

Global INI Settings

This is an overview of the INI settings available to all bots. Detailed information on how to set up some sections (like Combat and buff sections) can be found in their sections of this guide.

NOTE:

One thing that is somewhat confusing for people in INIs is the numbering in sections with multiple entries. Anytime you see a Number at the end of a setting (ex: SpellName1) this indicates that the number should be incremented for each new set of items. If you do not increment this number, it will not load but one of the set of items.

Ex:

[SafePCs]

PCName1=FirstSafePC

PCName2=SecondSafePC

PCName2=ThirdSafePC

In this example, it would load the first and second safe PC but the third would not get loaded because it already loaded PCName2. Numbering correctly is very important to a correctly configured INI.

All macros will create an empty item set in each section to help this. So if you are ever in doubt, do each section one item set at a time then run the macro and reopen the INI file and you should see a new set with NULL values that you can add another item set with.

Each INI setting will have a description to the right formatted like this:

;(Type) [Restrictions] Description

The Restrictions mean it only appears in the INI under these circumstances.

The Type, is the type of value expected for this setting.

Explanation of the types:

integer – A numeric value, no decimal

float – A numeric value with a decimal

boolean – TRUE or FALSE condition (yes or no, on or off)

timespan – A segment of time, usually to represent a delay. s = seconds m = minutes, you cannot combine the two. Ex: 5s = 5 seconds, 5m = 5 minutes 5m5s will not be read properly. This also must be an integer, so you cannot do 5.5m for 5 and half minutes. You would want to do 330s for 5 ½ minutes.

Special Condition settings:

Some settings have special conditions on their types. Here is a run down of those.

Unsafe Actions – This is a string setting, but must be one of the following

pause – Will pause all actions while the unsafe condition is true

stop – Will simply stop the macro where it is and do nothing else

gate – Will gate if the character has a gate spell available (WILL NOT USE /gate) After gating the character will follow their CampAfterGate setting to determine if they should camp out.

camp – Will camp the character out where they are at

quit – Will /q (currently only available on GM detection, not unsafe pc detection)

continue – Will ignore the unsafe detection and continue to run the macro.

Spell Slots – Spell slots are limited to gemX (Gem1-Gem12) for a spell slot, ITEM for an item, ALT for an AA, or DISC for a combat ability. For spells using GemX, if the spell is not memmed already it will mem it to this spell gem.

In this guide when I use the term or restriction Casters Only, this means any class that can cast, not pure casters only. Bards are not included in this group, they are considered melee.

Now for the INI Settings themselves:

[General]

SpellCoolDown=4s ;(timespan) minimum amount of time to wait between each spell cast.
CampRadius=70 ;(integer) distance around the starting location to consider inside your camp for adds
ResistTries=3 ;(integer) [Casters] maximum number of times to attempt recasting a failed cast
TimeToSitAfterCast=4s ;(timespan) [Casters] amount of time after casting until sitting
ReplyToTells=FALSE ;(boolean) Whether or not to reply to tells received from safe pcs
Announcements=TRUE ;(boolean) Whether or not to do announcements
AnnounceChan=/g ;(string) The channel to send announcements to
MinSafeDistance=30 ;(integer) The minimum distance from a mob to consider safe (whether ok to sit)
LootCorpses=FALSE ;(boolean) Whether or not to attempt looting
LootINI=devloot.ini ;(string) [Hidden] Name of the INI to load loot settings
DebuffAtStart=TRUE ;(boolean) [Debuffers] Initial state of debuffing
GroupBuffAtStart=TRUE ;(boolean) [Casters] Initial state of group buffing
SelfBuffAtStart=TRUE ;(boolean) Initial state of self buffing
PetBuffAtStart=TRUE ;(boolean) [Pet Owners] Initial state of pet buffing
WatchBuffAtStart=TRUE ;(boolean) [Casters] Initial state of buffing watched pcs
MinBuffCheckTimer=1m ;(timespan) Minimum time between buff checks
PullerName=group ;(string) The name of the puller, group uses eq group roles
MainTank=group ;(string) The name of the main tank, group uses eq group roles
MainAssist=group ;(string) The name of the main assist, group uses eq group roles
AssistPct=97 ;(integer) The % hp of the mob to begin attacking
AllowInterrupt=TRUE ;(boolean) [Casters] Whether or not to allow interrupting spells
UnsafePCAction=continue ;(string) Action to take if unsafe pc is near. (See Unsafe Actions)
GMAction=stop ;(string) Action to take if gm is near. (See Unsafe Actions)
UseMerc=FALSE ;(boolean) Auto revive / unsuspend merc if there is room in group
ResistRetryTime=0s ;(timespan) [Casters] minimum amount of time to re-attempt a resist.
CampAfterGate=FALSE ;(boolean) Camp after gating (due to unsafe action)
CheckForAdds=TRUE ;(boolean) [Hidden] Check for additional adds or focus on one.
UseEQBC=TRUE ;(boolean) Attempt to use eqbc for hp and buff information
RelayChat=FALSE ;(boolean) [Hidden] Relay chat messages to specified channel
RelayTells=FALSE ;(boolean) [Hidden] Relay tell messages to specified channel
RelayTarget=/bca ;(string) [Hidden] The channel to relay chat / tell messages to
OutOfCombatSit=TRUE ;(boolean) Sit down when not in combat
InCombatSit=TRUE ;(boolean) [Casters] Sit during combat
AllowSit=TRUE ;(boolean) [Hidden] Allow sit at any time
FaceWhenCasting=TRUE ;(boolean) [Hidden] Face the target before casting a spell
UseXTargetOnly=FALSE ;(boolean) [Hidden] Only use Xtarget list for adds
UseXTarget=TRUE ;(boolean) [Hidden] Use Xtarget list to detect adds
MercAssistPct=97 ;(integer) [Hidden] Merc assists at this mob hp % if it's not tank
DebugMode=FALSE ;(boolean) [Hidden] Spew debug messages into mq2 window
RespitePct=25 ;(integer) [Melee] % endurance to use respite disc
HealPotName=NULL ;(string) The name of the healing potion to use
HealPotHPs=50 ;(integer) The % hp to use the heal pot
FaceStartupDirectionAtCamp=FALSE ;(boolean) [Hidden] Face direction you started in at camp
AlwaysAttemptReturn=FALSE ;(boolean) [Hidden] Attempt to return home even from great distances
UseNavigation=TRUE ;(boolean) [Lifetimers] Use MQ2Navigation for movement

[Commands]

EQBCCommands=TRUE ;(boolean) Accept commands through EQBC
GroupCommands=TRUE ;(boolean) Accept commands through group chat
TellCommands=TRUE ;(boolean) Accept commands through tells
EchoCommands=TRUE ;(boolean) Accept commands through /echo
CommandTrigger1=example ;(string) Text for a custom command (/tell char example)
CommandTrigger1Action1=/dance ;(string) Commands to execute in order
CommandTrigger1Action2=/delay 2s
CommandTrigger1Action3=/g Wow that was exhausting
CommandTrigger2=NULL
CommandTrigger2Action1=NULL

[WatchList]

WatchName1=CharName ;(string) The name of the character to watch outside the group for heals / buffs
WatchName2=NULL

[Debuffs] (debuffers only)

DebuffAdds=TRUE ;(boolean) Debuff adds or only the MA target
DebuffSpell1=NULL ;(string) The exact name of the spell, item, or aa to cast as a debuff
DebuffMinMana1=50 ;(integer) The min % player mana to have in order to cast this debuff
DebuffMinHPs1=1 ;(integer) The min % player health to have in order to cast this debuff
DebuffMaxHPs1=100 ;(integer) The max % player health to have in order to cast this debuff
DebuffMaxMobs1=100 ;(integer) The max number of mobs in camp to use this debuff
DebuffMinMobs1=1 ;(integer) The minimum number of mobs in camp to use this debuff
DebuffSpellSlot1=GEM1 ;(string) The slot for the spell (gemX for spell, item for item, alt for aa)
DebuffRecastDly1=1m ;(timespan) How long to wait before recasting the debuff per mob
DebuffAnnounce1=NULL ;(string) The text to output if the debuff is successful
DebuffAlias1=DEBUFF1 ;(string) A short one word alias for the debuff
DebuffCastOnResist1=NULL ;(string) The alias of another debuff to cast if this one is resisted
DebuffEnabled1=TRUE ;(boolean) The default enabled state for this debuff

[SelfBuffs]

SelfBuffName1=NULL ;(string) The exact name of the spell, item, or aa
SelfBuffText1=NULL ;(string) The exact text that shows up on the buff icon when this buff is applied
SelfBuffSlot1=GEM1 ;(string) The slot for the spell (gemX for spell, item for item, alt for aa, disc for disc)
SelfBuffAuto1=TRUE ;(boolean) Automatically cast this buff when needed
SelfBuffAlias1=SELF1 ;(string) A short one word alias for the selfbuff
SelfBuffCombat1=FALSE ;(boolean) Use this buff only in combat (if true)

[PetBuffs] (pet users only)

PetBuffName1=NULL	;(string) The exact name of the spell, item, or aa
PetBuffText1=NULL	;(string) The exact text that shows up on the buff icon when this buff is applied
PetBuffSlot1=GEM1	;(string) The slot for the spell (gemX for spell, item for item, alt for aa)
PetBuffAuto1=TRUE	;(boolean) Automatically cast this buff when needed
PetBuffAlias1=PET1	;(string) A short one word alias for the pet buff
PetBuffCombat1=FALSE	;(boolean) Use this buff only in combat (if true)

[GroupBuffs] (casters only)

GroupBuffGroup1=NULL	;(string) The exact name of the spell, item, aa for the group version of this buff
GroupBuffSingle1=NULL	;(string) The exact name of the spell, item, aa for the single version of this buff
GroupBuffGroupDisplayName1=NULL	;(string) The exact text on the buff icon for the group version
GroupBuffSingleDisplayName1=NULL	;(string) The exact text on the buff icon for the single version
GroupBuffSlot1=GEM1	;(string) The slot for the spell (gemX for spell, item for item, alt for aa)
GroupBuffAlias1=GROUP1	;(string) A short one word alias for the group buff
GroupBuffTargets1=MNK SHM	;(string) A list of classes this buff can be cast on, see notes for targets
GroupBuffGroupAnnounce1=NULL	;(string) Message to say when casting the group version
GroupBuffSingleAnnounce1=NULL	;(string) Message to say when casting the single version
GroupBuffCombat1=FALSE	;(boolean) Use this buff only in combat (if true)
GroupBuffAuto1=TRUE	;(boolean) Automatically cast this buff when needed
GroupBuffGroupMin1=3	;(integer) The minimum number of people that should need this buff to use the group version

NOTES:

For targets, you can use short class names, full class names, mt for main tank, or a specific players name. Also for buffing pets, you can use PET in the target list to buff any pet, player-pet to buff a specific players pet, or player-class to buff a specific classes pet. (Ex: enc-pet will include enchanter pets as a target for this buff)

[SafePCs]

PCName1=Char	;(string) The name of a pc to consider safe (group and watchlist are safe automatically)
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[IgnoreMobs]

MobName1=MobName	;(string) The name of a mob to ignore, this is used when pulling as well as when checking for adds in camp (if using the xtarget list this does not effect adds found there).
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[Alerts]

AlertDeathAudioFile=NULL	;(string) Sound file to play when you die
AlertEvac=NULL	;(string) Sound file to play if you gate
AlertUnsafePC=NULL	;(string) Sound file to play if an unsafe pc is detected nearby.
AlertGM=NULL	;(string) Sound file to play if a gm is detected in the zone.
AlertMobName1=NULL	;(string) Name of mob to play alert for if engaged in camp (can be a partial match)
AlertAudioFile1=NULL	;(string) Sound file to play if this mob is detected in camp
AlertText1=NULL	;(string) Text string to search for in chat
AlertTextFile1=NULL	;(string) Sound file to play if this text is detected in chat

NOTES:

The sound files should be paths to the sound file (ex. C:\Music\MyAudioFile.mp3)

[Combat]

SpellSetType1=NULL	;(string) The name of a spell set (see notes)
SpellSetType2=NULL	
SpellName1=NULL	;(string) The exact name of the spell, item, aa, or disc
SpellMinMana1=20	;(integer) The minimum amount of mana or endurance to have to cast this spell
SpellMinMobHPs1=1	;(integer) The minimum amount of hp for the mob to have
SpellMaxMobHPs1=100	;(integer) The maximum amount of hp for the mob to have
SpellRecastDelay1=5s	;(timespan) The amount of time until this spell is cast again
SpellMaxMobs1=100	;(integer) The maximum number of living mobs in camp
SpellMinMobs1=1	;(integer) The minimum number of living mobs in camp
SpellSlot1=GEM1	;(string) The slot for the spell (gemX for spell, item for item, alt for aa, disc for disc)
SpellCondition1=NULL	;(string) Special conditions for this spell (see notes)
SpellMaxHPs1=100	;(integer) [Hidden] The max hps for the character to cast this spell
SpellType1=NULL	;(string) A spell set type from above for most classes (see notes)
SpellGOM1=FALSE	;(boolean) [Casters] Only cast this spell when appropriate GOM buff is on (if true)
SpellFOP1=FALSE	;(boolean) [Magicians] Only cast this spell if flames of power buff is on (if true)

NOTES:

SpellConditions – These are advanced settings for more fine control over when this spell is used. They can be MQ2 TLOs or variables as long as they can be evaluated as TRUE / FALSE. One commonly used preset that I have for use here is TargetNamed. If you do SpellCondition1=TargetNamed it will only use that spell when it is attempting to cast on a named target.

Another thing to note on SpellConditions, if you do more advanced stuff do not include the outside \$ {}, you can include a ! in front for saying not equal to. Some more advanced stuff that can be done is something like this:
SpellCondition1=If[\${TargetNamed} && \${!TargetCount}>3,FALSE,TRUE]

This would evaluate as TRUE only if there are no named targets, or there are 3 or less living targets. Of course doing something like this would require you to know my variables and such from the code, but the same concept can be used for any TLO found in the wiki on macroquest2.com (<http://www.macroquest2.com/wiki>)

SpellSetTypes - Spell sets are used only as a means to simplify making changes in the INI if you have a lot of combat spells. Spells are cast in order (the first spell available in the list that meets all conditions). So if you have a lot of spells and want to add a new one and have it cast first it can be tedious to renumber all the spells. So, each spell can be assigned a spell set and when spells are cast they are checked in order of the Spell Set number, then the Spell number.

Sks, Paladins, and Warriors have a few predefined SpellSetTypes.

- aggro – Coded to only be used if tanking

- lifetap – Sk only, used to make sure lifetaps spells are checked before dps spells but after aggro spells.

- dps – Used any time, but only after Aggro or lifetap spells

