L2Divine Guide Book

Version 2.6

Last updated: 2011-09-12

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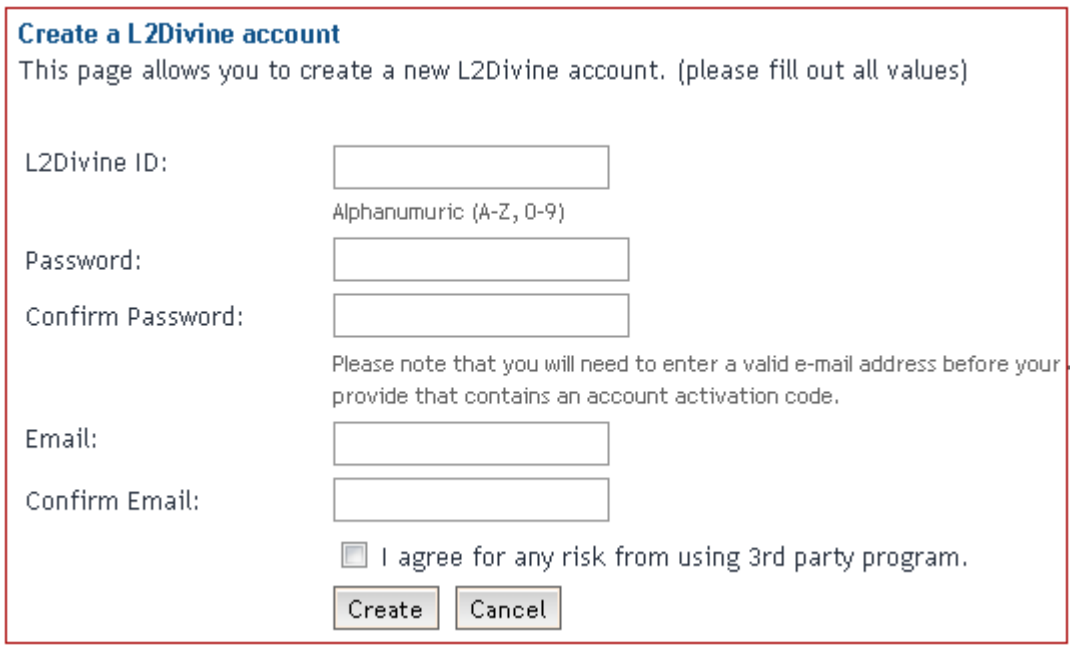
Chapter 1: L2Divine Account

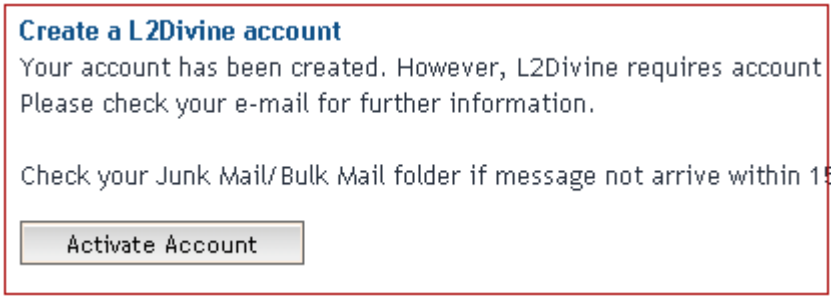
Create account

To use L2Divine, you must have an active L2Divine account. To create an account, go to http://www.l2divine.com and select “Create Account” banner from the first page. After enter personal information then click “Create Account” and you will receive an activate code via email then login again to enter the code.

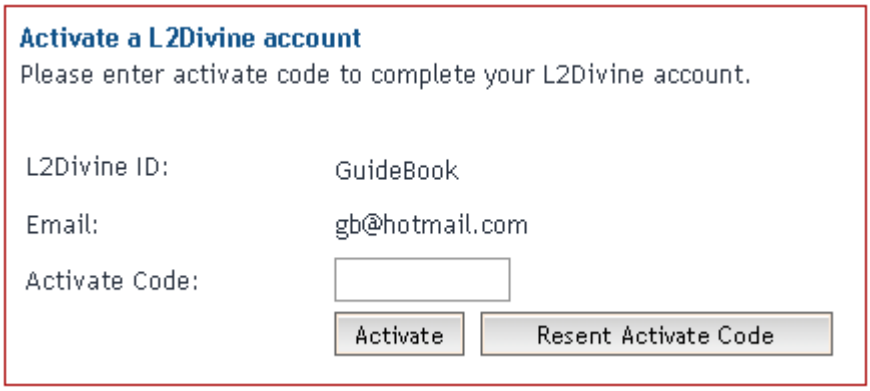
Click the “Create Account” banner.



Enter your personal information and accept agreement.



Registration complete



Activate your account

Account Management

You may manage your L2Divine account via website at www.l2divine.com. Select “My Account” from the main menu. To access your account information you must log in using active L2Divine account and password. Areas of “My Account” include:

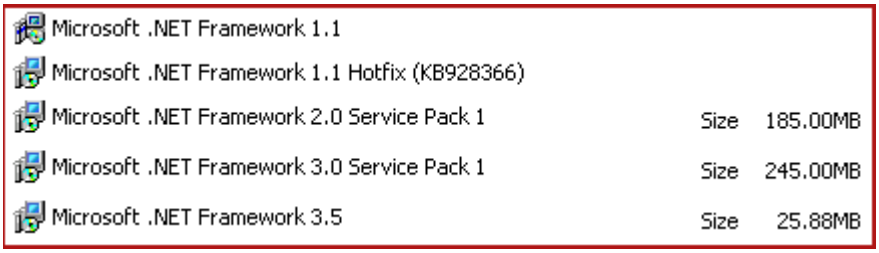
- Profile: This area gives you basic information on your account and also let you change your password.
- Game Account: Enter your Lineage II game account that you wish to bot here.

Chapter 2: Installation

.NET Framework Installation

Before you can use L2Divine, the one component which must be met is Microsoft .NET Framework version 3.5 or above. You can check to see if you already have the .NET Framework installed by clicking Start on your Windows desktop, selecting Control Panel, and then double-clicking the Add or Remove Programs icon. When that window appears, scroll through the list of applications. If you see Microsoft .NET Framework listed, the latest version is already installed and you do not need to install it again. If not found that mean you need to install it, you can download it from Microsoft, after download complete, Install it and click next until installation finish.

Note! URL for download: http://download.microsoft.com/download/6/0/f/60fc5854-3cb8-4892-b6db-bd4f42510f28/dotnetfx35.exe



.NET Framework listed in your computer

L2Divine Installation

After completely install Microsoft .NET Framework 3.5 it's time to install L2Divine. Installing L2Divine is simply by downloading latest released from download section and then unzips it to your local hard disk. You can launch L2Divine by double-clicking on L2Divine.exe.

Radar Map and Language Installation

Radar Map and Language are not included with L2Divine installation file. You can download it separately at download section. After download the latest file, unzip into L2Divine\map and L2Divine\dat folder respectively. Your installation folder should look like figure below.

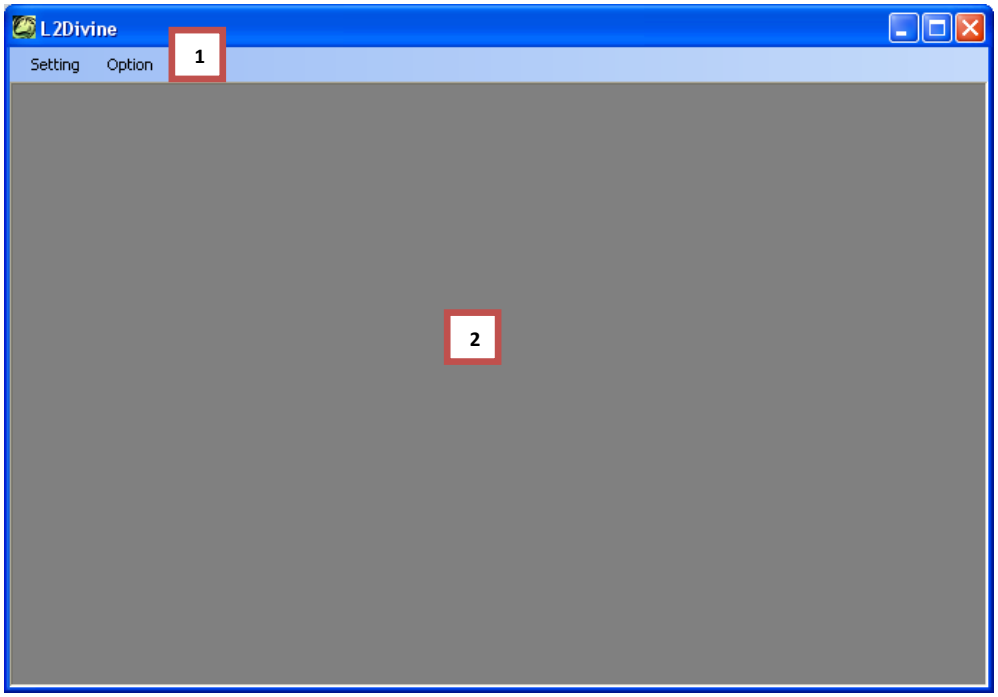
Chapter 3: Interface

In order to properly usage L2Divine, you must first understand the screen and interface. Start up L2Divine by double clicking at L2Divine.exe. L2Divine window will progress to loading resources at the moment and you will see main screen appear.

Main screen

Main screen include:

1. Main Menu: This is where you can set up account and options.
2. Account Area: The game account will be display here.



Setting

- Create Account: Use to create the game account (F10)
- Launch Game Client: Start game client (shift+10).
- Start Battle: To toggle on/off all accounts in battle mode (F11).
- Disconnect: Disconnect all accounts from the game (F12).
- Close Account: To close active account window.
- Config: Allow you to configuration the server information.
- Exit: Close L2Divine window.

Option

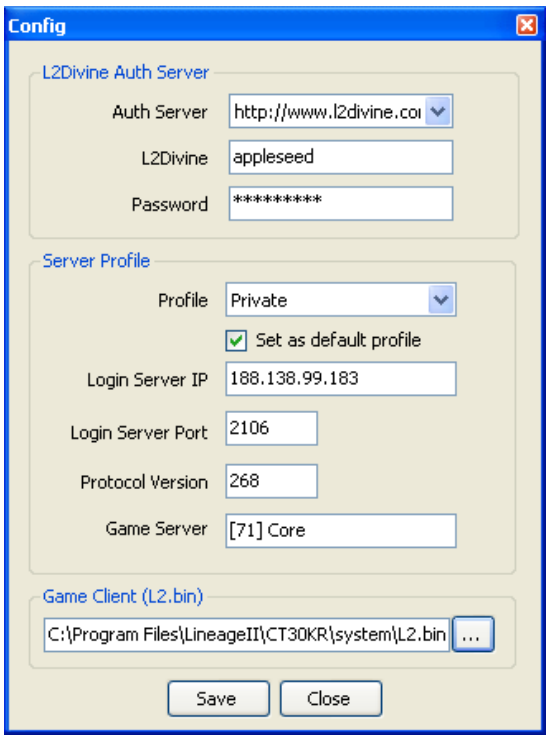
- DAT Language: Allow you to change data language.
- UI Language: Allow you to change user interface language.
- In Game Mode: Allow you to switch between puppet and full in game mode.
- Diagnostic: Allow you to diagnose problem of IG mode installation.

- Proxy Setting: Allow you to use SOCKS5 proxy. Checking on “Use SOCKS5 Proxy” and provide proxy detail.
- Hide when minimize: Hide your L2Divine window to window task bar when minimize.
- Join drops database: Allow L2Divine to report item drop and NPC location to share among L2Divine user. See more detail at http://www.l2divine.com/divinedb

Config

These windows allow you to configuration server information.

1. Auth Server: Always http://www.l2divine.com
2. L2Divine: Your L2Divine account
3. Password: The password of your L2Divine account
4. Profile: Select your server profile. Don’t forget to check on “Set as default Profile”. This option enables you to use Full IG mode.
5. Login Server IP: Login server IP
6. Login Server Port: Login server port
7. Protocol Version: The protocol version.
8. Game Server: Game server list. Ex. 1,2,3.
9. Game Client: Locate your to directory that contain L2.bin.

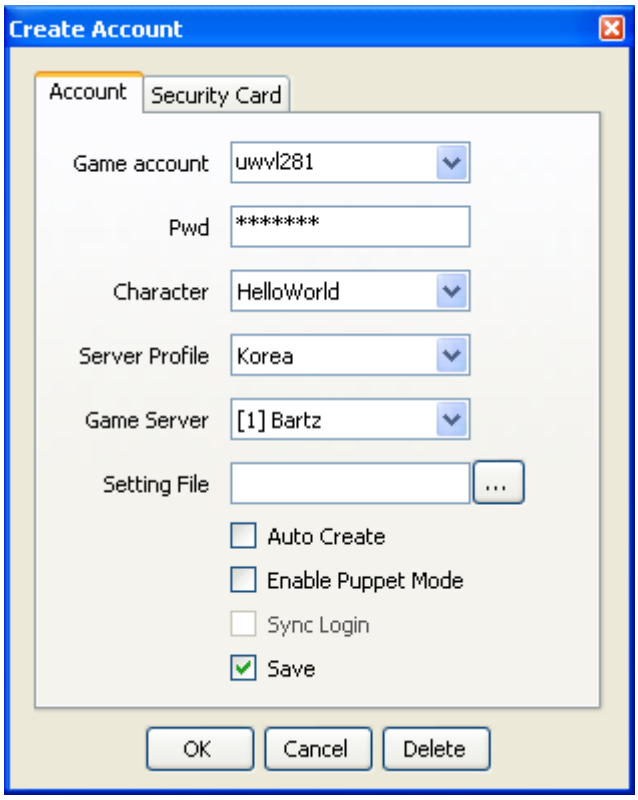


Note! All setting information is kept in file l2divine.ini. Do not share this file with others because it contains your password.

Create Account

This window allows you to start up the game account. Below is required information:

1. Game account: Your game account.
2. Pwd: Your game password.
3. Character: The character you wish to play. (Select manual for first time)
4. Server Profile: Your server profile.
5. Game Server: The game server you wish to play. (Select manual for first time)
6. Setting File: Setting file for control your character in automatic mode. (Create as your character name for first time)
7. Auto Create: Checking it if you want to automatic create this account next time.
8. Enable Puppet Mode: Checking it to enable this character support in IG-Puppet.
9. Sync Login: Checking it if you want to synchronization all auto creates account. (If this option was checked, All automatic create account will be wait and enter to the game simultaneously)
10. Save: Check for save account setting



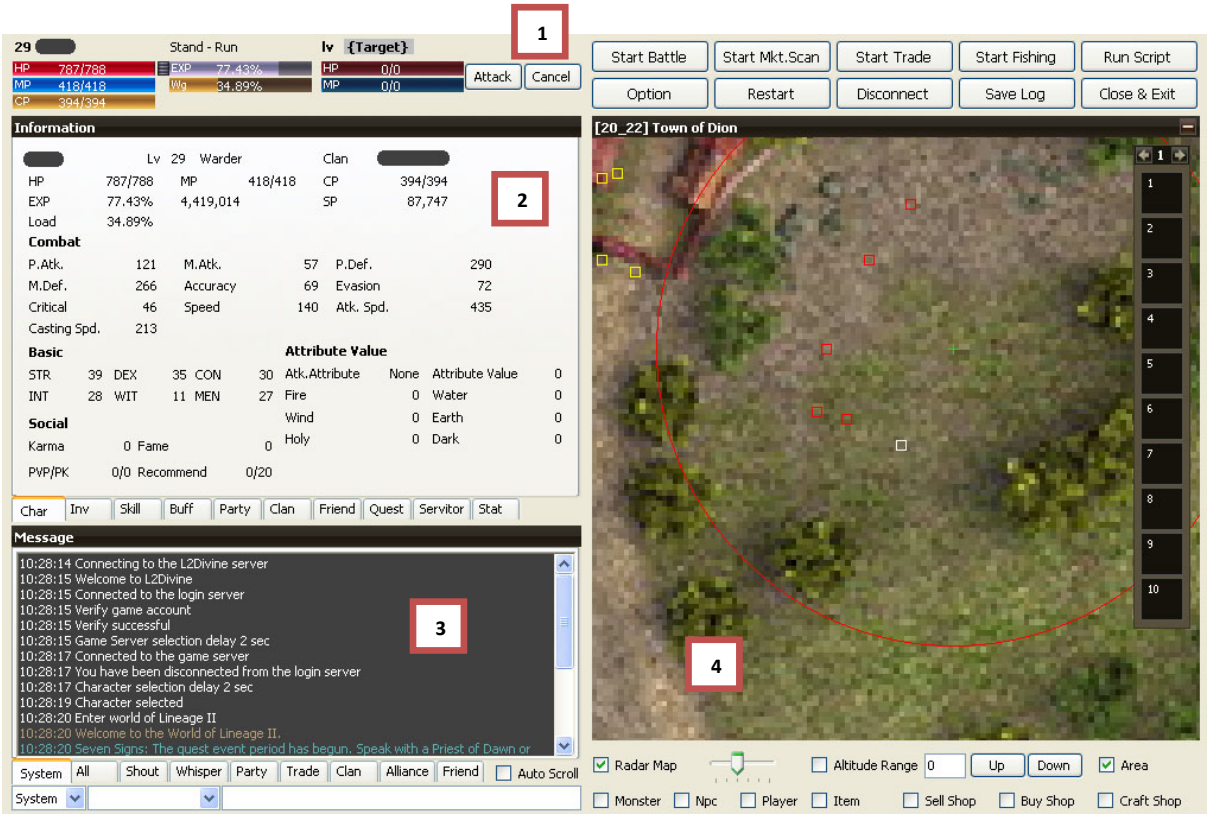
Please remember: The account you wish to play must be registered under active L2Divine account. To register game accounts go to “My Account” at www.l2divine.com.

After enter required information, then press “OK” button to start up game account. The game account will show up in moment.

Game Account

Game account window separate into 4 parts:

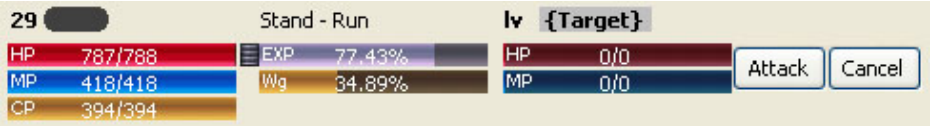
1. Control panel: Display character status, target status and automate button.
2. Character Information: Displays various details regarding a character.
3. Message: Displays system message, chat, party and so forth within the game.
4. Map: Display virtual map, shortcut, player, NPC, Mob.

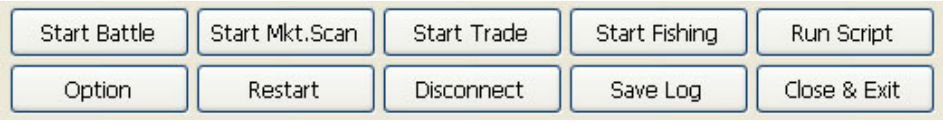


Control Panel

The control panel enables you to see character status, target status and automate button.

- Character: Display HP, MP, EXP, Vitality, CP and Weight (%).
- Character Action: Display your character movement (Walk/Run) and action (Sit/Stand).
- Target: Display target HP and MP and allow forcing attack.
- Automate Button: Enable you to battle, trade, marketplace scan, fishing, run script and open preference window for set up automate command.

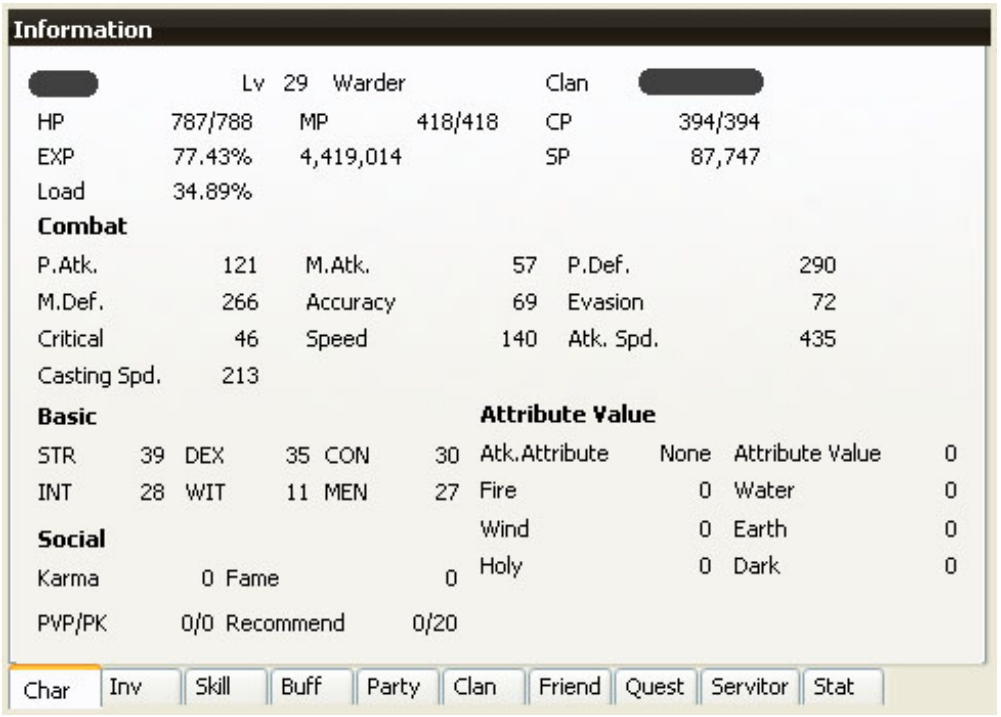




Character Information

Display various details of your character.

