

# Azzy AI v 1.50

An advanced and comprehensive AI for use with the Mercenary and Homunculus systems in Ragnarok Online.

## Features:

- Easy to use GUI Configuration Utility
- Default configuration works for most players with no or minimal configuration changes
- Full support for Homunculus S system.
- Automatically use skills:
  - Offensive skills for homun and homun S, including debuffs
  - Pushback skills like Skid Trap and Arrow Repel
  - Anti-mob skills depending on number of targets (configurable)
  - Self-buff skills – will not try to recast buffs incorrectly after teleport
  - Provoke / Painkiller / Sacrifice on owner
  - Healing skills, on owner and self (for chaotic blessings)
  - Castling – to get monsters off owner, or even to move around the map
- Friend other players so your homunculus or mercenary defends them
  - Mercenary and Homun automatically friended if both out at once
  - Cross and Circle motions when friending, like MirAI
- Support for multiple accounts in use simultaneously
  - Merc/homun autofriending not broken with multiple accounts
  - Buff timers not confused by using multiple accounts
  - Framework for supporting different configurations for different accounts.
- Idle walk – have your merc or homun roam around you when there's nothing else for it to do.
- Sniping – homunculus can use attack skills on a different monster than it's currently fighting, to avoid wasting sp on a monster that's already half dead, or to aggro monsters.
- Tanking – have the merc or homun tank for you or another player, or to mob for its own AoE.
- Dance Attack – homunculi (but not mercenaries) can attack slightly faster by “dancing”
- Kiting – merc or homun can run away from attacking monsters
- Rescue – merc or homun can drop current targets to defend you or friends
- Optional auto-shutdown feature (homun only) to exit client if DB'ed monsters show up.

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## **AzzyAI Installation and setup**

1. If you are using Windows Vista or Windows 7, please see below.
2. Download and extract this AI file.
3. Place the .lua files inside the AI package in the USER\_AI folder (inside the AI folder in RO folder).
  - a. If you already have a homunculus AI and do not want to replace it with AzzyAI, do not copy over AI.lua
  - b. If you already have a mercenary AI and do not want to replace it with AzzyAI, do not copy over AI\_M.lua.
4. If you are updating, do not replace your A\_Friends.lua file.
5. If you are updating, save the settings from your config and tactics files if desired. Note that the settings and tactics files from previous versions are not supported; you must manually copy the
6. If needed, edit the configuration to meet your needs, either manually or using the included GUI configuration utility.
7. Start Ragnarok Online
8. Type /merai until it says your mercenary soldier AI has been customized, or /hoai until it says that the homunculus AI has been customized, as appropriate.
9. Summon merc/homun (or relog if it's already out, or vap/recall for homun) and have fun.
10. A file named AAISStartH.txt or AAISStartM.txt will be created in the RO folder when the AI is used in game. This file contains full version information, as well as record of certain error conditions. If this file is not created when using the AI in game, the AI is not installed correctly.

### ***Important note for users of Windows Vista and later***

Due to the UAC feature of these operating systems, it is extremely difficult to make a merc or homunculus AI work when Ragnarok Online is installed in a protected folder (of which Program Files is one). We recommend that you move the entire Ragnarok Online folder to an unprotected location, such as C:/Games. After doing this, delete the contents of USER\_AI and reinstall the AI. Note that these steps are unnecessary if UAC is disabled.

### ***Important note for players on illegal private servers***

Illegal private servers are not supported by AzzyAI. The technical challenges are considerable; there are many different server emulators, and each of these behaves differently. AzzyAI relies on the behavior of the official server software to provide critical functionality not directly available in the API. It is expected that AzzyAI will not work on illegal private servers and, due to their illicit nature and the work required there are no plans to add support unless someone pays me to do so.

## ***Configuration Quick-Start Guide***

If you are using AzzyAI with a Homunculus S that previously was something other than a Vanilmirth or Filir, you must set OldHomunType in the configuration.

Other than that, AzzyAI 1.50 should be usable out-of-the-box most users. Using default settings, it will be aggressive when its HP is above 60% (and below that it will only fight in defense of itself or the owner. To make it non-aggressive, set AggroHP to 100. It should use any offensive skills available to it when fighting a monster, and when chasing a monster (if the skill has longer range than normal attacks, ie, homun bolts). It will attempt to use any self-buff skills available to it except Homun S skills, including ones that affect the owner. This can be changed in the skill options.

