Tsum Tsum Advanced Heart Sending

Basic Information

Welcome to my advanced heart sending script for Tsum Tsum. Currently the feature set is quite limited, but will expand over time as I create further iterations of the tool.

The features currently are as follows:
• Automatically claim hearts – The tool can claim all hearts, or can claim hearts individually in order to send hearts back to unknown players
• Automatically send hearts – The heart of the tool, of course. You can change in the settings whether or not you send to 0 Heart players!
• Connection Error Detection – Based roughly on the error detection from **nething4tc**, the tool will attempt to continue when a connection error is detected.
• Automatic timer – The tool has a timer that will start a new round of automatic sending periodically
• Settings – An integrated settings menu, or an editable .ini file, allowing the user to modify the delay between rounds, or whether hearts are claimed individually
• Activity Sensor – A background check detects mouse movement, and pauses the script to let the user interact with other windows.

The connection error detection is currently unfinished. There are many errors that I need to account for, and many situations in which these errors can arise. Currently, I have only very basic detection, and the application has difficulty resuming afterwards. If anyone could assist in screen capturing and detailing these errors, I would very much appreciate the help.

If you would like to assist, please screen capture each step in order from when the error is received to when the error is gone, including a screen capture of the position in the application you end in when the error is gone. So if you're in the mail box when the error is shown, but you end up in the main page when you click okay, I would like a screenshot of the main page so I can figure out how to return to the mailbox when situations like this arise.

Basic Instructions

Step 1. Install Nox App Player – This part I will not detail heavily, as the standard installation of Nox is enough for the usage of this tool. Just download and install.

Step 2. Setup Nox App Player – For the tool to work, Nox must have a set size. The window cannot have its height or width adjusted beyond this size. First, start by turning on "Fixed Window Size" under the "Interface" tab of the System Settings for the Nox App Player
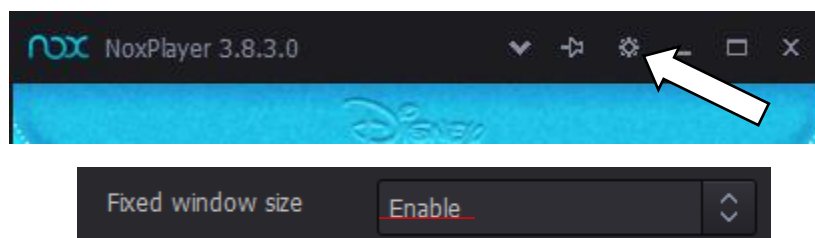
Next, change the "Startup Settings" under the "Advanced" tab of the System Settings for the Nox App Player. Set it to Custom, and change the Width, Height and DPI to match the illustration below.
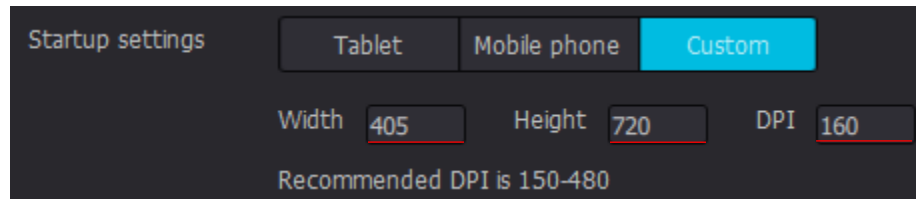
Step 3. Save settings and restart the Nox App Player

Step 4. Install Tsum Tsum on the Nox App Player – Use the same method you would when installing from an android device. Use the Google Play Store to download and install the game.

Step 5. Run Tsum Tsum and log into LINE – Just as you would from your phone or tablet.

Step 6. Navigate to the Friend List screen on the game as shown

Step 7. Run the script via the included .ahk or the .exe

Step 8. Move the Nox App Player and the script window into positions that are convenient to you.

Step 9. Click "Start" on the TTAHS window.

User Interface

"Start" – This button starts the process of automatically sending and receiving hearts. The tool will begin by claiming all hearts, and then will navigate back to the main screen. After this it will scroll to the top of the list and begin sending hearts.

"Pause" – This button will pause the current process, and wait until you press the button again to resume activity.

"Stop" – This button attempts to stop the process. Sometimes, if the tool is in the middle of a check, there may be a delay before the process completely stops.

"n Rounds" – This is a display showing how many rounds the tool has completed. Each round is separated by a period of time which can be modified under File -> Settings…

"Log" – This is a log displaying certain actions of the tool. To some extent this is used for debugging purposes, though many actions are not logged currently in order to reduce output spam. Modifying the script will allow you to have certain actions logged, but I may not be able to assist with all changes made if an issue arises. When the thread is stopped, the log is dumped to the end of a log file in the root folder with the script!

"File" – Opens the file menu. You can select "Settings…" to change the round timer or set the tool to claim hearts individually. You can change the version of TsumTsum you are playing between INTL and JP. You can select "Exit" or press Esc when the "File" menu is open to close the tool.

F.A.Q.

No frequent questions have been asked. Ask me! I might put your questions in here if they happen enough.

Ask any questions or request support on any TTAHS thread on http://www.reddit.com/r/TsumTsum or contact me directly on Reddit via my username RinArenna

With any request for support, please include a screenshot of both the TTAHS tool and the Nox App Player, for review of the situation where the error occurred.

Version and Changelog

< Version 3.7 >
• Squashed bugs introduced by version 3.6

< Version 3.6 >
• Reimplemented error handling
• Added a cute little about page
• Rolled back a change on image checking that caused a version of Nox to be unable to use the tool
• Improved efficiency when claiming hearts
• Potentially squashed a bug where a heart wouldn't be fully claimed (Caused by no delay between two parts of the process)

< Version 3.5 >
• Fixed an issue with receiving heart requests.
• Individual Claim will send to heart requests, or deny heart requests, based on settings
• Restructured settings menu

< Version 3.4 >
• Potentially fixed bug where skill tickets broke functionality

• Fixed bug where a miswritten global variable led to tool to get stuck at the end of a round... still.
• Added ability to skip heart claiming on beginning, end, or even both!

< Version 3.3 >
• Fixed bug where individual sending would be stuck in a loop
• Fixed missing global variable, leading to individual heart claiming to be broken

< Version 3.2 >
• Fixed issue in which the tool would get stuck at the end of a round

< Version 3.1 >
• Added setting to ignore players with 0 hearts

< Version 3.0 >
• Rewrote most code
• Implemented mouse check to detect user input and pause running thread
• Implemented start of JP support
• Added Pause button to pause running thread

< Version 2.2 >
• Removed debug text when beginning a new round

< Version 2.1 >
• Added fuzzy searching to image checks in order to account for minor changes in visuals

< Version 2.0 >
• Added File menu
• Added Settings… menu
• Implemented individual heart claiming
• Implemented modifiable round timer

< Version 1.0 >
• Created user interface and rewrote back end

Credits

I could not have done this without the amazing script by **nething4tc**. Seriously. Thank you for your script, as it taught me the basics of image and color matching using auto hotkey, and gave me a strong foundation with which to base my tool.