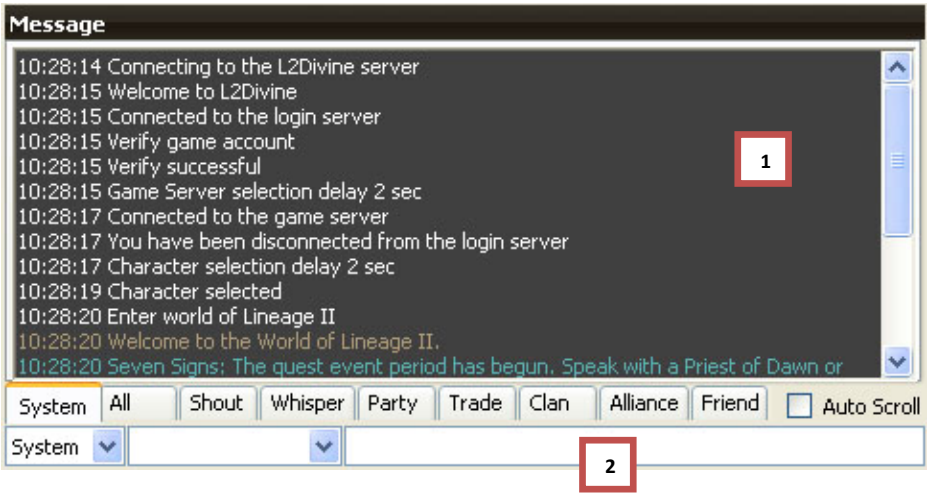
- Char: Displays the character status
- Inv: Displays the items in character inventory. Grouping into equipment, item and quest. Double-click on an item name to use it, or use button to drop, destroy, crystallize and give to Pet.
- Skill: Displays information about magic the character can utilize. Grouping to active and passive. Double-click the skill name for the magic spell to be used or, click to see additional information.
- Buff: Displays skill affected on character.
- Party: Displays party information.
- Clan: Allow you to see clan information and enable you to use clan function.
- Friend: Displays friend name and their status.
- Quest: Displays your current quest and allow you to abort it.
- Servitor: Displays servitor information.
- Stat: Logging your activity, environment information. Grouping to Player, Mob, NPC, Item, Battle, Trade and Marketplace.



Message

Displays messages within the game

1. Message Panel: Display system message, party, clan, ally and etc.
2. The text entry field: Used to enter game commands or message to other players in the game. All sent messages will keep in history. You can scroll thought it by press up and down arrow button.



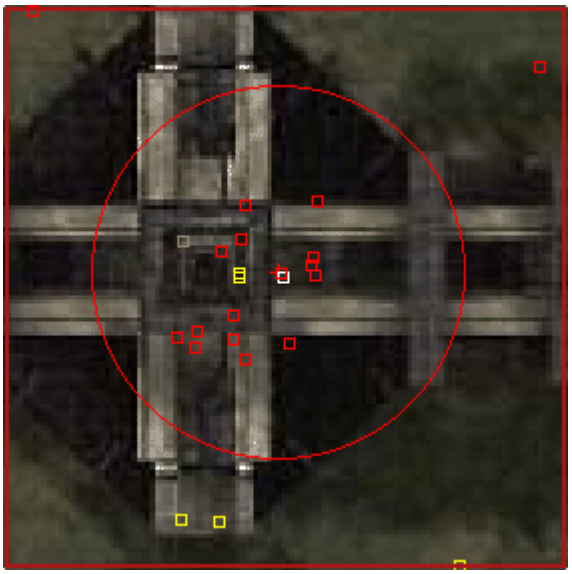
Map

Displays

L2Divine displays player, NPCs, mob and item in virtual 2D shape.

- Character: Display as white rectangle in middle of map.
- Player: Display as navy blue rectangle.
- NPCs: Display as yellow rectangle.
- Mob: Display as red or violet rectangle if spoil condition had been activated.
- Item: Display as pink rectangle.

Character, player and mob will be change to pink if affected with abnormal status (Sleep, Hold, and etc.) You can action on map by move mouse over each rectangle to see name, click to select target or double click to forcing attack target. Right click on map to see more basic function such as sit/stand, walk/run.



Map Function

Allow you to manage display of map

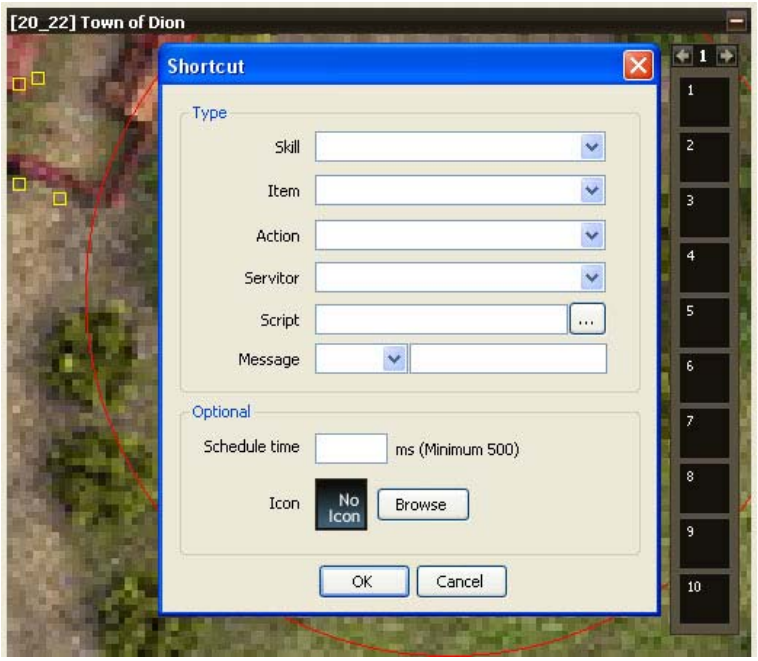
- Radar Map: Display the radar map.
- Map scale: Allow you to zoom in/out radar map.
- Altitude Range: Allow you to limit display in vertical direction (Z).
- Up: Allow you to move up while flying (Garcia continent).
- Down: Allow you to move down while flying (Garcia continent)..
- Area: Display your hunting and battle area.
- Monster: Display monster.
- NPCs: Display NPCs.
- Player: Display player.
- Item: Display item.

- Sell shop: Display sell shop title (pink color) on trading player.
- Buy shop: Display buy shop title (yellow color) on trading player
- Craft shop: Display craft shop title (Brown color) on trading player

Shortcut

Allow you to manage shortcut for skill, item, social action, servitor command, script and message. You can add, edit, delete or schedule your shortcut by right click on slot 1 to 10. The shortcut window required following information.

- Skill: Allow you to use skill.
- Item: Allow you to use item.
- Action: Allow you to action.
- Servitor: Allow you to use pet/summon action.
- Script: Allow you to run script (Not support for schedule).
- Message: Allow you to send message.
- Schedule Time: Allow you to repeat shortcut execution in period of time (Minimum to 500ms). Optional and supported only skill, item, action, servitor and message.
- Icon: Allow you to change shortcut icon with 36x36 image file (bmp, jpg, gif, png).

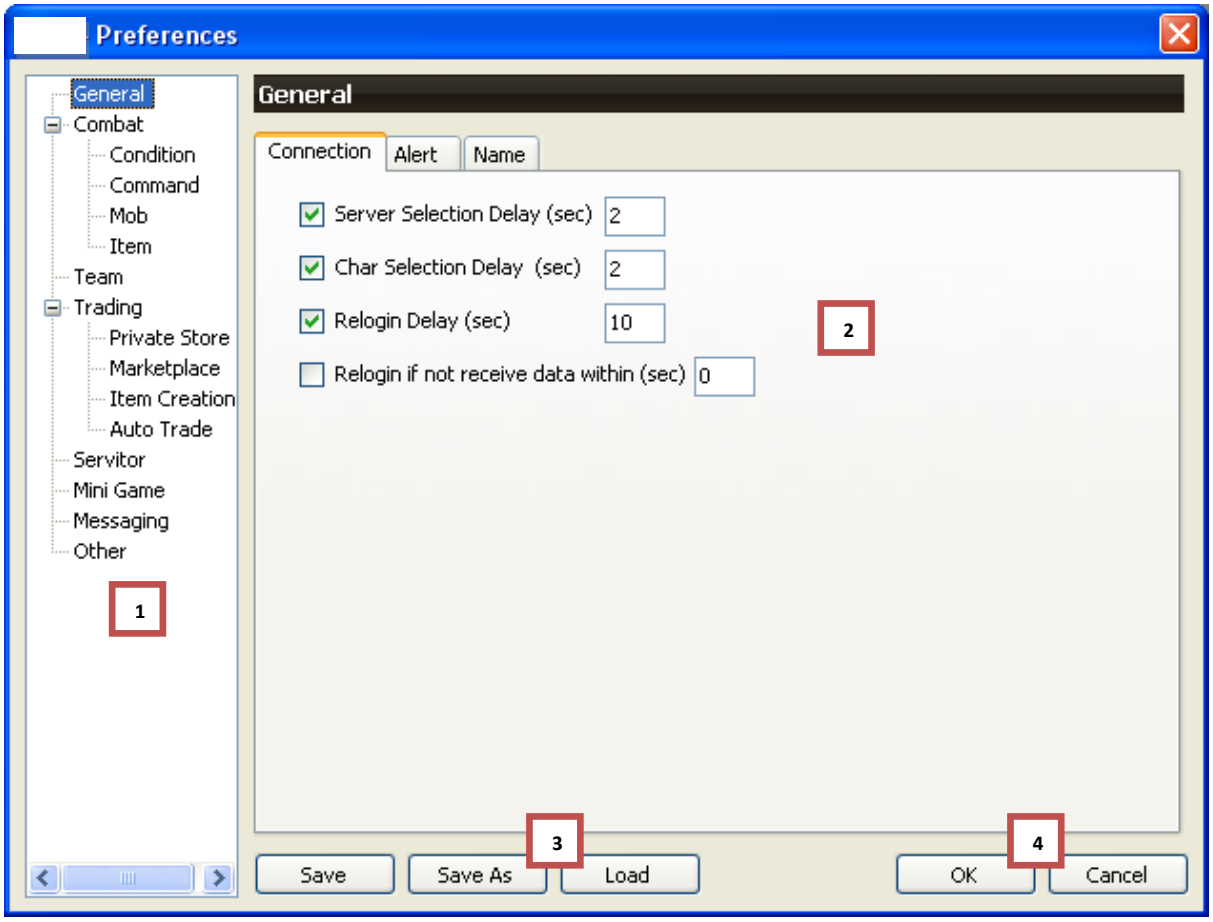


If you want to active/abort your schedule shortcut, Right click on it and select “Active Schedule” or “Abort Schedule”. The active schedule shortcut will be display with blue border.

Clicking on small icon in top-right corner of map to hide or show shortcut slot.

Preference

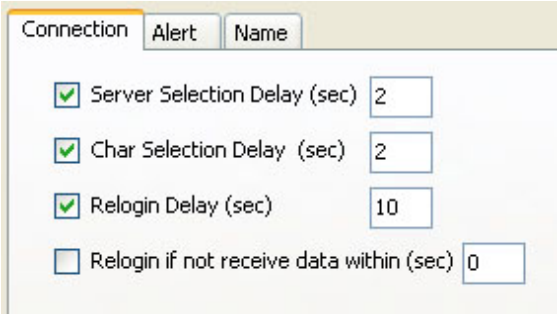
Enables you to manage command for automate task. The setting file will named as your character, prefix with INI and save in \setting folder.



General

Connection

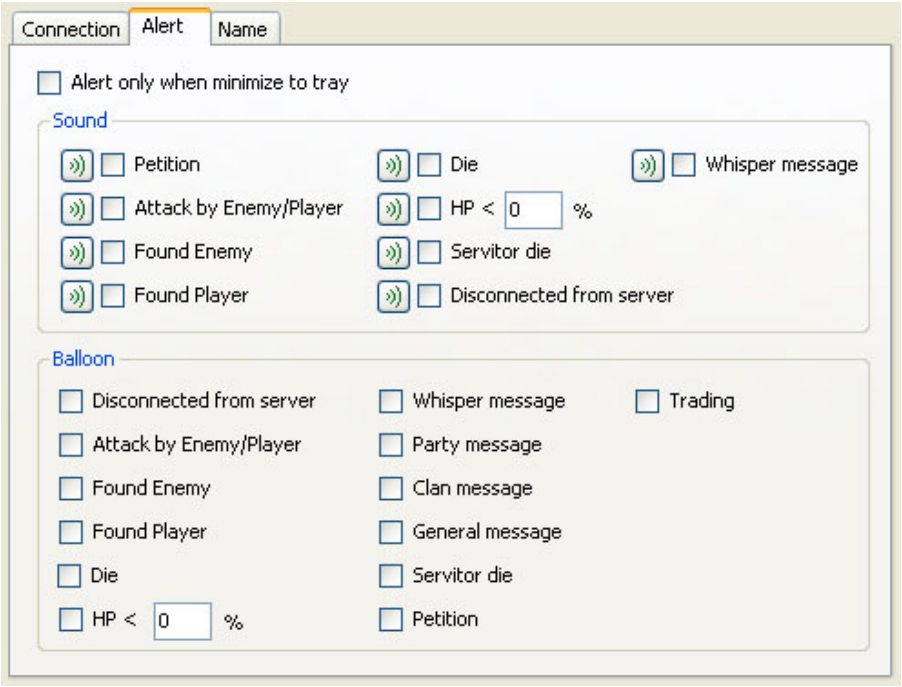
- Server Selection Delay: Allow you to delay in second to select the game server.
- Char Selection Delay: Allow you to delay in second to select character.
- Relogin Delay: Enable you to re-login when server connection lost or character logged out by other condition such as attack by unknown player.
- Relogin if not receive data within: Enable you to relogin after not receive data within time.



Alert

Gives you alert with sound and balloon message.

- Alert only when minimize to tray: Option to give you an alert when L2Divine minimize to tray only.
- Sound: The ringing sound will come up when your character petition by GM, dead, attack/found by enemy or other player, HP fall below limit and disconnect from server. (Press to change sound file)
- Balloon: Allow you to alert by balloon message.

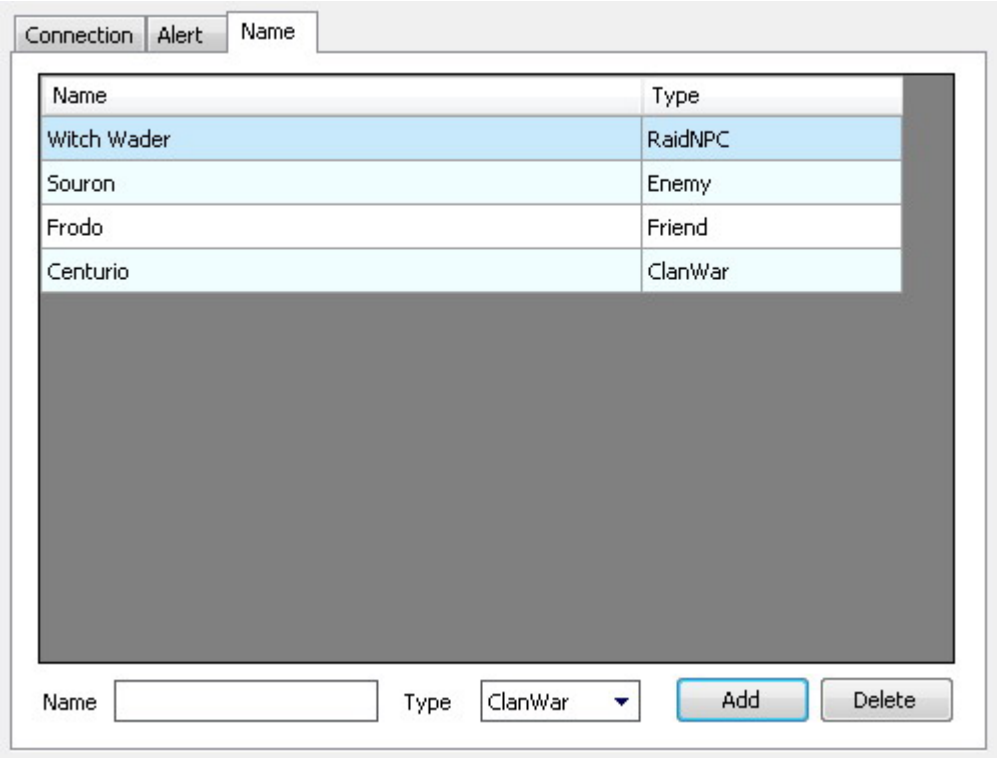


Name

Allow you to group player or none-player character to Friend, Enemy, Clan War and RaidNPC. Following are proposed for each group

- Friend: List of your friend, no action required but they can resurrect your character.
- Enemy: List of character which L2Divine will logout or give you alert by sound/balloon when found them.
- ClanWar: List of your clan war. L2Divine will action like enemy when someone in this clan appears.
- RaidNPC: Name of NPC/Mob that you don't wish to fight Exe. Witch Wader. L2Divine will logout when found them.

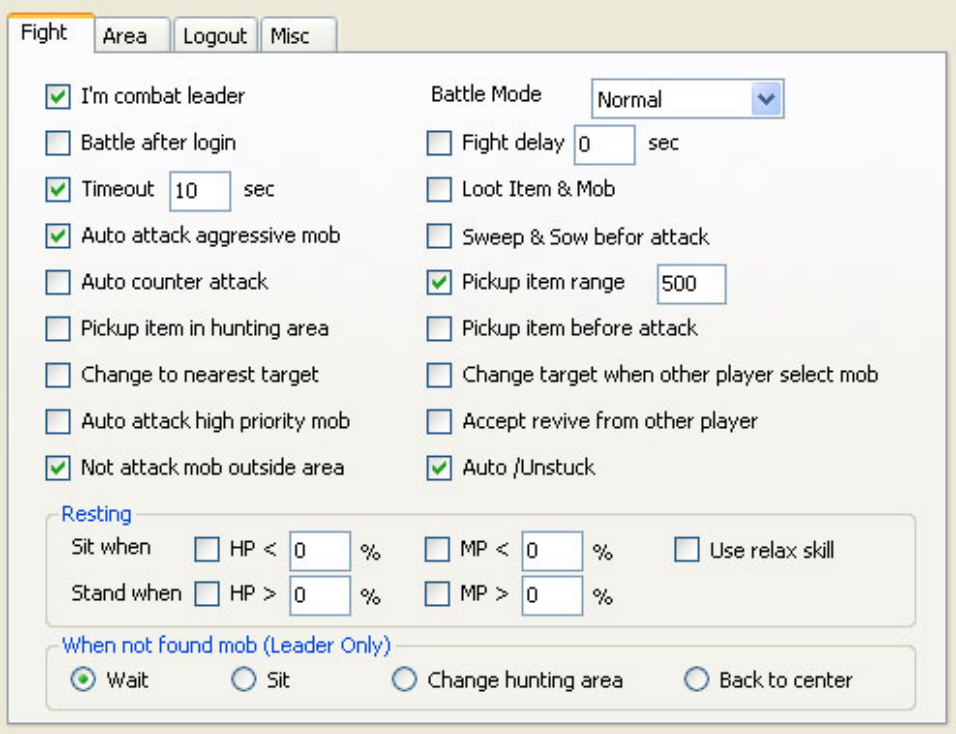
See more detail about Logout in Combat > Condition > Logout



Combat

Enable you to set command and condition for battle.

Condition > Fight



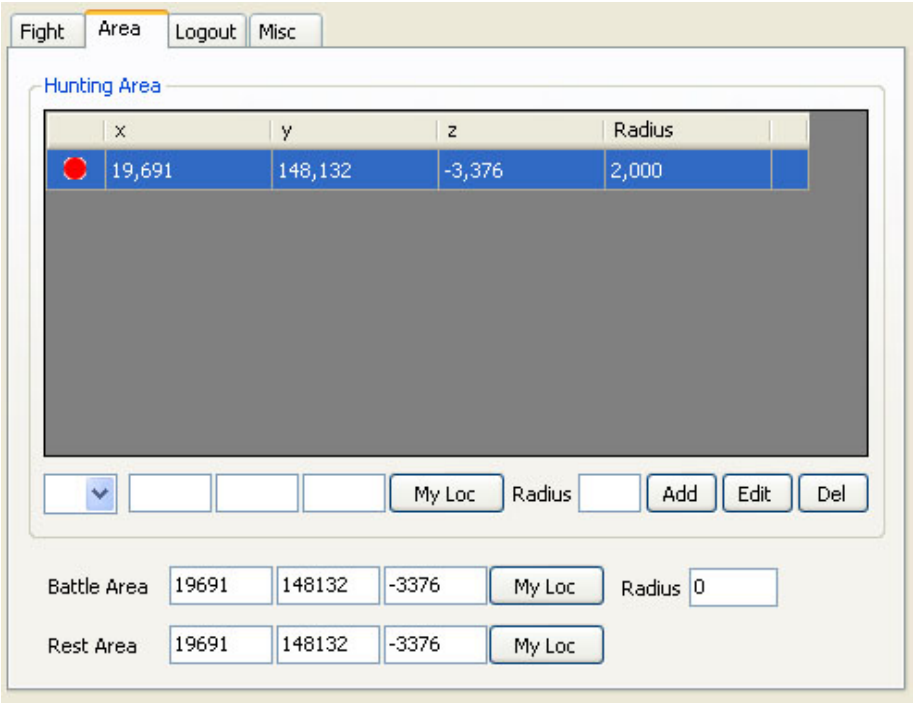
- I'm combat leader: Set character to be team leader and make decision what team should do such as select target or pickup item.
- Battle Mode: Select Normal, Hunting or Siege mode. Each mode has different battle style. Normal mode will fight mob at current location and only required hunting area. Hunting mode will draw mob to battle area before fighting and required both Hunting and Battle area. Siege mode allows you to attack NPC. See more at Battle Setting.
- Battle after login: Enable you to start battle after login.
- Fight Delay: Delay time in second before target to new mob.
- Timeout: Action timeout if target can't reach or pickup.
- Loot Item & Mob: Loot Item & Mob from other player.
- Auto attack aggressive mob: Auto attack mob that target or attack your team.
- Sweep & Sow before attack: Force character to sweep and sow mob before attack.
- Auto counter attack: Enable character to counter attack aggressive mob when not in battle mode.
- Pickup item: Set character to pick up item and range.
- Pickup item in hunting area: Set character to pick up item inside area only.
- Pickup item before attack: Force character to pick up item before attack mob.
- Change to nearest target: Allow team leader to change to nearest target.
- Change target when other player select mob: Allow leader to change target when player select our target.

- Auto attack high priority mob: Allow leader to change to high priority mob. See how to specified high priority mob at Mob section.
- Accept revive from other player: Accept resurrection from other player (Anyone who not in friend list).
- Not attack mod outside area: Force character to attack mob inside area only.
- Auto unstuck: Allow your character to use /AutoUnstuck command.
- Sit: HP and MP (%) condition for rest.
- Stand: HP and MP (%) condition for resume to battle.
- When not found mob: Allow leader to choose whether wait, rest, change hunting area or back to center of area.

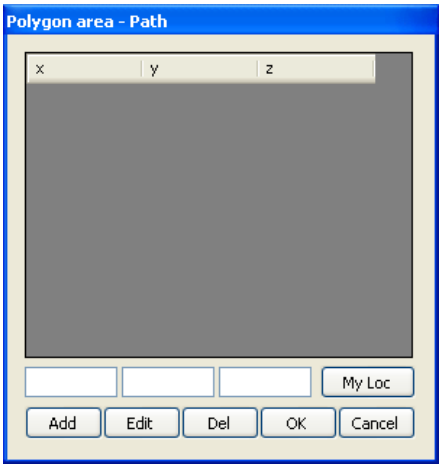
Condition > Area

Enable you to set battle area.