## ***How to configure the AI using the GUI***

Open the program AzzyAIConfig in your in your USER\_AI folder. There are 8 tabs, 4 each for homunculus and mercenary: Configuration, Tactics, PVP Tactics, and Extra Options. More information will be added when I get the new GUI in my hands.

## ***How to manually configure the AI***

The AI configuration is controlled by three files each for mercenary and homunculus AI, a config file, a tactics file, and an extra components file. For the homunculus, these files are H\_Config.lua, H\_Tactics.lua, and H\_Extra.lua respectively.

For the mercenary, these files are M\_Config.lua, M\_Tactics.lua, and M\_Extra.lua respectively.

These files can be edited with any text editor. To easily edit them in windows, double click the file, and when you get the message saying that windows cannot open this file, choose "Select the program from a list", and choose Notepad, or a similar program (I recommend Notepad++ ). Check the box "always use this program to open files of this type", and click okay.

## Using AzzyAI

### *Documentation conventions*

Regardless of which method is used to configure the AI, refer to the following chapters for details on the settings available. In the next sections, when the GUI Configuration tool and the Config files use a different name for an option, the name used in the GUI is written first, followed by the name used in the config files, in parentheses. In many cases, the config file uses a numeric value for an option, while the GUI uses a word or check box; where it is not obvious what an option in the GUI refers to, that will be noted under that option. Also, for readability, the mercenary or homunculus is always referred to as a “homun” or “homunculus”. Except where otherwise noted, all functions work for both mercenaries and homunculi.

### *Commanding a Homunculus*

From within the game, the client provides for a means of giving a limited number of commands to your homunculus

- **Alt + R:** Enter standby mode. During this mode, the homunculus will become non-aggressive. If *DefendStandby* is enabled, it will defend you while in this state. If *StickyStandby* is enabled, it will return to this mode after it finishes fighting something. Press Alt + R again to exit standby mode.
- **Alt + Right click:** Move to this location. See *MoveSticky* and related options. Also used for friending.
- **Alt + Double right click, on monster:** Drop everything, and attack this monster. You can configure the homunculus to use skills more aggressively when commanded to attack via Berserk Mode
- **Using monster/player targeted homunculus skill:** If the target is a player in a non-PVP situation, move into range and attempt to use the skill on them. Otherwise, attack the target, opening with the specified skill. You can configure the homunculus to use skills more aggressively when commanded to use a skill via Berserk Mode.
- **Using an untargeted or ground targeted homunculus skill:** This uses the skill without notifying the AI. This can result in the AI getting confused about skill delays, durations, and similar.
- **Sit:** When you sit, the homunculus will become non-aggressive unless *DoNotUseRest* is disabled.

### *Commanding a Mercenary*

From within the game, the client provides for a means of giving a limited number of commands to your mercenary.

- **Ctrl + R:** Enter standby mode. During this mode, the mercenary will become non-aggressive. If *DefendStandby* is enabled, it will defend you while in this

state. If *StickyStandby* is enabled, it will return to this mode after it finishes fighting something. Press Alt + R again to exit standby mode.

- **??? + Right click:** Move to this location. See *MoveSticky* and related options. Also used for friending.
- **??? + Double right click, on monster:** Drop everything, and attack this monster. You can configure the homunculus to use skills more aggressively when commanded to attack via Berserk Mode
- **Using monster/player targeted mercenary skill:** If the target is a player in a non-PVP situation, move into range and attempt to use the skill on them. Otherwise, attack the target, opening with the specified skill. You can configure the homunculus to use skills more aggressively when commanded to use a skill via Berserk Mode.
- **Using an untargeted or ground targeted mercenary skill:** This uses the skill without notifying the AI. This can result in the AI getting confused about skill delays, durations, and similar.
- **Sit:** When you sit, the mercenary will become non-aggressive unless *DoNotUseRest* is disabled.

