Tip 1 - Prevent Data loss

It's very important that you save your work very often. I think that is abvious. But there are cases, where it can happen that you save your work and then suddenly stuff is missing in the Ubot Code.
This happens mainly when you work in Code view and change the code manually.

If you add an error here. Wrong formatting, it can happen that the rest of your code after that error is gone when you save your work.

Here's what I do:

1. When I work on an existing bot, I always copy the code from code view into notepad++ from time to time. It's also sometimes easier to search for stuff in Notepad++.
2. Before I save my work, I also copy the code into the Clipboard.
3. I switch to Node View as well to check if there are no errors in the code.

I also copy my Ubot File every time I do a big change in the code.

1. Go into the folder where the .ubot file is stored.
2. Right Click it and select Copy + Paste.

Then you have multiple copies of your Ubot File. And if something goes wrong when you save, you can always revert back to a previous version.

These procedures saves me multiple times!!
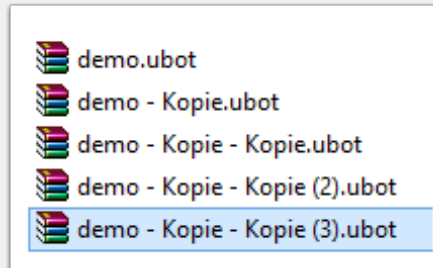
Tip 2 - Enable only necessary Plugins

Plugins are great to enhance and improve Ubot Studio.

But you should only load the plugins who are absolutely necessary. If you load plugins you don't use, Ubot Studio will upload all of them to the Ubot compile server when you compile a bot.
So it will take longer to compile and your EXE will be larger. Even if you don't use some of the plugins at all.

I also highly recommend that you do NOT load / unload Plugins via the Ubot-Tools-Plugin menu. It happened a couple of times to me, that some plugins didn't work correctly afterwards. I'm not 100% sure why and if that happens all the time, but when I tried to update a plugin and load a new version via the tools-plugin menu, the new plugin was copied, but the new commands and functions didn't appear in Ubot Studio.
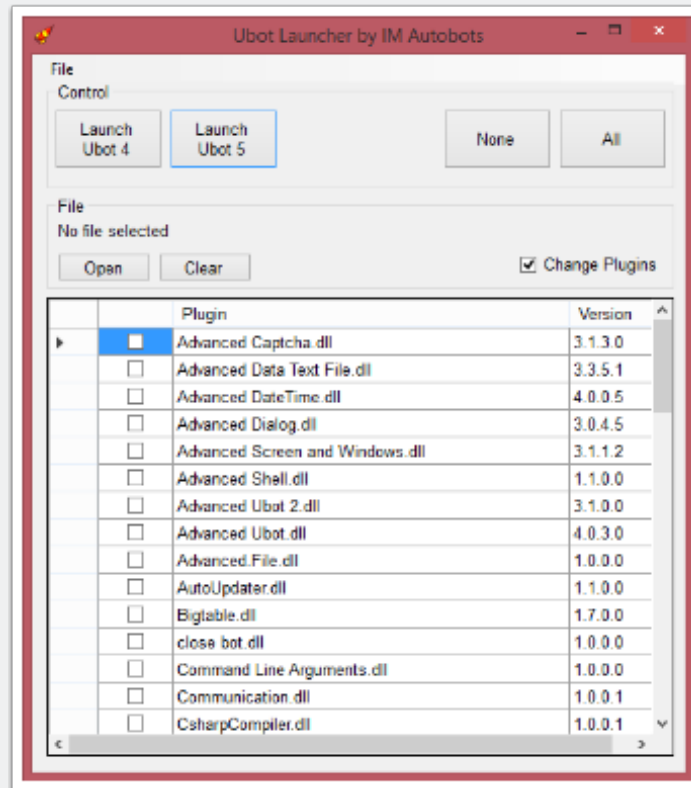
Solution:

Use the free tool "Ubot Launcher"
http://network.ubotstudio.com/forum/index.php/topic/16142-free-ubot-launcher/

It allows you to drag a Ubot File into it and it will automatically enable the necessary Plugins.

Tip 3 - Run another Instance ob Ubot Studio for Code Tests

When you work on a large bot, Ubot Studio can get slow. More often when you switch between code view and node view a lot.

So I open two instances of Ubot Studio on the same PC. Very easy to do with Ubot Launcher. Bot instances have the same plugins enabled.

In my main bot I stay in Code View all the time. Now when I create a new define, I do

that in the second Ubot Studio Window. There I only have very few code.
I use that to write my code. Not to test it. I can use Node view there to create the commands and functions. As soon as everything is ready, I copy it over in my main bot (code view).
And I can test it. That way your main Ubot Studio workspace doesn't slow down. Even with larger bots.

Always remember Tip1, save and copy your ubot file often.

Tip 4 - Use Define Command

It's very important that you structure your code when it becomes bigger. Separate tasks into their own define commands.

An account creator could be separated like:
1. Login Define
2. Create Account Define
3. Break Captcha Define
4. Add Default Data Define
5. Post Data Define

So every Define is responsible for a single task.