- Hunting Area: Range for hunting mob. Depend on your battle mode if you select for normal mode, your character will fight mob suddenly in this area (Red circle/rectangle/polygon on map). For hunting mode, this area use for lore mob only. Leader will select target in this area and lead it back to battle area (Yellow circle/rectangle/polygon on map). Only leader is required for this area.
- Battle Area: Actual fights happen on this area. This area required for both leader and follower if you select for hunting mode (show in red circle color).
- Rest Area: Range for your character to rest when HP or MP (%) falls below limit. Rest area will be shown in green cross (+) on map. You can leave this area to blank if you want to use current location to rest.



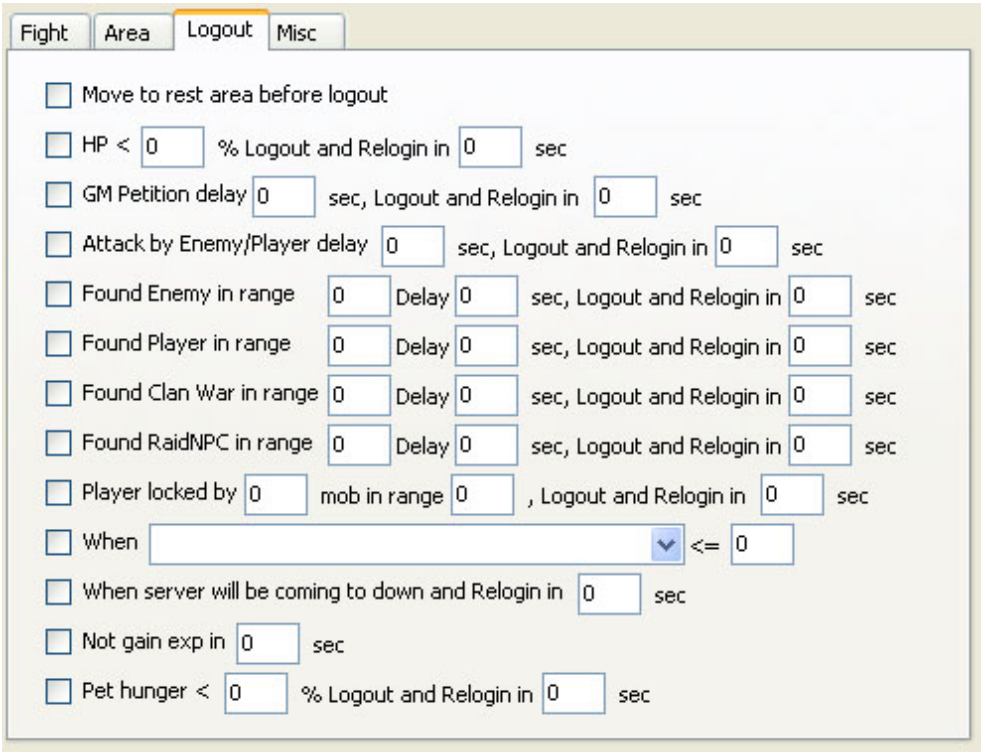
To add polygon range, clicking on ⊞ to open “Area path” windows.



Condition > Logout

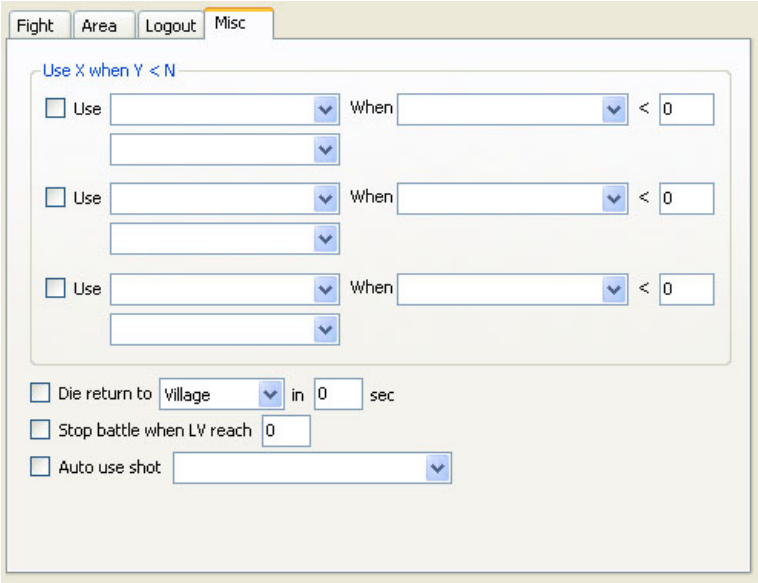
Enable you to set condition for logout from game.

- Move to rest area before logout: Allow your character move to rest area before logout. Rest area is required. This condition will effect to all other logout event.
- HP<n% logout: Allow you to logout when HP (%) falls below limit and back to the game in second. (Set re-login to 0 if you don't want to back to the game)
- GM petition: Allow you to logout when petitioning by GM.
- Attacked by Enemy/player: Allow you to logout if enemy or other player attack on you. (You can set enemy name at General > Name)
- Found Enemy: Allow your character logout if enemy appear in range.
- Found Player: Allow your character logout if player appear in range.
- Found Clan war: Allow your character logout if member of clan war appear in range.
- Found RaidNPC: Allow your character logout if NPC appear in range.
- Player lock by mob: Enable you to logout if other player targeted by mob more than limit.
- When X < N: Allow you to logout when item lower than limit.
- When server will be down: Allow you to logout before server down.
- Not gain exp: Allow you to logout if your character not gains EXP.
- Pet hunger <n%: Allow you to logout when pet hunger fall below limit.



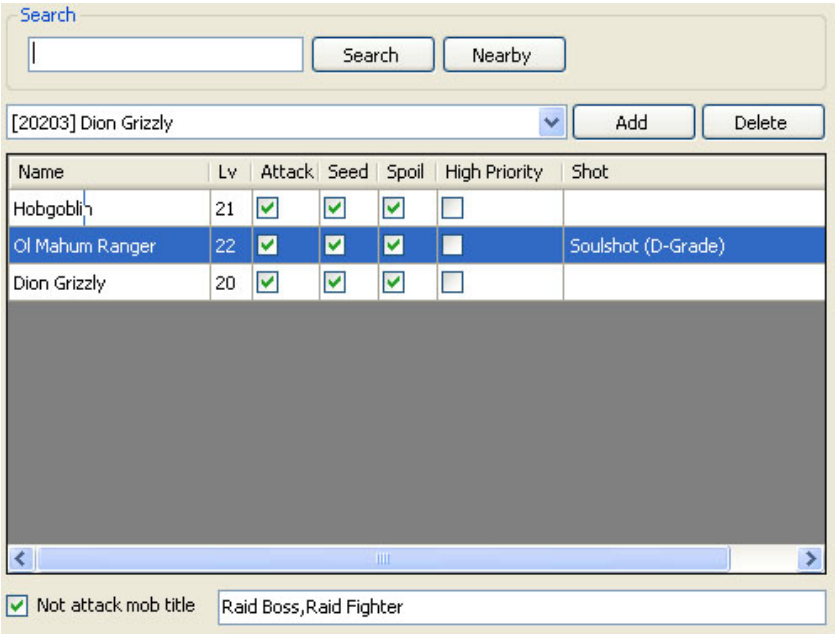
Condition > Misc

- Use X when Y < N: Enable you to use skill or item when specified item fall below limit.
- Die return: Allow you to return to village, clan hall, castle etc when die.
- Stop battle when level: Enable your character to stop battle at certain level.
- Auto use shot: Auto use specific shot when start battle.



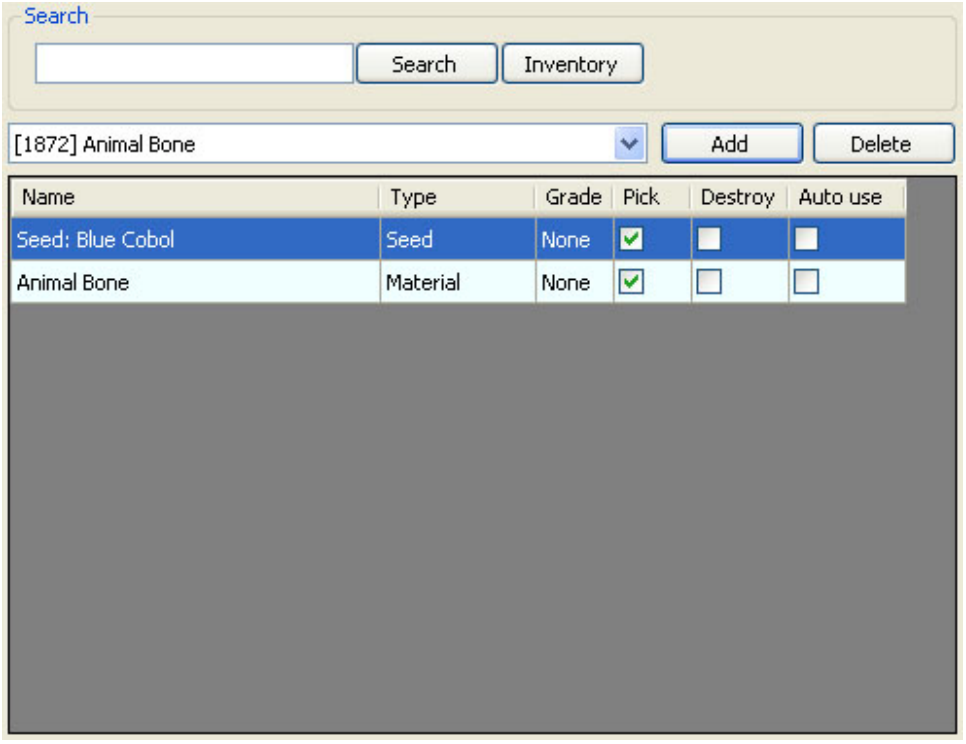
Mob

Give you monster information and also allows you to set condition for attack, spoil, seed, priority and soul/spirit shot. Additional, you can avoid attacking on some monster by defined it title by check on “Not attack mob title” and given its title. Exe. “Lv 50 Special Mob, Quest Monster“. Click “Search” or “Nearby” to refine monster.



Item

Give you item information and also allows you to set condition for pick, destroy and auto use item while in battle and fishing. Click “Search” or “Inventory” to refine item.



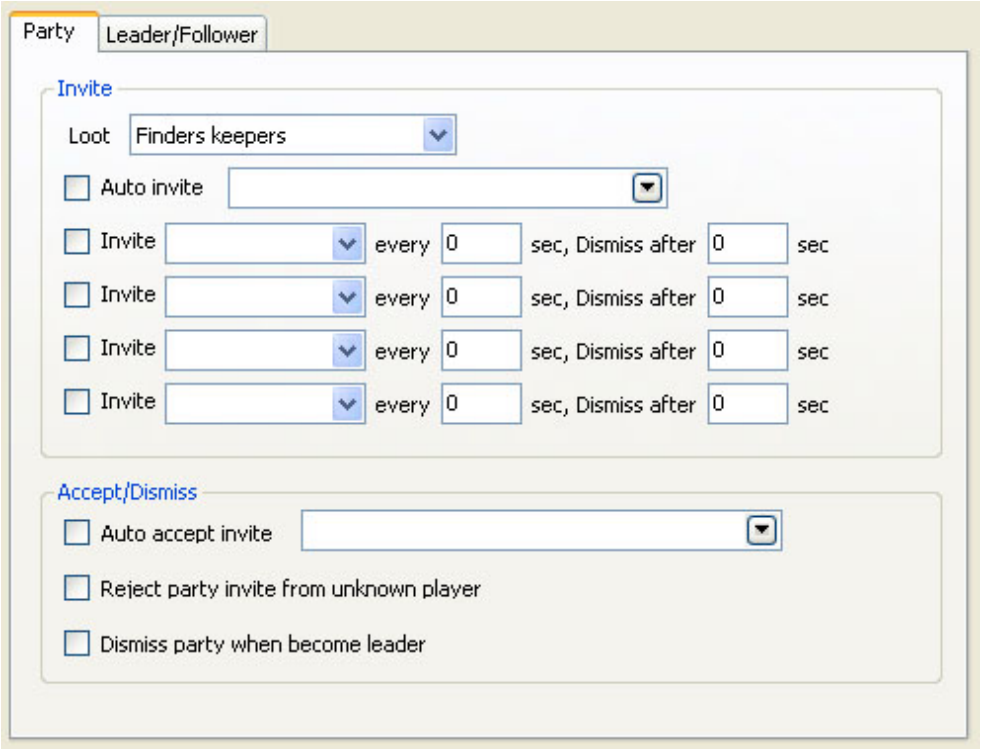
Team

Enable you to set team action and the game party.

Note! Each account on same L2Divine can detect each other status without joining the game party.

Party

- Loot: Allow you to set party loot.
- Auto invite: Allow you to invite certain player to join the game party.
- Invite: Allow you to invite and dismiss certain player in periodical.
- Auto accept invite: Enable you accept party invite from certain player.
- Reject party invite from unknown player: Allow you to reject invite from player that not in your friend list.
- Dismiss party when become leader: Allow you to dismiss party if you are leader.



Leader

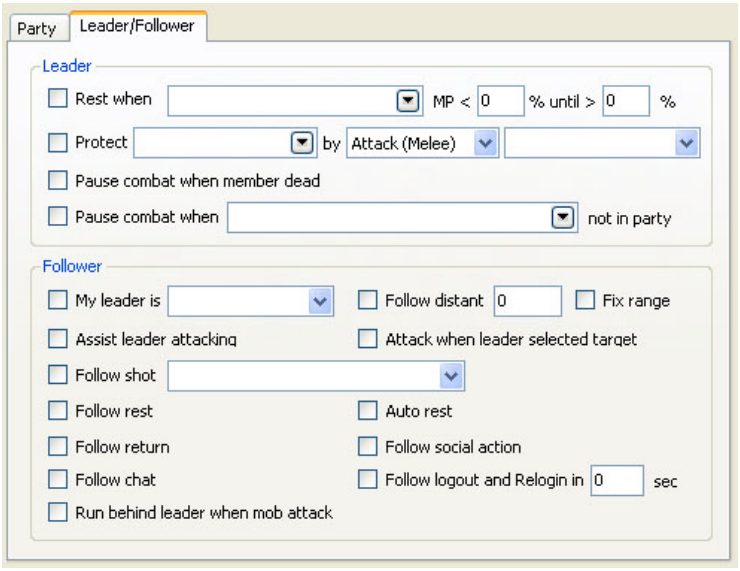
Leader is character who leads battle. (Checked “I'm combat leader” in Combat > Fight). Only 1 leader permitted in a team.

- Rest: Enable leader to rest when certain teammate MP (%) fall below limit.
- Protect: Allow leader to protect teammate with skill and shot item when under attack by mob.
- Pause combat when member dead: Allow leader to wait if one of teammate die. Use this to wait for the healer using resurrection skill.
- Pause combat when member not in party: Allow leader to wait if one of teammate doesn’t in party.

Follower

Follower is member of team that action follow leaders.

- My Leader: Enable you to select certain player to be your leader.
- Follow distant: Enable character to move follow leader.
- Assist leader attacking: Enable character to assist leader to attack mob. (Command attack is required)
- Attack when leader selected target: Enable character to attack mob when leader selected target
- Follow shot: Enable character to use certain shot follow leader.
- Follow rest: Allow you to rest when leader sit.
- Auto rest: Allow your character rest when idle.
- Follow return: Enable character to use skill or item to return to nearest village when leader returns.
- Follow social action: Enable you to follow leader social action. (Victory, Dance etc.)
- Follow chat: Allow you to follow leader to chat with NPC.
- Follow logout and relogin: Allow you to follow leader to leave the game.
- Run behind leader when mob attack: Allow you to run behind leader when under attack by monster



Servitor

Enable you to call servitor like summon or pet in battle. Servitor information will display in status window on Servitor information tab.

Summoning

- Summoning: Select item to call pet or select skill to call summon.
- Summon pet when master HP (%): Allows you to set HP limit before call pet. (Pet only)

Servitor Fight

- Assist master attacking: Enable your servitor to assist master fight with mob. Pet Attack command is required.
- Rest when summon time: Allows master to rest when summon time (%) fall below limit.
- Protect servitor: Enable master to protect servitor.
- Automatic Use: Enable automatic use pet shot.

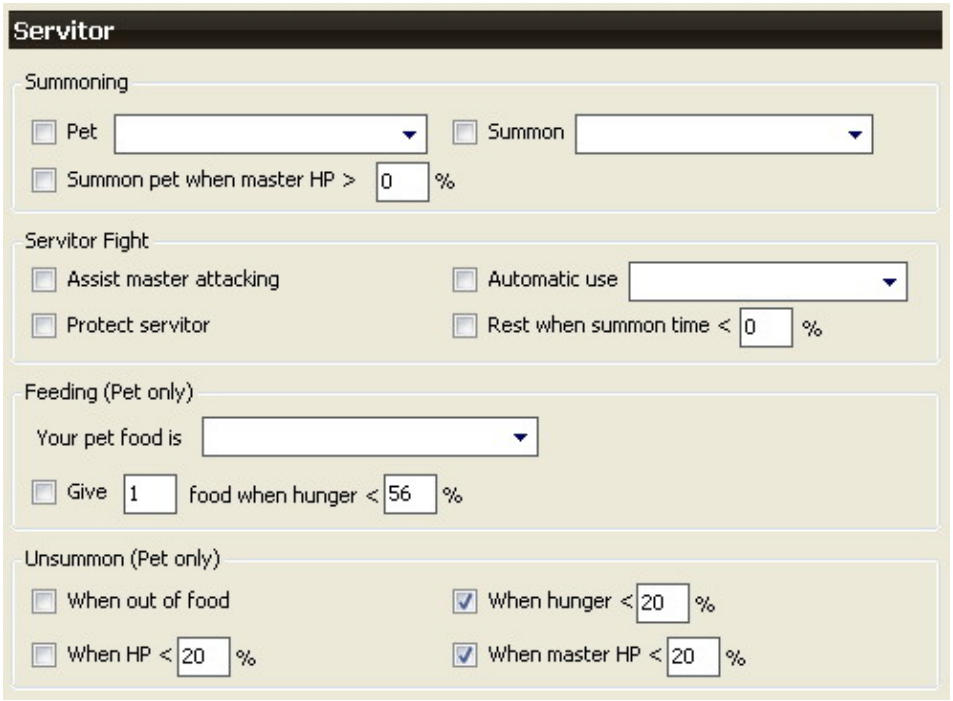
Feeding (Pet only)

- Your pet food: Select food for your pet.
- Give food to pet: Allow master to give amount of food to pet when hunger (%) fall below limit.

Note! When hunger gauge fall below 55% your pet will eat food automatically.

Unsummon (Pet only)

- Out of food: Return pet to born when food is run out.
- Hunger (%): Return pet to born when hunger gauge fall below limit.
- HP (%): Return pet to born when hp lower than limit.
- Master HP (%): Return pet to born when master hp lower than limit.

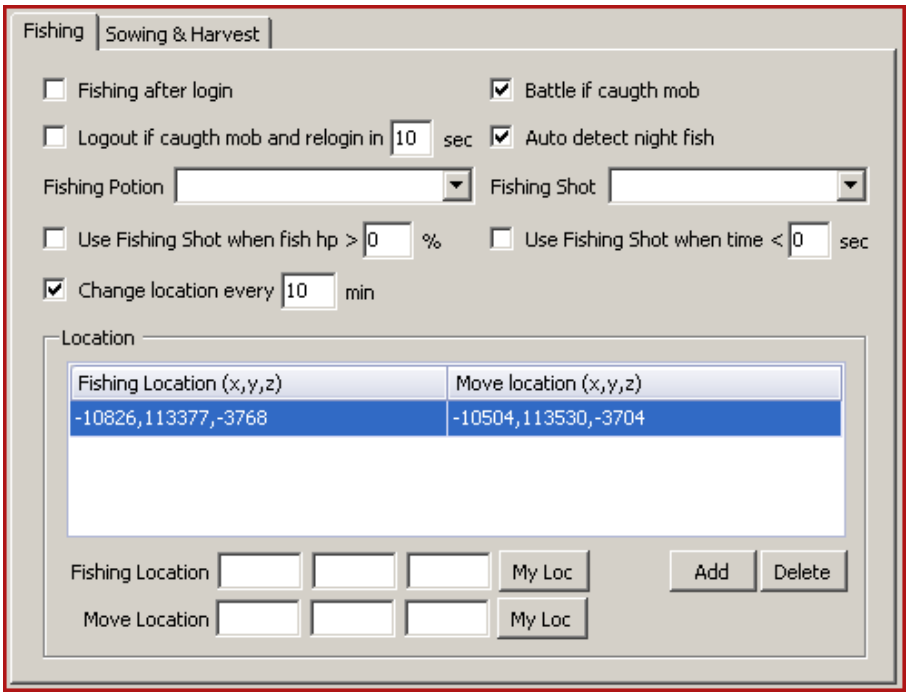


Mini Game

Fishing

Enable you to set condition for fishing. To start fishing, press “Fishing Start” at control panel.

- Fishing after login: Enable you to start fishing after login.
- Battle if caught mob: Enable you to battle when caught mob. Command attack is required (Do not forget to set to equip R-HAND and L-Hand weapon).
- Logout if caught mob: Allows you to logout when caught mob. Useful with Healer who not strong enough to fight with mob.
- Auto detect night fish: Enable character to change luminous lore when night fall for catch night fish.
- Fishing potion: Allows you to use fishing potion every 1 hour.
- Fishing shot: Allows you to use fishing shot.
- Use fishing shot when fish hp (%): Enable you to use fishing shot when fish HP greater than limit.
- Use fishing shot when time: Enable you to use fishing shot when time fall below limit
- Change location: Enable you to change fishing location in periodical.
- Location: Enable you to fishing at certain location. (Note! You can leave this area if you want to use current location as fishing spot but your location must in water area). This option use together with “Change location every n minute”. Benefit of change location is avoided dropping of success rate when fishing in same area for a long time. Location contain 2 point are “Fishing” and “Moving”. Fishing is area that you actual fishing (Display as Red Cross (+) in map). Moving is area that your character will move along when change location (Display as Green Cross (+) in map). Moving location should behind and far enough to fishing location to guarantee your character is always turn face to water area.



