Search and Destroy

[v0](#_fl4elnl67rkk)

[Works for GQs!](#_pyhom78zgzgq)

[Added flags to ‘qw’ result](#_6u5ayff8mdz4)

[Highlight important mobs](#_7caogkkd18f7)

[3/12/15 Update (Still v0)](#_lec1a228xh0h)

[v1](#_l82wfo8qx2r2)

[Installation](#_6mogl8s9xuzp)

[Mob Database](#_dk9tqn6m907j)

[Maze Rooms](#_laqybs9zljqy)

[Settings](#_s7028018fh04)

[Client Package r1820 Fix](#_ixkobghubwt1)

# v0

Files:

* Nok3\_WW\_Search\_Destroy.xml
* Nok3\_WW\_Mapper\_Extender.xml
* Nok3\_WW\_Extender\_GUI.xml

To install my version, remove the original S&D files from your plugin list, then add the three files listed above. If you don’t remove the original S&D, it’ll get messy.

I have modified WInkleWinkle’s Search and Destroy plugin to work with Global Quests as well as a couple of quality of life changes.

## Works for GQs!

Instead of just populating the GUI with your GQ mobs, you will have the same functionality with GQs as you have had with CPs. In other words:

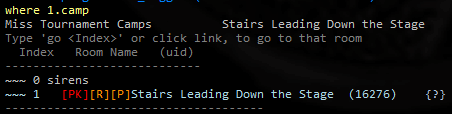
* You can use the commands ‘xgq #’ or ‘gq #’ to go to that list item just as you would use ‘xcp #’ or ‘cp #’
* Queries the area and room id for room GQs (no more mapper find <room name>)
* Can click on the buttons or the list items on the GUI to execute the commands

## Added flags to ‘qw’ result

Anytime the ‘qw’ command is used, the following flags will be shown if applicable:

* [PK] - PK room
* [R] - No recall
* [P] - No portal

I can only report on what is stored in your mapper database. So, if your mapper database doesn’t know if a room isn’t noportal or norecall, the flag will not show up.



## Highlight important mobs

This one is pretty weak and needs some work, but for now, I highlight mobs that begin with a capital letter, or start with ‘the’. The idea is to highlight priority mobs for GQs so that you can pick them off first and not have to wait for repop. It definitely has yielded a lot of false positives, and misses a lot of important mobs, but it has been mostly helpful so I decided to leave it in. Hoping to eventually get some good logic around which mobs are considered important.

## 3/12/15 Update (Still v0)

1. Rearranged text format for room CPs/GQs

#) (area) - mob name - room name

instead of:

#) (area) - room name - mob name

The room names can get pretty long such that the mob name goes off the right side of the window. The mob name seems more important than the room name so I'd rather lose the room name.

2. Changed the 'ak' command to accept a number parameter e.g. 'ak 2' 'ak' by itself functions as it normally did, but 'ak 2' will attack the second mob in the room e.g. 'k 2.mob name'. This is nice for when someone is already engaged with the first mob, or you want a specific mob in the room like the Senators in Knossos.

3. Can resize the window

Winkle has had that resize handle in the bottom right corner of the window but it wasn't hooked up to anything. You can now resize the window by clicking and dragging the corner and the size will be preserved when closing and opening the client.

4. New command 'xset buttons'

This toggles the buttons in the window for when you aren't using them and would like the extra space.

5. The message, 'No item exists, or data busy (try again)'...

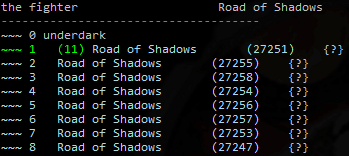
To hell with this message! I am too hasty and always try to go to the next mob on the list before it is ready so... I added the ability to call 'xcp #' as soon as the current cp/gq mob you are fighting is killed. Before, you would just get that annoying message and would have to wait until your spell lag was finished for the list to repopulate before you enter the command again. Now, I keep track of the command and call it for you as soon as the list is repopulated. All this to shave off less than a second between mobs...

# v1

## Installation

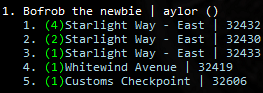
* Four .xml plugin files to install:
  + Nok3\_Mob\_Logger.xml - ‘mob help’
  + Nok3\_WW\_Mapper\_Extender.xml - ‘extender help’
  + Nok3\_WW\_Search\_Destroy.xml - ‘search help’
  + Nok3\_WW\_Extender\_GUI.xml
* .state file which goes in: MUSHclient\worlds\plugins\state\
* loot.db file which goes in: MUSHclient\logs\

## Mob Database

Keep a database which logs the the rooms where mobs are killed. Then, include the number of times killed in the ‘qw’ result.

For example if I ‘qw fighter’ in The Underdark, I would see the result shown on the right.

I saw that Winkle was setting some groundwork to do this in a later version so I decided to try and pick up where he left off.

There are some functions available to interface with the database:

* Lookup
  + lm - lookup the mob you have loaded in your ‘quick where’
  + lm <mob> - lookup mob
  + lmh <mob> - lookup mob in your current area
  + lmx <mob> - lookup mob using an exact search
  + lmxh <mob> - lookup mob using an exact search in your current area
  + Example: ‘lm bofrob’ shows the window to the right
* Go
  + lg # - go to the room number based on the output from ‘lm’
  + Example: ‘lg 1’ to go to room 32432
* Keywords
  + kw # <keyword> Set the keyword for the mob based on the output from ‘lm’
  + kw # clear - clear the keyword set for the mob
  + Example: ‘kw 1 bofrob’ to set bofrob as the keyword for Bofrob the newbie

## Maze Rooms

Can ‘xset maze’ in a room. After set, the room will always appear at the top of youre quick where output so you can ‘go 1’ to enter the maze.

## Settings

* xset autofill (default: false) - toggles whether to automatically fill the command bar with either 'ak' or 'nx' when you arrive at your 'go' destination.
* xset searchtype (default: ht) - toggles between using hunt trick and quick where after going to a CP/GQ item on the list. Quick where is faster, but can get you into trouble if you get the wrong mob.

## Client Package r1820 Fix

Now works with r1820 client package and on