# Get started list

* Add References : Elobuddy, elobuddy.sdk, sharpdx, system.Drawing

## The Template

* Modes, ModeManager, **Program**, SpellManager, config

Config = the menu -> in game press shift and u’ll see (usually just copy paste and gg)

Program = the start of everything here u call game events like on tick and u init ur classes to have them run ur code

ModeManager = Just leave it like it is this makes sure the different modes u coded actually work in game

SPELLMANAGER = in this u declare ur spells (skillshot, active, range, width, etc). -> I usually create a damage class to separate the logic -> example has syndra in it

How to: search champion on wiki Syndra wikileaks copy the info and put it in code

Modes = in here u find the diff modes that we can execute ->

* Combo (spacebar) -> the all in combo mode should be coded here
* Flee (T) -> usually I put gapcloser cancels in this so if u hold t and khazix jumps on u cast e to cancel it
* Harras (? Elobuddy hotkeys bro) -> usually just q only with mana calculations in it
* And so on

Last hitting is implemented in eb core but can be overridden

Not sure what to do or got questions about some script just google and look how others did it

<https://github.com/hpavenge?tab=repositories>

In this link u can find some repositiories with scripts at which I looked to better understand the logic n shit

Last but not least:

Object browser inspect the references u added A LOT info is in it but this can be time consuming so I usually look at examples from other people.

PS if u want to run ur script to test just add it with the elobuddy tool and make sure in settings u have show console on. F8 = recompile and rerun to see changes