For instance, Figure below is correct setting for fishing on multiple locations. When start fishing, your character will action following:

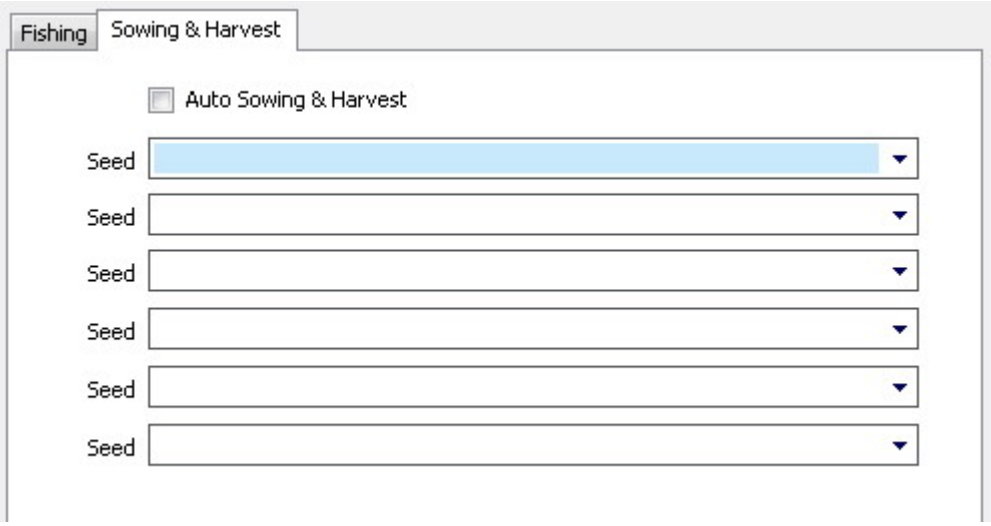
1. Move to nearest “Moving location” and forward to “Fishing location”. (Location 1 in figure)
2. Fishing start here until change area time reaches. Your character will move back to “Moving location 1” then move forward to “Moving location 2”.
3. Move forward to “Fishing location 2” and start fishing again!

Manor

Enable you to sowing in battle.

- Auto Sowing & Harvest: Enable sowing in battle.
- Seed: Seed type to sow.

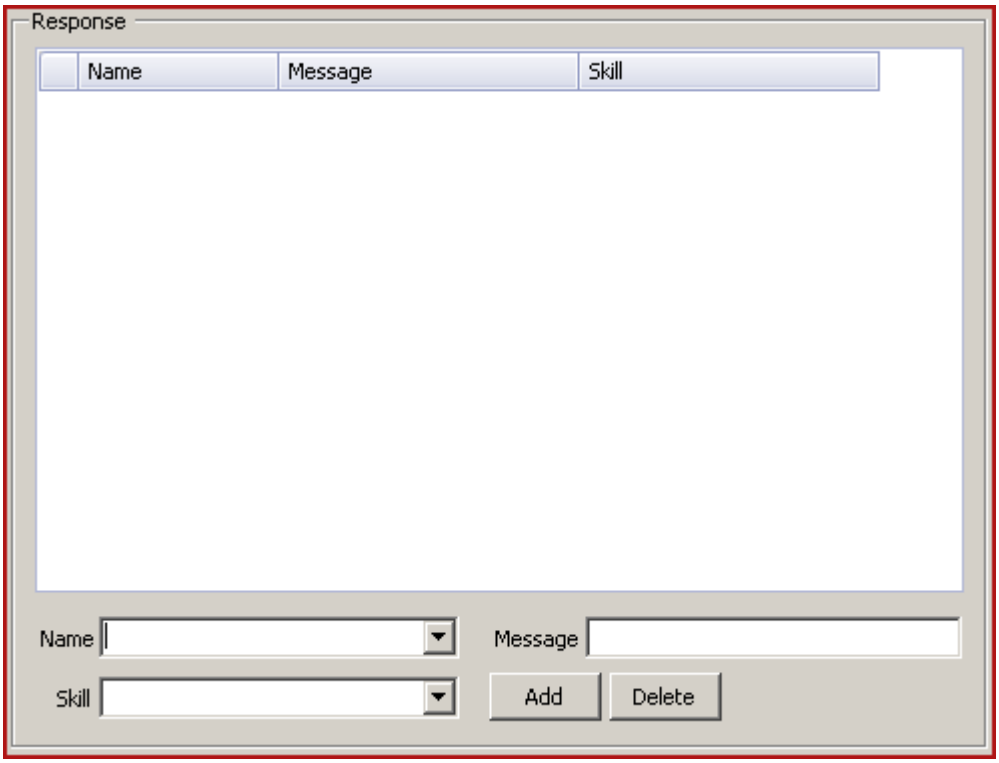
Note! If you want to spoil, your dwarves should sowing to protect corpse disappear after sweeper before using harvester tool.



Messaging Control

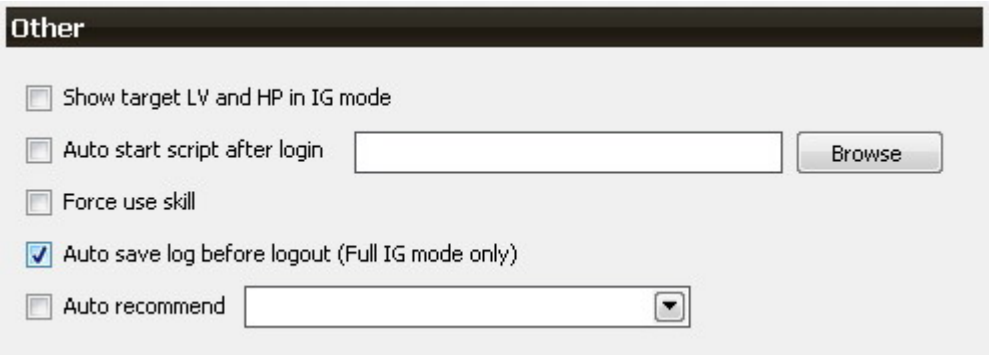
Enable you to response skill on other player via whisper message.

- Name: Requester name
- Message: Whisper message
- Skill: Response skill



Other

- Show target LV and HP in IG mode: Give you target information (Level and HP) when selecting mob in IG mode.
- Auto start script after login: Auto starts script after login to game.
- Force use skill: Allow you to force use skill (Like press CRTL key)
- Auto save log before logout: Auto save log before your character logout
- Auto recommend: Allow you to recommend player after enter world.



Chapter 4: Battle Setting

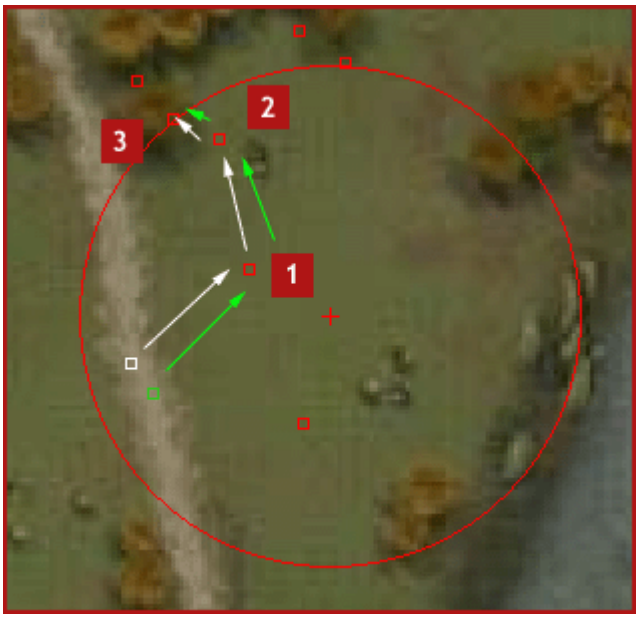
Battle Mode

There are 3 types of battle style in L2Divine, Normal, Hunting and Siege mode. Normal mode will fight mob at its location. Hunting mode will draw mob to battle area before fight. Siege mode will give you a chance to fight with NPC.

Normal Mode

As mention above, this mode will fight mob at its location so both leader and follower will move together in battle. The way to enable your character in normal mode:

1. Select battle mode to Normal mode. (Combat > Condition > Fight > Battle Mode)
2. Leader only: Choose hunting areas by giving hunting location and range (Com > Condition > Area > Hunting). You can see giving area as red circle/rectangle in virtual map.
3. Follower only: Select leader name to lead battle. (Team > Leader/Follower > My Leader is)
4. Set command and other condition then press “Battle Start”



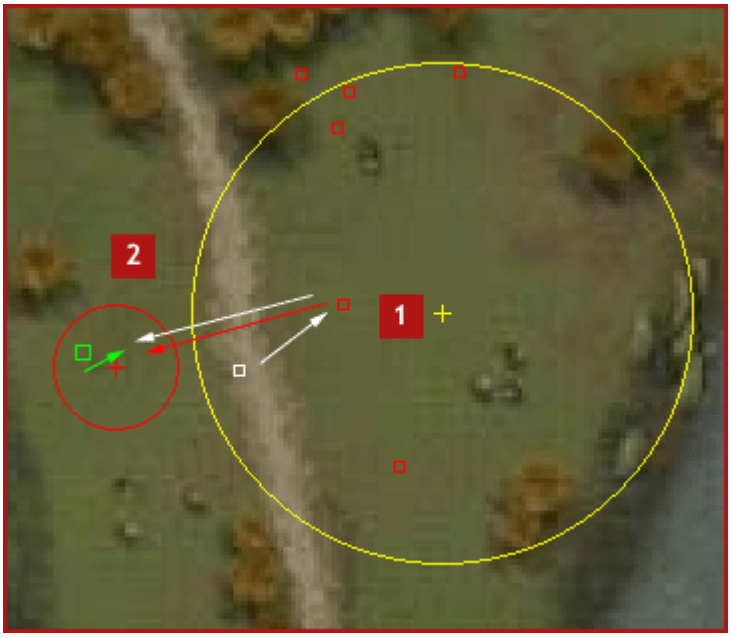
Hunting Mode

In this mode, Leader and Follower will have different action:

- Leader: Leader will find nearest mob in hunting area. After locked by mob (If target is not aggressive type, your character will attack it once), leader will draw mob back to battle area and start to fight when reach.
- Follower: Follower will wait at battle area and do not action on (Attack, Heal and Buff) any target outside an area.

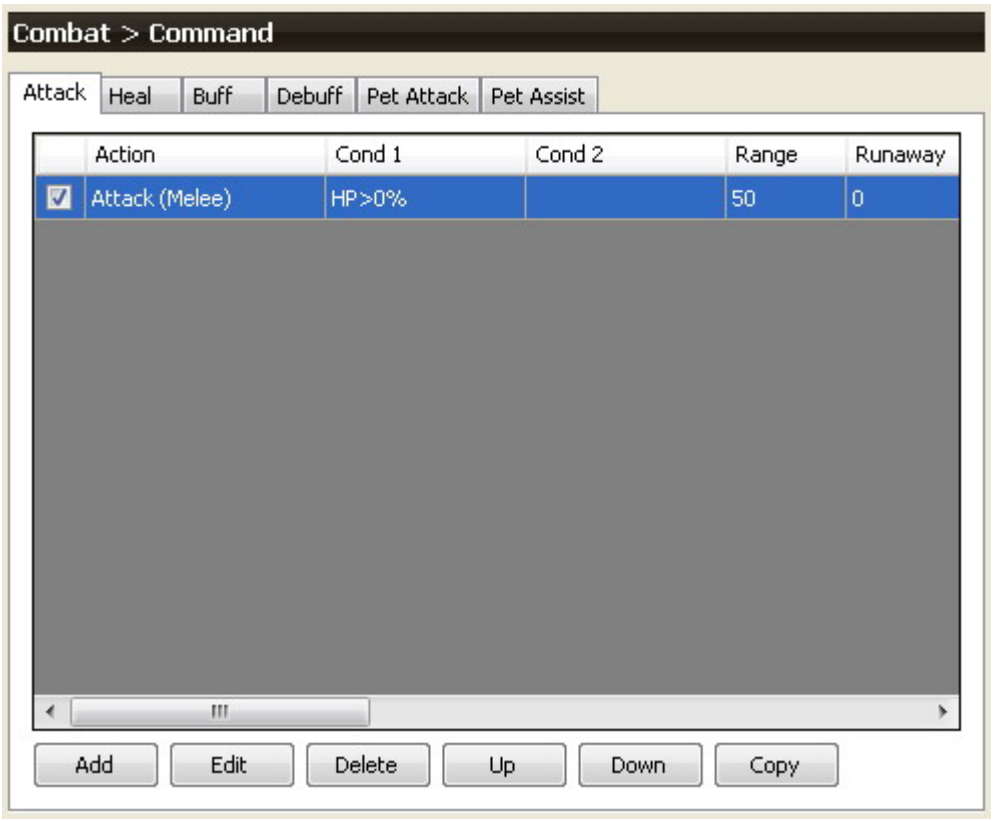
The way to enable your character in hunting mode:

1. Select battle mode to Hunting mode. (Combat > Condition > Fight > Battle Mode)
2. Leader only: Choose hunting areas by giving hunting location and range (Com > Condition > Area > Hunting). You can see giving area as yellow circle in virtual map.
3. Choose battle areas by giving battle location and range (Com > Condition > Area > battle). You can see giving area as red circle in virtual map.
4. Set command and other condition then press “Battle Start”



Command

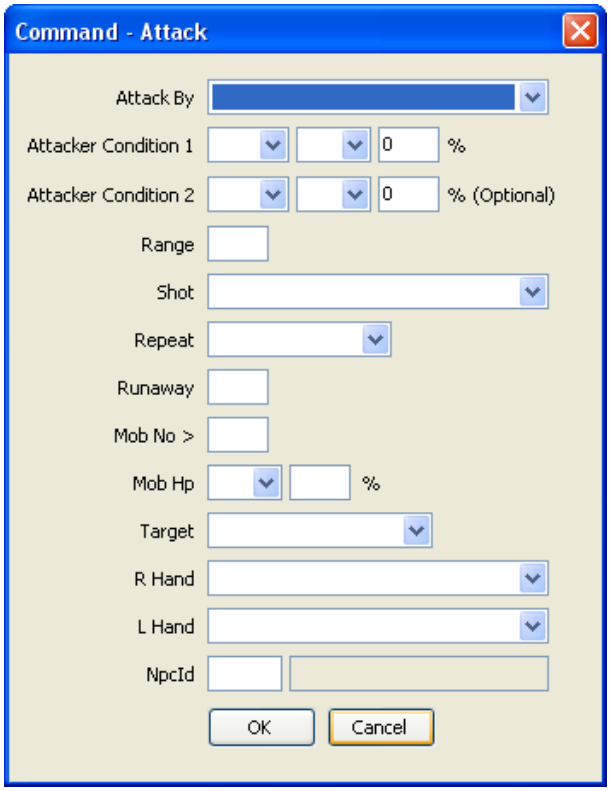
In order to battle you must set command. Command is a set of action grouping to Attack, Heal, Buff, Debuff, Pet Attack and Pet Assist.



Attack

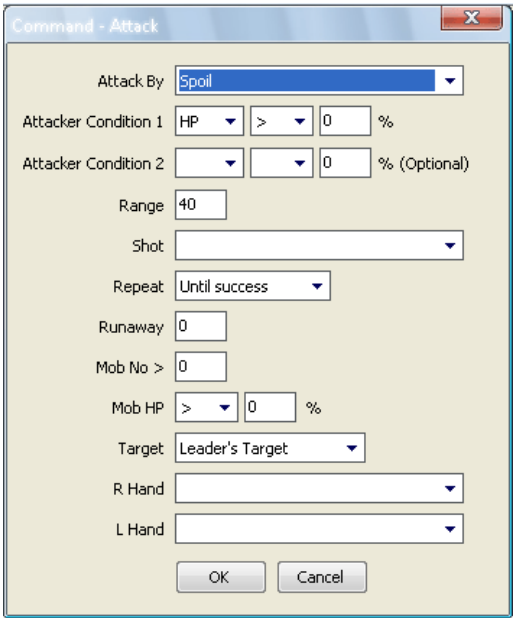
Command attack is action for attack mob. Execute in order and restart when targeting to new mob.

- Attack By: Select Attack (Melee) or Skill.
- Attacker Condition 1: Your HP, MP, CP (%), Soul (Unit) and Force (Unit) condition
- Attacker Condition 2: Same as condition 1 (Optional)
- Range: Distance between you and target to attack. Looking for skill range at Status > Skill.
- Shot: Select shot to use.
- Repeat: 1 time (Do only 1 time and ignore for result), Until success (Repeat until skill result success) and Until target die.
- Runaway: Runaway range after launch skill.
- Mob No: Number of surrounded mob.
- Mob HP: HP (%) of mob.
- Target: Attacking target. There are 2 types: Leader's Target (Attack on current leader target) and Targeting Team (Attack on other mob that under attack your team).
- R Hand: Equipping weapon/shield on your right hand.
- L Hand: Equipping weapon/shield on your left hand.
- NPC ID: Monster ID to attack with this command. If not specified, all mobs will be applied.

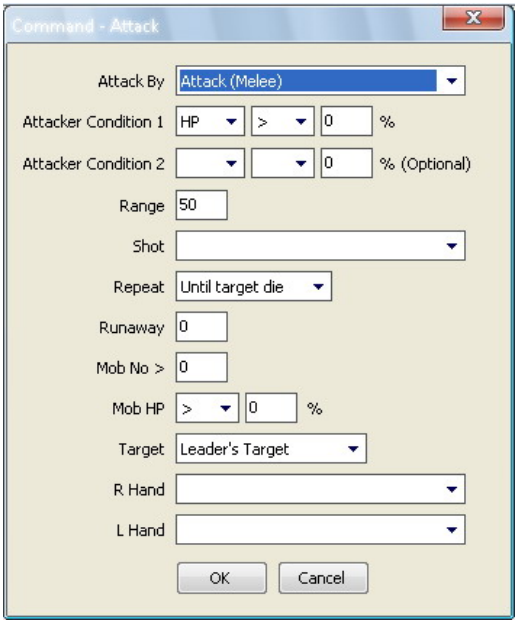


Example for Bounty Hunter, Fortune Seeker

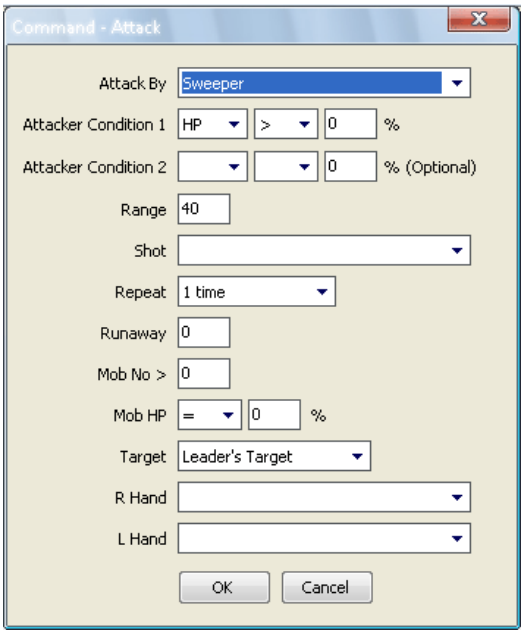
1. Spoil



2. Attack (Melee)

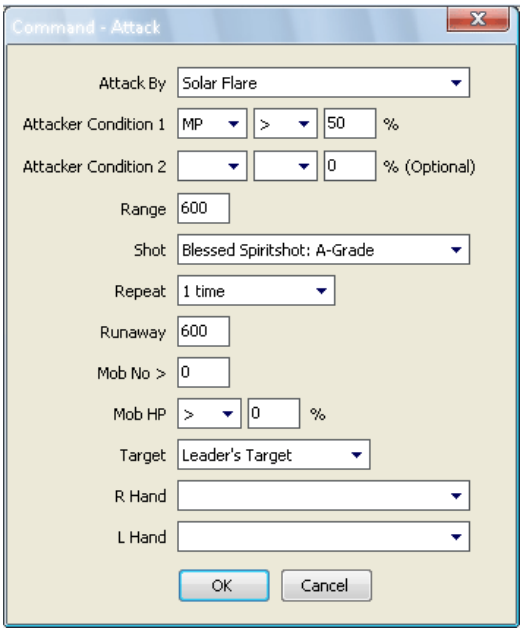


3. Sweep

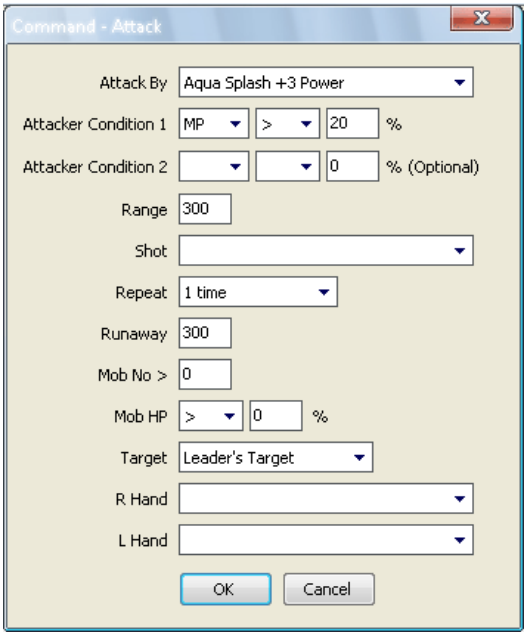


Example for Spell Singer

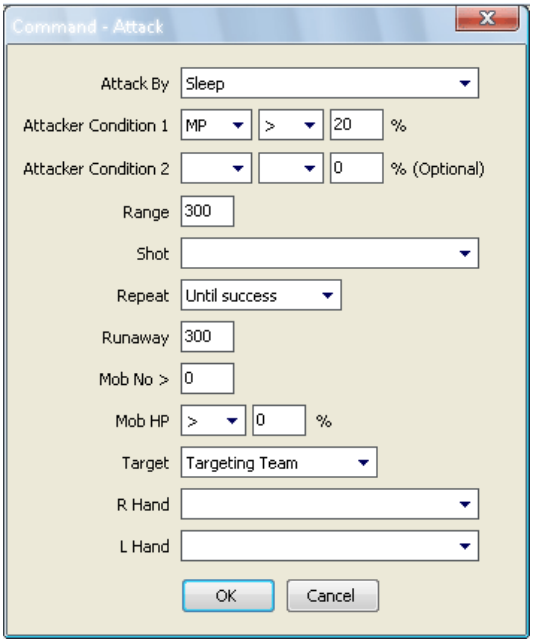
1. Solar Flare



2. Aqua Splash

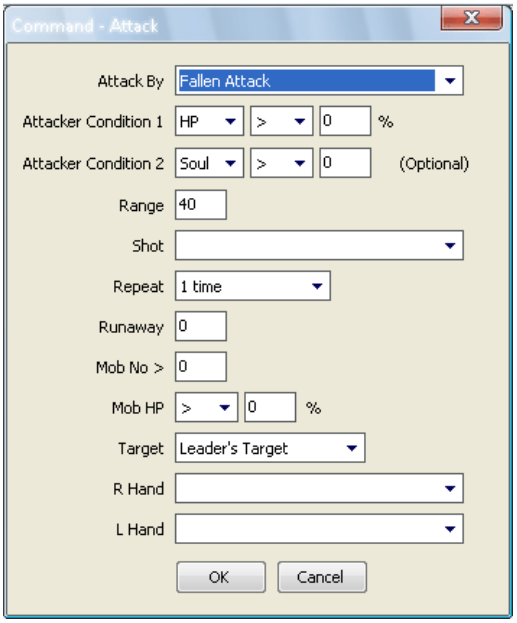


3. Sleep

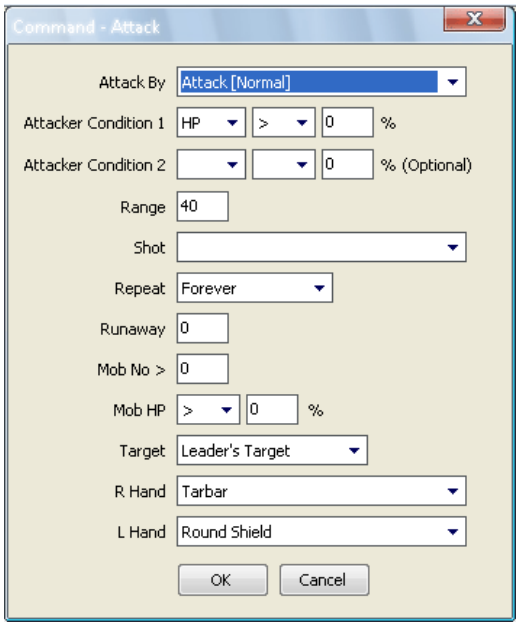


Example for Warder

1. Fallen Attack



2. Normal Attack



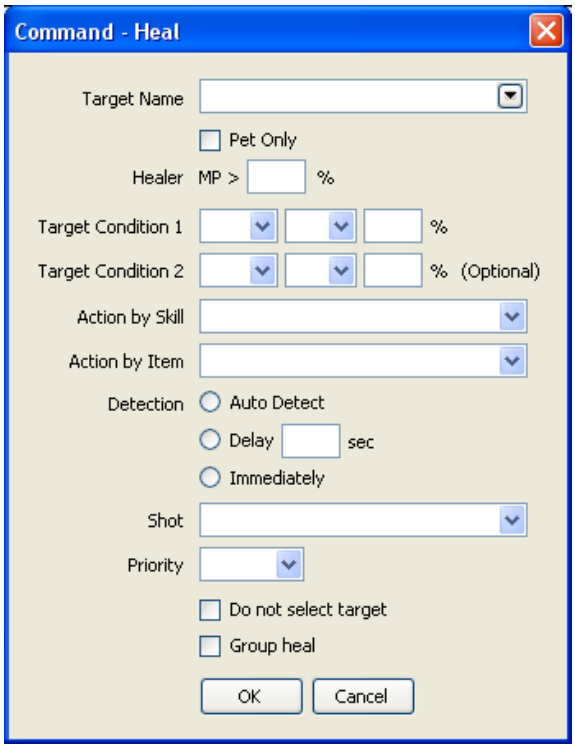
Note! This is just few examples. Create command that best with your battle style.

