



L2Divine Guide Book

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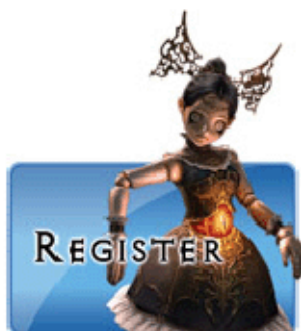
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Chapter 1: L2Divine Account

Create account

To use L2Divine, you must have an active L2Divine account. To create an account, go to <http://www.l2divine.com> and select "Register" banner from the first page. After enter personal information then click "Create" and you will receive an activate code via email then login again to enter the code. If the code is correct you will have an active and free L2Divine account!



Click the "Register" banner.

Create a L2Divine account
This page allows you to create a new L2Divine account. (please fill out all values)

L2Divine ID:

Alphanumeric (A-Z, 0-9)

Password:

Confirm Password:

Email:

Confirm Email:

☐ I agree for any risk from using 3rd party program.

Create

Cancel

Enter your personal information and accept agreement.

Create a L2Divine account
Your account has been created. However, L2Divine requires account
Please check your e-mail for further information.

Check your Junk Mail/Bulk Mail folder if message not arrive within 15

Activate Account

Registration complete

Activate a L2Divine account

Please enter activate code to complete your L2Divine account.

L2Divine ID: GuideBook
Email: gb@hotmail.com
Activate Code:

[Activate your account](#)

Account Management

You may manage your L2Divine account via website at www.l2divine.com. Select “My Account” from the main menu. To access your account information you must log in using active L2Divine account and password. Areas of “My Account” include:

- Edit Profile: This area gives you basic information on your account and also let you change your password.
- Register Lineage II ID: Enter your Lineage II game account that you wish to bot here.

[Home](#) [Download](#) [Guide](#) [Community](#) [My Account](#)

[Edit Profile](#) [Register Lineage II ID](#)

Edit Profile

This page allows you to view profile and also change your password.

L2Divine ID:	dev
Group:	Developer
E-mail address:	dev@l2divine.com
Status:	Active (Not Verify)
Credit:	50

Change password

Current password:	<input type="text"/>
New password:	<input type="text"/>
Confirm password:	<input type="text"/>

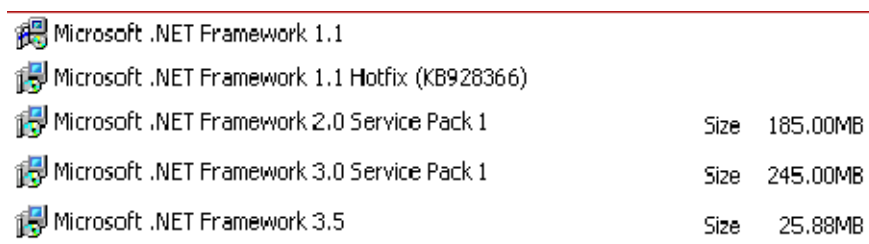
Submit

Chapter 2: Installation

.NET Framework Installation

Before you can use L2Divine, the one component which must be met is Microsoft .NET Framework version 3.5 or above. You can check to see if you already have the .NET Framework installed by clicking Start on your Windows desktop, selecting Control Panel, and then double-clicking the Add or Remove Programs icon. When that window appears, scroll through the list of applications. If you see Microsoft .NET Framework listed, the latest version is already installed and you do not need to install it again. If not found that mean you need to install it, you can download it from Microsoft, after download complete, Install it and click next until installation finish.

Note! URL for download: <http://download.microsoft.com/download/6/0/f/60fc5854-3cb8-4892-b6db-bd4f42510f28/dotnetfx35.exe>



Microsoft .NET Framework 1.1	
Microsoft .NET Framework 1.1 Hotfix (KB928366)	
Microsoft .NET Framework 2.0 Service Pack 1	Size 185.00MB
Microsoft .NET Framework 3.0 Service Pack 1	Size 245.00MB
Microsoft .NET Framework 3.5	Size 25.88MB

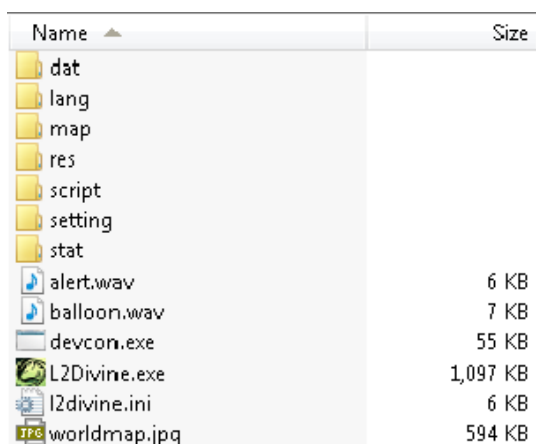
.NET Framework listed in your computer

L2Divine Installation

After completely install Microsoft .NET Framework 3.5 it's time to install L2Divine. Installing L2Divine is simply by downloading latest released from download section and then unzips it to your local hard disk. You can launch L2Divine by double-clicking on L2Divine.exe.

Virtual Map and Language Installation

Virtual Map and Language are not included with L2Divine installation file. You can download it separately at download section. After download the latest file, unzip into L2Divine\Map and L2Divine\Dat folder respectively. Your installation folder should look like figure below.



Name	Size
dat	
lang	
map	
res	
script	
setting	
stat	
alert.wav	6 KB
balloon.wav	7 KB
devcon.exe	55 KB
L2Divine.exe	1,097 KB
l2divine.ini	6 KB
worldmap.jpg	594 KB

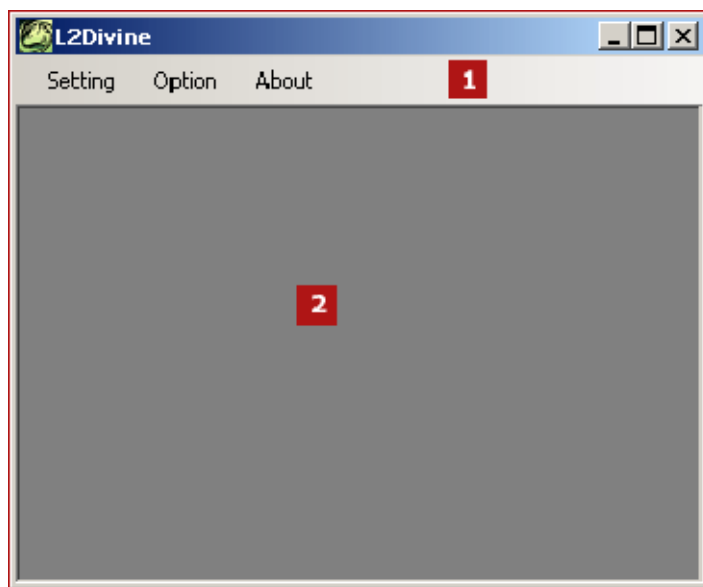
Chapter 3: Interface

In order to properly usage L2Divine, you must first understand the screen and interface. Start up L2Divine by double clicking at L2Divine.exe. L2Divine window will progress to loading resources at the moment and you will see main screen appear.

Main Screen

Main screen include:

1. Main Menu: This is where you can set up account and options.
2. Account Area: The game account will be display here.



Main Menu

Setting

- Create Account: Use to create the game account. Short Cut Key: F10
- Battle Start: To toggle on/off all accounts in battle mode. Short Cut Key: F11
- Disconnect: Disconnect all accounts from the game. Short Cut Key: F12
- Close Account: To close active account window.
- Config: Allow you to configuration the server information.
- Exit: Close L2Divine window.

Option

- DAT Language: Allow you to change data language to English, Chinese, Japanese, Korean and Thai.
- UI Language: Allow you to change user interface language.
- In Game Mode: Allow you to switch between puppet and full in game mode.
- Hide when minimize: Hide your L2Divine window to window task bar when minimize.

- Proxy Setting: Allow you to use SOCKS5 proxy. Checking on “Use SOCKS5 Proxy” and provide proxy detail.
- Diagnostic: Allow you to diagnose problem of IG mode installation.
- Item drop report ^{8.2.1}: Allow L2Divine to report item drop and NPC location for among L2Divine user community.

About

- About: Your L2Divine version information.

Config

These windows allow you to configuration server information.

1. Auth Server: Always <http://www.l2divine.com>
2. ID: Active L2Divine account
3. Pwd: L2Divine Password
4. Country: Game server region. Don't forget to check on “Set as default country”. This option enables you to use Full IG mode.
5. Login Server IP: Login server IP
6. Login Server Port: Login server port. Default is 2106.
7. Protocol Version: The protocol version depends on server region.
8. Game Server: Game server list (Separate by semi-colon sign).

The screenshot shows the 'Config' window with the following fields and values:

- L2Divine Auth Server:**
 - Auth Server: <http://www.l2divine.com> (1)
 - Id: your_divine_acc (2)
 - Pwd: ***** (3)
- Lineage II Server:**
 - Country: NA (4)
 - ☒ Set as default country
 - Login Server IP: 216.107.242.199 (5)
 - Login Server Port: 2106 (6)
 - Protocol Version: 744 (7)
 - Game Server: bartz; (8)
- Buttons:**
 - Save (9)
 - Close

Note! All setting information is kept in file l2divine.ini. Do not share this file with others because it contains your password.

Create Account

This window allows you to start up the game account. Below is required information:

1. Lineage ID: The Lineage II account.
2. Pwd: The Lineage II password.
3. Char: The character you wish to play. (Select manual for first time)
4. Country: Your server region.
5. Game Server: The game server you wish to play. (Select manual for first time)
6. Setting File: Setting file for control your character in automatic mode. (Create as your character name for first time)
7. Auto Create: Checking it if you want to automatic create this account next time.
8. Sync Login: Checking it if you want to synchronization all auto creates account. (If this option was checked, All automatic create account will be wait and enter to the game simultaneously)
9. Save: Check for save account setting
10. Security Card: For Japan server only, input your account security card here.

The screenshot shows a 'Create Account' window with a 'Security Card' tab selected. The 'Account' tab contains the following fields and options:

- Lineage ID (1)
- Pwd (2)
- Char (3)
- Country (4)
- Game Server (5)
- Setting File (6)
- Auto Create (7) - unchecked
- Sync Login (8) - unchecked
- Save (9) - checked

Buttons at the bottom: OK, Cancel, Delete.

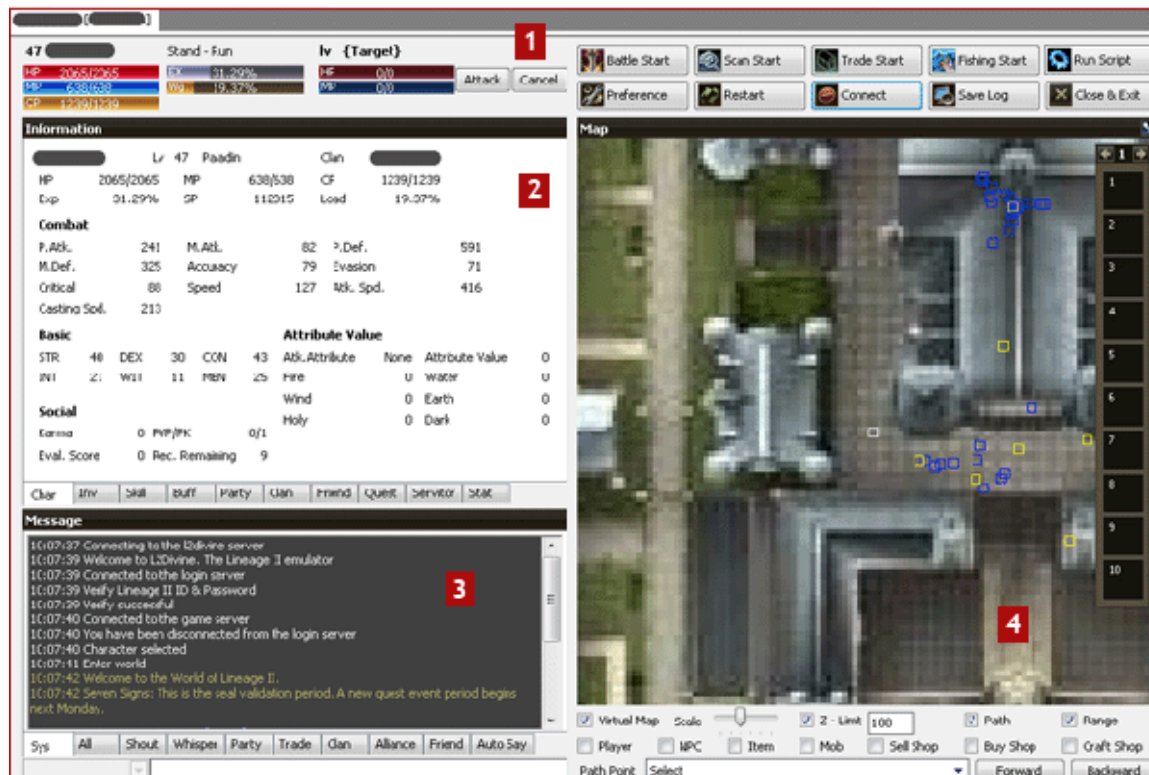
Please remember: The account you wish to play must be registered under active L2Divine account. To register game accounts go to "My Account" at www.l2divine.com.

After enter required information, then press "OK" button to start up game account. The game account will show up in moment.

Game Account

Game account window separate into 4 parts:

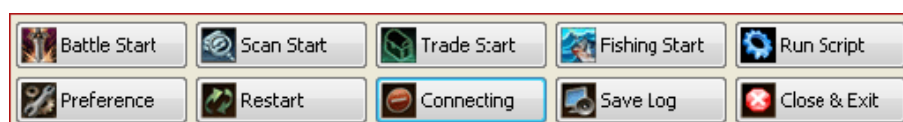
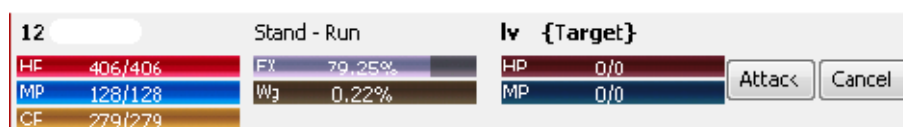
1. Control panel: Display character status, target status and automate button.
2. Status: Displays various details regarding a character.
3. Message: Displays system message, chat, party and so forth within the game.
4. Map: Display virtual map, shortcut, player, NPC, Mob.



Control Panel

The control panel enables you to see character status, target status and automate button.

- Character: Display HP, MP, EXP, Vitality, CP and Weight (%).
- Character Action: Display your character movement (Walk/Run) and action (Sit/Stand).
- Target: Display target HP and MP and allow forcing attack.
- Automate Button: Enable you to battle, trade, marketplace scan, fishing, run script and open preference window for set up automate command.



Status

Display various details of your character.

- Char: Displays the character status
- Inv: Displays the items in character inventory. Grouping into equipment, item and quest. Double-click on an item icon to use it, or use button to drop, destroy, crystallize and Give to Pet.
- Skill: Displays information about magic the character can utilize. Grouping to active and passive. Double-click the skill name for the magic spell to be used or, click to see additional information.
- Buff: Displays skill affected on character.
- Party: Displays party information.
- Clan: Allow you to see clan information and enable you to use clan function.
- Friend: Displays friend name and their status.
- Quest: Displays your current quest and allow you to abort it.
- Summon/Pet: Displays servitor of character
- Stat: Logging your activity, Environment information. Grouping to Map object, Battle, Trade and Marketplace.

