

PIGAS

Personal In-Game Adventure Sidekick

Version: 0.5.0

Overview

PIGAS is your **Personal In-Game Adventure Sidekick**, designed to enhance your experience in *World of Warcraft*. It allows you to set up a second-hand companion that can assist you in quests, battles, and other adventures.

Key Requirements

- **Two Accounts:** You must have a second account (*Companion*) running alongside your main account (*Player*).
- **Dual System Setup:** Your Companion account must run on a separate PC or virtual machine (VM).
- The companion acts as another player, fully synchronized and controlled!

Compatibility

- Supported systems: **Windows** and **Ubuntu** (limited to Xorg window manager).
- Tested with *Wrath of the Lich King (3.3.5a)* and *Cataclysm (4.3.4)* expansions. Other expansions remain untested but may be compatible.
- Recommended companion classes: Ranged attackers with healing and support capabilities (e.g., Priest, Druid, Shaman).

How to Get Started

1. Prepare the Environment

1. Install World of Warcraft:

- For **Windows** install the game on a second PC or virtual machine (VirtualBox, Hyper-V).
- If using **Ubuntu**, install `xdotool` :



```
sudo apt install xdotool
```

- **MacOS users with Parallels:**

- Set the resolution mode to **Scaled** in the `Configure > Hardware > Graphics` menu.

- Ensure your Windows resolution is more than 1600x900 (1920x1200 or 1920x1080 work quite well).

2. Rename Configuration Files:

- Rename the following template files:
 - `tmp.config.yaml` → `config.yaml`
 - `tmp.context.txt` → `context.txt`
 - `tmp.open-ai.yaml` → `open-ai.yaml`

3. Edit `config.yaml` :

- Fill in all required fields. You can reference the example file located at `data/example/config.yaml` .

4. Run PIGAS:

- Launch `pigas.exe` to initialize the program. It will also copy configs and the necessary addon to the game directory.

2. Set Up Skills and Rotations

- Configure your companion's **spells and rotations** by following these steps:

1. Add Spells:

- Navigate to `data/class/GAME_EXPANSION/COMPANION_CLASS/` .
- Update `spellbook.yaml` with your companion's spells:
 - Include key bindings, spell names, cast times, cooldowns (or action time for time-range spells), and the action bar numbers where they are placed in the game (please check `data/example/spells_and_rotations`).

2. Define Rotations:

- Edit `rotations.yaml` to specify combat rotations, including:
 - Support spells: e.g., *Power Word: Shield*.
 - Targets: e.g., `Player` or `Player Pet` .
 - Specify the attack target using the field: `Attack Target Is Target Of` (e.g., `Player` means: should attack the player's target).

3. Buffing Spells:

- Buffing spells are used automatically at the start of a session.

3. Launch & Play

1. Log in to the game on your **Companion** account.
2. Send a party invite from your **Player** character to your **Companion**.
3. Start `pigas.exe` on the **Companion** system.
4. Control your Companion using in-game commands (see below).

Controls and Commands

The **Player** account can issue the following commands, which direct the Companion's actions:

| Command | Action |
|-----------------|---|
| #stay | Companion stays in one place. |
| #follow | Companion follows the Player. |
| #assist | Helps the Player in combat. |
| #defend | Defends both the Player and itself. |
| #only-heal | Uses healing spells exclusively. |
| #passive | Enters passive mode (no combat actions). |
| #mount | Mounts using the <code>Mount</code> spell (must be in spellbook). |
| #dismount | Dismounts. |
| #loot | Moves to the Player's position and loots items. |
| #movement-speed | Toggles movement speed (walk/run). |
| #pause | Pauses PIGAS functionality temporarily. |
| #disable | Completely disables PIGAS (correct way to stop execution). |

Additional Commands

- Do emotions (`/emote`): Let's `/dance!` . Companion will repeat the emotion.
- Issue commands directly (`&command`): `&/cast Fireball` , `&.server info` , `&/use Hearthstone` .
- Add notes to the context file by prefixing text with `%` : `%Now we are in the Orgrimmar` .

Configuring Companion Responses

Configure companion responses using the following files:

1. `open-ai.yaml` need to configure API access to OpenAI.

```
open-ai:
  base_url: # API URL
  api_key:  # API key
```

2. `context.txt` : add relevant context for the *Companion* here.

Extra Configurations

The following optional parameters are available in `config.yaml` to customize your setup further:

1. Game Window Title

- If your game window title differs from the default, change it in the `game` section:

```
game:
  window-title: YOUR_GAME_WINDOW_TITLE
```

2. Distances Fix

Adjusting distance coefficients for navigation and interactions (default values are mentioned here):

```
navigation:
  distance_to_player_delta: 0.15
  mounted_distance_coefficient: 1.25
  looting_distance_coefficient: 0.5
  start_to_avoid_obstacles_distance_coefficient: 3.0
  start_to_wait_player_distance_coefficient: 50.0
```

3. Debug Mode

- Enable debug mode for troubleshooting:

```
other:
  debug: true
```

4. Companion Context File

- Set the custom context file for AI responses:

```
companion:
  context_file: YOUR_CONTEXT_FILE.txt
```

Useful Tips

1. Macro Setup:

- To simplify controlling your Companion, copy the file:
`.data/macro/macros-cache.txt` to your **Player** client directory:
`\WTF\Account\YOUR_PLAYER_ACCOUNT\macros-cache.txt` .

2. Reinstall PIGAS:

- To reset your installation, remove the hidden `.local` file from the `pigas` directory.

3. Adjust Distances:

- If you encounter distance-related issues between the Player and Companion (Companion is too close or far from the Player):
 - check the distance between characters with command `/distance` (as **Companion**);
 - set the distances manually in `config.yaml` in `navigation` (see below).

Enjoy your adventures with **PIGAS**, your ultimate sidekick in *World of Warcraft*!