Heal

Command heal is action for healing you and your teammate like Greater Heal, Resurrection and Recharge. Execute by condition.

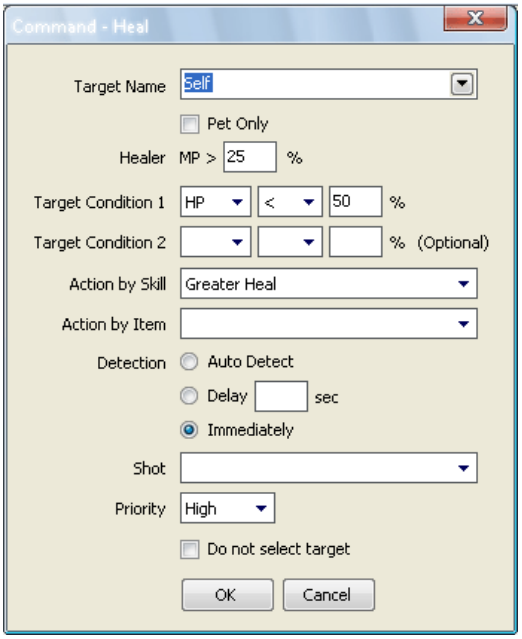
- Target Name: Healing target. (Use “Self” to represent yourself and separate each name by comma)
- Pet Only: Allows you to heal on target’s servitor.
- Healer MP(%): Healer MP(%) limit
- Target Condition 1: Target HP, MP and CP (%) condition.
- Target Condition 2: Same as condition 1 (Optional).
- Action by Skill: Healing skill to use.
- Action by Item: Healing item to use.
- Detection: Auto Detect: Use if currently skill not effect, Delay: Use in periodical and Immediately: Use immediately.
- Shot: Shot to use.
- Priority: High: Use in battle, Low: Use when idle.
- Do not select target: Allow character action without select on target.
- Group heal: Condition to check entire group (All name in target).

Note! Target Condition1, Target Condition 2 and Delay will be ignoring in detection type delay.

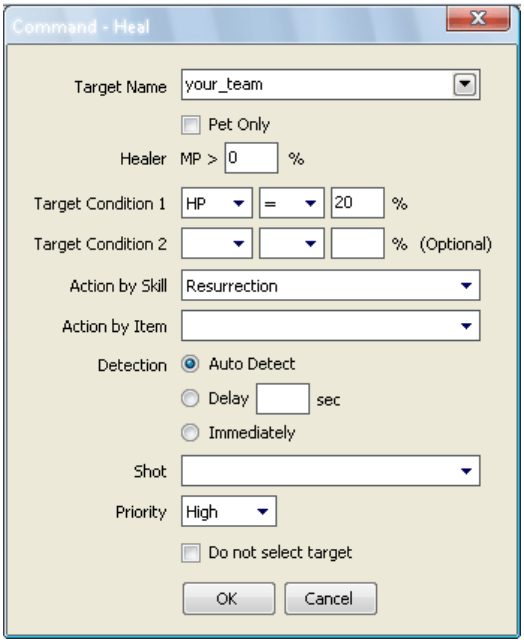


Example for Elven Elder

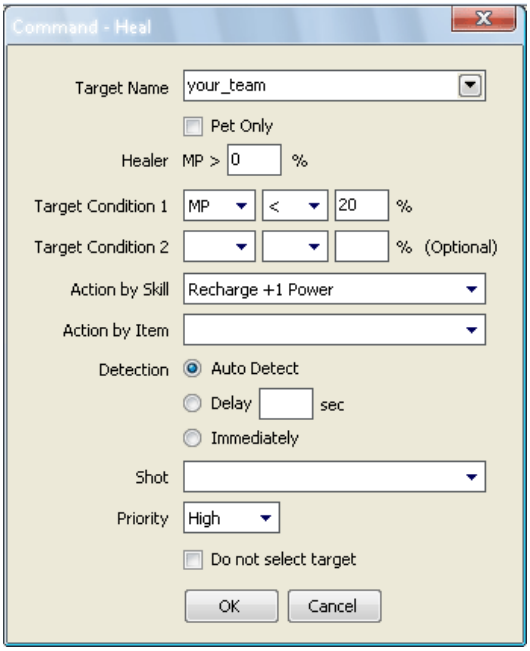
1. Greater Heal



2. Resurrection



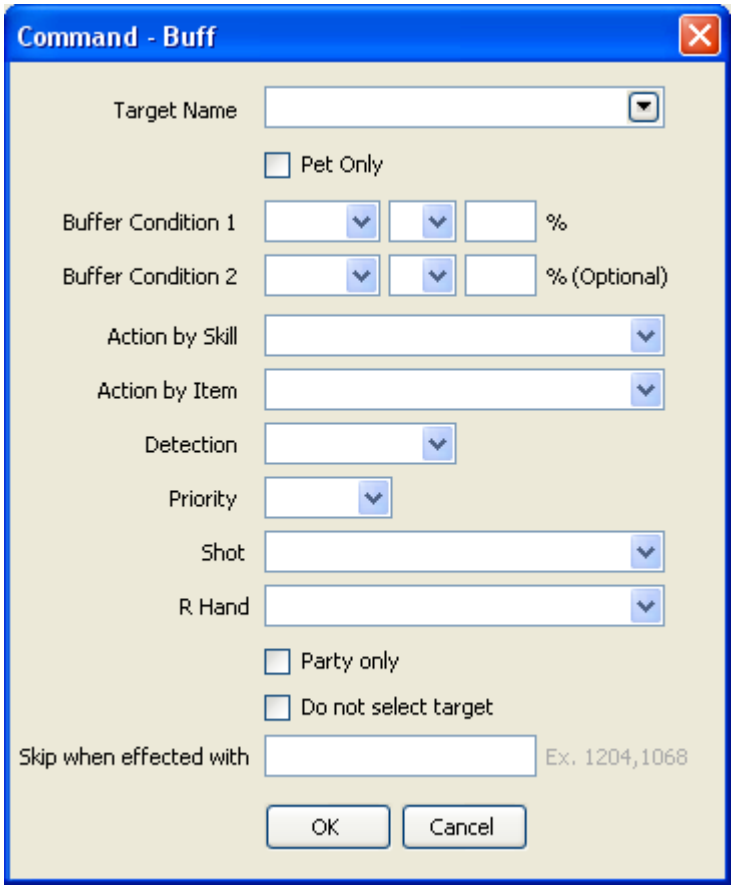
3. Recharge



Buff

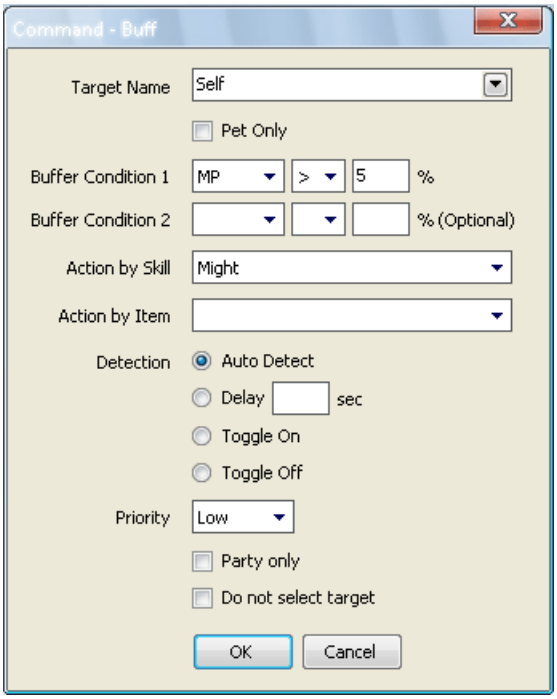
Command buff is action for buffing you and your teammate like Wind Walk, Might and Shield. Execute by condition.

- Target Name: Buff target.
- Pet Only: Allows you to buff on target's servitor.
- Buffer Condition 1: Buffer HP, MP, CP (%), Soul and Force condition.
- Buffer Condition 2: Same as condition 1 (Optional).
- Action by Skill: Buff skill to use.
- Action by Item: Buff item to use.
- Detection: Auto Detect: Use if currently skill not effect, Delay: Use in periodical, Toggle On: Use if not effect and Toggle Off: Use if effected.
- Priority: High: Use in battle, Low: Use when idle.
- Shot: Shot to use before action.
- R Hand: Equip weapon before action.
- Party Only: Action when in party.
- Do not select target: Allow character action without select on target.
- Skip when effected with: Input skill id to skip this command when its affected (Herb of Strength vs. Might).



Example for Elven Elder

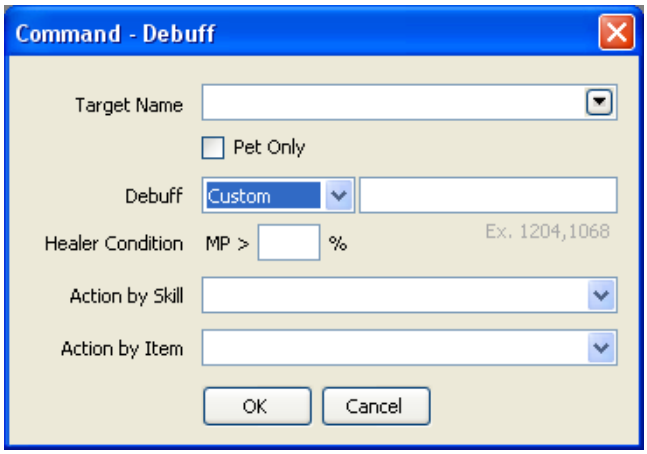
1. Might



Debuff

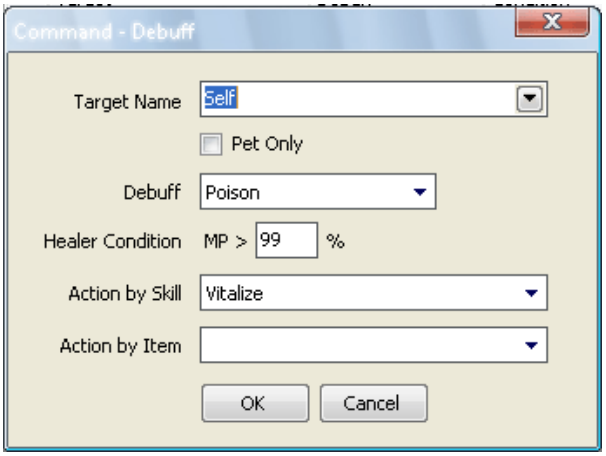
Command debuff is action for remove abnormal effect from you and your teammate like Poison, Death Penalty and Bleed. Execute by condition.

- Target Name: Debuff target.
- Pet Only: Allows you to debuff on target's servitor.
- Debuff: Skill effect to remove. Select "Custom" if you want to specific additional buff.
- Healer Condition MP (%): Healer MP limit
- Action by Skill: Debuff skill to use. (Include normal attack to wake up from sleep)
- Action by Item: Debuff item to use.



Example

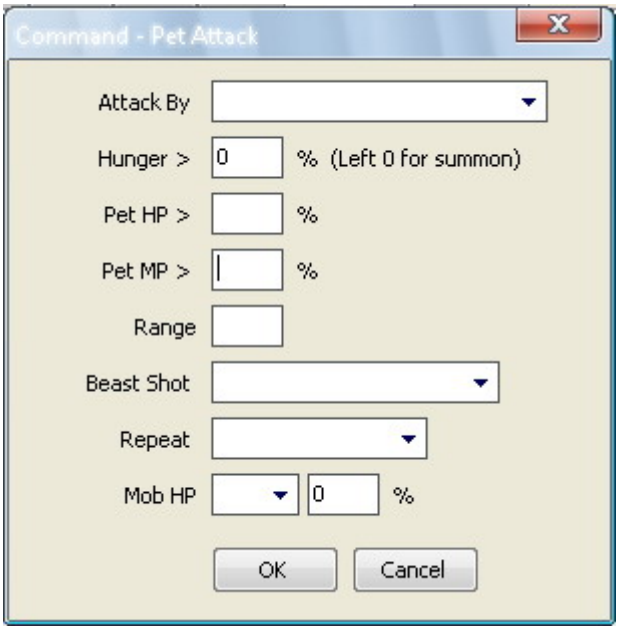
1. Paralysis



Pet Attack

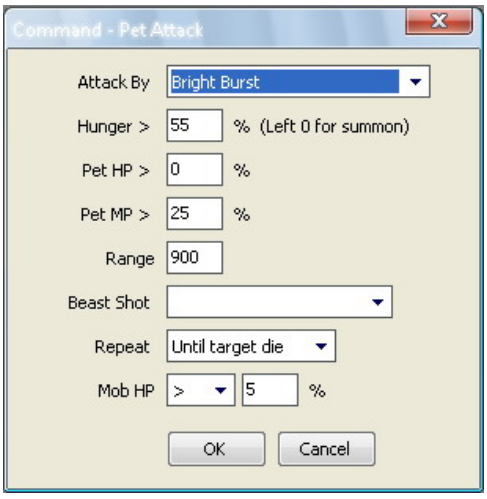
Command pet attack is action for servitor to attack mob along with master. (Activate by check “Assist master attacking” at Servitor > Master Assists). Execute in order and restart when master targeting to new mob.

- Attack By: Pet skill
- Hunger: Hunger limit (Only pet and left 0 for summon)
- Pet HP: Servitor HP (%)
- Pet MP: Servitor MP (%)
- Range: Range between master and mob to start servitor action
- Beast Shot: Allows servitor to use beast shot.
- Repeat: Repeating time like Until target die and 1 Time
- Mob HP: HP Condition to attack mob

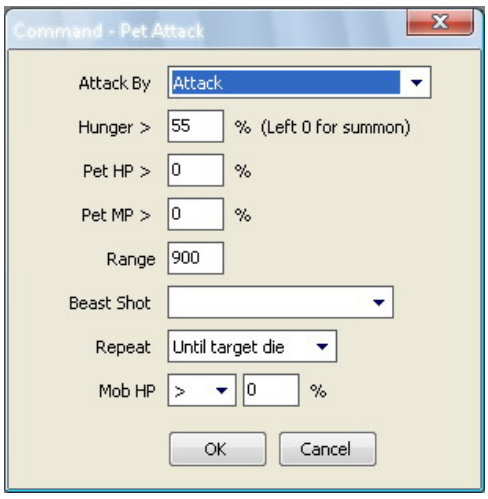


Example for Hatchling

1. Bright Burst



2. Attack



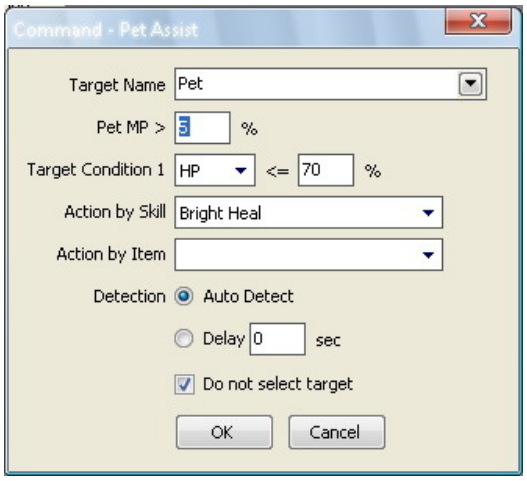
Pet Assist

Command pet assist is action for servitor to support master or itself like Servitor Recharge and Servitor Heal. Execute when condition is true.

- Target name: Target to assist
- Pet MP: Servitor MP limit
- Target Condition 1: HP, MP and Hunger condition of target
- Action by Skill: Use pet skill
- Action by Item: Use item in pet inventory
- Detection: Auto Detect: Use if currently skill not effect, Delay: Use in periodical
- Do not select target: Select target or not

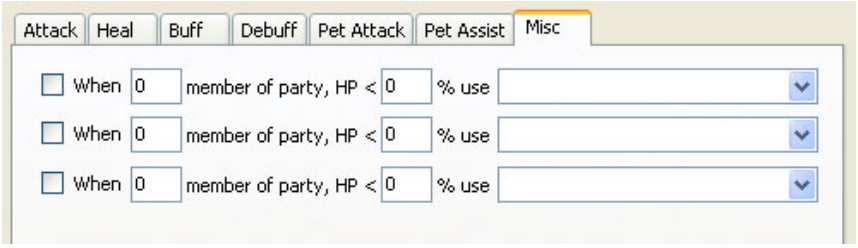
Example for Hatchling

1. Bright Heal



Misc

Additional command to support your team



Chapter 5: Trading Setting

Trading is rich features of L2Divine. With multiple trade functions, make your trading very easy. Go to Preference > Trading to see function that L2Divine can do.

Private Store

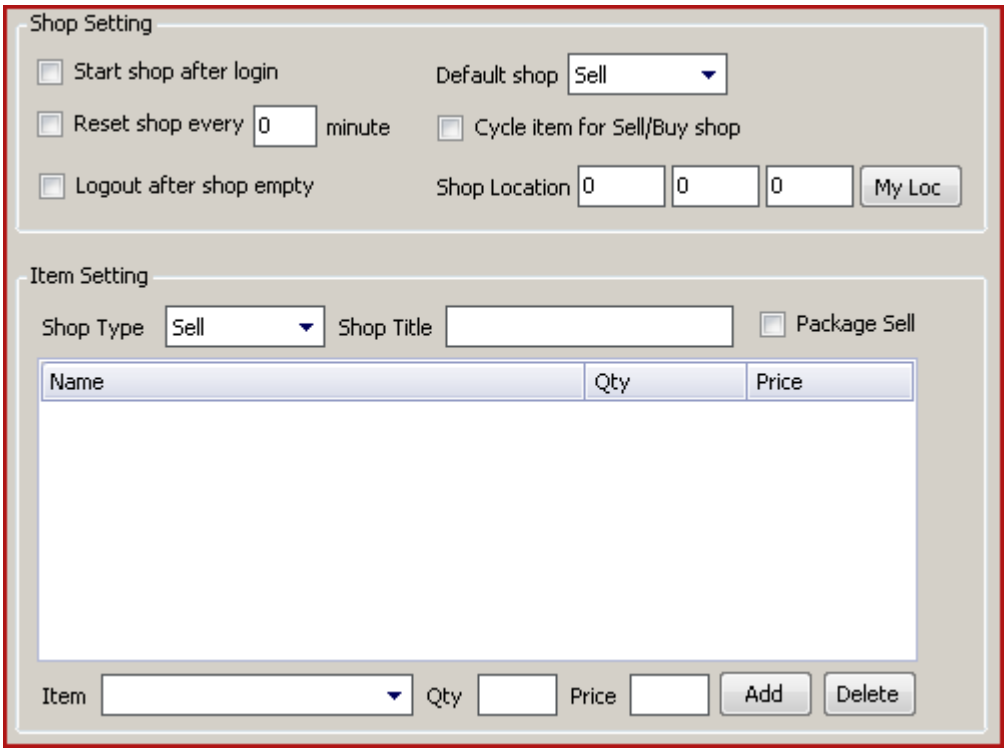
Enable you to set up private store like buying, selling and craft item.

Shop Setting

- Shop after login: Allows you to setup private store after login
- Default shop: Select your default private store
- Reset shop every: Time (minute) to reset store
- Cycle item for Sell/Buy shop: Enable you to cycle item when store being reset
- Logout after shop empty: Allows you to logout when items sold out. (Sell shop only)
- Shop location: Location that your store will be setup. If not set, current location will be use.