### ***How to friend another player***

Friended players will be defended by the merc or homun as if they were the owner. Friending will last until unfriended. Although it is possible to friend other players' mercenary or homunculus, the ID of a merc or homun changes each time the user relogs, teleports, or summons the homunculus – as a result, friending another players merc or homun will last only until they do one of those things.

1. Command merc/homun to walk to 1 cell north or south from the player.
2. Merc/homun will walk a circle around the target if the friend was added, or move back and forth in a straight line if the friend was removed.

Alternately, friends can be added by directly editing *A\_Friends.lua*, using the account ID of the player from ROPD et al. To add a friend, add a line:  
`MyFriends[(account number)]=1`

# Configuration options

These options control both the basic and advanced behavior of the homunculus.

**OldHomunType** - For homun S, this value is used to determine what the homunculus was in its past life. For your convenience, the three possibilities are listed in H\_Extra.lua, and you need only comment out the incorrect option (by adding "--" in front of it) and uncomment the correct option (by removing the "--" in front of it). This setting is ignored if your homunculus was previously a Vanilmirth; Vanilmirth-ness can be automatically detected.

## Options related to engaging and fighting enemies

Your homunculus will normally engage (ie, seek out and attack, without having been attacked) monsters which it is configured to attack (see: Tactics) when they are near the mercenary or homunculus.

**StationaryAggroDist, MobileAggroDist** – This is the distance from the owner, in cells, within which the homunculus will attack targets while the owner is stationary or moving, respectively. This replaces *AggroDist* in 1.35 and earlier.

**AggroHP, AggroSP** – The homun will engage monsters only when it has **more** than this percentage of its HP or SP. If you set either to 100, it will never engage targets and will only attack when homun/owner/friend is attacked.

**DoNotAttackMoving** – Set to 1 to not attack moving monsters. This may help prevent wasted time against fast moving targets, kill-stealing from people mobbing monsters, and so on. Obviously, it is unsuitable for use while AFK leveling in OD2 for example.

**SuperPassive** – If set to true (1), the homun will never fight another monster unless directly commanded to.

**DoNotChase** – If set to true (1), the homun will never move to attack a monster. It will still engage monsters at range if it has access to a ranged attack, and is configured to use it.

**DefendStandby** – If set to 1, when homun is placed in standby mode using alt+t, it will continue to defend the owner.

**StickyStandby** – If set to 1, when homun defends owner while in standby, it will return to standby afterwards. Recommend setting to 1 when *DefendStandby* is in use.

**UseDanceAttack** – If set to 1, when homunculus is attacking with normal attacks, it will “dance” to increase its effective attack speed. This doesn’t work as well as it used to, and should only be used if you don’t have an attack skill to use the SP on; otherwise, overall exp will be slower due to the loss of DPS from not being able to use any attack skills. Homunculus only; this no longer works for mercenary skills.

**DanceMinSP** – When set to a positive number, dance attack (see above) will be used only when it has more than that much SP. When set to a negative number, dance attack will be used only when it has more than that much SP, as a percentage of maximum SP.

**TankMonsterLimit** – Set this to the maximum number of monsters that the homun should attempt to tank for another killer using the *TACT\_TANK* tactic.

**AutoDetectPlant** – When this is set to 1, the mercenary will assume that all monsters



that it has not seen move or attack are plants/mushrooms, and should be treated differently (ignored, by default, see Tactics). This setting should be set to 0 when fighting stationary monsters.

**CleverChaseSP** – When “clever chase” is active, the homunculus will not move to chase if it is close to an SP regen tick. This option determines when to enable this feature. If set to a positive value, it will be active when SP is less than this value. If set to a negative value, it will be active when SP as a percentage is less than this value.

**CleverChaseTime** – When “clever chase” is active, chasing will be delayed when the next SP regen tick will occur within this many milliseconds or less.

**OpportunisticTargeting** – If set to 1, the homunculus will switch targets when chasing if there's a closer, and/or higher priority enemy to switch to. This will only be active if the target is more than 3 cells away.

**AttackLastFullSP** – If set to 1, the homunculus will only attack targets with the Attack (last) tactic if it is at full SP (and hence has nothing better to do).

### *Options related to movement*

**FollowStayBack** – Your homun will stay this many cells behind you when following you.

**StationaryMoveBounds, MobileMoveBounds** – This is the distance from the owner, in cells, within which the homunculus may move, for example, to respond to attacks, while the owner stationary or moving, respectively. If it finds itself beyond this distance, it will drop everything to try to get back to you. These options should be set no higher than 14. This replaces *MoveBounds*.

**MoveSticky** – If set to 1, if you command your homun to move, it will stay there, and not return to you, until you tell it to move again.

**MoveStickyFight** – If set to 1, when your homun is in the above “sticky move” state, it will still fight normally.

**UseIdleWalk** – Set this to a value other than 0 to enable walking motions while idle and when HP and SP are over AggroHP/SP, and SP is over TBD %. The options are:

1. Circle, around owner.
2. Cross, around owner.
3. Square, around owner.
4. Random
5. Route – Linear (see Route Walk in advanced options)
6. Route – Circular (see Route Walk in advanced options)

**IdleWalkDistance** – For circle, cross, square, or random idle-walk, move this far from owner.

**RelativeRoute** – Route is specified in relative terms (see Route Walk in advanced options)

**RestXOff, RestYOff** – When you sit down, your merc/homun will go non-aggressive,

and if it isn't doing anything else, it will move close to you. This is the x and y offset it from the players position that it will move to. Can be positive or negative.

**DoNotUseRest** – When this is set to 1, the homun will not “rest” when the owner sits.

**RescueOwnerLowHP** – Set to negative number - when owner's HP as a % is above this, disable rescuing the owner entirely. Set to positive number - when owner's HP as a % is below this, rescue from everything, otherwise, rescue as per TACT\_RESCUE.

### *Options relating to use of attack skills*

**UseAutoSkill** – Set this to 1 to enable automatic use of offensive skills.

**UseSkillOnly** – Set this to Skill Only (1) to only use skills to attack. Set this to While Attacking (0) to use skills while attacking, but not while chasing a monster. Set this to Chase (-1) to use while chasing or attacking. The key difference between using while chasing+attacking vs attacking only is that if set to attacking only (1), it will not use ranged attack skills until it is within melee range. ***Chase (-1) is the recommended setting, and is the correct setting for most users – Do not change this unless you understand why you are doing so!***

**AutoMobCount** – If the mercenary/homun has a mob attack, it will use it only if there are at least this many targets. See also *AutoMobMode*. This is subject to the *Weight* tactic (see below)

**AutoMobMode** – If set to 0, homun or merc will not use AoE skills. If set to 1, mob skills are used based on the number of aggressive monsters in the AoE. If set to 2, mob skills are used based on the number of monsters in the AoE, aggressive or not.

**MobSkillFixedLevel** – If set to 1 (the default) the AI will always use the level specified by the *(homun S type)(Homun s skill name)Level* directive when using AoE skills – if this is set to 0, the level used can be overridden by the monster-specific tactics settings.

Usually you want to leave this at 1, so your homun will, for example, use a low level of bolts on an enemy (to save SP), but use the max level of the AoE skill in order to maximize the size of the AoE. Homun only (as mercenaries can only use max level of their skills).

**AutoSkillLimit** – Set this to a number to limit the number of times an offensive skill will be used on any target. This can be overridden by tactics settings.

**UseHomunSSkillChase** – Set to 1 (default) to use the Homun S single target attack skills while chasing

**UseHomunSSkillAttack** – Set to 1 (default) to use the Homun S single target attack skills while attacking.

The purpose of these two options is to give players a way to disable the skills while attacking or chasing. For example, many of the homun S skills have interruptible cast times – if you’re on a map with monsters that your homunculus cannot flee, you probably do not want to use these skills while attacking – on the other hand, while chasing, the monster is not attacking the homunculus, and you can safely use interruptible attack skills on it.

**UseAutoSkill\_MinSP** – The homun will not use offensive skills if they would leave it with less than this amount of SP. Note that this **ONLY AFFECTS USE OF ATTACK SKILLS – NOT BUFF SKILLS**. The purpose of this option is to keep a reserve of SP for

emergencies (via BerserkMode and Berserk\_IgnoreMinSP) and/or to ensure that homun reserves enough SP to maintain buffs. For limiting use of the buff skill Amistr Bulwark, see *UseSmartBulwark*

**UseEiraEraseCutter** – If set to 1, enable use of the Eira skill, Erase Cutter.

**UseEiraXenoSlasher** – If set to 1, enable use of the Eira skill, Xeno Slasher.

**UseBayeriStahlHorn** – If set to 1, enable use of the Bayeri skill, Stahl Horn.

**UseBayeriHailageStar** – If set to 1, enable use of the Bayeri skill, Hailage Star.

**UseDieterLavaSlide** – If set to 1, enable use of the Dieter skill, Lava Slide. See *LavaSlideMode*.

**UseSeraParalyze** – If set to 1, enable use of the Sera skill, Needle of Paralysis.

**UseSeraPoisonMist** – If set to 1, enable use of the Sera skill, Poison Mist. See *PoisonMistMode*.

**UseEleanorSonicClaw** – If set to 1, enable use of the Eleanor skill, Sonic Claw.

**UseEleanorTinderBreaker** – If set to 1, enable use of the Eleanor skill, Tinder Breaker.

**EiraEraseCutterLevel** – Use this level of the Eira skill, Erase Cutter.

**EiraXenoSlasherLevel** – Use this level of the Eira skill, Xeno Slasher.

**BayeriStahlHornLevel** – Use this level of the Bayeri skill, Stahl Horn.

**BayeriHailageStarLevel** – Use this level of the Bayeri skill, Hailage Star.

**DieterLavaSlideLevel** – Use this level of the Dieter skill, Lava Slide. See *LavaSlideMode*.

**SeraParalyzeLevel** – Use this level of the Sera skill, Needle of Paralysis.

**SeraPoisonMistLevel** – Use this level of the Sera skill, Poison Mist. See *PoisonMistMode*.

**EleanorSonicClawLevel** – Use this level of the Eleanor skill, Sonic Claw.

**EleanorSilverveinLevel** – Use this level of the Eleanor skill, Silvervein Rush.

**EleanorMidnightLevel** – Use this level of the Eleanor skill, Midnight Frenzy.

**EleanorTinderBreakerLevel** – Use this level of the Eleanor skill, Tinder Breaker.

**EleanorCBCLevel** – Use this level of the Eleanor skill, C. B. C.

**EleanorEQCLevel** – Use this level of the Eleanor skill, E. Q. C.

**UseSmartAoE** – Set this to 1 to try to hit as many targets as possible with AoE attacks, at the risk of aggroing additional monsters and not hitting the original target (for example, if there are a large number of monsters stacked up on the northeast side of the homunculus, as it attacks a solitary monster to the southwest, using a skill with a 3x3 AoE – if this was 0, it will not use an AoE (as it would only hit 1 target). If this was 1, it would use the skill on the stack of monsters to the northeast, resulting in it not hitting it's current target, but hitting the whole stack of monsters).

**ReserveAoESP** – If this is set to 1 (the default), the AI will not use other attack skills if that would leave it without enough SP to use its AoE (if it is configured to use AoE attacks and has an AoE skill).

**AllowSBR44** – If this is set to 0 (the default), the AI will block any attempt to manually cast SBR44. This is to help prevent accidental use of the skill. Unfortunately I can't find a way to do the same thing for Self Destruct, which is much easier to accidentally use.

### *Options relating to use of buff skills*

For each buff skill, you can set it to be used at different times depending on what you set the option to. The options are:

- 2: When idle, if nothing else to do
- 1: While chasing (so it won't waste the skill when nothing else to kill)
- 0: Do not use this skill.
- 1: While idle
- 2: While chasing or attacking in berserk mode (see Berserk Mode options below)

For homunculus S buff skills, no facility is provided to set the level, on the grounds that the higher levels of those skills are all-around better to use. For non-S homunculus skills, there is an option to set the level, because the higher levels have longer cooldowns; as a result the lower levels are more useful in many situations.

**UseAutoQuicken** – This controls use of offensive self-buff skills:

- Flitting
- Urgent Escape
- Weapon Quicken.

**UseAutoGuard** – This controls use of defensive self-buff skills, if it has one:

- Amistr Bulwark
- Accelerated Flight
- Guard
- Parrying

**UseAutoSight** – This controls use of Sight. Level 2 archer mercenary only.

**UseAutoMag** – This controls use of Magnificat. Level 4 archer mercenary only.

**UseDieterGraniticArmor** – This controls use of the Dieter skill Granitic Armor.

**UseDieterMagmaFlow** – This controls use of the Dieter skill Magma Flow.

**UseDieterPyroclastic** – This controls use of the Dieter skill Pyroclastic.

**UseEiraOveredBoost** – This controls use of the Eira skill Overed Boost.

**UseBayeriGoldenFerse** – This controls use of the Bayeri skill Golden Ferse.

**UseBayeriAngriffModus** – This controls use of the Bayeri skill Angriff Modus.

**PoisonMistMode** – If set to 0, Poison Mist will be used as a normal AoE attack.

Otherwise, it will be kept up centered on owner, in which case, this controls when to use it.

**LavaSlideMode** – If set to 0, Lava Slide will be used as a normal AoE attack. Otherwise, it will be kept up centered on owner, in which case, this controls when to use it.

**UseProvokeOwner** – This controls use of Provoke (for mercenaries) or Pain Killer (for Sera type homunculi) on the owner

**UseSacrificeOwner** – This controls use of Sacrifice on the owner. This only works if the mercenary is within 10 levels of the player, and the skill behaves inconsistently due to game bugs – under certain conditions which remain unclear, it is possible for the mercenary to enter a state where it is never able to cast Sacrifice, as if Sacrifice is still up, even though it is not. Mercenary only.

**AmiBulwarkLevel** – This is the level of Amistr Bulwark to use. Default is 5.

**FilerFlitLevel** – This is the level of Flitting to use. Default is 1.

**LifEscapeLevel** – This is the level of Urgent Escape to use. Default is 5. Zero (0) is not a

valid value – disable use of Accelerated Flight using *UseAutoQuicken*.

**FilirAccelLevel** – This is the level of Accelerated Flight to use. Default is 1. Zero (0) is not a valid value – disable use of Accelerated Flight using *UseAutoGuard*.

**UseSmartBulwark** – For an Amistr type homunculus, if this is set to 1, Amistr Bulwark will only be cast if doing so would leave the homunculus with at least 120 SP, so that it will be able to use Bloodlust if/when the cooldown ends. This will be disregarded if the homunculus has less than 160 max SP or use of bloodlust is not enabled.

### *Options related to other skills*

**UseAutoPushback** – Set this to 1 to enable automatic use of pushback skills to get monsters off of the mercenary. This is subject to override by the tactics list, but must be enabled here to use. This is most useful for archer mercenaries, particularly the level 6 one (with skid trap). Mercenary only.

**AutoPushbackThreshold** – This is the distance between the merc and target at which the mercenary will attempt to use a pushback skill on it. Mercenary only.

**UseAutoHeal** – Set this to 1 to enable automatic use of healing skills (chaotic blessing or healing hands). Set this to 2 to enable automatic use of healing skills, but only when idle (including the time between killing one target and selecting the next). Set this to 3 to enable use of healing skills only when otherwise idle if there's nothing else to do. This works only with Lif and Vanilmirth based homunculi.

**HealOwnerHP** – This is the owner's HP, as a percentage, below which the homun will attempt to use a healing skill to heal the owner (assuming *UseAutoHeal* is enabled). Lif will use level 5 of Healing Hands, while a Vanilmirth will use level 3 of Chaotic Blessings (unless it's HP is below *HealSelfHP* and it is currently idle (so it has no enemy to heal), in which case it will use level 5).

**HealSelfHP** – For a Vanilmirth with Chaotic Blessings, set this to the HP (as a percentage) at which the homunculus will use Chaotic Blessings (level 4, see note above for when it will use level 5) to heal itself. This does not work for Lif, as Healing Hands can only heal the owner.

**UseCastleDefend** – For an Amistr, enable this to use Castling if the owner is being attacked by enough monsters, and the Amistr is being attacked by fewer monsters than the owner.

**CastleDefendThreshold** – If *UseCastleDefend* = 1 then castling will be cast when there are at least this many monsters on the owner. The *Weight* tactic does apply to this.

**UseCastleRoute** – For an Amistr, enable this to use Castling to walk the owner along a route; see *Route Walk* under advanced options.