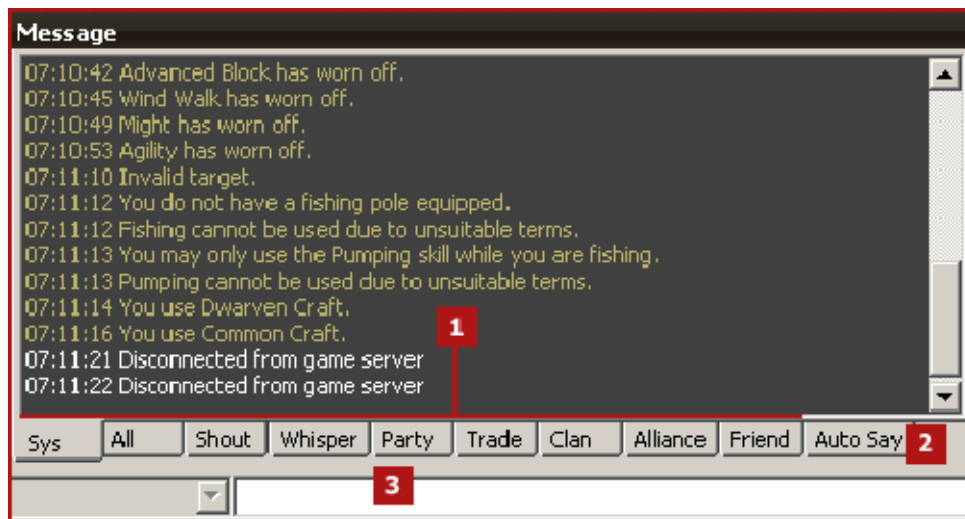
Information									
<div></div>		Lv 23		Dwarven		Clan		{Clan Name}	
HP	345/655	MP	188/214	CP	458/458				
Exp	54.61%	SP	56830	Load	52.8%				
Combat									
P.Atk.	104	M.Atk.	33	P.Def.	154				
M.Def.	62	Accuracy	55	Evasion	45				
Critical	43	Speed	119	Atk. Spd.	371				
Casting Spd.	182								
Basic					Attribute Value				
STR	39	DEX	29	CON	45	Atk.Attribute	None	Attribute Value	0
INT	20	WIT	10	MEN	27	Fire	0	Water	0
Social					Wind	0	Earth	0	
					Holy	0	Dark	0	
Karma	0	PVP/PK	0/0						
Eval. Score	0	Rec. Remaining	6						
Char	Inv	Skill	Buff	Party	Clan	Friend	Quest	Summon/Pet	Stat

Note! "Summon/Pet" tab change to "Servitor" since L2Divine 7.1.5

Message

Displays messages within the game

1. Message Panel: Display system message, party, clan, ally and etc.
2. Auto Say: Enable you to automatic send 5 different type of message in periodical.
3. The text entry field: Used to enter game commands or message to other players in the game. All sent messages will keep in history. You can scroll thought it by press Up and Down arrow button.



Map

Displays

L2Divine displays player, NPCs, mob and item in virtual 2D shape.

- Character: Display as white box in middle of map.
- Player: Display as blue box.
- NPCs: Display as yellow box.
- Mob: Display as red mob or violet box if spoil condition had been activated.
- Item: Display as pink box

Character, player and mob will be display as pink box if affected with abnormal status (Sleep, Hold, and etc). You can action on map by move mouse over each box to see name, click to select target or double click to forcing attack target. Right click on map to see more basic function such as sit/stand, walk/run.

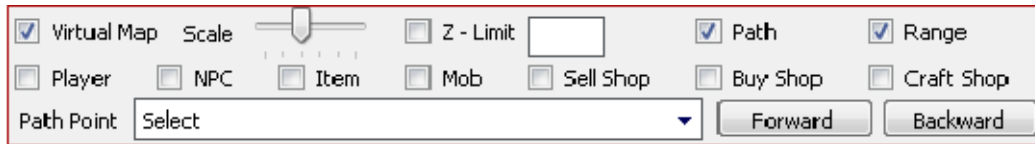


Map Function

Allow you to manage display of map

- Virtual Map: Toggle display of background map.
- Map scale: Allow you to zoom in/out.
- Z-Limit: Allow you to limit display in vertical direction (Z).
- Path: Toggle display of path point.
- Range: Toggle display of range.
- Player: Toggle display of player.
- NPCs: Toggle display of NPCs.
- Item: Toggle display of item.
- Mob: Toggle display of mob.
- Sell shop: Toggle display sell shop title (pink color) on trading player.

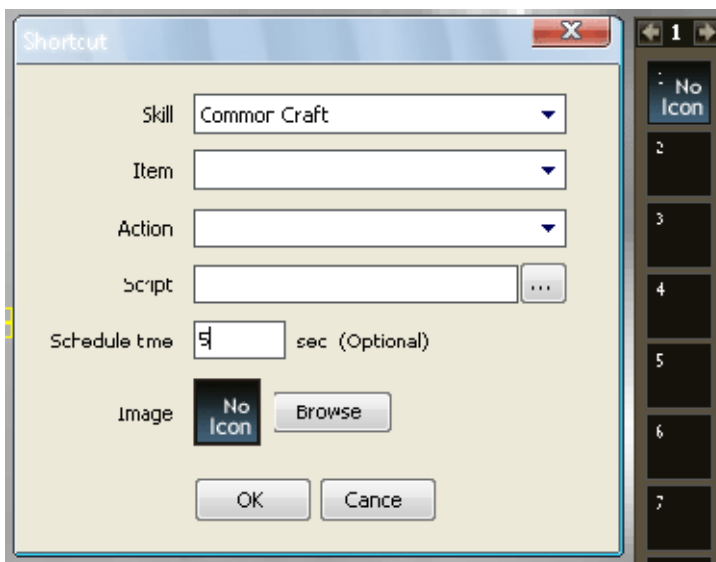
- Buy shop: Toggle display buy shop title (yellow color) on trading player
- Craft shop: Toggle display craft shop title (Brown color) on trading player
- Path point: Enable you to automatic move along with path point in forward or backward direction.





Shortcut

Allow you to manage shortcut for skill, item, action and script. You can add, edit, delete or schedule your shortcut by right click on slot 1 to 10. The shortcut window require following information.

- Skill: Allow you to use skill.
- Item: Allow you to use item.
- Action: Allow you to action.
- Script: Allow you to run script (Not support for schedule).
- Schedule Time: Allow you to repeat shortcut execution in period of time (Optional and supported only skill, item and action).
- Icon: Allow you to change shortcut icon with 36x36 image file (bmp, jpg, gif, png).

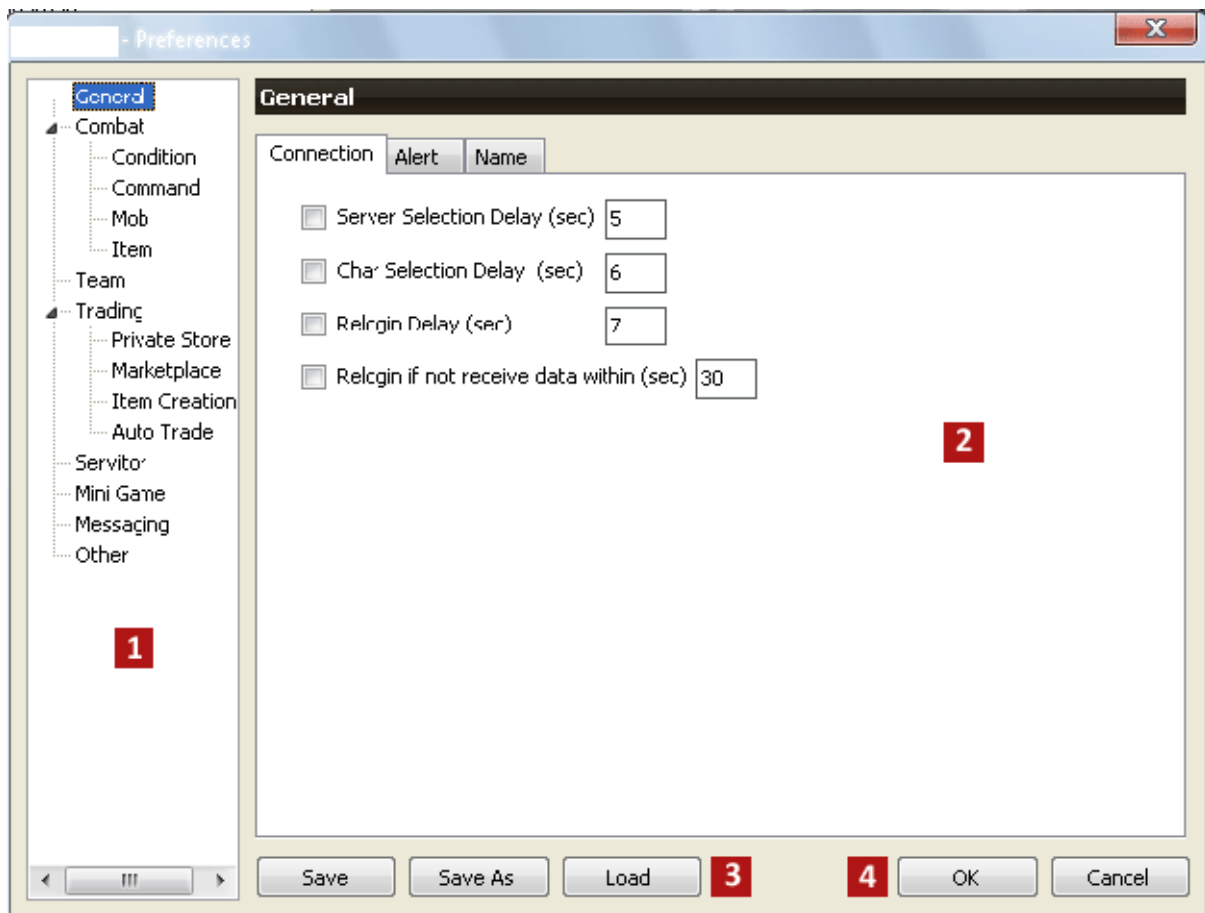


If you want to active/abort your schedule shortcut, Right click on it and select “Active Schedule” or “Abort Schedule”. The active schedule shortcut will be display with blue

border.  Clicking on small icon  in top-right corner of map to hide or show shortcut slot.

Preference

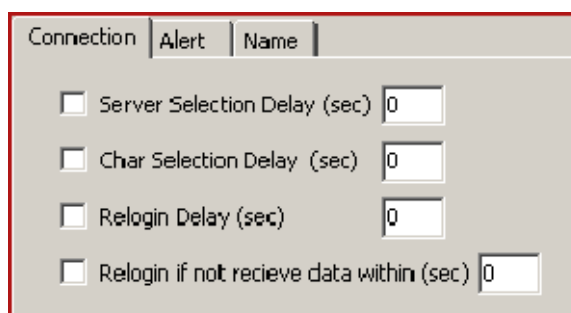
Enables you to manage command for automate task. The setting file will named as your character, prefix with INI and save in \setting folder.



General

Connection

- Server Selection Delay: Allow you to delay in second to select the game server.
- Char Selection Delay: Allow you to delay in second to select character.
- Re-login Delay: Enable you to re-login when server connection lost or character logged out by other condition such as attacked by unknown player.
- Re-login if not receive data within: Enable you to re-login after not receive data within time.



Alert

Gives you alert by sound and balloon.

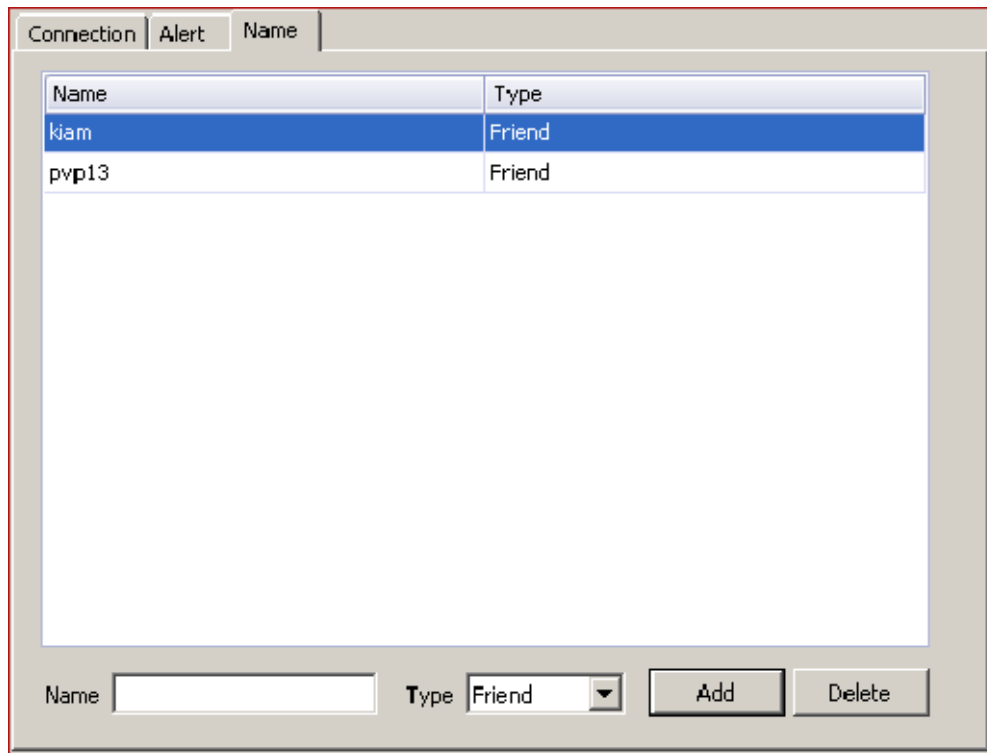
- Sound: The ringing sound will come up when your character petition by GM, dead, attack/found by enemy or other player, Hp fall below limit and disconnect from server.
- Balloon: Allow you to alert by balloon when L2Divine minimize in system tray.

The screenshot shows a window titled 'Alert' with three tabs: 'Connection', 'Alert', and 'Name'. The 'Alert' tab is selected. The window is divided into two main sections: 'Sound' and 'Balloon'. Each section contains a list of events with checkboxes to enable or disable alerts for those events. In the 'Sound' section, the events are: Petition, Die, Attack by Enemy/Player, Found Enemy/Player, Disconnect from server, HP < 0 %, and Servitor die. In the 'Balloon' section, the events are: Petition, Die, Found Enemy/Player, Attack by Enemy/Player, Disconnect from server, HP < 0 %, Whisper message, Party, Clan message, Trading, and Servitor die. All checkboxes are currently unchecked.

Section	Event	Alert Enabled
Sound	Petition	<input type="checkbox"/>
	Die	<input type="checkbox"/>
	Attack by Enemy/Player	<input type="checkbox"/>
	Found Enemy/Player	<input type="checkbox"/>
	Disconnect from server	<input type="checkbox"/>
	HP < 0 %	<input type="checkbox"/>
	Servitor die	<input type="checkbox"/>
Balloon	Petition	<input type="checkbox"/>
	Die	<input type="checkbox"/>
	Found Enemy/Player	<input type="checkbox"/>
	Attack by Enemy/Player	<input type="checkbox"/>
	Disconnect from server	<input type="checkbox"/>
	HP < 0 %	<input type="checkbox"/>
	Whisper message	<input type="checkbox"/>
	Party	<input type="checkbox"/>
	Clan message	<input type="checkbox"/>
	Trading	<input type="checkbox"/>
	Servitor die	<input type="checkbox"/>

Name

Allow you to group other player to Friend, Enemy, Clan War and GM. Name will effect to other setting such as Log out when attack or found by enemy, accept resurrection from friend.



The screenshot shows a window with three tabs: 'Connection', 'Alert', and 'Name'. The 'Name' tab is active, displaying a table with two columns: 'Name' and 'Type'. The table contains two entries: 'kiam' and 'pvp13', both with the type 'Friend'. Below the table is a large empty rectangular area. At the bottom of the window, there is a 'Name' input field, a 'Type' dropdown menu currently set to 'Friend', and two buttons labeled 'Add' and 'Delete'.

Name	Type
kiam	Friend
pvp13	Friend

Note! You can wildcard name by using * (Asterisk) to remember anybody as Friend.

Combat

Enable you to set command and condition for battle.

Condition > Fight

- I'm combat leader: Set character to be team leader who lead teammate and make decision what team should do such as select target or pickup item.
- Battle Mode: Select Normal or Hunting Mode. Each mode has different battle style. Normal mode will fight mob at current location and only required hunting area. Hunting mode will draw mob to battle area before fighting and required both Hunting and Battle area. See more at Battle Setting.
- Battle after login: Enable you to start battle after login.
- Fight Delay: Delay time in second before target to new mob.
- Pickup item: Set character to pickup item in range.
- Pickup unknown item: Force character to pickup unknown item.
- Loot Item & Mob: Loot Item & Mob from other player.
- Change target when other player select mob: Change target if other player select your mob.
- Timeout: Action timeout if target can't reach or pickup.
- Accept revive from other player: Accept resurrection from other player (Anyone who not in friend list).
- Auto attack aggressive mob: Auto attack mob that target or attack your character.
- Attack unknown mob: Force character to attack unknown mob.
- Sweep & Sow before attack: Force character to sweep and sow mob before attack.
- Pickup item before attack: Force character to pickup item before attack mob.
- Auto counter attack: Enable character to counter attack aggressive mob when not in battle mode.
- Pickup only my item: Force character to pickup only its item.
- Sit: HP and MP (%) condition for rest.
- Stand: HP and MP (%) condition for resume to battle.
- When not found mob: Allow leader to choose whether rest or change hunting area.
- Change to nearest target^{8.2.1}: Allow team leader to change target to nearest.

The screenshot shows the 'Combat > Condition' window with the following settings:

- Fight Tab:**
 - ☐ I'm combat leader
 - ☐ Battle after login
 - ☒ Timeout: 10 sec
 - ☐ Auto attack aggressive mob
 - ☐ Auto counter attack
 - ☐ Pickup item range: 500
 - ☐ Pickup only my item
 - ☐ Change to nearest target
 - ☐ Accept revive from other player
 - Battle Mode:** Hunting
 - ☐ Fight delay: 0 sec
 - ☐ Loot Item & Mob
 - ☐ Sweep & Sow before attack
 - ☐ Attack unknown mob
 - ☒ Pickup item before attack
 - ☐ Pickup unknown item
 - ☐ Change target when other player select mob
- Resting:**
 - Sit when ☒ HP < 40 % ☒ MP < 40 % ☐ Use relax skill
 - Stand when ☒ HP > 100 % ☒ MP > 100 %
- When not found mob (Leader Only):**
 - ☒ Sit
 - ☐ Change hunting area

Condition > Area

Enable you to set battle range.

- Hunting Area: Range for hunting mob. Depend on your battle mode if you select for normal mode, your character will fight mob suddenly in this area (show in red circle color in virtual map). For hunting mode, this area use for lore mob only. Leader will select target in this area and lead it back to battle area (show in yellow circle color in virtual map). Only leader is required for this area.
- Battle Area: Actual fights happen on this area. This area required for both leader and follower if you select for hunting mode (show in red circle color).
- Rest Area: Range for your character to rest when HP or MP (%) falls below limit. Rest area will be shown in green cross (+) on map. You can leave this area to blank if you want to use current location to rest.

The screenshot shows a game configuration window titled 'Area'. It contains a table for 'Hunting Area' with the following data:

x	y	z	Radius
-5,783	118,843	-3,232	4,000

Below the table, there are input fields for 'Location' and 'Radius', and buttons for 'My Loc', 'Add', and 'Del'. At the bottom, there are input fields for 'Battle Area' and 'Rest Area', each with a 'My Loc' button.

Battle Area: Radius:

Rest Area:

Condition > Logout

Enable you to set condition for leave the game.

- Move to rest area before logout: Allow your character move to rest area before logout. Rest area is required. This condition will effect to all other logout event.
- HP < (%) logout: Allow you to logout when HP (%) fall below limit and back to the game in second. (Set re-login to 0 if you don't want to back to the game)
- GM petition: Allow you to logout when petitioning by GM.
- Attacked by Enemy/player: Allow you to logout if enemy or other player attack on you. (You can set enemy name at General > Name)
- Found Enemy/player: Allow your character logout if enemy or other player appear in range.
- Found Clan war: Allow your character logout if member of clan war appear in range.
- Player lock by mob: Enable you to logout if other player targeted by mob more than limit.
- Item <: Allow you to logout when item lower than limit.
- When server will be down: Allow you to logout before server down.
- Not gain exp: Allow you to logout if your character not gains exp.

Logout

☐ Move to rest area before logout

☐ HP < % Logout and Relogin in sec

☐ GM Petition delay sec, Logout and Relogin in sec

☐ Attack by enemy/player delay sec, Logout and Relogin in sec

☐ Found enemy/player in range delay sec, Logout and Relogin in sec

☐ Found clan war in range delay sec, Logout and Relogin in sec

☐ Player locked by mob in range , Logout and Relogin in sec

☐ When <=

☐ When server will be coming to down and Relogin in sec

☐ Not gain EXP in sec

Condition > Misc

- Use item or skill when item fall below limit: Enable you to use skill or item when specified item fall below limit.
- Die return: Allow you to return to village, clan hall, castle etc when die.
- Stop battle when level: Enable your character to stop battle at certain level.

Condition > Misc

☐ Use [] when [] < [0]

☐ Die return to [] in [0] sec

☐ Stop battle when level = [0]

Command

Command is a set of action that controls your character in battle mode. Grouping to Attack, Heal, Buff, Debuff, Pet Attack and Pet Assist. See more in Battle Setting

Attack	Cond 1	Cond 2	Range	Shot	Repea
<input checked="" type="checkbox"/> Spoil	HP > 0%		40		Until su
<input checked="" type="checkbox"/> Attack [Normal]	HP > 0%		40		Foreve
<input checked="" type="checkbox"/> Sweeper	HP > 0%		40		1 time

Attack Heal Buff Debuff Pet Attack Pet Assist

Add Edit Delete Up Down

Mob

Give you certain information about mob, like name, level, and title. It also allows you to set condition for attack, spoil, seed and use shot on each mob. You can toggle selection by "Check all/Uncheck" all button.

Additional, you can avoid attacking on some mob by defined it title by check on "Not attack mob titled" and given title. For example, "Lv 50 Special Mob, Quest Monster".

Atk	Seed	Spoil	Shot	Name	Lv	Tit
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Soulshot: A grade	Blood Queer	60	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Soulshot: B-grade	Blood Queer	60	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Soulshot: C-grade	Bearded Keltir	1	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Susceptor Prime	49	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Mimic	52	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Maruk Lord	68	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Limal Karinness	69	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Karik	70	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Offering of Bran..	34	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Offering of Uie ...	32	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Offering of Bran..	28	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Offering of Bran..	29	

☐ Not attack mob titled

Note! Clicking on column header to sorting data (Apply to all grid).

Item

Give you certain information about item like name, type and grade. It also allows you to set condition for pick, destroy and auto use item while in battle and fishing.

Pick	Destroy	Auto use	Name	Type	Grade
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Short Sword	Sword	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Long Sword	Sword	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Broadsword	Sword	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Club	Blunt	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Mace	Blunt	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Apprentice's Wand	Blunt	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Apprentice's Rod	Blunt	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Willow Staff	Big Blunt	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cedar Staff	Big Blunt	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dagger	Dagger	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bone Dagger	Dagger	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Knife	Dagger	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Short Bow	Bow	None
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bow	Bow	None

Team

Enable you to set team action and the game party.

Note! Each account on same L2Divine can detect each other status without joining the game party.

Party

- Loot: Allow you to set party loot.
- Auto invite: Allow you to invite certain player to join the game party.
- Invite: Allow you to invite and dismiss certain player in periodical.
- Auto accept invite: Enable you accept party invite from certain player.
- Reject party invite from unknown player: Allow you to reject invite from player that not in your friend list.
- Dismiss party when become leader: Allow you to dismiss party if you are leader.

The screenshot shows a window titled "Party" with a tab labeled "Leader/Follower". Inside the window, there are several settings:

- Loot:** A dropdown menu set to "By turn including spoil".
- Auto invite:** A checkbox that is unchecked, followed by a text input field and a dropdown arrow.
- Invite:** A checkbox that is unchecked, followed by a text input field, a dropdown arrow, the text "every", a text input field containing "0", the text "sec, Dismiss after", a text input field containing "0", and the text "sec".
- Auto accept invite:** A checkbox that is unchecked, followed by a text input field and a dropdown arrow.
- Reject party invite from unknown player:** A checkbox that is unchecked.
- Dismiss party when become leader:** A checkbox that is unchecked.

Leader

Leader is character who leads battle. (Checked "I'm combat leader" in Combat > Fight). Only 1 leader permitted in a team.

- Rest: Enable leader to rest when certain teammate MP (%) fall below limit.
- Protect: Allow leader to protect teammate with skill and shot item when under attack by mob.
- Pause combat when member dead: Allow leader to wait if one of teammate die. Use this to wait for the healer using resurrection skill.
- Pause combat when member not in party: Allow leader to wait if one of teammate doesn't in party.

Follower

Follower is member of team that action follow leaders.

- My Leader is: Enable you to select certain player to be your leader.
- Follow movement distance: Enable character to move follow leader.
- Assist leader attacking: Enable character to assist leader to attack mob. (Command attack is required)
- Attack when leader selected target: Enable character to attack mob when leader selected target
- Follow shot: Enable character to use certain shot follow leader.
- Follow rest: Allow you to rest when leader sit.
- Auto rest: Allow your character rest when idle.
- Follow return: Enable character to use skill or item to return to nearest village when leader returns.
- Follow social action: Enable you to follow leader social action. (Victory, Dance etc.)
- Follow logout and relogin: Allow you to follow leader to leave the game.
- Follow NPC chat: Allow you to follow leader to chat with NPC.

Party Leader/Follower

Leader

☒ Rest when

☒ Protect

☒ Pause combat when member dead

☒ Pause combat when

Follower

☒ My leader is

☒ Follow movement distant

☒ Assist leader attacking

☒ Attack when leader selected :target

☒ Follow shot

☒ Follow rest

☒ Auto Rest

☒ Follow return

☒ Follow social action

☒ Follow NPC chat

☒ Follow logout and Relogin in sec

Trading

Enable you to sell, buy, trade and creating item. It also allows you to set marketplace scan and auto sell and buy item. See more in trading setting.

Servitor

Enable you to call servitor like summon or pet in battle. Servitor information will display in status window on Servitor information tab.

Summoning

- Summoning: Select item to call pet or select skill to call summon.
- Summon pet when master HP (%): Allows you to set HP limit before call pet. (Pet only)

Servitor Fight

- Assist master attacking: Enable your servitor to assist master fight with mob. Pet Attack command is required.
- Attacked when master selected target: Allows your servitor to attack mob when master select target.
- Pickup item: Allows your pet to pickup item within range.
- Rest when summon time: Allows master to rest when summon time (%) fall below limit.
- Protect servitor: Enable master to protect servitor.
- Automatic Use: Enable automatic use pet shot.

Feeding (Pet only)

- Your pet food: Select food for your pet.
- Give food to pet: Allow master to give amount of food to pet when hunger (%) fall below limit.

Note! When hunger gauge fall below 55% your pet will eat food automatically.

Unsummon (Pet only)

- Out of food: Return pet to born when food is run out.
- Hunger (%): Return pet to born when hunger gauge fall below limit.
- HP (%): Return pet to born when hp lower than limit.
- Master HP (%): Return pet to born when master hp lower than limit.

The screenshot shows a configuration window for a servitor, divided into four sections:

- Summoning:** Contains two checkboxes, "Pet" and "Summon", each followed by a dropdown menu. Below them is a checked checkbox "Summon pet when master HP >= 10 %".
- Servitor Fight:** Contains four checked checkboxes: "Assist master attacking", "Attack when master selected target", "Pickup item range 100", and "Rest when summon time < 5 %". It also has an unchecked checkbox "Protect servitor" and an "Automatic use" dropdown menu.
- Feeding (Pet only):** Contains a "Your pet food is" dropdown menu, a checked checkbox "Give 2 food when hunger < 60 %", and a value of "2" in a small input field.
- Unsummon (Pet only):** Contains four checked checkboxes: "When out of food", "When hunger < 20 %", "When HP < 20 %", and "When master HP < 20 %".

Mini Game

Fishing

Enable you to set condition for fishing. To start fishing, press “Fishing Start” at control panel.

- Fishing after login: Enable you to start fishing after login.
- Battle if caught mob: Enable you to battle when caught mob. Command attack is required (Do not forget to set to equip R-HAND and L-Hand weapon).
- Logout if caught mob: Allows you to logout when caught mob. Useful with Healer who not strong enough to fight with mob.
- Auto detect night fish: Enable character to change luminous lore when night fall for catch night fish.
- Fishing potion: Allows you to use fishing potion every 1 hour.
- Fishing shot: Allows you to use fishing shot.
- Use fishing shot when fish hp (%): Enable you to use fishing shot when fish HP greater than limit.
- Use fishing shot when time: Enable you to use fishing shot when time fall below limit
- Change location: Enable you to change fishing location in periodical.
- Location: Enable you to fishing at certain location. (Note! You can leave this area if you want to use current location as fishing spot but your location must in water area). This option use together with “Change location every n minute”. Benefit of change location is avoided dropping of success rate when fishing in same area for a long time. Location contain 2 point are “Fishing” and “Moving”. Fishing is area that you actual fishing (Display as Red Cross (+) in map). Moving is area that your character will move along when change location (Display as Green Cross (+) in map). Moving location should behind and far enough to fishing location to guarantee your character is always turn face to water area.

Fishing | Sowing & Harvest

☐ Fishing after login ☒ Battle if caught mob

☐ Logout if caught mob and relogin in sec ☒ Auto detect night fish

Fishing Potion Fishing Shot

☐ Use Fishing Shot when fish hp > % ☐ Use Fishing Shot when time < sec

☒ Change location every min

Location

Fishing Location (x,y,z)	Move location (x,y,z)
-10826,113377,-3768	-10504,113530,-3704

Fishing Location My Loc

Move Location My Loc

Add Delete

For instance, Figure below is correct setting for fishing on multiple locations. When start fishing, your character will action following:

1. Move to nearest "Moving location" and forward to "Fishing location". (Location 1 in figure)
2. Fishing start here until change area time reaches. Your character will move back to "Moving location 1" then move forward to "Moving location 2".
3. Move forward to "Fishing location 2" and start fishing again!