You should also ensure that you use local variables, lists and tables within each define. To keep data separated nicely. This is even more important if you want to add multithreading to your bot later on.

Tip 5 - Handle lot of data

If you want to handle lot of data, UBot Tables and Lists are not optimal.
It's hard to give an exact number, but at some point they will slow down Ubot Studio and
your compiled bots.

I highly recommend that you take a look at the free Large Data Plugin
http://network.ubotstudio.com/forum/index.php/topic/16308-free-plugin-large-data/

It can handle large lists and tables much better.
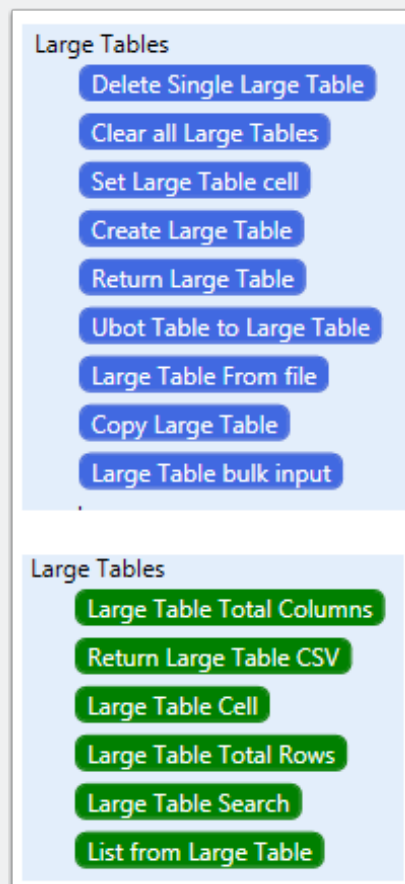
Tip 6 - Ubot Files are Zip Files

If you don't have code view for example, you can still extract the Ubot Code.
The .ubot file is just a zip file. So you can open it with winzip or winrar and look at the content.
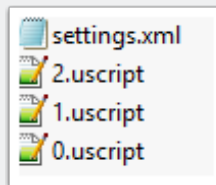
In the screenshot you see a bot with 3 Tabs. 0.uscript 1.uscript and so on.

Here's a small tool ($20) that can automate this even more
http://imautobots.com/downloads/ulibrary-a-ubot-library-code-viewer-and-launcher/

Or a simpler but free one
http://imautobots.com/downloads/ubot-to-txt-converter/

Tip 7 - Error "Finish editing all nodes"

If you get this error it means there are some nodes who are not closed in node view.
But sometimes you will get this error without any nodes beeing open.
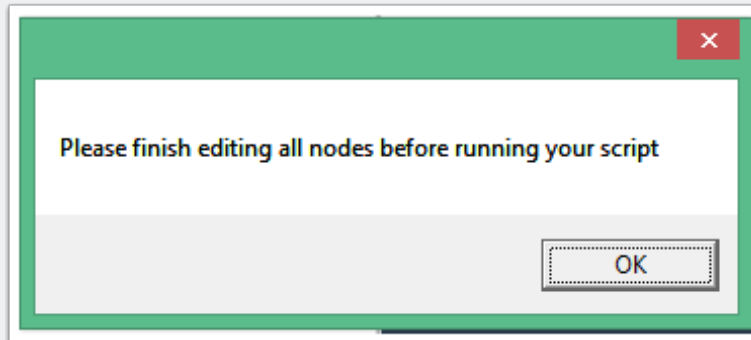You can't run the bot and you can't switch to code view.

There is a simple trick how to overcome this:

1. Create a new tap via the + button
2. Switch back to the previous one (where the error was)

3. Switch to code view (works now)
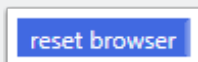4. Switch back to Node view

All commands are properly closed now

Tip 8 - Save memory

Use the Command "reset browser" at the end of your bot to free memory.

You can also use this when a task is completed and you want to reset the browser. But keep in mind, that all cookies will be deleted. So you might have to login again.

Tip 9 - Multithreading and 24x7 Bots

I personally would stay away from multithreading and bot's that run 24x7.
I had a lot of bad experiences with that stuff. Bots get slower or crash. Bots get unreliable. Just a lot of weird and strange behavior that can't be explained all the time.

For simple bots and tools ubot is great and very fast. But if you want to build a 24x7 scraper or a multithreading bot that is highly reliable, I wouldn't use UBot for this project. But that's just me.

It will cost you a lot of time to troubleshoot all the stuff and deal with issues.

Tip 10 - Take your time

It takes time to master Ubot Studio. A lot of people think it's very simple. I can tell you, it's not.

The complexity is not to learn the language and how the commands work. The complex thing is to get the experience to know how you can use it properly.
And how to avoid some of the known limitations and issues.

Because just because a command or function can do something, doesn't automatically mean it's a good idea to do it that way.

So don't get frustrated if it takes longer to learn everything that you initially expected.

Ask questions in the forum, but please show some respect and do some initial research. So don't ask questions that are already answered.

You should also join the Skype Group: