

Global Bot Commands

These commands can be used for any bot.

To issue a command to a bot use one of the following formats.

EQ Channels:

/tell BOTNAME command

/g command

EQBC Channels (requires EQBC and for the bot and your character to be connected):

/bct BOTNAME command

/bca command

From the bots screen:

/echo command

Note, for /g and /bca commands, these commands will be issued to all bots that are a member of that channel if you are running more than one bot. This is useful for getting all of your bots to fire their epics at the same time using for example /g epic

Now for a list of the global commands and what they do, how to read this section:

- The Command column lists the actual command.
- Any parameters are specified after the command and are enclosed in either <> or []. A parameter enclosed in <> is a required parameter and you must specify something for it in order for the command to work correctly.
- A parameter enclosed in [] is an optional parameter. You can find some example commands after the list of commands.

Command	Description of function
assist [name]	Change main assist to [name]
buff <alias> <target>	Cast the buff with the alias <alias> on <target>
buffcheck	Enable / disable buff checking
campradius <value>	Changes the camp radius to <value>

Command	Description of function
campreturn	Forces the bots to return to camp location if they are not currently at it
cast <target> <spell>	Cast the <spell> on the specified <target> (This is a complete spell name)
combatbuff	Enable / disable combat buffing
combatspells	Enable / disable casting spells from the [Combat] section of the INI
debuff [alias]	If no [alias] is specified enables / disables all debuffing. If [alias] is specified enables / disables debuffing with the debuff matching that [alias]
docmd <command>	Makes the bot do the specified command (ex. Docmd /dance)
EndTimer [time/disable] [action]	This sets a timer to automatically end the bot and perform the [action] when the timer is up. The [action] can be gate, gatecamp, camp, stop, or quit. The default [action] if no action is passed when setting the timer is to gate and camp. If the class cannot gate it will simply camp using this option. The [time/disable] option is either a time increment or 'disable'. If a time increment is passed it sets the timer to that time increment (ex EndTimer 5m will set it to 5 minutes, there is no hours so if you want to do hours you have to do 60m or higher). If disable is passed it will disable the timer.
follow <target>	Makes the bot follow the specified <target>. Bots will assist if combat is encountered while following. <target> can be me to have the bot follow the character sending the command.
groupbuff	Enables / disables group buffing
ignoremob <name>	Adds <name> to the mob ignore list. These names can be partial matches. If <name> is already in the ignore list it will remove it from the ignore list.
invite <target>	Has the bot issue an /invite command to the specified <target> if the bot is the group leader.
loot	Enables / disables looting

Command	Description of function
maintank <name>	Changes the main tank to the specified <name>, this doesn't make another bot start main tanking, it simply lets the bot know who it thinks is supposed to be main tank.
petbuff	Enables / disables pet buffing
puller <name>	Changes the puller name to the specified <name>, this doesn't make another bot start to pull, it simply lets the bot know who it thinks is supposed to be pulling
safepec <name>	Adds or removes <name> from the safepec list (removes it if it's already there)
selfbuff	Enables / disables self buffing
stay	Makes the bot stop following at set it's current location to the camp location.
warp [loc y x z] [t target] [wp waypoint] [me]	Will have the bot issue a warp command with the specified parameters. This is the same as mmobugs.com /warp command with the addition of [me]. Using me will have the bot warp to the player that sent the command. After warping camp location is reset to the new location.
watchbuff	Enables / disables watch list buffing
watch <name>	Adds or removes <name> on the watch list. Removes it if it's already on the watchlist.

Here are some examples of the commands. Using Bob as our character name.

`/tell bob buff focus me`

If Bob has a [GroupBuff] with the alias focus, he will cast it on me.

`/bct bob assist Joe`

Bob will now assist Joe to decide which target it should be attacking.

`/g EndTimer 120m camp`

I'm going to bed, all my bots in the group should continue to play for 2 hours and then go to sleep too!