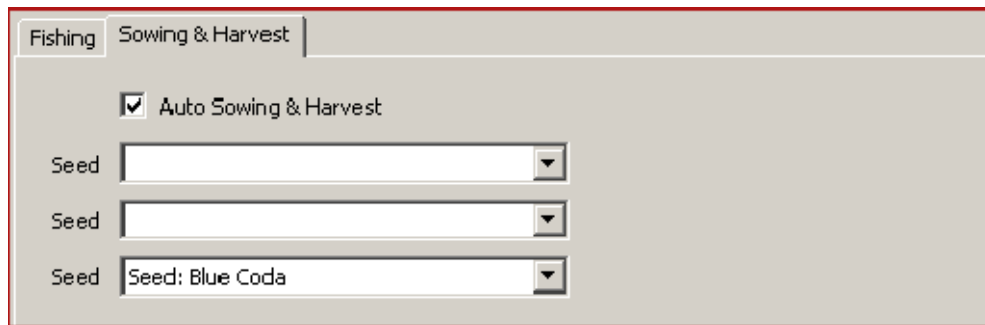


Manor

Enable you to sowing in battle.

- Auto Sowing & Harvest: Enable sowing in battle.
- Seed: Seed type to sow (Support 3 type).

Note! If you want to spoil, your dwarves should sowing to protect corpse disappear after sweeper before using harvester tool.

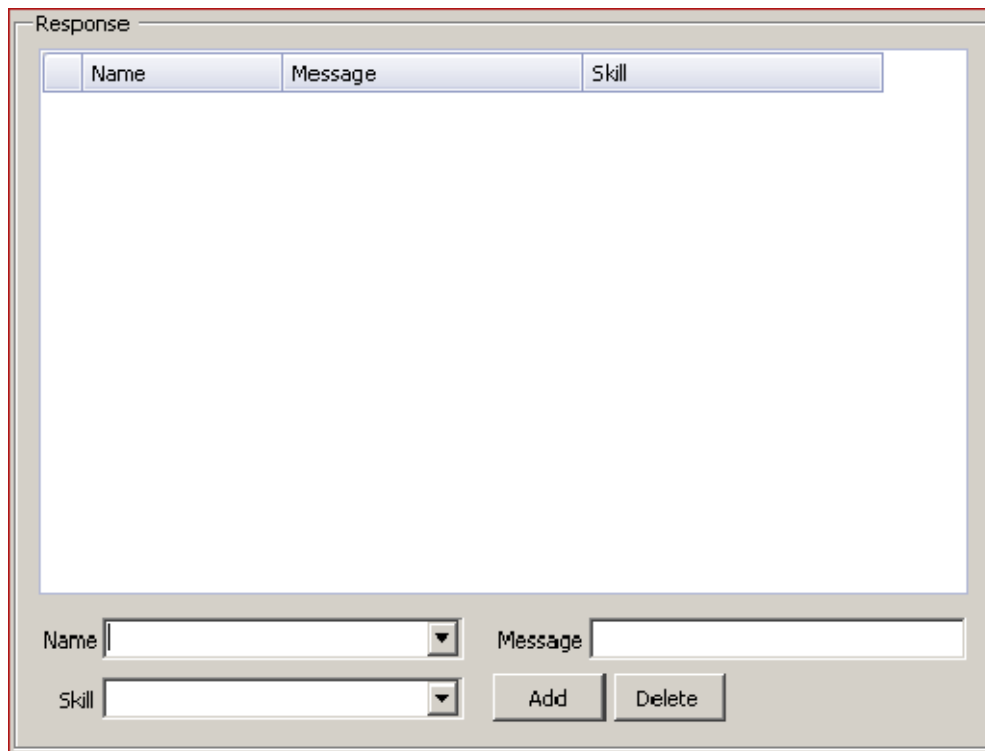


The screenshot shows a control panel with two tabs: 'Fishing' and 'Sowing & Harvest'. The 'Sowing & Harvest' tab is active. It contains a checked checkbox labeled 'Auto Sowing & Harvest'. Below this are three 'Seed' labels, each followed by a dropdown menu. The first two dropdowns are empty, and the third one contains the text 'Seed: Blue Coda'.

Messaging Control

Enable you to response skill on other player via whisper message.

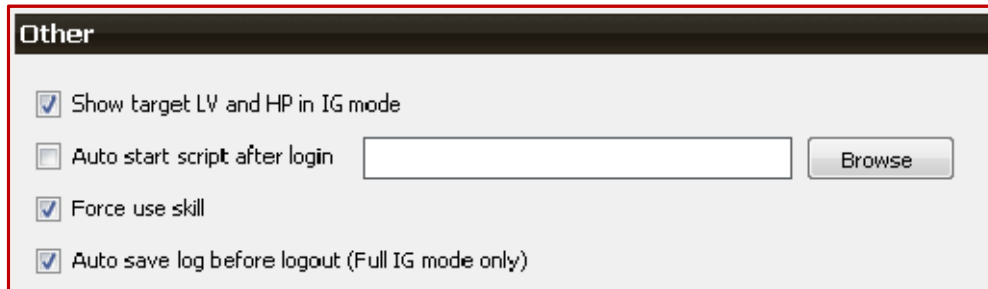
- Name: Requester name
- Message: Whisper message
- Skill: Response skill



The screenshot shows a control panel titled 'Response'. It features a table with three columns: 'Name', 'Message', and 'Skill'. The table is currently empty. Below the table, there are three input fields: 'Name' (a dropdown menu), 'Message' (a text input field), and 'Skill' (a dropdown menu). To the right of these fields are two buttons: 'Add' and 'Delete'.

Other

- Show target LV and HP in IG mode: Give you target information (Level and HP) when selecting mob in IG mode.
- Auto start script after login: Auto starts script after login to game.
- Force use skill: Allow you to force use skill (Like press CTRL key)
- Auto save log before logout: Auto save log before your character logout



The screenshot shows a window titled "Other" with a dark header bar. Below the header, there are four settings, each with a checkbox:

- ☒ Show target LV and HP in IG mode
- ☐ Auto start script after login. To the right of this checkbox is a text input field and a "Browse" button.
- ☒ Force use skill
- ☒ Auto save log before logout (Full IG mode only)

Chapter 4: Battle Setting

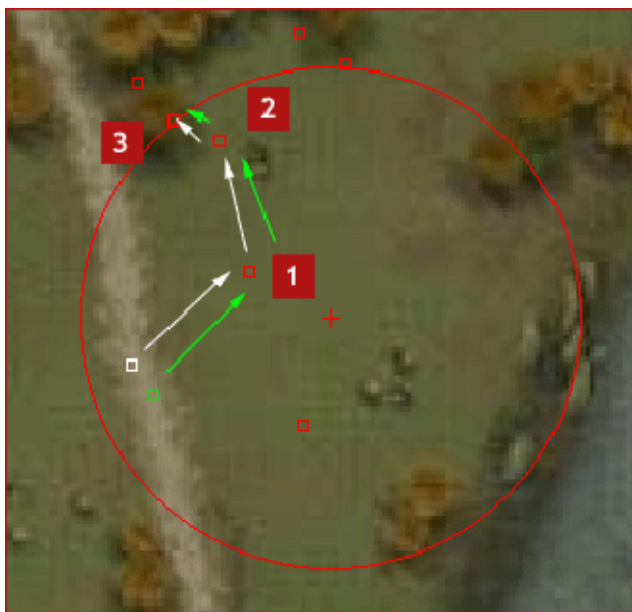
Battle Mode

There are 3 types of battle style in L2Divine, Normal, Hunting and Siege mode. Normal mode will fight mob at its location. Hunting mode will draw mob to battle area before fight. Siege mode will give you a chance to fight with NPC.

Normal Mode

As mention above, this mode will fight mob at its location so both leader and follower will move together in battle. The way to enable your character in normal mode:

1. Select battle mode to Normal mode. (Combat > Condition > Fight > Battle Mode)
2. Leader only: Choose hunting areas by giving hunting location and range (Com > Condition > Area > Hunting). You can see giving area as red circle in virtual map.
3. Follower only: Select leader name to lead battle. (Team > Leader/Follower > My Leader is)
4. Set command and other condition then press "Battle Start"



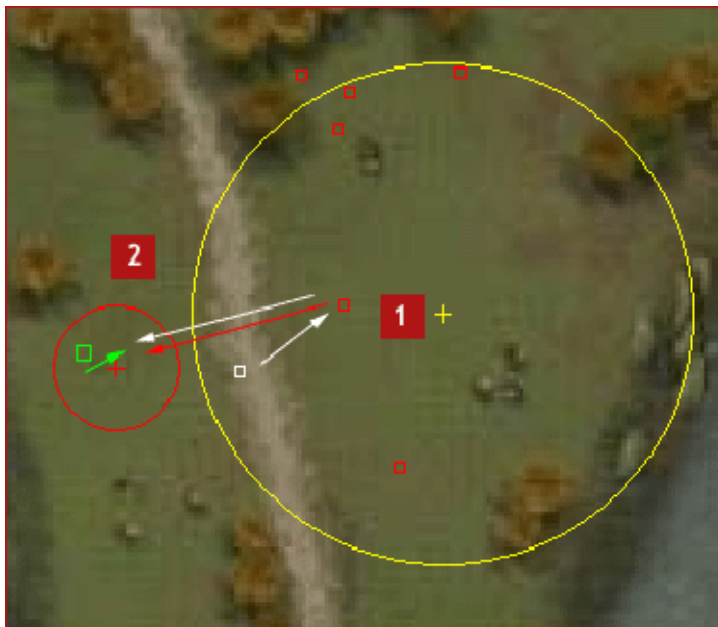
Hunting Mode

In this mode, Leader and Follower will have different action:

- Leader: Leader will find nearest mob in hunting area. After locked by mob (If target is not aggressive type, your character will attack it once), leader will draw mob back to battle area and start to fight when reach.
- Follower: Follower will wait at battle area and do not action on (Attack, Heal and Buff) any target outside an area.

The way to enable your character in hunting mode:

1. Select battle mode to Hunting mode. (Combat > Condition > Fight > Battle Mode)
2. Leader only: Choose hunting areas by giving hunting location and range (Com > Condition > Area > Hunting). You can see giving area as yellow circle in virtual map.
3. Choose battle areas by giving battle location and range (Com > Condition > Area > battle). You can see giving area as red circle in virtual map.
4. Set command and other condition then press "Battle Start"



Command

In order to battle you must set command. Command is a set of action grouping to Attack, Heal, Buff, Debuff, Pet Attack and Pet Assist.

	Attack	Cond 1	Cond 2	Range	Shot	Repeat
<input checked="" type="checkbox"/>	Spoil	HP > 0%		40		Until success
<input checked="" type="checkbox"/>	Attack [Normal]	HP > 0%		40		Forever
<input checked="" type="checkbox"/>	Sweeper	HP > 0%		40		1 time

Buttons: Add, Edit, Delete, Up, Down

Attack

Command attack is action for attack mob. Execute in order and restart when targeting to new mob.

- Attack By: Select Normal Attack or Skill.
- Attacker Condition 1: Your HP, MP, CP (%), Soul (Unit) and Force (Unit) condition
- Attacker Condition 2: Same as condition 1 (Optional)
- Range: Distance between you and target to attack. Looking for skill range at Status > Skill.
- Shot: Select shot to use.
- Repeat: Attack Repeating include: 1 time (Do only 1 time and ignore for result), Until success (Repeat until skill result success) and Forever (Repeat until target die).
- Runaway: Runaway range after launch skill.
- Mob No: Number of surrounded mob.
- Mob HP: HP (%) of mob.
- Target: Attacking target. There are 2 types: Leader's Target (Attack on current leader target) and Targeting Team (Attack on other mob that under attack your team).
- R Hand: Equipping weapon/shield on your right hand.
- L Hand: Equipping weapon/shield on your left hand.

Command - Attack

Attack By

Attacker Condition 1 0 %

Attacker Condition 2 0 % (Optional)

Range

Shot

Repeat

Runaway

Mob No >

Mob HP %

Target

R Hand

L Hand

OK Cancel

Example for Bounty Hunter, Fortune Seeker

1. Spoil

Command - Attack

Attack By: Spoil

Attacker Condition 1: HP > 0 %

Attacker Condition 2: 0 % (Optional)

Range: 40

Shot:

Repeat: Until success

Runaway: 0

Mob No >: 0

Mob HP: > 0 %

Target: Leader's Target

R Hand:

L Hand:

OK Cancel

2. Normal Attack

Command - Attack

Attack By: Attack [Normal]

Attacker Condition 1: HP > 0 %

Attacker Condition 2: 0 % (Optional)

Range: 40

Shot:

Repeat: Forever

Runaway: 0

Mob No >: 0

Mob HP: > 0 %

Target: Leader's Target

R Hand: Tarbar

L Hand: Round Shield

OK Cancel

3. Sweep

Command - Attack

Attack By: Sweeper

Attacker Condition 1: HP > 0 %

Attacker Condition 2: 0 % (Optional)

Range: 40

Shot:

Repeat: 1 time

Runaway: 0

Mob No >: 0

Mob HP: = 0 %

Target: Leader's Target

R Hand:

L Hand:

OK Cancel

Example for Spell Singer

1. Solar Flare

Command - Attack

Attack By: Solar Flare

Attacker Condition 1: MP > 50 %

Attacker Condition 2: 0 % (Optional)

Range: 600

Shot: Blessed Spiritshot: A-Grade

Repeat: 1 time

Runaway: 600

Mob No >: 0

Mob HP: > 0 %

Target: Leader's Target

R Hand:

L Hand:

OK Cancel

2. Aqua Splash

Command - Attack

Attack By: Aqua Splash +3 Power

Attacker Condition 1: MP > 20 %

Attacker Condition 2: 0 % (Optional)

Range: 300

Shot:

Repeat: 1 time

Runaway: 300

Mob No >: 0

Mob HP: > 0 %

Target: Leader's Target

R Hand:

L Hand:

OK Cancel

3. Sleep

Command - Attack

Attack By: Sleep

Attacker Condition 1: MP > 20 %

Attacker Condition 2: 0 % (Optional)

Range: 300

Shot:

Repeat: Until success

Runaway: 300

Mob No >: 0

Mob HP: > 0 %

Target: Targeting Team

R Hand:

L Hand:

OK Cancel

Example for Warder

1. Fallen Attack

Command - Attack

Attack By: **Fallen Attack**

Attacker Condition 1: HP > 0 %

Attacker Condition 2: Soul > 0 % (Optional)

Range: 40

Shot: [Empty]

Repeat: 1 time

Runaway: 0

Mob No >: 0

Mob HP: > 0 %

Target: Leader's Target

R Hand: [Empty]

L Hand: [Empty]

OK Cancel

2. Normal Attack

Command - Attack

Attack By: **Attack [Normal]**

Attacker Condition 1: HP > 0 %

Attacker Condition 2: [Empty] > 0 % (Optional)

Range: 40

Shot: [Empty]

Repeat: Forever

Runaway: 0

Mob No >: 0

Mob HP: > 0 %

Target: Leader's Target

R Hand: Tarbar

L Hand: Round Shield

OK Cancel

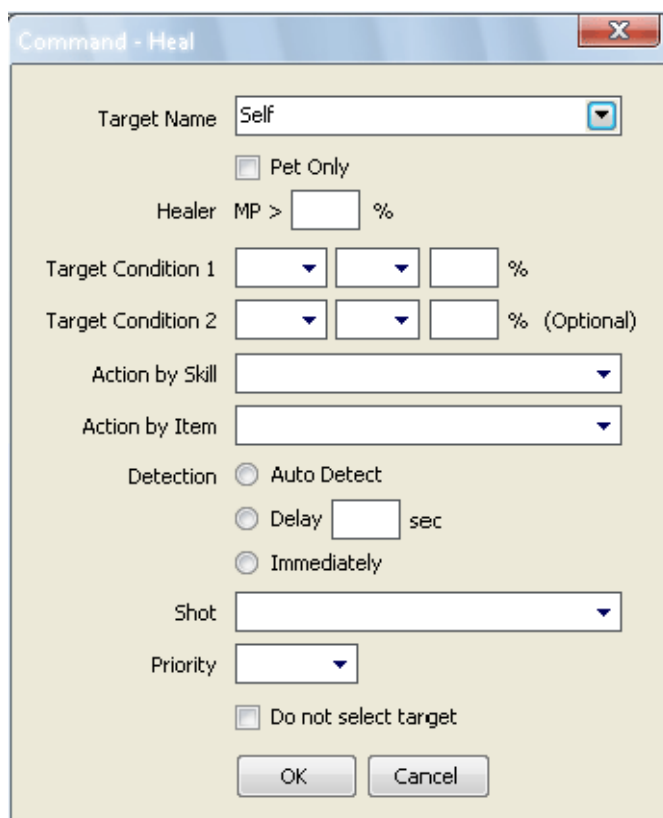
Note! This is just few examples. Create command that best with your battle style.

Heal

Command heal is action for healing you and your teammate like Greater Heal, Resurrection and Recharge. Execute by condition.

- Target Name: Healing target. (Use "Self" to represent yourself and separate each name by comma)
- Pet Only: Allows you to heal on target's servitor.
- Healer MP(%): Healer MP(%) limit
- Target Condition 1: Target HP, MP and CP (%) condition.
- Target Condition 2: Same as condition 1 (Optional).
- Action by Skill: Healing skill to use.
- Action by Item: Healing item to use.
- Detection: Auto Detect: Use if currently skill not effect, Delay: Use in periodical and Immediately: Use immediately.
- Shot: Shot to use.
- Priority: High: Use in battle, Low: Use when idle.
- Do not select target ^{8.2.1}: Allow character action without select on target.

Note! Target Condition1, Target Condition 2 and Delay will be ignoring in detection type delay.



The screenshot shows a dialog box titled "Command - Heal". It contains the following fields and options:

- Target Name:** A dropdown menu with "Self" selected.
- Pet Only:** An unchecked checkbox.
- Healer MP >:** A text input field followed by a percentage sign.
- Target Condition 1:** Three dropdown menus followed by a percentage sign.
- Target Condition 2:** Three dropdown menus followed by a percentage sign and the text "(Optional)".
- Action by Skill:** A dropdown menu.
- Action by Item:** A dropdown menu.
- Detection:** Three radio buttons labeled "Auto Detect", "Delay", and "Immediately".
- Delay:** A text input field followed by "sec" (only visible when "Delay" is selected).
- Shot:** A dropdown menu.
- Priority:** A dropdown menu.
- Do not select target:** An unchecked checkbox.
- Buttons:** "OK" and "Cancel" buttons at the bottom.

Example for Elven Elder

1. Greater Heal

Command - Heal

Target Name:

☐ Pet Only

Healer MP > %

Target Condition 1: HP < 50 %

Target Condition 2: % (Optional)

Action by Skill:

Action by Item:

Detection: ☒ Auto Detect
☐ Delay sec
☐ Immediately

Shot:

Priority:

☐ Do not select target

2. Resurrection

Command - Heal

Target Name:

☐ Pet Only

Healer MP > %

Target Condition 1: HP = 20 %

Target Condition 2: % (Optional)

Action by Skill:

Action by Item:

Detection: ☒ Auto Detect
☐ Delay sec
☐ Immediately

Shot:

Priority:

☐ Do not select target

3. Recharge

Command - Heal

Target Name:

☐ Pet Only

Healer MP > %

Target Condition 1: MP < 20 %

Target Condition 2: % (Optional)

Action by Skill:

Action by Item:

Detection: ☒ Auto Detect
☐ Delay sec
☐ Immediately

Shot:

Priority:

☐ Do not select target

Buff

Command buff is action for buffing you and your teammate like Wind Walk, Might and Shield. Execute by condition.

- Target Name: Buff target.
- Pet Only: Allows you to buff on target's servitor.
- Buffer Condition 1: Buffer HP, MP, CP (%), Soul and Force condition.
- Buffer Condition 2: Same as condition 1 (Optional).
- Action by Skill: Buff skill to use.
- Action by Item: Buff item to use.
- Detection: Auto Detect: Use if currently skill not effect, Delay: Use in periodical, Toggle On: Use if not effect and Toggle Off: Use if effected.
- Priority: High: Use in battle, Low: Use when idle.
- Party Only: Use in party only
- Do not select target ^{8.2.1}: Allow character action without select on target.

Command - Buff

Target Name

☐ Pet Only

Buffer Condition 1 %

Buffer Condition 2 % (Optional)

Action by Skill

Action by Item

Detection ☐ Auto Detect
☐ Delay sec
☐ Toggle On
☐ Toggle Off

Priority

☐ Party only
☐ Do not select target

OK Cancel

Example for Elven Elder

1. Might

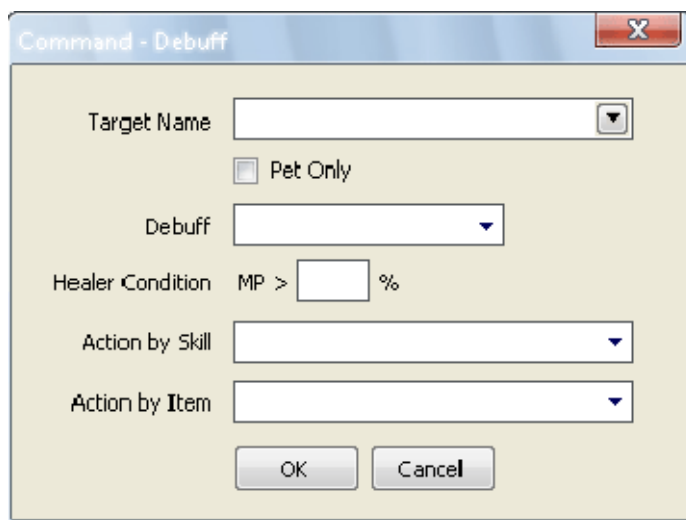
The screenshot shows a 'Command - Buff' dialog box with the following settings:

- Target Name: Self
- ☐ Pet Only
- Buffer Condition 1: MP > 5 %
- Buffer Condition 2: % (Optional)
- Action by Skill: Might
- Action by Item:
- Detection: ☒ Auto Detect, ☐ Delay sec, ☐ Toggle On, ☐ Toggle Off
- Priority: Low
- ☐ Party only
- ☐ Do not select target
- Buttons: OK, Cancel

Debuff

Command debuff is action for remove abnormal effect from you and your teammate like Poison, Death Penalty and Bleed. Execute by condition.

- Target Name: Debuff target.
- Pet Only: Allows you to debuff on target's servitor.
- Debuff: Skill effect to remove
- Healer Condition MP (%): Healer MP limit
- Action by Skill: Debuff skill to use. (Include normal attack to wake up from sleep)
- Action by Item: Debuff item to use.

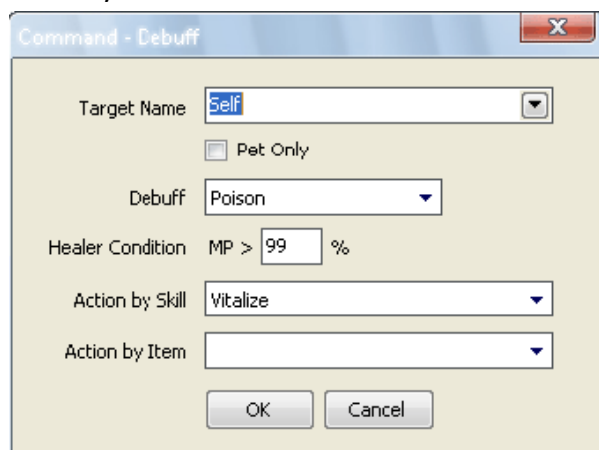


The screenshot shows a dialog box titled "Command - Debuff". It contains the following fields and controls:

- Target Name:** A text input field with a dropdown arrow on the right.
- Pet Only:** An unchecked checkbox.
- Debuff:** A dropdown menu.
- Healer Condition:** A label "MP >" followed by a text input field containing "99" and a percentage sign "%".
- Action by Skill:** A dropdown menu.
- Action by Item:** A dropdown menu.
- Buttons:** "OK" and "Cancel" buttons at the bottom.

Example

1. Paralysis



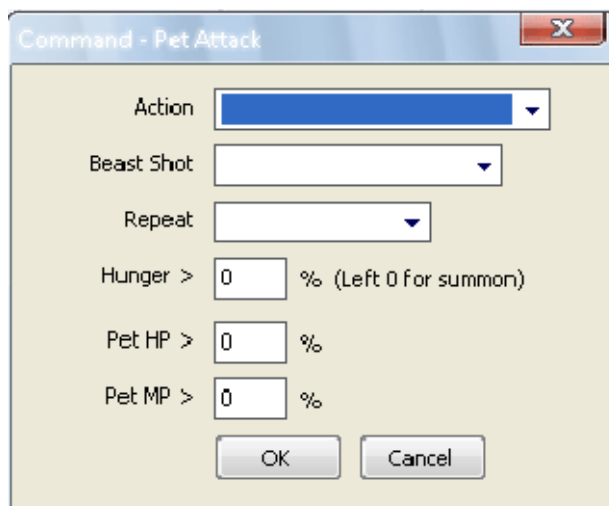
This screenshot shows the "Command - Debuff" dialog box with the following example values:

- Target Name:** "Self" (highlighted in blue).
- Pet Only:** Unchecked.
- Debuff:** "Poison".
- Healer Condition:** "MP > 99 %".
- Action by Skill:** "Vitalize".
- Action by Item:** (Empty dropdown).
- Buttons:** "OK" and "Cancel" buttons.

Pet Attack

Command pet attack is action for servitor to attack mob along with master. (Activate by check "Assist master attacking" at Servitor > Master Assists). Execute in order and restart when master targeting to new mob.

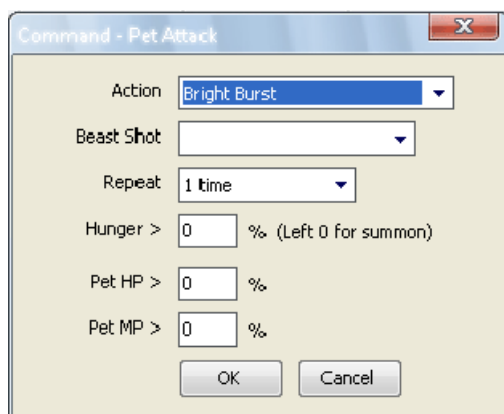
- Action: Pet skill
- Beast Shot: Allows servitor to use beast shot.
- Repeat: Repeating time like Forever, 1 Time and Until success
- Hunger: Hunger limit (Only pet and left 0 for summon)
- Pet HP: Servitor HP (%)
- Pet MP: Servitor MP (%)



The screenshot shows the 'Command - Pet Attack' dialog box. It has a title bar with a close button (X). The dialog contains several fields: 'Action' is a dropdown menu; 'Beast Shot' is a dropdown menu; 'Repeat' is a dropdown menu; 'Hunger >' is a text input field with '0' and a '%' sign, with a note '(Left 0 for summon)'; 'Pet HP >' is a text input field with '0' and a '%' sign; 'Pet MP >' is a text input field with '0' and a '%' sign. At the bottom are 'OK' and 'Cancel' buttons.

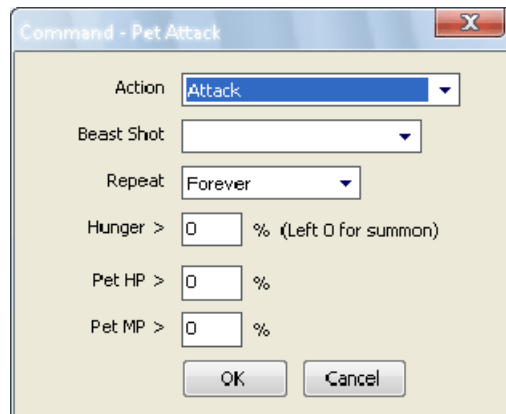
Example for Hatchling

1. Bright Burst



This screenshot shows the 'Command - Pet Attack' dialog box with 'Bright Burst' selected in the 'Action' dropdown. The 'Repeat' dropdown is set to '1 time'. All other fields (Beast Shot, Hunger, Pet HP, Pet MP) are the same as in the first screenshot.

2. Normal Attack



This screenshot shows the 'Command - Pet Attack' dialog box with 'Attack' selected in the 'Action' dropdown. The 'Repeat' dropdown is set to 'Forever'. All other fields (Beast Shot, Hunger, Pet HP, Pet MP) are the same as in the first screenshot.

Pet Assist

Command pet assist is action for servitor to support master or itself like Servitor Recharge and Servitor Heal. Execute when condition is true.

- Action by Skill: Use pet skill
- Action by Item: Use item in pet inventory
- Pet MP: Servitor MP limit
- Condition: HP, MP, Master HP and Master MP condition to use skill
- Detection: Auto Detect: Use if currently skill not effect, Delay: Use in periodical

Command - Pet Assist

Action by Skill

Action by Item

Pet MP > %

Condition <= %

Detection ☒ Auto Detect ☐ Delay sec

OK Cancel

Example for Hatchling

1. Bright Heal

Command - Pet Assist

Action by Skill

Action by Item

Pet MP > %

Condition <= %

Detection ☒ Auto Detect ☐ Delay sec

OK Cancel

Chapter 5: Trading Setting

Trading is rich features of L2Divine. With multiple trade functions, make your trading very easy. Go to Preference > Trading to see function that L2Divine can do.

Private Store

Enable you to set up private store like buying, selling and craft item.

Shop Setting

- Shop after login: Allows you to setup private store after login
- Default shop: Select your default private store
- Reset shop every: Time (minute) to reset store
- Cycle item for Sell/Buy shop: Enable you to cycle item when store being reset
- Logout after shop empty: Allows you to logout when items sold out. (Sell shop only)
- Shop location: Location that your store will be setup. If not set, current location will be use.

Item Setting

- Shop type: Allows you to set items of store
- Shop title: Allows you to set title of store
- Package Sell: Enable you to setup package sale (Store sale only)

The screenshot displays the 'Private Store' configuration window, which is divided into two main sections: 'Shop Setting' and 'Item Setting'.

Shop Setting:

- ☐ Start shop after login
- Default shop: Sell (dropdown menu)
- ☐ Reset shop every 0 minute
- ☐ Cycle item for Sell/Buy shop
- ☐ Logout after shop empty
- Shop Location: 0 0 0 (coordinates) My Loc (button)

Item Setting:

- Shop Type: Sell (dropdown menu)
- Shop Title: (text input)
- ☐ Package Sell

Name	Qty	Price

At the bottom, there is a form to add or delete items:

Item: (dropdown menu) Qty: Price: Add Delete

Item Creation

Enable you to create item automatically.

- Recipe: Display recipe include common and dwarven
- Qty: No of item to create
- M(%): MP limit
- Load(%): Weight limit
- Delay (Second): Creation delay time

Name	Qty <	MP(%) >	Load(%...	Delay(s)

Recipe

Qty < MP(%) > Load(%) < Delay (s)

Note! You can create item while battle or trading by press "Create" before "Battle Start" or "Trade Start" button.

Marketplace Scan

Enable you to search item in player store.

- Start shop after scan complete: Allows you to setup private store after scan complete (Private store setup is required)
- Shop type ^{8.2.1}: Allow you to select store type to scan.
- Rescan every: Time(minute) to rescan marketplace.
- Scan location: Range for scan (Multiple supported). If not set, your current location will be use at range 3,000.
- Preview: Enable preview of scan location in virtual map. Display as yellow circle.

