PorterPacker

A Windower addon for Final Fantasy XI that automates Porter Moogle interactions for storing and retrieving gear from storage slips.

Overview

PorterPacker eliminates the tedium of manually selecting items from Porter Moogle menus by automatically trading the appropriate slips and selecting the correct gear based on job-specific files you create. Instead of clicking through menus to retrieve your gear sets, simply run a command and watch your gear appear in your inventory.

Features

- **Automatic gear retrieval** from storage slips based on job files
- **Automatic gear storage** to appropriate slips
- **Job-specific gear sets** using customizable .lua files
- **Export functionality** to create gear lists from your current inventory
- **Debug mode** for troubleshooting and adding support for new zones
- **Multi-zone support** including Odyssey lobby

Installation

1. Place `PorterPacker.lua` in your `Windower/addons/` folder
2. Load the addon: `//lua load porterpacker`
3. Create your gear files in `Windower/addons/porterpacker/data/`

Basic Usage

Commands

`//porterpacker` or `//packer` or `//po`

```
export|exp [file]     - exports storable items in your current inventory to a .lua file
pack|store [file]     - stores current inventory items, if file is specified only items in the file will be stored
unpack|retrieve [file] - retrieves matching items in the file from a porter moogle. file defaults to
Name_JOB.lua or JOB.lua
repack|swap [file]     - stores inventory items not in the file and retrieves matching items. file defaults to
Name_JOB.lua or JOB.lua
```

Creating Gear Files

1. **Export your current gear:**

```
//po export GEO
```

This creates `export_YourName_GEO.lua` containing all storable items in your inventory.

2. **Edit the file** to include only the gear you want for that job.

3. **Save as job-specific file** like `YourName_GEO.lua` or simply `GEO.lua`

Example Gear File

```lua
return {
    "Jhakri Coronal +2",
    "Jhakri Robe +2",
    "Jhakri Cuffs +2",
    "Jhakri Slops +2",
    "Jhakri Pigaches +2",
    "Bagua Galero +1",
    "Bagua Tunic +1",
    -- Add more gear as needed
}
```

Daily Workflow

1. **Before content:** `//po unpack GEO` (retrieves all GEO gear from slips)

2. **After content:** `//po pack` (stores all storable gear back to slips)

3. **Job change:** `//po swap WHM` (stores current gear, retrieves WHM gear)

Supported Zones

PorterPacker works with Porter Moogles in all major cities and special zones:

- All starting cities (San d'Oria, Bastok, Windurst)

- Jeuno, Whitegate, Adoulin

- Mog Garden

- **Odyssey Lobby** (Walk of Echoes)

- And many more

Debug Mode

Debug mode helps troubleshoot issues and add support for new zones with Porter Moogles.

Enabling Debug Mode

Method 1: Command (temporary)

```
//po debugon    - enables debug logging
//po debugoff   - disables debug logging
//po debug      - shows current debug info
```

Method 2: File edit (permanent) Change line 7 in PorterPacker.lua:

```lua
local DEBUG_MODE = true  -- Set to true for debug logging
```

Adding New Zones

If you encounter a Porter Moogle in a zone where the addon doesn't work:

1. **Enable debug mode** with `//po debugon`

2. **Try using the addon** in the new zone (e.g., `//po unpack`)

3. **Look for debug messages** like:

```
*** ODYSSEY ZONE 298 DETECTED! Menu ID is 13 ***
*** Add this line to zones table: [298] = 13, -- Odyssey Lobby ***
```

4. **Edit PorterPacker.lua** and add the new zone to the zones table around line 33:

```lua
[298] = 13,    -- New Zone Name
```

5. **Reload the addon:** //lua r porterpacker

6. **Test** to confirm it works

Debug Output Explained

- **Zone/Menu discovery:** Shows when new Porter Moogle locations are found

- **State tracking:** Shows the addon's internal state during operations

- **Packet analysis:** Shows communication with the game server

- **Item processing:** Shows which items are being stored/retrieved

Troubleshooting

Common Issues

"Porter Moogle is not in range"

- Stand closer to the Porter Moogle

- Make sure you're targeting the right NPC

"No matching file found"

- Check that your gear file exists in /data/ folder

- Verify the filename matches your job abbreviation

- Use //po export JOB to create a template

"Busy state"

- Wait for current operation to complete

- The addon prevents overlapping operations for safety

Items not retrieving in new zones

- Enable debug mode to identify missing zone support
- Follow the "Adding New Zones" procedure above

Files and Locations

```
Windower/
├── addons/
│   └── porterpacker/
│       ├── PorterPacker.lua      # Main addon file
│       └── data/                 # Your gear files
│           ├── GEO.lua           # Job-specific gear
│           ├── YourName_GEO.lua  # Character+job specific
│           └── export_Name_Job.lua  # Exported gear lists
```

Tips

- **File naming:** Use either `JOB.lua` or `YourName_JOB.lua` formats
- **Regular exports:** Periodically export gear to update your lists as you acquire new items
- **Backup files:** Keep copies of your gear files in case of corruption
- **Test thoroughly:** Always test new gear files with a few items before including your entire set

Technical Notes

- Works by intercepting and modifying Porter Moogle menu packets
- Requires items to actually be stored in slips to retrieve them
- Will not retrieve items already in your inventory
- Respects inventory space limitations
- Compatible with all storage slip types

Contributing

If you discover a new zone that needs support, please share the zone ID and menu ID information with the community so it can be added to future versions.