Item Setting

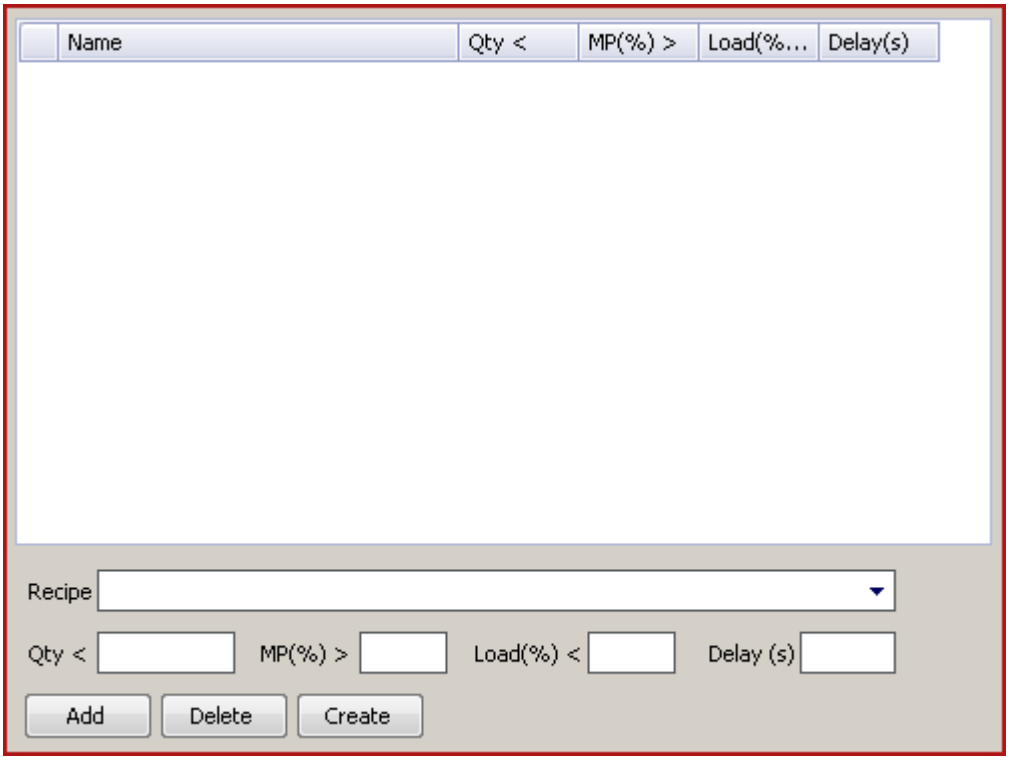
- Shop type: Allows you to set items of store
- Shop title: Allows you to set title of store
- Package Sell: Enable you to setup package sale (Store sale only)



Item Creation

Enable you to create item automatically.

- Recipe: Display recipe include common and dwarven
- Qty: No of item to create
- M(%): MP limit
- Load(%): Weight limit
- Delay (Second): Creation delay time

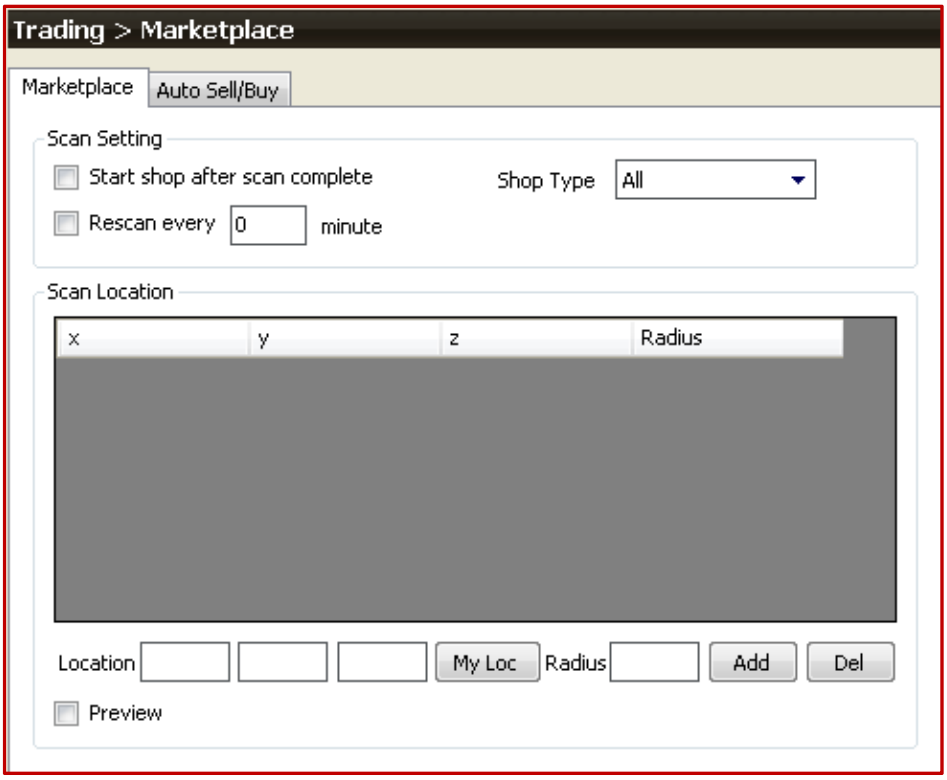


Note! You can create item while battle or trading by press “Create” before “Battle Start” or “Trade Start” button.

Marketplace Scan

Enable you to search item in player store.

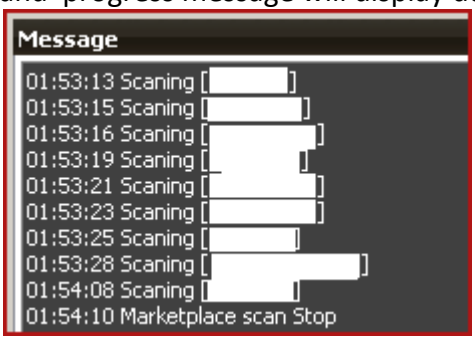
- Start shop after scan complete: Allows you to setup private store after scan complete (Private store setup is required)
- Shop type: Allow you to select store type to scan.
- Rescan every: Time (minute) to rescan marketplace.
- Scan location: Range for scan (Multiple supported). If not set, your current location will be used at range 3,000.
- Preview: Enable preview of scan location in virtual map. Display as yellow circle.



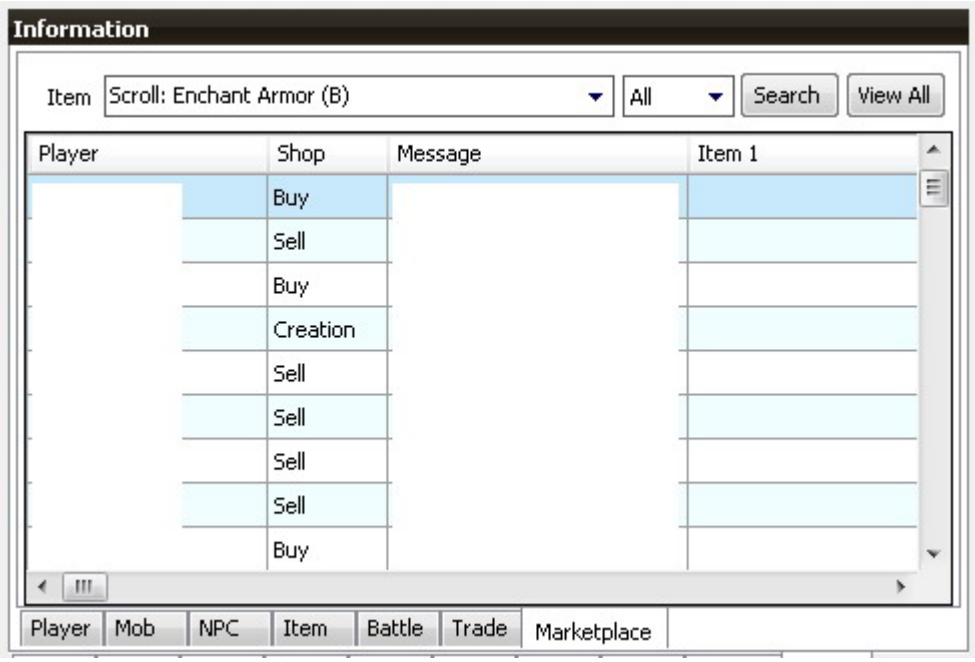
The way to enable your character in marketplace scan mode:

1. Giving scan range.

2. Press “Scan start” at control panel and wait until finish. (Your character will moving and progress message will display during scan)



3. Go to Information > Stat > Marketplace to see scan result.

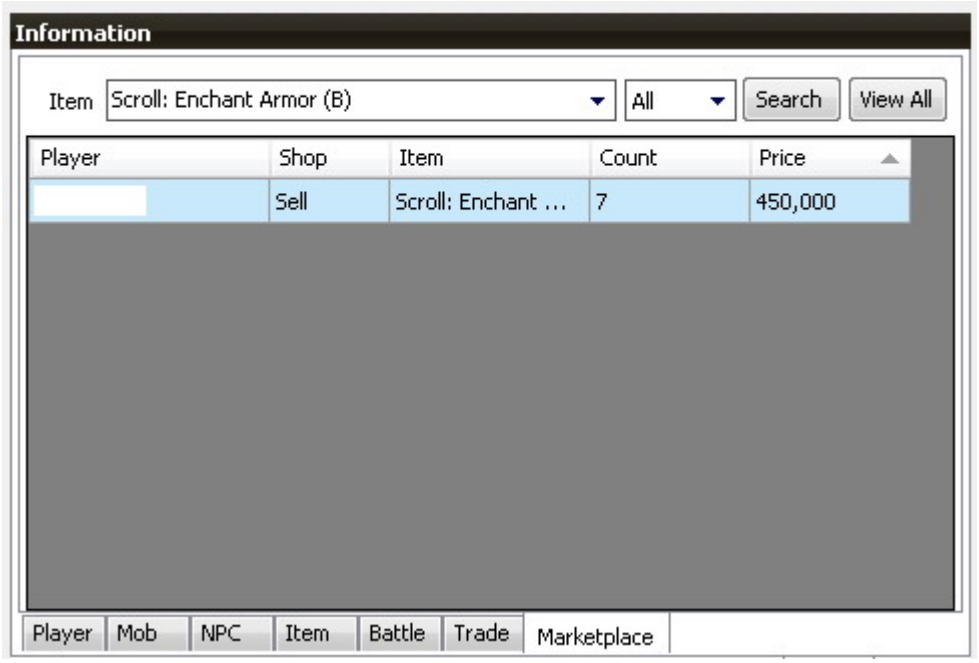


Marketplace stat gives you certain information include:

- Player store information: Allows you to see player store information nearby like player name, store type, store title, item, qty and price (Click on the name to see more information). Only store title will show at first time. Item name, quantity and price will show up after scan.
- Filter: Allows you to filter founded item.

Note! Double click on player name to move your character to player location.

4. Filter interest item by select item, store type and press “Search”.



Search result will give you all item that founded from scan process include quantity and price. For instance, Figure above show all “Scroll: Enchant Armor (B)” in marketplace. Only one store sells it with 7 pieces at 450,000 adena. Use search result to compare best price to save your adena!

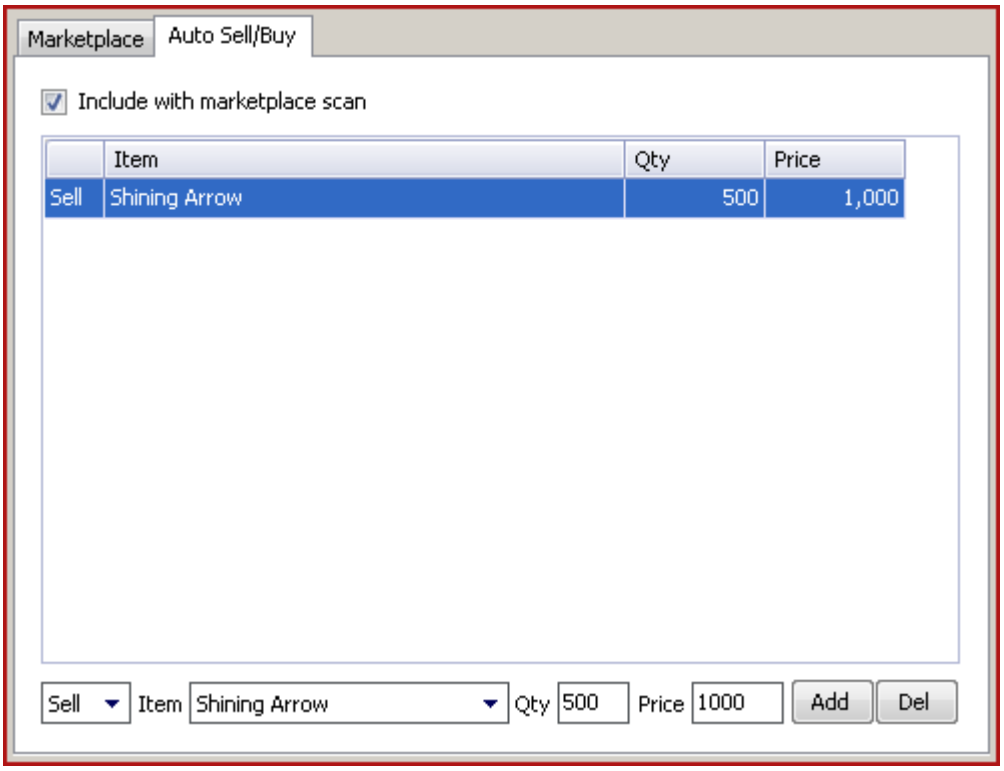
Note! To go back to marketplace, click on “View All”

Auto Sell & Buy

Enable you to sell and buy item during marketplace scan.

- Type: Select trading type to sell or buy.
- Item: Item to sell or buy
- Qty: Item quantity
- Price: Item price.

For instance, your character will sell “Shining Arrow” to store that buy at price 1,000 or more. In other word, your character will buy “Animal skin” from store that sell at price 400 and below.

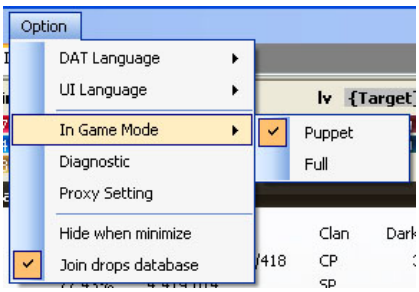


Chapter 6: In game mode

Enable you to use game client in automatic mode. L2Divine has 2 In Game modes:

- Puppet: Using OOG and IG together. Firstly, you need to create OOG account and as long as OOG still connected you can switch to IG anytime.
- Full: Using only game client normally.

To switch between IG mode, Go to Option > In Game mode



Configuration (9.3.1 and later)

The way to configuration L2Divine 9.3.1 and later to support In Game mode:

Clean Hosts File

Remove anything related to Lineage2 in your hosts file.

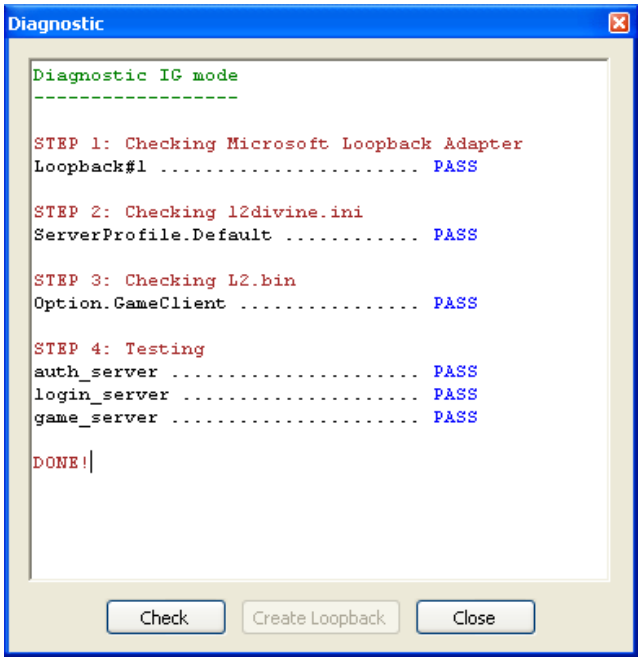
```
# Copyright (c) 1993-2009 Microsoft Corp.
#
# This is a sample HOSTS file used by Microsoft TCP/IP for Windows.
#
# This file contains the mappings of IP addresses to host names. Each
# entry should be kept on an individual line. The IP address should
# be placed in the first column followed by the corresponding host name.
# The IP address and the host name should be separated by at least one
# space.
#
# Additionally, comments (such as these) may be inserted on individual
# lines or following the machine name denoted by a '#' symbol.
#
# For example:
#
#      102.54.94.97     rhino.acme.com          # source server
#       38.25.63.10     x.acme.com              # x client host

# localhost name resolution is handled within DNS itself.
#       127.0.0.1       localhost
#       ::1             localhost
```

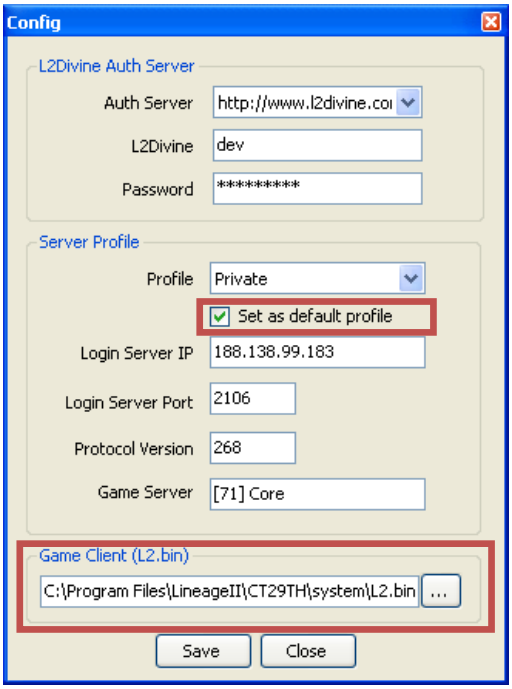
Note! Hosts file location for windows XP/Vista/7 is “C:\WINDOWS\system32\drivers\etc” and “C:\WINNT\system32\drivers\etc” for windows 2000.

Installation

1. Firstly, you can check your current status of IG mode by use Diagnostic (Option > Diagnostic). Press “Check” and see result.



2. Go to Setting > Config:
    - Select your server profile
    - Check “Set as default profile”
    - Input login server IP
    - Locate your game client-L2.bin.



3. Create Microsoft Loopback with following IP address:
    - IP : 61.90.252.1, Sub net mask : 255.255.255.252

Note! You can create Microsoft Loopback in Diagnostic screen or Read about adding Microsoft Loopback at Appendix A

Configuration (9.1.0 and later)

The way to configuration L2Divine 9.1.0 and later to support In Game mode:

Clean Hosts File

Remove anything related to Lineage2 in your hosts file.

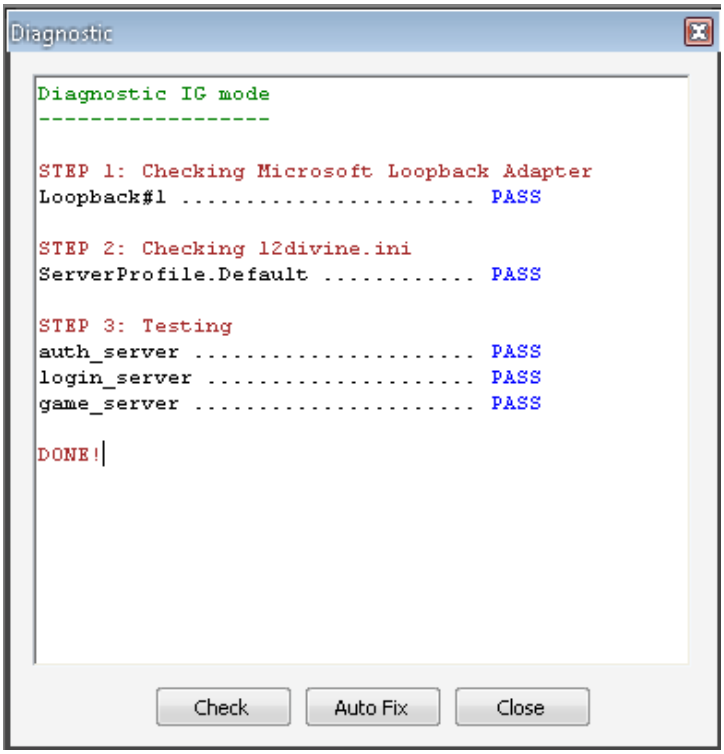
```
# Copyright (c) 1993-2009 Microsoft Corp.
#
# This is a sample HOSTS file used by Microsoft TCP/IP for Windows.
#
# This file contains the mappings of IP addresses to host names. Each
# entry should be kept on an individual line. The IP address should
# be placed in the first column followed by the corresponding host name.
# The IP address and the host name should be separated by at least one
# space.
#
# Additionally, comments (such as these) may be inserted on individual
# lines or following the machine name denoted by a '#' symbol.
#
# For example:
#
#      102.54.94.97     rhino.acme.com          # source server
#       38.25.63.10     x.acme.com              # x client host

# localhost name resolution is handled within DNS itself.
#       127.0.0.1       localhost
#       ::1             localhost
```

Note! Hosts file location for windows XP/Vista/7 is “C:\WINDOWS\system32\drivers\etc” and “C:\WINNT\system32\drivers\etc” for windows 2000.

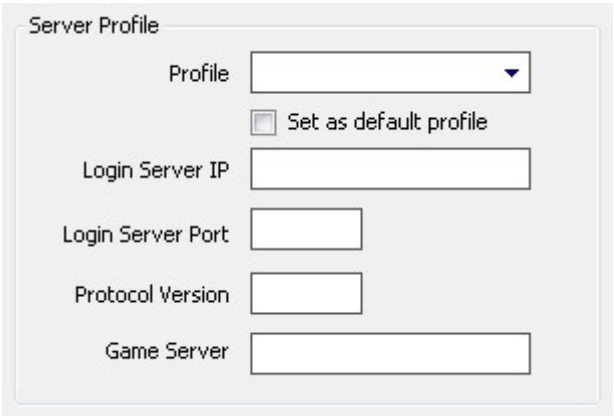
Automatic installation

Go to Option > Diagnostic and press “Auto Fix”. L2Divine will automatic create required component that need to run IG mode for you. You probably diagnose your IG problem by press “Check”. If everything OK, you should see every step done with PASS.