Trading > Marketplace

Marketplace Auto Sell/Buy

Scan Setting

☐ Start shop after scan complete Shop Type All

☐ Rescan every 0 minute

Scan Location

x	y	z	Radius

Location My Loc Radius Add Del

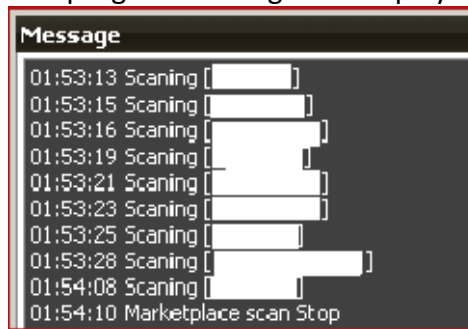
☐ Preview

The way to enable your character in marketplace scan mode:

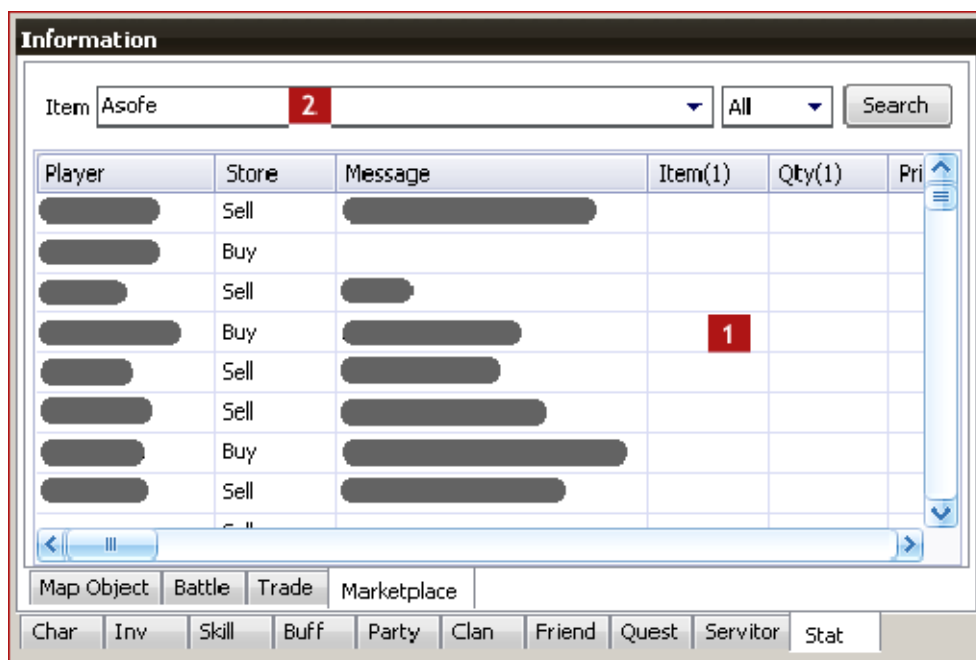
1. Giving scan range.



2. Press "Scan start" at control panel and wait until finish. (Your character will moving and progress message will display during scan)



3. Go to Information > Stat > Marketplace to see scan result.

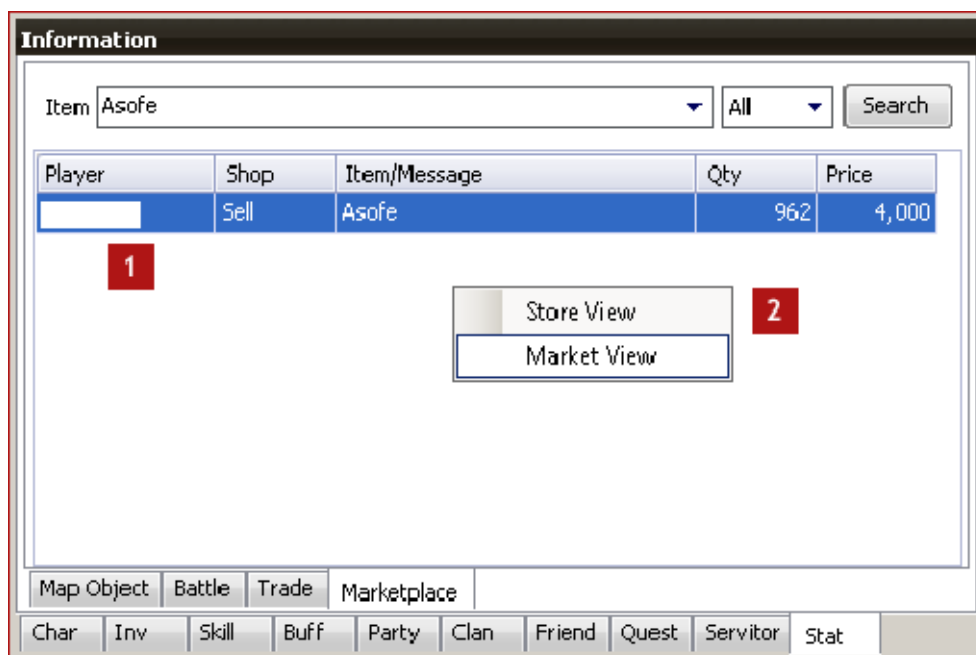


Marketplace stat gives you certain information include:

- Player store information: Allows you to see player store information nearby like player name, store type, store title, item, qty and price (Click on the name to see more information). Only store title will show at first time. Item name, Qty and Price will show up after scan.
- Filter: Allows you to filter founded item.

Note! Double click on player name to move your character to player location.

4. Filter interest item by select item, store type and press “Search”.



Search result will give you all item that founded from scan process include quantity and price. For instance, Figure above show all “Asofe” in marketplace. Only one store sells it with 962 pieces at 4,000 adena. Use search result to compare best price to save your adena!

Note! To go back to marketplace, right click on grid and select “Market view”

Auto Sell & Buy

Enable you to sell and buy item during marketplace scan.

- Type: Select trading type to sell or buy.
- Item: Item to sell or buy
- Qty: Item quantity
- Price: Item price.

For instance, your character will sell “Shining Arrow” to store that buy at price 1,000 or more. In other word, your character will buy “Animal skin” from store that sell at price 400 and below.

The screenshot shows a window titled 'Marketplace' with a sub-tab 'Auto Sell/Buy'. Inside the window, there is a checkbox labeled 'Include with marketplace scan' which is checked. Below this is a table with three columns: 'Type', 'Item', 'Qty', and 'Price'. The first row of the table shows 'Sell' in the 'Type' column, 'Shining Arrow' in the 'Item' column, '500' in the 'Qty' column, and '1,000' in the 'Price' column. At the bottom of the window, there are input fields for 'Type' (a dropdown menu showing 'Sell'), 'Item' (a text box containing 'Shining Arrow'), 'Qty' (a text box containing '500'), and 'Price' (a text box containing '1000'). To the right of these fields are two buttons: 'Add' and 'Del'.

Type	Item	Qty	Price
Sell	Shining Arrow	500	1,000

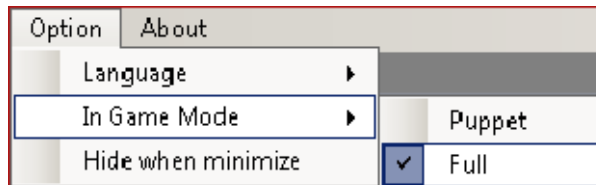
Sell ▼ Item Shining Arrow ▼ Qty 500 Price 1000 Add Del

Chapter 6: In game mode

Enable you to use game client in automatic mode. L2Divine has 2 In Game modes:

- Puppet: Using OOG and IG together. Firstly, you need to create OOG account and as long as OOG still connected you can switch to IG anytime.
- Full: Using only game client normally.

To switch between IG mode, Go to Option > In Game mode

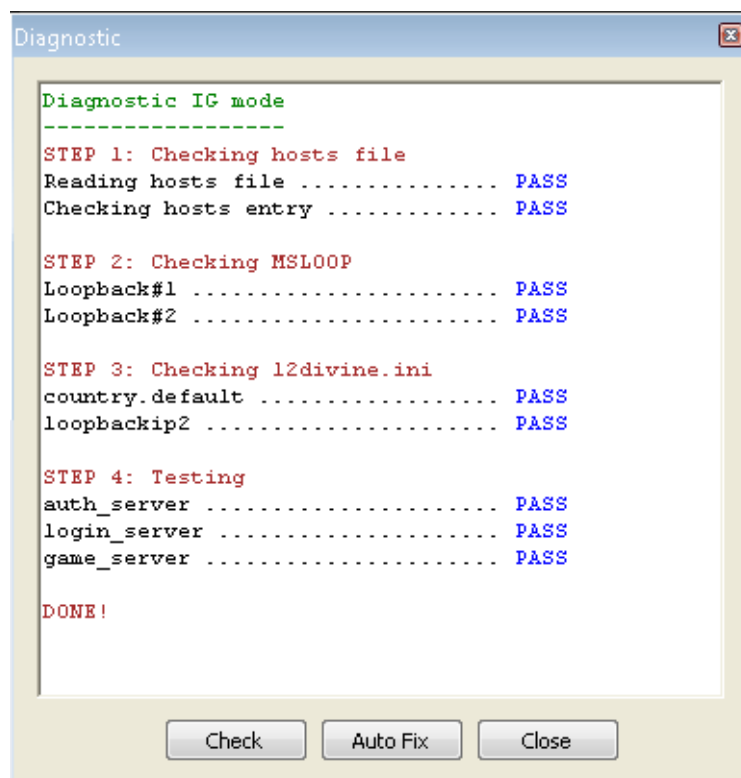


Configuration

The way to configuration L2Divine to support In Game mode:

Automatic installation

Go to Option > Diagnostic and press “Auto Fix”. L2Divine will automatic create required component that need to run IG mode for you. You probably diagnose your IG problem by press “Check”. If everything OK, you should see every step done with PASS.



Manual installation

1. Edit login information (Setting > Config):
 - Select your server region
 - Check “Set as default country”
 - Input login server IP (Don’t use name like “l2authd.Lineage2.com”)

Lineage II Server

Country

☒ Set as default country

Login Server IP

Login Server Port

Protocol Version

Game Server

2. Create 2 Microsoft Loopback with following IP address:

- IP1 : 61.90.252.1, Sub net mask : 255.255.255.252
- IP2 : 61.90.252.2, Sub net mask : 255.255.255.252

Note! Read about adding Microsoft Loopback at Appendix A

3. Add IP1 to your Hosts file (Only your server region)

- 61.90.252.1 l2authd.Lineage2.com
- 61.90.252.1 auth.lineage2.com.cn
- 61.90.252.1 auth.lineage2.jp
- 61.90.252.1 auth.lineage2.co.kr
- 61.90.252.1 auth.lineage2.com.tw
- 61.90.252.1 l2auth.lineage2.ph
- 61.90.252.1 l2auth.lineage2.in.th

```
# Copyright (c) 1993-1999 Microsoft Corp
#
# This is a sample HOSTS file used by Mi
#
# This file contains the mappings of IP
# entry should be kept on an individual
# be placed in the first column followed
# The IP address and the host name shoul
# space.
#
# Additionally, comments (such as these)
# lines or following the machine name de
#
# For example:
#
#       102.54.94.97      rhino.acme.com
#       38.25.63.10     x.acme.com
#
127.0.0.1      localhost
#
# Loopback for L2Divine
61.90.252.1    l2authd.Lineage2.com
```

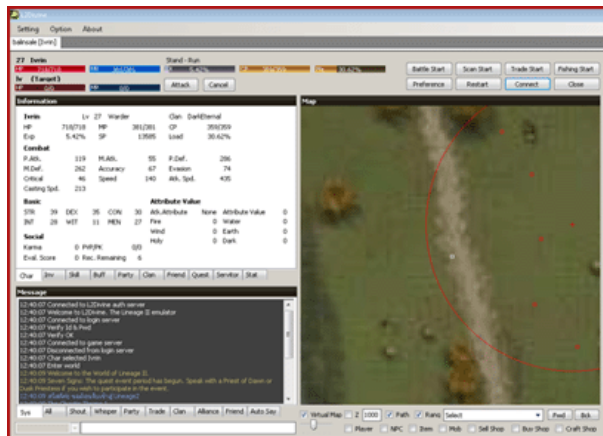
Note! Hosts file location for windows XP/Vista is “C:\WINDOWS\system32\drivers\etc” and “C:\WINNT\system32\drivers\etc” for windows 2000.

4. Update IP2 to “loopbackip2” in section “Option” of l2divine.ini

```
[Option]
lang=e
hide=0
ig=2
priority=Normal
loopbackip2=61.90.252.2
```

Starting Puppet mode

1. Create OOG account



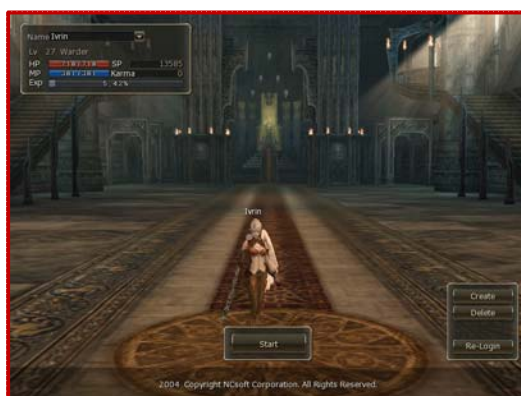
2. Open game client and login with any ID and PWD



3. Select server "Tor" (Tor is virtual server created by L2Divine. It doesn't exist on retail.)



4. Select current OOG character

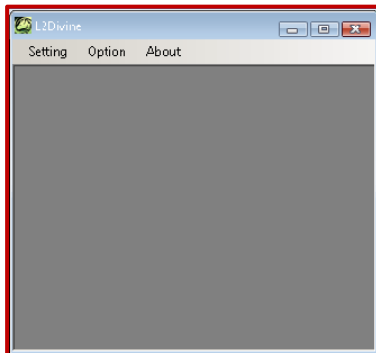


5. Press “End” to open “Preference window” and “Home” to toggle in battle mode. Additional information (Level, HP) will show when selected target.



Starting Full mode

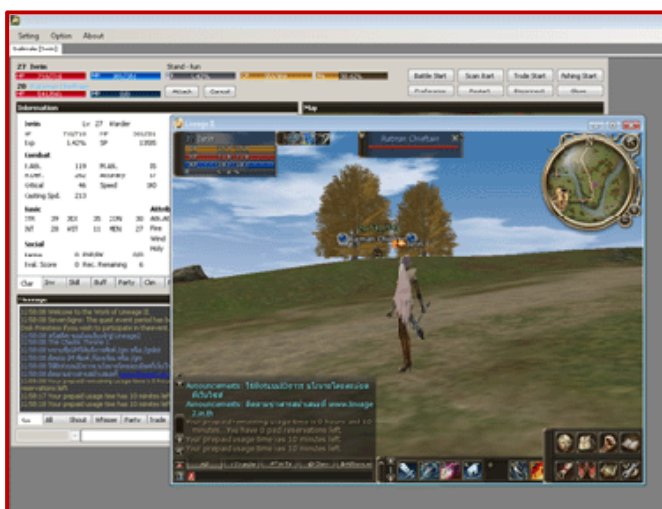
1. Open L2Divine



2. Start game, input ID and PWD, select server and character.



6. L2Divine account will popup during game loading. After loading complete, Press "End" to open "Preference window" and "Home" to toggle in battle mode. Additional information (Level, HP) will show when selected target.



