you need to (or use the voice command '.halt')

Features

Passives

Silent Mode Makes the script stop spamming spells and attacks if no enemy ir nearby.

Comments: Passive and always on.

World Saves Pauses Suspends the script temporarily during world save pauses.

Comments: Passive and always on.

Reporting

Shows informations about the system and it's state

```
Commands:
    .status: Shows on your journal the status of each feature.
    .timers: Shows on your journal all timers for debuging.
```

Logging:

There are 5 levels of Logging. Set it on @pushlist 'logLevel' 'X', where X is:

```
No messages = 0, Errors = 1, Warnings = 2, Info =3, Trace = 4, all messages = 5
Note: Run the system on logLevel 5 for a while at the begining.
```

Auto Setup:

Initial setup of the system is very simple. All configurations and values are persistent and durable, meaning that you can close your UO and everything will be the same when you come back.

```
Commands:
    .reload - Forces all variables, lists and timers to be reloaded and repopulated. You should execute this after changing any value from the script.
    .halt - Forces the system to stop.
```

Targeting:

This system improves targeting for you. It will identify most of the champions.

```
Configurations:
    championMsgText: A text to show when a champion is found
    championMsgDelay: A timer to prevent spam the champion found message
```

Lock Champion

When 'on', this feature will lock your target onto an identified champion boss and will avoid switching targets, even when you're at at distance from the boss.

```
Commands:
    .lc
```

Auto Healing

Heals yourself using bandages

```
Voice Command:
    .ah

Comments: *You must disable your UOSteam self healing option (configure it to friends only)*

Configurations:
    autoHealingMode: 'on' turns on, 'off' turns off
    healingDelay: time between bandages
    healthLimit: min health to start healing
```

Combat Modes:

Champion mode Enables a combat mode focused on group battles

```
    Voice Command:
        .cmode

    Comments: starts spamming whirlwind attack

    Configurations:
        cmodeSpecial: Ability or spell name, like 'secondary' or 'Momentum Strike'. Always use any powerful group move
        cmodeSpecialRate: How often, in milliseconds, should this special move be cast
```

Single Mode Enables a combat mode oriented on 1x1 (pvm) battles

```
    Voice Command:
        .smode

    Comments: Starts spamming your primary hability or Lighting Strike

    Configurations:
        smodeSpecial: Ability or spell name, like 'primary' or 'Lighting Strike'. Always use any powerful 1x1 move
        smodeSpecialRate: How often, in milliseconds, should this special move be cast
```

Auto Divine Fury

```
    Autocast Divine fury

    Voice Command: None. Always on.

    Configurations:
        divineFuryDelay: How often, in milliseconds, should Divine Fury be cast
```

Auto Consecrate Weapon:

Auto cast Consecrate Weapon

Voice Command: None. Always on.
Configurations:
    consecrateWeaponDelay: How often, in milliseconds, should consecrate Weapon be cast

Auto Evasion

Toggles automatically cast Evasion

Voice command:
    .eva

Configurations:
    autoEvasionDelay: How often, in milliseconds, should Evasion be cast

Notes: Check Evasion delays and durations on the web.

Auto Counter Attack:

Toggles automatically cast Counter Attack syncronous with Evasion

Voice Command:
    .ca

Notes: Counter attack will be cast only when Evasion is on delay

Configurations:
    autoCounterAttackDelay: How often, in milliseconds, should Counter Attack be cast. Note that it won't be casted when Evasion is on effect.

Auto Honor:

```
Toggles automatically mark enemies with Honor.

Notes: Make sure that possible targets have line of sight all the time.
Voice Command:
    .hon


Configurations:
    autoHonorDelay: How often, in milliseconds, should we honor targets
    autoHonorHonoredListCleanupDelay: How often should we cleanup the honor list.
```

Auto Discordance:

```
Toggles Auto Discordance.

Notes: Make sure that possible targets have line of sight all the time.
Voice Command:
    .ad


Configurations:
    autoDiscordanceMode: if auto discordance is enabled or disabled by default.
    autoDiscordanceDelay: How often should targets be discorded.
    instrumentGraphic: Graphic Hex Code for a musical instrument inside your backpack
    instrumentGraphic: Color Hex Code for a musical instrument inside your backpack
```

Auto Enemy of One:

```
Toggles automatically cast Enemy of One on a timed basis

Voice Command:
    .eoo
```

```
Configurations:
    autoEnemyOfOneDelay: How often Enemy of One should be cast
```

Auto Looter

Toggles the Jewelry Looter feature. The auto looter will loot:

- Jewelry with howManySkillsforLoot >= minSkillforLoot

- Peerless quest items.

  Voice Command: .jl

  Note: It will open corpses and loot jewelry with more than 'minSkillforLoot' on a selected list of skills. Configurations: minSkillforLoot: Will loot jewelry with at list this amount of skill. howManySkillsforLoot: How many wanted skill above or equal 'minSkillforLoot' the jewelry should have in order to be grabbed? lootCorpseDistance: Will look from this distance. lootCorpseDelay: Delay between loots.

Gold Grabber

Makes your character grab all gold piles from the ground.

```
Voice command:
    .gg
```

Equipment Helper

Helps you to dress a correct set of gear on the correct order

```
Voice Commands:
    .eq1: Force equip your main melee weapons
    .eq2: Force equip your ranged weapon
```

Other features

This system has other features that cannot be seen but makes lots of difference.

- Pauseless: This system uses a timed semaphore algorithm that allows using the least pauses possible, making it blazing fast and reliable.
- One Script To Rule Them All: One script that centralize your battle gameplay should change your gaming experience. No more repetitive clicks or casting the same spells everytime.
- Community thinking: Everyone using the same base script so everyone can help each other and implement features to be used by everyone.
- Simplicity: The script file may be big but it's pretty simple to understand and maintain, serving as a real framework to add more features.
- Secure: Being 100% uosteam means that you don't need to worry if it's allowed or not. All features are implemented with simple and common uosteam functions.
- Sampire routine: Implements a well known sampire battle routine, capable of fitting the fighiting styles of swords/parry or swords/bushido builds.

Known Issues:

- tps and dps not working properlly when failed

Todo:

- v2.3 - Revamp the peerlees looter part