Manual installation

4. Edit login information (Setting > Config):
    - Select your server profile
    - Check “Set as default profile”
    - Input login server IP



5. Create Microsoft Loopback with following IP address:
    - IP : 61.90.252.1, Sub net mask : 255.255.255.252

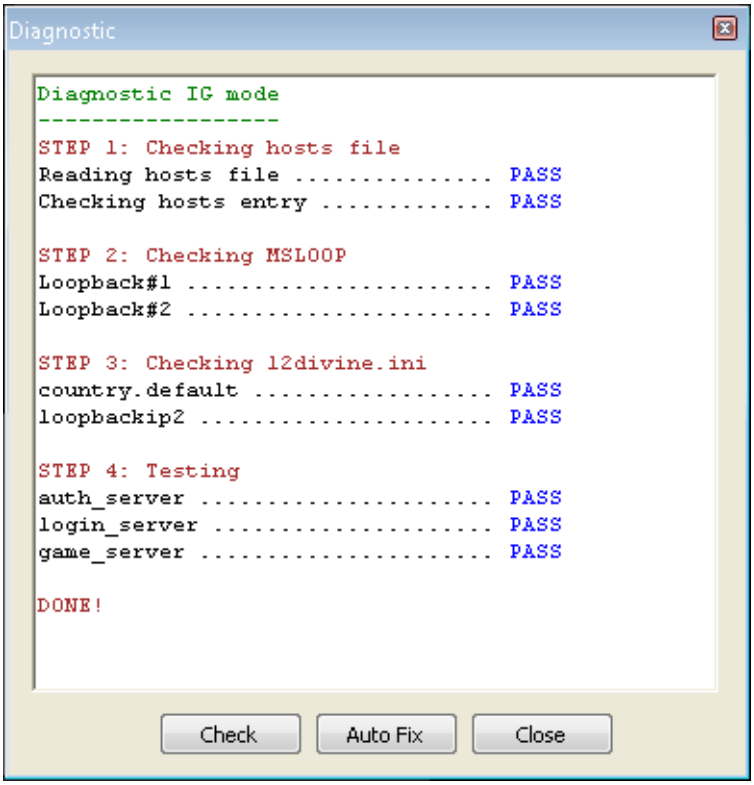
    Note! Read about adding Microsoft Loopback at Appendix A

Configuration (9.0.8 and below)

The way to configuration L2Divine 9.0.8 and below to support In Game mode:

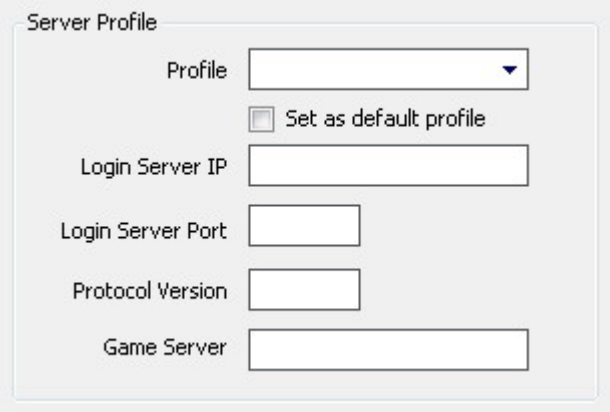
Automatic installation

Go to Option > Diagnostic and press “Auto Fix”. L2Divine will automatic create required component that need to run IG mode for you. You probably diagnose your IG problem by press “Check”. If everything OK, you should see every step done with PASS.



Manual installation

6. Edit login information (Setting > Config):
    - Select your server profile
    - Check “Set as default profile”
    - Input login server IP



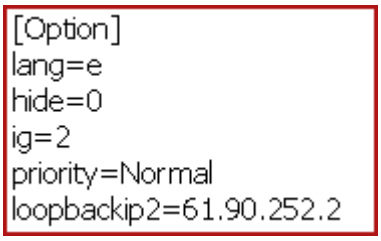
7. Create 2 Microsoft Loopback with following IP address:
   - IP1 : 61.90.252.1, Sub net mask : 255.255.255.252
   - IP2 : 61.90.252.2, Sub net mask : 255.255.255.252

   Note! Read about adding Microsoft Loopback at Appendix A

8. Add your host name and IP1 to your Hosts file
   - 61.90.252.1 YourHostName

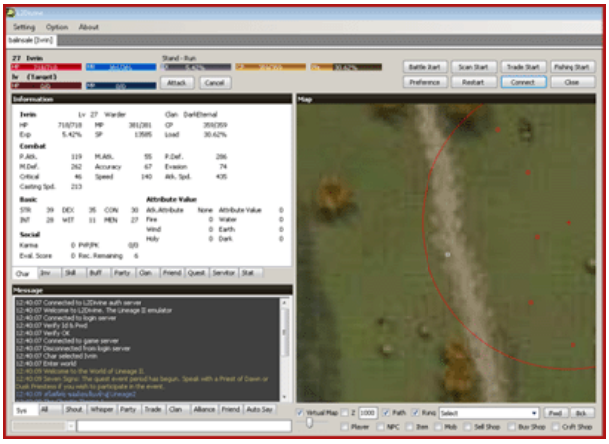
Note! Hosts file location for windows XP/Vista is “C:\WINDOWS\system32\drivers\etc” and “C:\WINNT\system32\drivers\etc” for windows 2000.

9. Update IP2 to “loopbackip2” in section “Option” of l2divine.ini



Starting Puppet mode

1. Create OOG account



2. Open game client with “Setting > Launch Game Client” and login with any ID and PWD

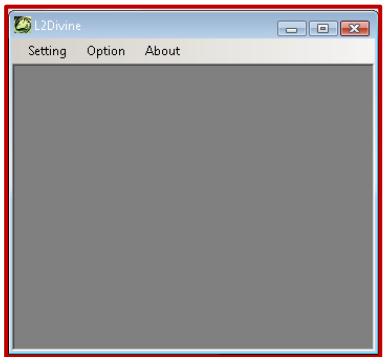
3. Select server Tor, Farris or Hunter (Tor is virtual server created by L2Divine. It doesn’t exist on retail.)

4. Select current OOG character

5. Press “End” to open “Preference window” and “Home” to toggle in battle mode. Additional information (Level, HP) will show when selected target.

Starting Full mode

1. Open L2Divine



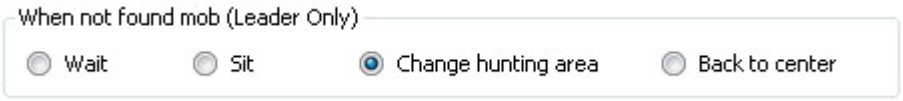
2. Start game with “Setting > Launch Game Client”, input ID and PWD, select server and character.

6. L2Divine account will pop up during game loading. After loading complete, Press “End” to open “Preference window” and “Home” to toggle in battle mode. Additional information (Level, HP) will show when selected target.

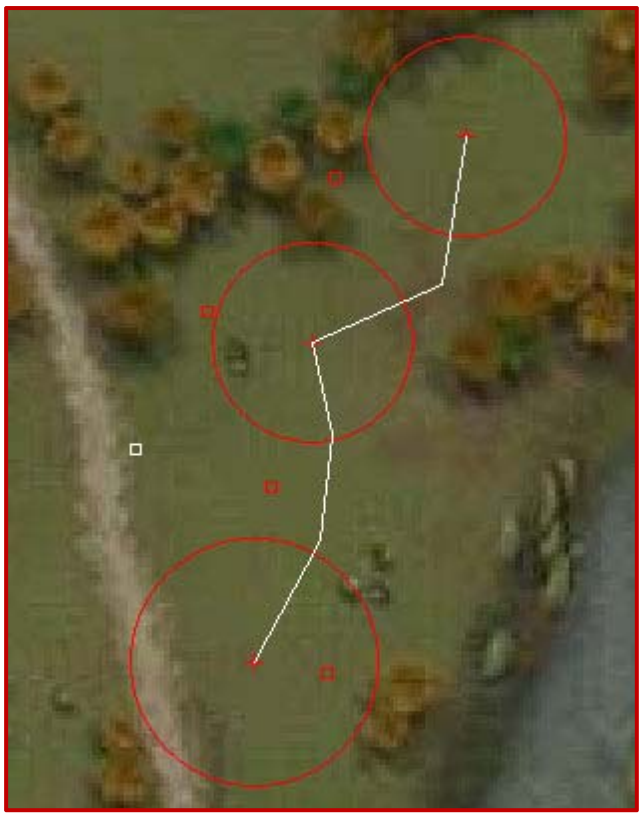
Chapter 7: Tip & Trick

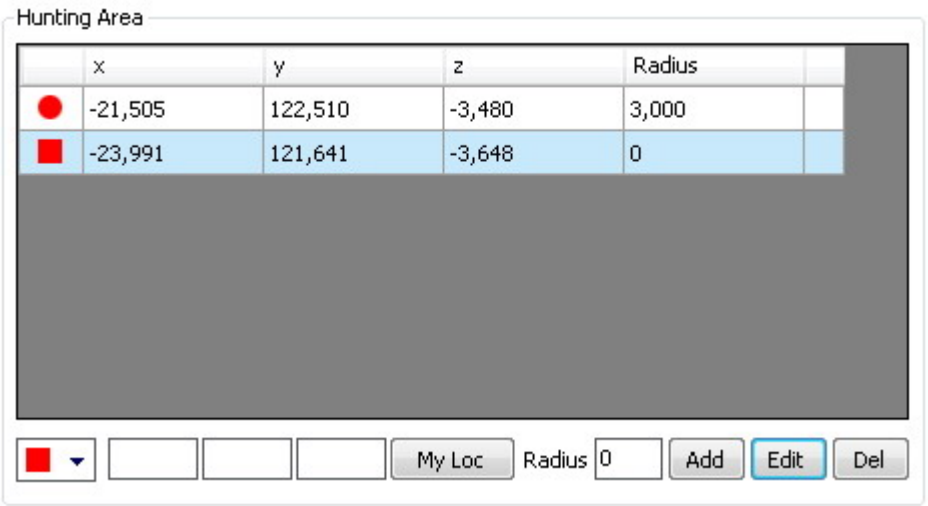
Change battle area using path point (Leader only)

1. Go to Combat > Condition > Fight and check on “Change hunting area”.



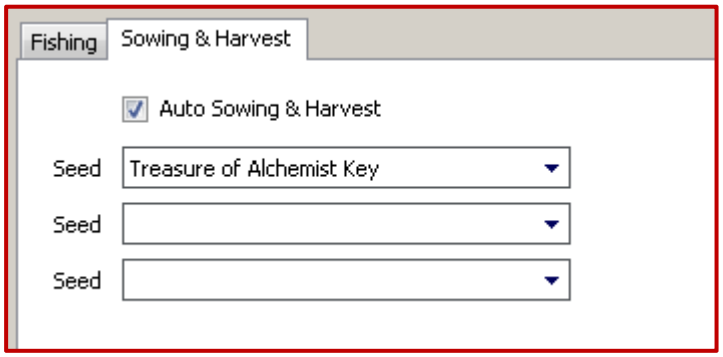
2. Make multiple hunting areas. Provide location and 0 for radius to make path point (Show as white line in map). Every point will connect each other as path.



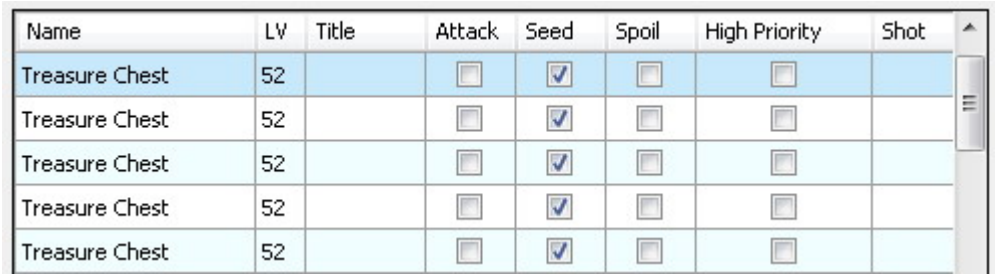


Open treasure chest

1. Go to Mini Game > Sowing & Harvest, check on “Auto Sowing & Harvest” and select key item to use in battle.



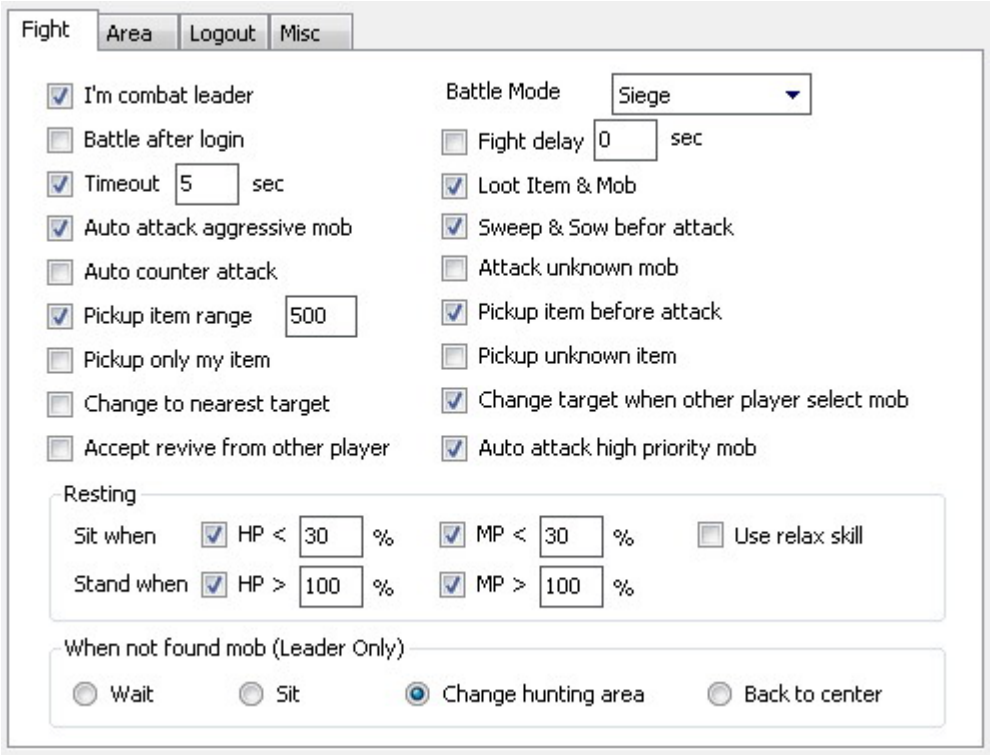
2. Go to Combat > Mob and checking on “Seed” to “Treasure Chest” mob.



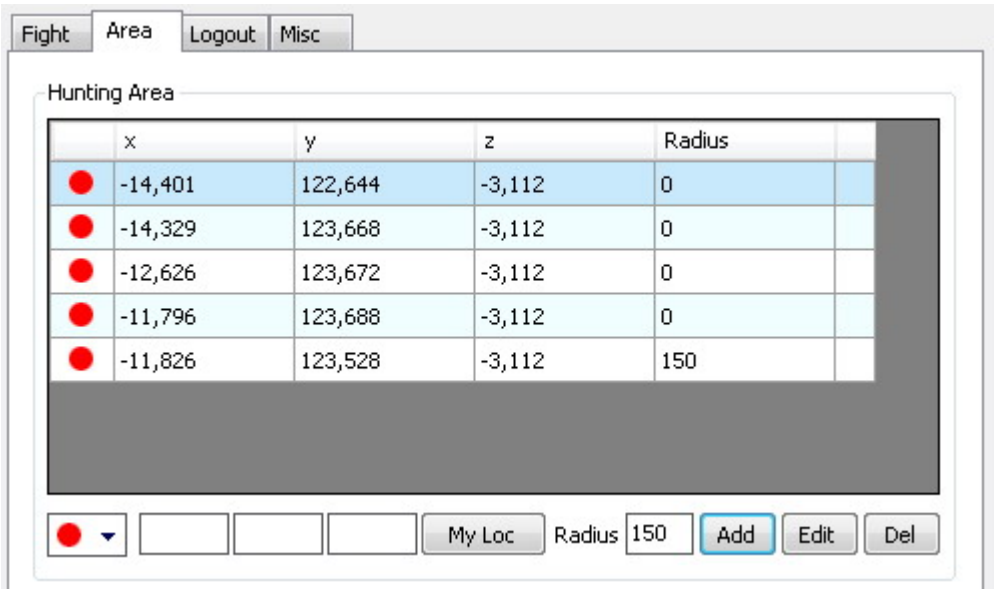
Name	LV	Title	Attack	Seed	Spoil	High Priority	Shot
Treasure Chest	52		☐	☑	☐	☐	
Treasure Chest	52		☐	☑	☐	☐	
Treasure Chest	52		☐	☑	☐	☐	
Treasure Chest	52		☐	☑	☐	☐	
Treasure Chest	52		☐	☑	☐	☐	

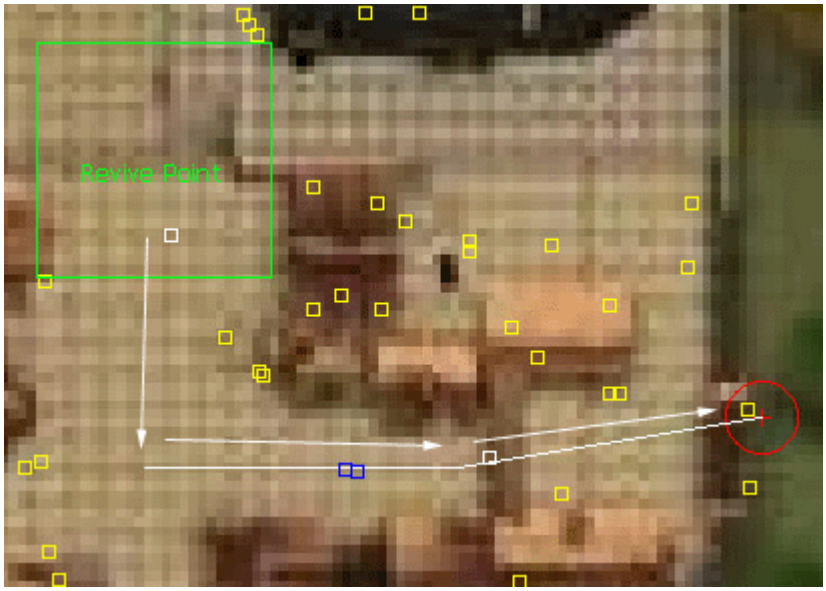
Down Level

1. Go to Combat > Condition > Fight.
    - Check on “I'm combat leader”
    - Change battle mode to “Siege”
    - Check on “Change hunting area”



2. Go to Combat > Condition > Area.
    - Make hunting area surround target NPC.
    - Make path point that pass through every spawn location. (Depend on each town)



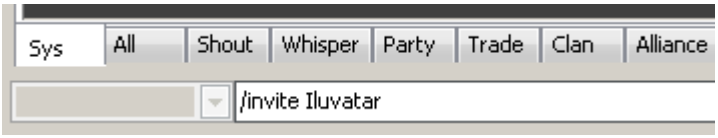


3. Go to Combat > Condition > Misc
    - Checking on “Die return to Village” and input time to return.
    - Checking on “Stop battle when level =” and input level that you want to down to.

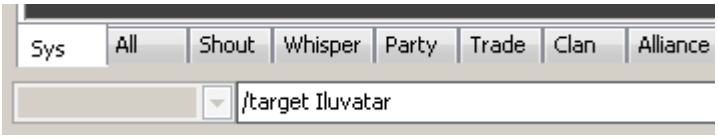
4. Input “Normal Attack” in attack command to make your character able to hit on NPC.

Summon Friend (Summoner Only)

1. Invite target to join party by “/invite name”



2. Select target by “/target name” or double-click on member in party window.



3. Use skill “Summon Friend”

Chapter 8: Script

Writing a Script

The easiest way to write a simple script is with a text editor. So, using the text editor of your choice, create a text file with the following text. DivineScript are case sensitive, so if you type the code in yourself, pay particular attention to the capitalization. See Appendix B for command reference

Example

```
// A Very Simple Example
Msg(Console, "Hello Divine")
```

To run this script, Save above script to file and clicking on “Run Script” button then select it and confirm on dialog.

Code Comments

Double slashes or // is code comments. It's placed in source files to describe what is happening in the code to comment-out lines of code to isolate the source of execution.

Compare Operator

You can use operators to compare value in If and While command. Divine supported for operator below

==	Equal
!=	Not equal
>	Greater than
<	Lower than
>=	Equal or greater than
<=	Equal or lower than
!	Not

Example

```
// Use potion when HP fall below 50%
If (Char.HP% < 50)
{
	UseItem("Potion")
}
```

Syntax

Case sensitive

Valid syntax

```
Msg(Console, "Hello Divine")
```

Invalid Syntax

```
MSG(Console, "Hello Divine")
mSG(Console, "Hello Divine")
```

One command per line

Valid syntax

```
if (CountItem("Iron Ore") > 0)
{
}
```

Invalid Syntax

```
if (CountItem("Iron Ore") > 0) {
}
```

Complete start and end scope

Valid syntax

```
while (Char.HP > 500)
{
}
```

Invalid Syntax

```
while (Char.HP > 500)
}
```

Represent string with ""

Valid syntax

```
Msg(Console, "Hello Divine")
```

Invalid Syntax

```
Msg(Console, Hello Divine)
```

Global Property

You can use following properties to represent your status

Char.HP	Represent HP
Char.HP%	Represent HP percentage
Char.MP	Represent MP
Char.MP%	Represent MP percentage
Char.CP	Represent CP
Char.CP%	Represent CP percentage
Char.Soul	Represent soul (Kamael only)
Char.LV	Represent level
Char.Load%	Represent weight percentage
Char.InParty	Represent your party status
Char.Vitality	Represent vitality
Target.HP	Represent Target HP
Target.HP%	Represent Target HP percentage
Target.MP	Represent Target MP
Target.MP%	Represent Target MP percentage

Including other script

You can insert the content of one script file into another script file, with the Include command.

Example – main.txt

```
Include("mylib.txt")
Msg(Console, "Hello 1")
Msg(Console, "Hello 2")
```

Example - mylib.txt

```
Msg(Console, "MyLib -> Hello 1")
Msg(Console, "MyLib -> Hello 2")
```

Note! The specified script must be in the same directory with the file that uses the command.