Chapter 7: Tip & Trick

Custom path point

1. Open worldmap.jpg to locate cell name like "22_22" for "Town of Giran".



2. Input name and coordinate to "map/pathpoint.map" under [Cell name] section. (Use /loc command to get current character location).

```
[22_22]  
0=Your path name;1;0,0,0,0;-1;x1,y1.z1,x2,y2,z2 ...
```

3. Open [Cell name].map like "22_22.map" and make sure it contains section [Layer0].

```
[MapInfo]  
Version=1.0  
CellName=Girun Castle Town  
Author=L2Map  
[Layer0]
```

4. Restart L2Divine to take effect. To move with path point, go to bottom right of virtual map and select path then press direction button like "Fwd" or "Bck".



Change battle area using path point (Leader only)

1. Go to Combat > Condition > Fight and check on "Change hunting area".

When not found mob (Leader Only)

☐ Sit
☒ Change hunting area

2. Make multiple hunting areas. Provide location and 0 for radius to make path point (Show as white line in map). Every point will connect each other as path.



Hunting Area

x	y	z	Radius
-6,201	120,665	-3,072	1,000
-5,673	119,695	-3,072	0
-5,571	118,841	-3,072	0
-5,732	118,105	-3,336	800
-4,696	117,629	-3,344	0
-4,503	116,453	-3,344	800

Location

Radius

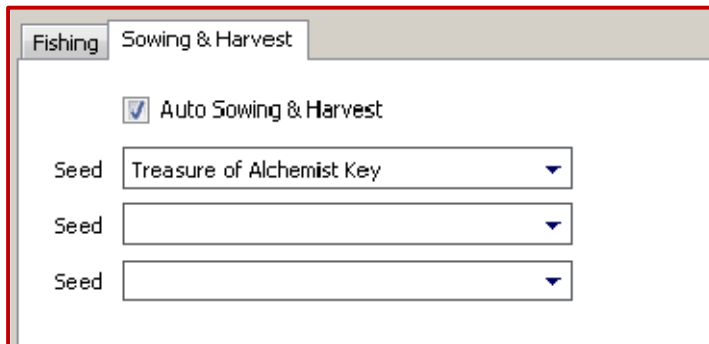
Battle Area

Radius

Rest Area

Open treasure chest

1. Go to Mini Game > Sowing & Harvest, check on “Auto Sowing & Harvest” and select key item to use in battle.



Fishing Sowing & Harvest

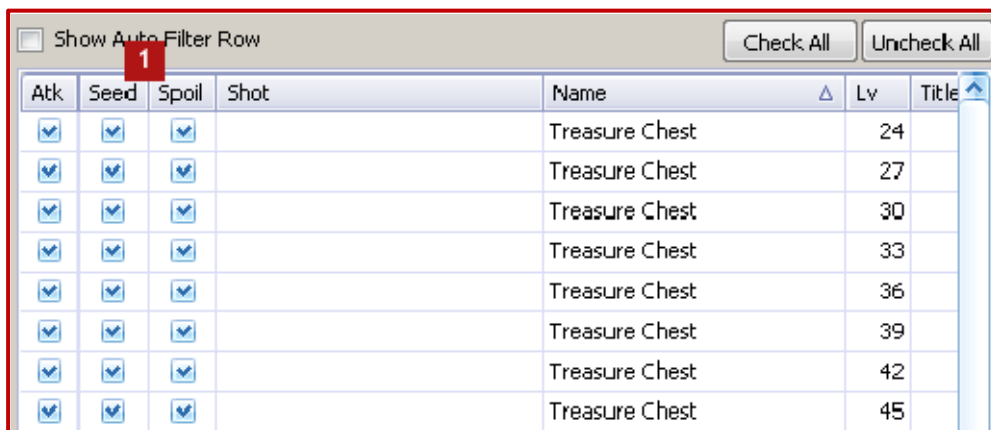
☒ Auto Sowing & Harvest

Seed Treasure of Alchemist Key

Seed

Seed

2. Go to Combat > Mob and check “Seed” to “Treasure Chest” mob.



☐ Show Auto Filter Row Check All Uncheck All

Atk	Seed	Spoil	Shot	Name	Lv	Title
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Treasure Chest	24	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Treasure Chest	27	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Treasure Chest	30	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Treasure Chest	33	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Treasure Chest	36	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Treasure Chest	39	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Treasure Chest	42	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Treasure Chest	45	

Down Level

- Go to Combat > Condition > Fight.
 - Check on "I'm combat leader"
 - Change battle mode to "Siege"
 - Check on "Change hunting area"

Fight | Area | Logout | Misc

☒ Im combat leader **1** Battle Mode: **Down Level** **2**

☐ Battle after login ☐ Fight delay: sec

☒ Pickup Item before attack ☒ Pickup Range:

☐ Loot Item & Mob ☒ Change target when other player select mob

☒ Timeout: sec ☐ Accept revive from other player

☐ Auto attack aggressive mob

Sit

☒ HP < % ☒ MP < % ☐ Use relax skill

Stand

☒ HP > % ☒ MP > %

When not found mob (Leader Only)

☐ Sit ☒ Change hunting area **3**

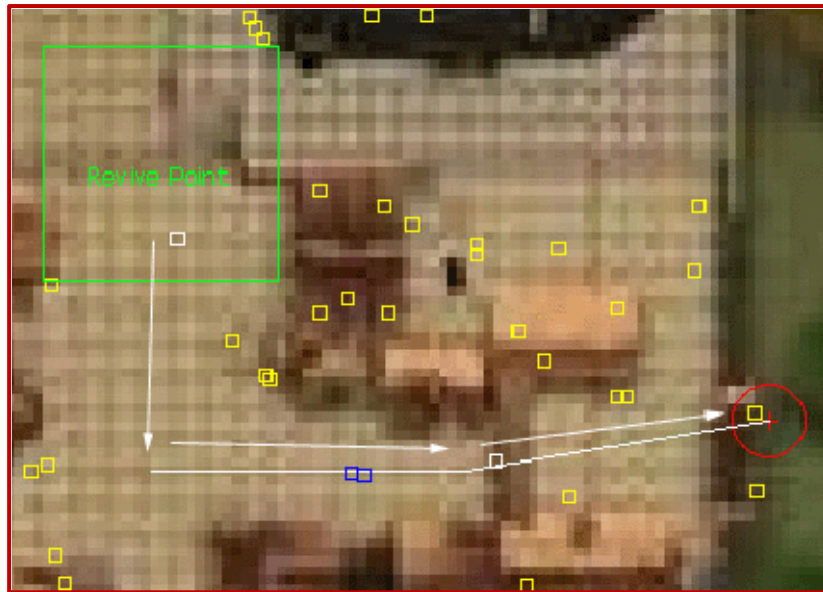
- Go to Combat > Condition > Area.
 - Make hunting area surround target NPC.
 - Make path point that pass through revive location. (Depend on each town)

Fight | **Area** | Logout | Misc

Hunting Area

x	y	z	Radius
-14,345	123,733	-3,088	0
-13,906	123,733	-3,088	0
-11,875	123,530	-3,088	150

Location: My Loc Radius: **Add** Del



3. Go to Combat > Condition > Misc

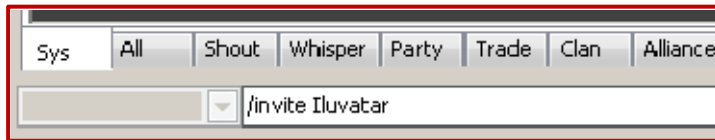
- Checking on “Die return to Village” and input time to return.
- Checking on “Stop battle when level =” and input level that you want to down to.

Fight	Area	Logout	Misc
<input type="checkbox"/>	Use		when <input type="text"/> < <input type="text"/>
<input checked="" type="checkbox"/>	Die return to	Village	in <input type="text"/> sec 1
<input checked="" type="checkbox"/>	Stop battle when level =	18	2

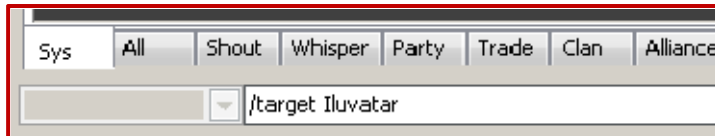
4. Input “Normal Attack” in attack command to make your character able to hit on NPC.

Summon Friend (Summoner Only)

1. Invite target to join party by “/invite name”



2. Select target by “/target name” or double-click on member in party window.



3. Use “Summon Friend”

Chapter 8: Script

Writing a Script

The easiest way to write a simple script is with a text editor. So, using the text editor of your choice, create a text file with the following text. DivineScript are case sensitive, so if you type the code in yourself, pay particular attention to the capitalization. See Appendix B for command reference

Example

```
// A Very Simple Example  
Msg(Console, "Hello Divine")
```

To run this script, Save above script to file and clicking on “Run Script” button then select it and confirm on dialog.

Code Comments

Double slashes or // is code comments. It's placed in source files to describe what is happening in the code to comment-out lines of code to isolate the source of execution.

Compare Operator

You can use operators to compare value in If and While command. Divine supported for operator below

==	Equal
!=	Not equal
>	Greater than
<	Lower than
>=	Equal or greater than
<=	Equal or lower than
!	Not

Example

```
// Use potion when HP fall below 50%  
If (Char.HP% < 50)  
{  
    UseItem("Potion")  
}
```

Syntax

Case sensitive

Valid syntax

```
Msg(Console, "Hello Divine")
```

Invalid Syntax

```
MSG(Console, "Hello Divine")  
mSG(Console, "Hello Divine")
```

One command per line

Valid syntax

```
MoveTo(115968, -174345, -760)
if (CountItem("Iron Ore") > 0)
{
}
```

Invalid Syntax

```
MoveTo(115968, -174345, -760) Delay(3000)
if (CountItem("Iron Ore") > 0) {
}
```

Complete start and end scope

Valid syntax

```
while (Char.HP > 500)
{
}
```

Invalid Syntax

```
while (Char.HP > 500)
}
```

Represent string with ""

Valid syntax

```
Msg(Console, "Hello Divine")
```

Invalid Syntax

```
Msg(Console, Hello Divine)
```

Global Property

You can use following properties to represent your status

<i>Char.HP</i>	Represent HP
<i>Char.HP%</i>	Represent HP percentage
<i>Char.MP</i>	Represent MP
<i>Char.MP%</i>	Represent MP percentage
<i>Char.CP</i>	Represent CP
<i>Char.CP%</i>	Represent CP percentage
<i>Char.Soul</i>	Represent soul (Kamael only)
<i>Char.LV</i>	Represent level
<i>Char.Load%</i>	Represent weight percentage
<i>Char.InParty</i>	Represent your party status
<i>Target.HP</i>	Represent Target HP
<i>Target.HP%</i>	Represent Target HP percentage
<i>Target.MP</i>	Represent Target MP
<i>Target.MP%</i>	Represent Target MP percentage

Appendix A: Adding Microsoft Loopback

1. Go to > Start > Setting > Control Panel > Add Hardware



2. Select "Yes, I have ..."



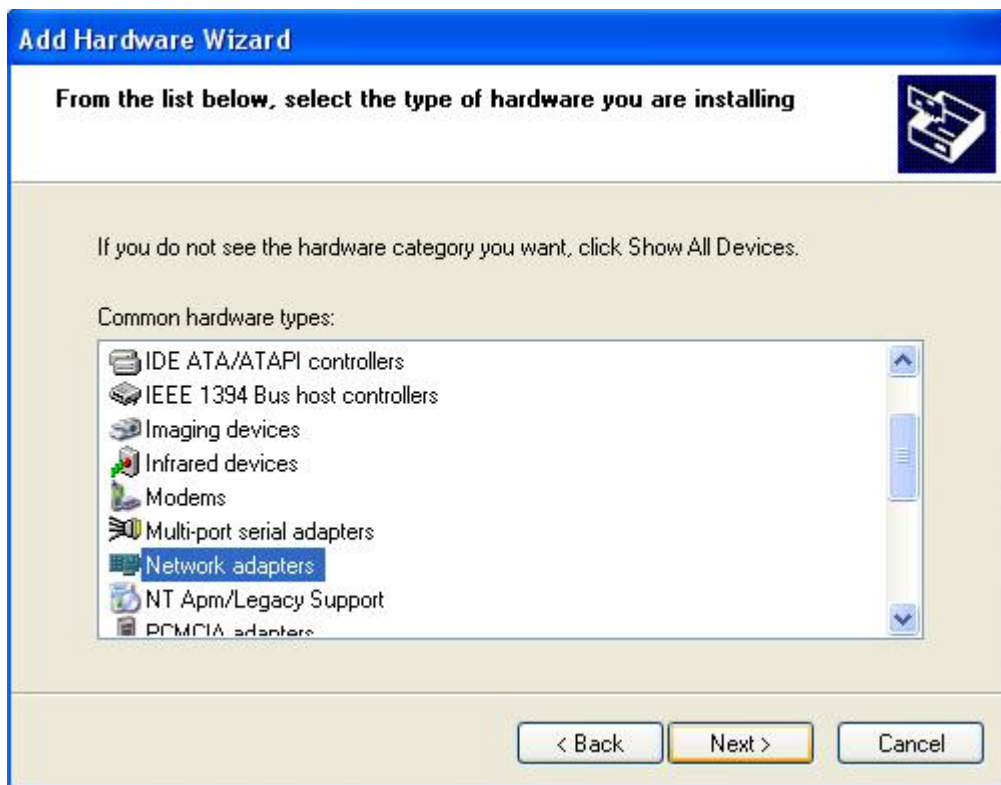
3. Scroll down to last line and select "Add a new hardware device"



4. Select "Install the hardware ..."



5. Select "Network Adapters"

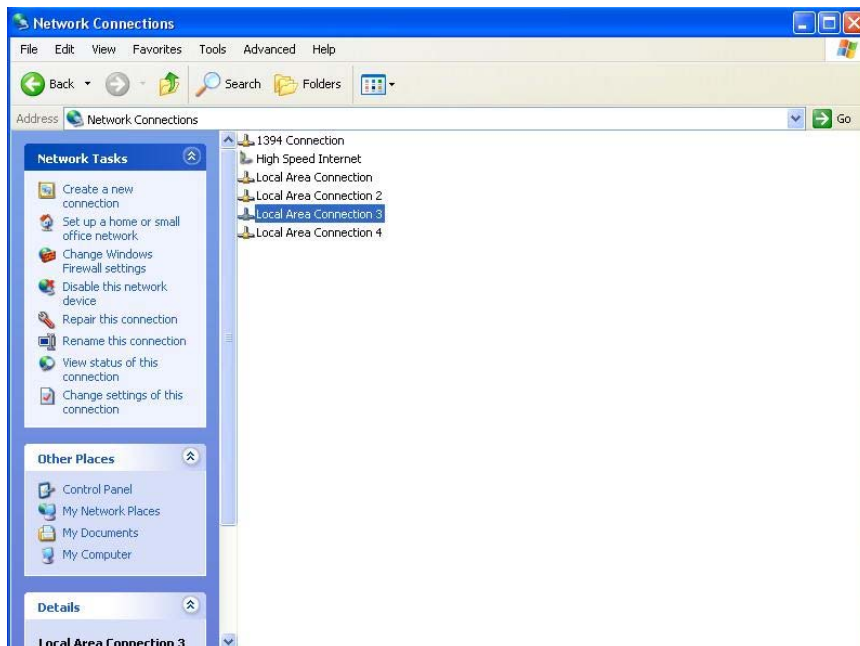


6. Select “Microsoft” and “Microsoft Loopback Adapter”

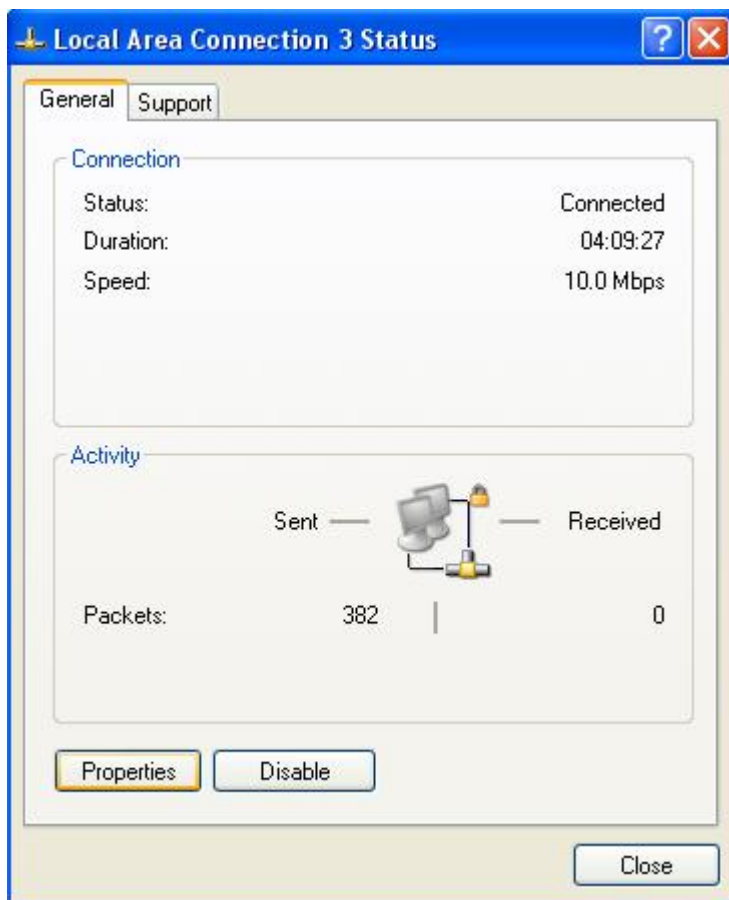


7. Press next until finish

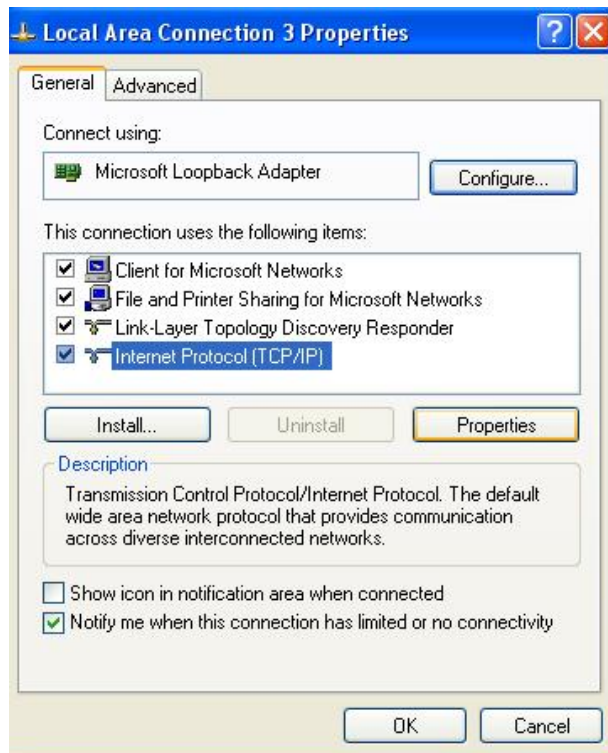
8. Go to > Start > Setting > Control Panel > Network Connection and select last Local Area Network



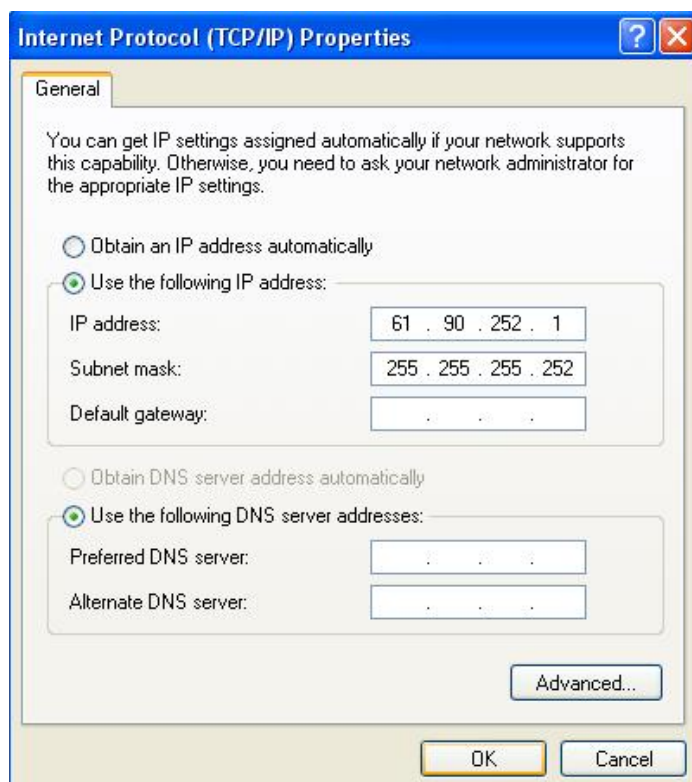
9. Select "Properties"



10. Select "Internet Protocol (TCP/IP)" then select "Properties"



11. Select “Use the following IP address” and input IP and Subnet mask.



Appendix B: Script command reference

AddHuntingArea(x, y, z, radius)

Parameter Location (x,y,z) and radius
Return None
Propose Add hunting area to current setting
Example *AddHuntingArea(115968, -174345, -760, 2500)*

AddItem(Item ID, Count), AddItem(Item Name, Count)

Parameter Item ID or Item Name, Quantity (Use * for all)
Return None
Propose Add item to buy, sell, withdraw and deposit list of opening trade dialog.
Example *AddItem("Scroll of Escape", 1)*
 *AddItem(17, *)*

BattleStart()

Parameter None
Return None
Propose Activate character in battle mode (Same as press "Battle Start" button)
Example

BattleStop()

Parameter None
Return None
Propose Deactivate character from battle mode (Same as press "Battle Stop" button)
Example

BuffLevel(Skill ID), BuffLevel(Skill Name)

Parameter Skill ID or Skill Name
Return Level of skill affected
Propose Get level of skill effected (Use with If and While command)
Example

ClearHuntingArea()

Parameter None
Return None
Propose Remove all hunting area from current setting
Example

CloseDialog()

Parameter None
Return None
Propose Close opening NPC dialog
Example

Confirm()

Parameter	None
Return	None
Propose	Confirm buy, sell, withdraw and deposit item with NPC
Example	<pre>// Talk with Mr.CAT NPCDialog(31756) Delay(2000) // Select link no. 6, 1 to buy item SelectDialog(6) Delay(2000) SelectDialog(1) Delay(2000) // Add Crystal D-Grade x 3 to trade list AddItem(1458, 3) // Confirm trade Confirm() // Close opening dialog CloseDialog()</pre>

CountItem(Item ID), CountItem(Item Name)

Parameter	Item ID or Item Name
Return	Total quantity of item
Propose	Count item in inventory (Use with If and While command)
Example	<pre>// Count no of Soulshot: D Grade While (CountItem(1463) < 1000) { // Do something }</pre>

CraftItem(Receipt ID)

Parameter	Receipt ID
Return	None
Propose	Manufacturing item
Example	<pre>// Create Soulshot: D Grade CraftItem(20)</pre>

CrystalizeItem(Item ID), CrystalizeItem(Item Name)

Parameter	Item ID or Item name
Return	None
Propose	Crystallize item
Example	

Delay(Millisecond)

Parameter	Time in millisecond
Return	None
Propose	Pause script execution
Example	

DialogContain(text)

Parameter	Text
Return	True/False
Propose	Check opening dialog contain whether specific text or not (Use with If and While command)
Example	<pre>If (DialogContain("2.4 km")) { SelectDialog("2.4 km") Return }</pre>

DestroyItem(Item ID, count), DestroyItem(Item Name, count)

Parameter	Item ID/Name and count
Return	None
Propose	Destroy item
Example	

Dismiss(Name)

Parameter	Player name
Return	None
Propose	Dismiss player from party
Example	

EnchantItem(Item ID, Item ID)

Parameter	Weapon or Armor ID, Enchant Scroll ID
Return	None
Propose	Enchant weapon and armor with specific enchant scroll
Example	See@Enchant Item.txt

EnchantLevel(Item ID)

Parameter	Item ID
Return	Level of enchantment
Propose	Get enchant level of specific item ID (Use with If and While command)
Example	

FishingStart()

Parameter	None
Return	None
Propose	Active character in fishing mode (Same as press "Fishing Start" button)
Example	

FishingStop()

Parameter	None
Return	None
Propose	Deactivate character from fishing mode (Same as press "Fishing Stop" button)
Example	

ForceAttack(NPC ID), ForceAttack(NPC Name)

Parameter	NPC ID or NPC Name
Return	None
Propose	Force attack to NPC
Example	<i>Down Level:</i>

```
// Attack until die
While (Char.HP > 0)
{
    ForceAttack(30545)
    Delay(2000)
}

// Return to nearest village
ReturnToVillage()
Delay(2000)
// Down level until 25
If (Char.LV > 25)
{
    Jump("Down Level")
}
```

If () {} Else {}

Parameter	Global property/function, comparator and value
Return	True/False
Propose	Compare your statement
Example	<i>If (CountItem(1835) == 0)</i>

```
{
    // Select list no. 1 to buy item
    SelectDialog(1)
}
Else
{
    // Sell list no. 3 to sell item
    SelectDialog(3)
}
```

Invite(Name)

Parameter	Player name
Return	None

Propose	Invite target to join party
Example	Invite("dev")

IsMember(Name)

Parameter	Player name
Return	True/False
Propose	Check player whether in party or not
Example	<pre>If (IsMember("dev")) { Msg(Console, "dev joined party") } Else { Msg(Console, "dev not in party") }</pre>

Jump(Label)

Parameter	Address label
Return	None
Propose	Jump to specified label
Example	

Label:

Parameter	None
Return	None
Propose	Define address
Example	<i>Exit:</i>

LeaveParty()

Parameter	None
Return	None
Propose	Leave from party
Example	

LocInRange(x, y, z, radius)

Parameter	location (x, y, z) and radius
Return	True/False
Propose	Check location whether in specified circle area or not (Use with If and While command)
Example	<pre>If (LocInRange(-59569, -56184, -2032, 500)) { Msg(Console, "In range") } Else { Msg(Console, "Not in range") }</pre>

Logout(Delay, Relogin Delay)

Parameter	Logout delay time and relogin delay time (In second)
Return	None
Propose	Force logout and relogin
Example	<i>// Logout now and relogin in next 10 second</i> <i>Logout(0, 10)</i>

MoveTo(x, y, z)

Parameter	location (x, y, z)
Return	None
Propose	Move your character to specified location. Use /loc command to get your current location.
Example	<i>// Move to black wolf spawn location</i> <i>MoveTo(116633, -183771, -1568)</i> <i>MoveTo(116504, -183755, -1560)</i> <i>MoveTo(116548, -184397, -1568)</i> <i>MoveTo(116633, -185163, -1744)</i> <i>MoveTo(117115, -186064, -2088)</i> <i>MoveTo(117678, -186667, -2384)</i> <i>MoveTo(118566, -187339, -2776)</i> <i>MoveTo(119119, -188103, -3096)</i> <i>MoveTo(119674, -188351, -3264)</i> <i>MoveTo(120054, -187729, -3304)</i> <i>MoveTo(119537, -186438, -3248)</i>

Msg(Output, Message), Msg(Output, Message, Target)

Parameter	Output and message. Following are output type. <i>Console</i> Represent console message (Use internal in Divine) <i>General</i> Represent general message <i>Shout</i> Represent shout message <i>Trade</i> Represent trade message <i>Party</i> Represent party message <i>Clan</i> Represent clan message <i>Ally</i> Represent ally message <i>Friend</i> Represent friend message (Target required) <i>Whisper</i> Represent whisper message (Target required)
Return	None
Propose	Send message to target
Example	<i>Msg(General, "Hello")</i> <i>Msg(Whisper, "Hello", "Dev")</i>

NpcDialog(NPC ID), NpcDialog(NPC Name)

Parameter	NPC ID or NPC name
Return	None
Propose	Open NPC dialog
Example	See@Revenge of the Redbonnet.txt

Return

Parameter	None
Return	None
Propose	Return to next command of called Jump
Example	<i>Jump("Start")</i>

```
MyProc1:  
Msg(Console, "Proc1 Command 1")  
Return
```

```
MyProc2:  
Msg(Console, "Proc2 Command 1")  
Msg(Console, "Proc2 Command 2")  
Return
```

```
Start:  
Msg(Console, "Command 1")  
Jump("MyProc1")  
Msg(Console, "Command 2")  
Jump("MyProc2")  
Msg(Console, "Command 3")
```

ReturnToVillage()

Parameter	None
Return	None
Propose	Return to nearest village after die
Example	See@Down Level.txt

ReturnToClanHall()

Parameter	None
Return	None
Propose	Return to clan hall after die
Example	

SelectDialog(Link Name), SelectDialog(Link Index)

Parameter	Link name or Link index
Return	None
Propose	Select link from opening NPC dialog
Example	

SelectTarget(Name), SelectTarget(NPC ID)

Parameter	Player name, NPC ID or name
Return	None
Propose	Target on Player/NPC/Mob (Synonym "Me" for your character)
Example	<i>// Buff myself</i> <i>SelectTarget("Me")</i> <i>UseSkill(1059)</i>

UseSkill(1068)

UseSkill(1077)

UseSkill(1040)

UseSkill(1204)

SetBattleArea(x, y, z, radius)

Parameter	Location and radius
Return	None
Propose	Set battle area to current setting
Example	<i>SetBattleArea(115968, -174345, -760, 2500)</i>

Sit()

Parameter	None
Return	None
Propose	Set character to sit
Example	

Stand()

Parameter	None
Return	None
Propose	Set character to stand
Example	

TradeStart()

Parameter	None
Return	None
Propose	Activate character in trading mode (Same as press "Trade Start" button)
Example	See@Craft Item.txt

TradeStop()

Parameter	None
Return	None
Propose	Deactivate character from trading mode (Same as press "Trade Stop" button)
Example	

UseItem(Item ID), UseItem(Item Name)

Parameter	Item ID or Item name
Return	None
Propose	Use item
Example	<i>UseItem(1830)</i> <i>UseItem("Scroll of Escape")</i>

UseSkill(Skill ID), UseSkill(Skill Name), UseSkill(Skill ID, Target), UseSkill(Skill Name, Target)

Parameter	Skill ID or Skill Name and target
Return	None
Propose	Use skill on target
Example	See@Favorites Buff.txt

While() {}

Parameter	Global property/function, comparator and value
Return	True/False
Propose	Loop until result of your statement become to false
Example	<i>// Start battle</i> <i>Battle:</i> <i>BattleStart()</i> <i>// Fight until Black Wolf Pelt == 40</i> <i>While (CountItem(1482) < 40)</i> <i>{</i> <i> Delay(10000)</i> <i>}</i> <i>// Stop battle</i> <i>BattleStop()</i>