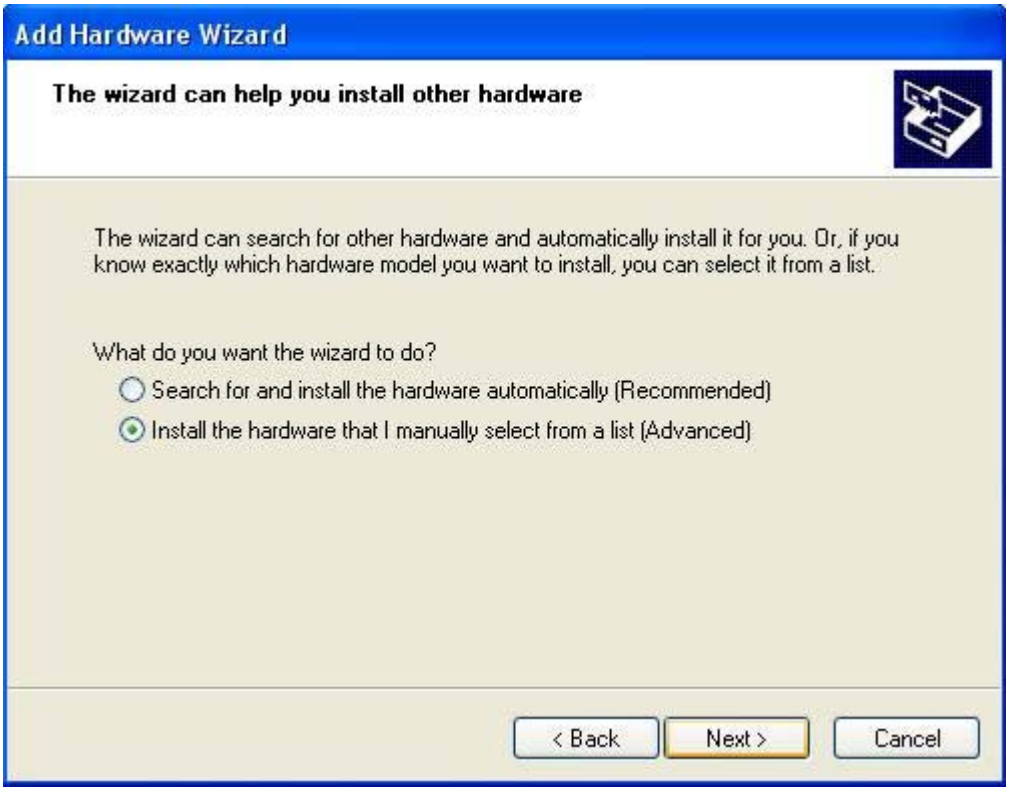
Appendix A: Adding Microsoft Loopback

1. Go to > Start > Setting > Control Panel > Add Hardware

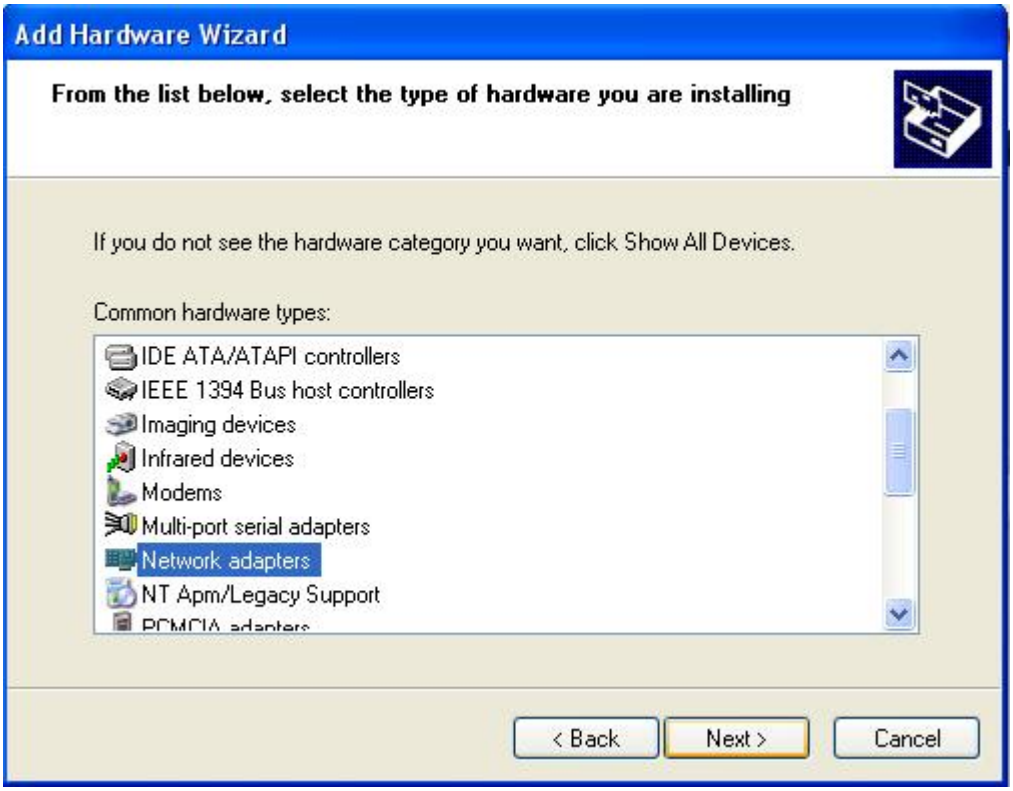
2. Select “Yes, I have ...”

3. Scroll down to last line and select “Add a new hardware device”

4. Select “Install the hardware ...”



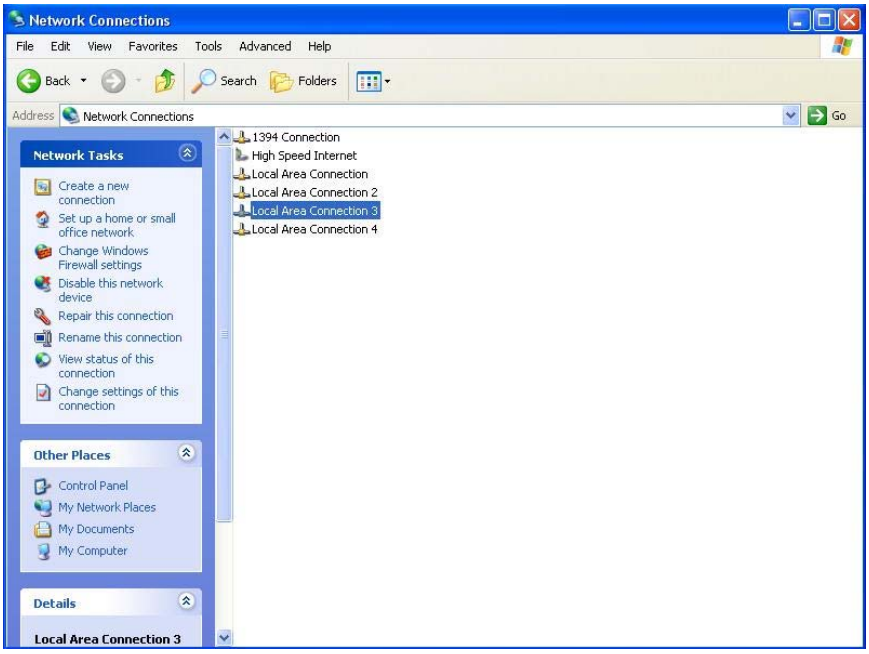
5. Select “Network Adapters”



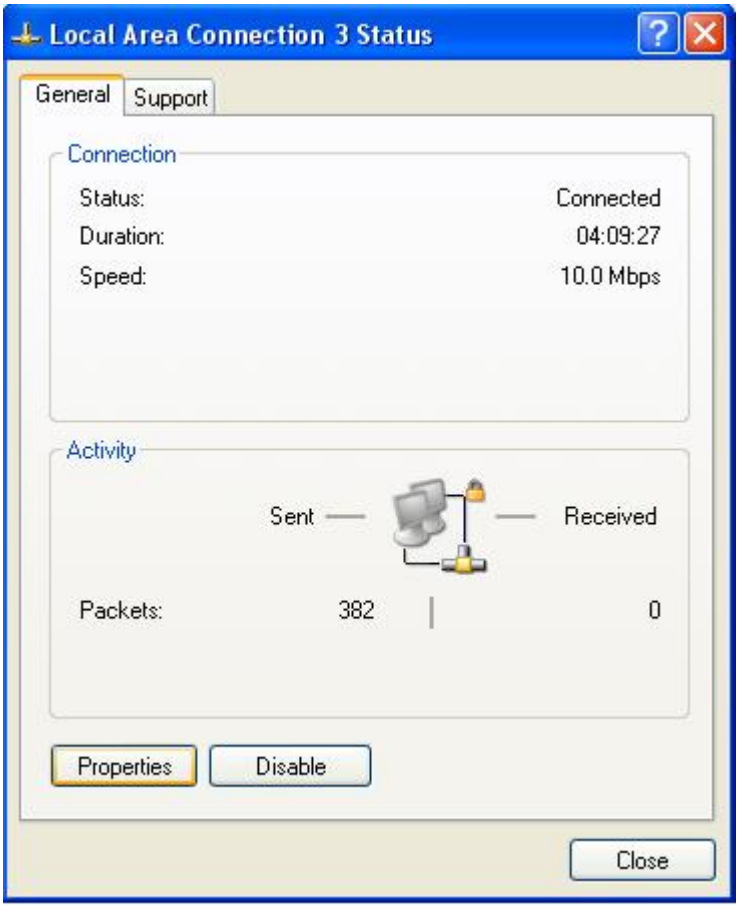
6. Select “Microsoft” and “Microsoft Loopback Adapter”

7. Press next until finish

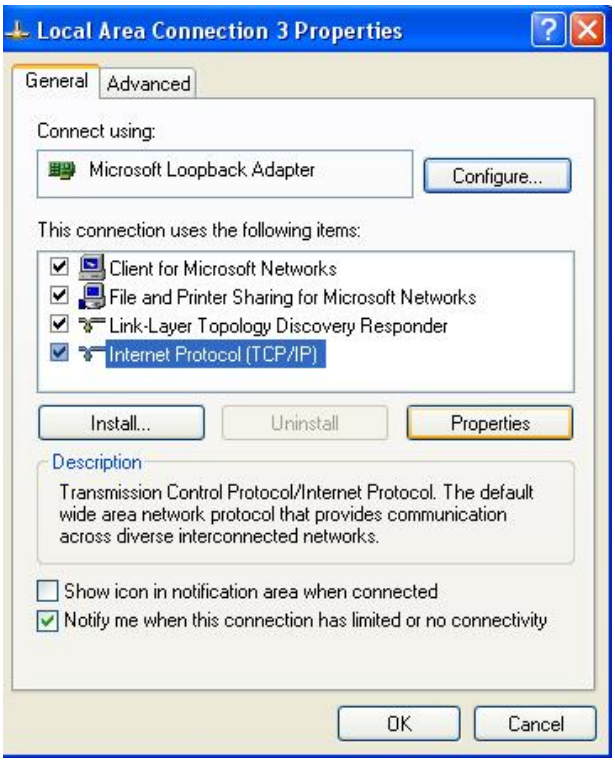
8. Go to > Start > Setting > Control Panel > Network Connection and select last Local Area Network



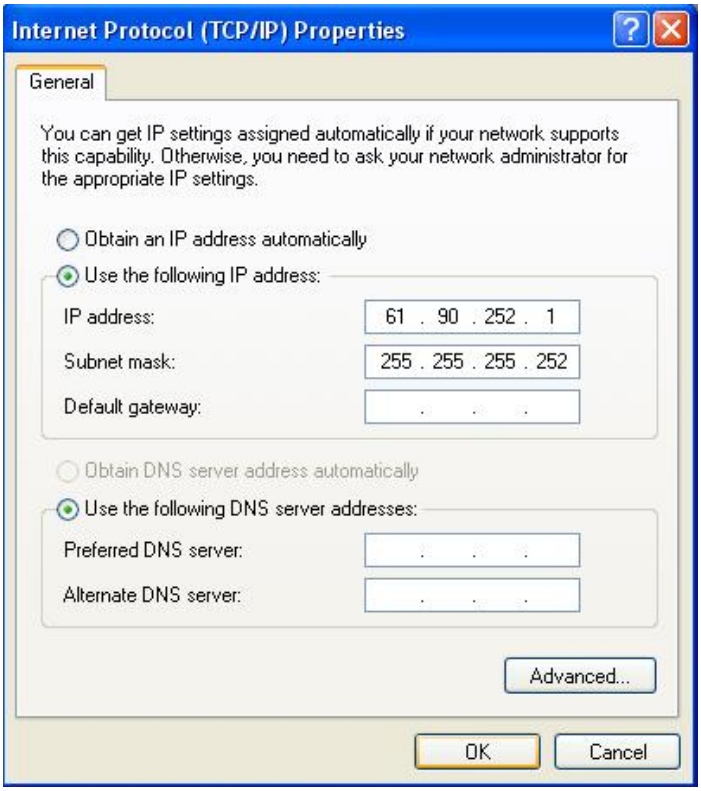
9. Select “Properties”



10. Select "Internet Protocol (TCP/IP)” then select “Properties”



11. Select “Use the following IP address” and input IP and Subnet mask.



Appendix B: Script command reference

AddHuntingArea(x, y, z, radius)

Parameter	Location (x,y,z) and radius
Return	None
Propose	Add hunting area to current setting
Example	*AddHuntingArea(115968, -174345, -760, 2500)*

AddRectHuntingArea(x, y, z, radius)

Parameter	Location (x,y,z) and radius
Return	None
Propose	Add hunting area (rectangle) to current setting
Example	*AddRectHuntingArea(115968, -174345, -760, 2500)*

AddItem(Item ID, Count), AddItem(Item Name, Count)

Parameter	Item ID or Item Name, Quantity (Use * for all)
Return	None
Propose	Add item to buy, sell, withdraw and deposit list of opening trade dialog.
Example	*AddItem("Scroll of Escape", 1)* *AddItem(17, *)*

BattleStart()

Parameter	None
Return	None
Propose	Activate character in battle mode (Same as press “Battle Start" button)

BattleStop()

Parameter	None
Return	None
Propose	Deactivate character from battle mode (Same as press "Battle Stop" button)

BuffLevel(Skill ID), BuffLevel(Skill Name)

Parameter	Skill ID or Skill Name
Return	Level of skill affected
Propose	Get level of skill effected (Use with If and While command)

ClearHuntingArea()

Parameter	None
Return	None
Propose	Remove all hunting area from current setting

CloseDialog()

Parameter	None
Return	None
Propose	Close opening NPC dialog

Confirm()

Parameter	None
Return	None
Propose	Confirm buy, sell, withdraw and deposit item with NPC
Example	*// Talk with Mr.CAT* *NpcDialog(31756)* *Delay(2000)* *// Select link no. 6, 1 to buy item* *SelectDialog(6)* *Delay(2000)* *SelectDialog(1)* *Delay(2000)* *// Add Crystal D-Grade x 3 to trade list* *AddItem(1458, 3)* *// Confirm trade* *Confirm()* *// Close openning dialog* *CloseDialog()*

CountItem(Item ID), CountItem(Item Name)

Parameter	Item ID or Item Name
Return	Total quantity of item
Propose	Count item in inventory (Use with If and While command)
Example	*// Count no of Soulshot: D Grade* *While (CountItem(1463) < 1000)* *{* *// Do something* *}*

CraftItem(Receipt ID)

Parameter	Reciept ID
Return	None
Propose	Manufaturing item
Example	*// Create Soulshot: D Grade* *CraftItem(20)*

CrystalizeItem(Item ID), CrystalizeItem(Item Name)

Parameter	Item ID or Item name
Return	None
Propose	Crystallize item

Delay(Millisecond)

Parameter	Time in millisecond
Return	None
Propose	Pause script execution

DestroyItem(Item ID, count), DestroyItem(Item Name, count)

Parameter	Item ID/Name and count
Return	None
Propose	Destroy item

DialogContain(text)

Parameter	Text
Return	True/False
Propose	Check opening dialog contain whether specific text or not (Use with If and While command)

Example	If (DialogContain("2.4 km"))
	{
	SelectDialog("2.4 km")
	Return
	}

Dismiss(Name)

Parameter	Player name
Return	None
Propose	Dismiss player from party

DropItem(Item ID, count), DropItem(Item Name, count)

Parameter	Item ID/Name and count
Return	None
Propose	Drop item at current location

EnchantItem(Item ID, Item ID)

Parameter	Weapon or Armor ID, Enchant Scroll ID
Return	None
Propose	Enchant weapon and armor with specific enchant scroll
Example	See@Enchant Item.txt

EnchantLevel(Item ID)

Parameter	Item ID
Return	Level of enchantment
Propose	Get enchant level of specific item ID (Use with If and While command)

Exit

Parameter	None
Return	None
Propose	Exit script

FishingStart()

Parameter	None

Return None
Propose Active character in fishing mode (Same as press "Fishing Start" button)

FishingStop()

Parameter None
Return None
Propose Deactivate character from fishing mode (Same as press "Fishing Stop" button)

ForceAttack(NPC ID), ForceAttack(NPC Name)

Parameter NPC ID or NPC Name
Return None
Propose Force attack to NPC
Example

```
Down Level:

// Attack until die
While (Char.HP > 0)
{
        ForceAttack(30545)
        Delay(2000)
}

// Return to nearest village
ReturnToVillage()
Delay(2000)
// Down level until 25
If (Char.LV > 25)
{
        Jump("Down Level")
}
```

If () {} Else {}

Parameter Global property/function, comparator and value
Return True/False
Propose Compare your statement
Example

```
If (CountItem(1835) == 0)
{
        // Select list no. 1 to buy item
        SelectDialog(1)
}
Else
{
        // Sell list no. 3 to sell item
        SelectDialog(3)
}
```

Include(filename)

Parameter filename
Return None
Propose Include other script file

Invite(Name)

Parameter	Player name
Return	None
Propose	Invite target to join party
Example	Invite("dev")

IsMember(Name)

Parameter	Player name
Return	True/False
Propose	Check player whether in party or not
Example	*If (IsMember("dev"))* *{* *Msg(Console, "dev joined party")* *}* *Else* *{* *Msg(Console, "dev not in party")* *}*

Jump(Label)

Parameter	Address label
Return	None
Propose	Jump to specified label

Label:

Parameter	None
Return	None
Propose	Define address
Example	*MY_PROC:*

LeaveParty()

Parameter	None
Return	None
Propose	Leave from party

LocInRange(x, y, z, radius)

Parameter	location (x, y, z) and radius
Return	True/False
Propose	Check location whether in specified circle area or not (Use with If and While command)
Example	*If (LocInRange(-59569, -56184, -2032, 500))* *{* *Msg(Console, "In range")* *}* *Else* *{* *Msg(Console, "Not in range")* *}*

Logout(Delay, Relogin Delay)

Parameter	Logout delay time and relogin delay time (In second)
Return	None
Propose	Force logout and relogin
Example	*// Logout now and reloing in next 10 second* *Logout(0, 10)*

MoveTo(x, y, z)

Parameter	location (x, y, z)
Return	None
Propose	Move your character to specified location. Use /loc command to get your current location.
Example	*// Move to black wolf spawn location* *MoveTo(116633, -183771, -1568)* *MoveTo(116504, -183755, -1560)* *MoveTo(116548, -184397, -1568)* *MoveTo(116633, -185163, -1744)* *MoveTo(117115, -186064, -2088)* *MoveTo(117678, -186667, -2384)* *MoveTo(118566, -187339, -2776)* *MoveTo(119119, -188103, -3096)* *MoveTo(119674, -188351, -3264)* *MoveTo(120054, -187729, -3304)* *MoveTo(119537, -186438, -3248)*

Msg(Output, Message), Msg(Output, Message, Target)

Parameter	Output and message. Following are output type.	
	Console	Represent console message (Use internal in Divine)
	General	Represent general message
	Shout	Represent shout message
	Trade	Represent trade message
	Party	Represent party message
	Clan	Represent clan message
	Ally	Represent ally message
	Friend	Represent friend message (Target required)
	Whisper	Represent whisper message (Target required)
Return	None	
Propose	Send message to target	
Example	*Msg(General, "Hello")* *Msg(Whisper, "Hello", "Dev")*	

NpcDialog(NPC ID), NpcDialog(NPC Name)

Parameter	NPC ID or NPC name
Return	None
Propose	Open NPC dialog
Example	See@Revenge of the Redbonnet.txt

Return

Parameter	None
Return	None
Propose	Return to next command of called Jump
Example	*Jump("Start")*

```
MyProc1:
Msg(Console, "Proc1 Command 1")
Return

MyProc2:
Msg(Console, "Proc2 Command 1")
Msg(Console, "Proc2 Command 2")
Return

Start:
Msg(Console, "Command 1")
Jump("MyProc1")
Msg(Console, "Command 2")
Jump("MyProc2")
Msg(Console, "Command 3")
```

ReturnToVillage()

Parameter	None
Return	None
Propose	Return to nearest village after die
Example	See@Down Level.txt

ReturnToClanHall()

Parameter	None
Return	None
Propose	Return to clan hall after die
Example	

SelectDialog(Link Name), SelectDialog(Link Index)

Parameter	Link name or Link index
Return	None
Propose	Select link from opening NPC dialog
Example	

SelectTarget(Name), SelectTarget(NPC ID)

Parameter	Player name, NPC ID or name
Return	None
Propose	Target on Player/NPC/Mob (Synonym "Me" for your character)
Example	*// Buff myself* *SelectTarget("Me")* *UseSkill(1059)* *UseSkill(1068)* *UseSkill(1077)* *UseSkill(1040)* *UseSkill(1204)*

SetBattleArea(x, y, z, radius)

Parameter	Location and radius
Return	None
Propose	Set battle area to current setting
Example	*SetBattleArea(115968, -174345, -760, 2500)*

SetRestArea(x, y, z)

Parameter	Location
Return	None
Propose	Set rest area to current setting
Example	*SetRestArea(115968, -174345, -760)*

Sit()

Parameter	None
Return	None
Propose	Set character to sit
Example	

Stand()

Parameter	None
Return	None
Propose	Set character to stand

TargetInRange(Name), TargetInRange(NPC ID)

Parameter	Name or NPC ID
Return	True/False
Propose	Check player/NPC whether in range or not (Use with If and While command)

Example	If (TargetInRange(32378))
	{
	Msg(Console, "Found")
	}
	Else
	{
	Msg(Console, "Not Found")
	}

TradeStart()

Parameter	None
Return	None
Propose	Activate character in trading mode (Same as press "Trade Start" button)
Example	See@Craft Item.txt

TradeStop()

Parameter	None
Return	None
Propose	Deactivate character from trading mode (Same as press "Trade Stop" button)

UseItem(Item ID), UseItem(Item Name)

Parameter	Item ID or Item name
Return	None
Propose	Use item
Example	*UseItem(1830)* *UseItem("Scroll of Escape")*

UseSkill(Skill ID), UseSkill(Skill Name), UseSkill(Skill ID, Target), UseSkill(Skill Name, Target)

Parameter	Skill ID or Skill Name and target
Return	None
Propose	Use skill on target
Example	See@Faverites Buff.txt

While() {}

Parameter	Global property/function, comparator and value
Return	True/False
Propose	Loop until result of your statement become to false
Example	*// Start battle* *Battle:* *BattleStart()* *// Fight until Black Wolf Pelt == 40* *While (CountItem(1482) < 40)* *{* *Delay(10000)* *}* *// Stop battle* *BattleStop()*