### *Options related to Berserk Mode*

Through this feature, you can have the homun attack more aggressively in response to commands or large mobs. In the case of responses to commands, it will leave berserk mode upon killing the target.

**UseBerzerkSkill** – Set to 1 to enter berserk mode when commanded to use an offensive skill.

**UseBerzerkAttack** – Set to 1 to enter berserk mode when commanded to attack.  
**UseBerserkMobbed** – Set to 0 to disable, otherwise, when fighting this many or more monsters at once (total of monsters on homun and friends/owner), homun will go into berserk mode until there are fewer than this many monsters.  
**Berzerk\_SkillAlways** – Set to 1 to always use offensive skills when in berserk mode.  
**Berzerk\_Dance** – Set to 1 to use dance attack when in berserk mode (homun only).  
**Berzerk\_IgnoreMinSP** – Set to 1 to ignore *UseSkillAuto\_MinSP* when in berserk mode.

### *Options related to Kiting*

When using archer mercenaries, it is frequently advantageous for the mercenary to try to run away from monsters that try to attack it, while attacking them. This is called kiting (pronounced kite-ing). The default values for the kiting steps, thresholds, and bounds have been chosen empirically – you should not change them unless you have a good reason.

**KiteMonsters** – Set this to 1 to enable kiting.  
**KiteParanoid** – Set this to 1 to default to kiting before being attacked. This can be overridden by tactics settings.  
**KiteStep** – This is the number of cells that homun will move to kite. Leave at 5 unless you have good reason to change.  
**KiteThreshold** – How close a monster has to be before triggering kiting, when monster has attacked homun. 3 works pretty well.  
**KiteParanoidStep** – This is the number of cells that homun will move when kiting before being attacked. Leave at 2 unless you need the homun to be unusually fearful.  
**KiteParanoidThreshold** – How close a monster has to be before triggering kiting without being attacked.  
**KiteBounds** – This is the maximum distance the homun will move from owner to kite. Must be less than *MoveBounds*.  
**FleeHP** – Only kite when below this much hp, as a percentage. Set to 0 to ignore this condition.

### *Other Options*

These options may be used to tune behavior, particularly on laggy connection.  
**SpawnDelay** – After spawning, the homun will wait this long (in milliseconds) before trying to act. It is important to not allow the homun to act immediately; that can result in failure of killsteal prevention measures while teleporting.  
**ChaseGiveUp** – This is no longer an option, and should not be changed; it is used internally, and changing the value will cause unspecified chasing behavior.  
**AutoSkillDelay** – Homun will wait this long between trying to use skills, even those with no skill cooldown, to prevent problems like “double casting” of skills. This is the length of the delay in milliseconds.  
**AssumeHomun** – With this set to 1, the homun will attempt to automatically friend the owner’s mercenary (and vice-versa). Set to 0 only if you (for whatever reason) do not want your homunculus to “ks” your mercenary (or vice-versa)

**UseAvoid** – Homun only. When this is set to 1, whenever the homun sees a monster of a type listed in H\_Avoid.lua, it will forcibly exit the RO client. H\_Avoid.lua comes populated with all MVPs that can be summoned from Bloody Branches, as well as several nasty DB monsters. You may customize it by following the examples in H\_Avoid.lua. **It is recommended to test this before relying on it**, because on some versions of windows, os.exit() simply errors the client, without disconnecting you until you respond to the error message.

**PVPmode** – Set to 1 to enable PVP functionality

**StandbyFriending** – Set to 1 to use the old AzzyAI friending method.

**MirAIFriending** – Set to 1 (default) to emulate MirAI friending.

# Tactics

Through the tactics system, it is possible to configure your merc or homun to treat different types of monsters differently – for example, prioritizing powerful monsters, and ignoring plants and mushrooms.

## *Mercenaries and tactics*

Mercenaries cannot identify monsters. In order for any entry other than the default entry to be used on a mercenary, you must have an updated MobID file for the map and server you are on. See the separate document describing the use and creation of MobID files. For mercenaries, only the default tactic, and the two others noted below, can be used without creating a MobID file.

## *Editing the tactics list manually*

The tactics is stored in H\_Tactics.lua or M\_Tactics.lua, for merc and homun respectively. The file contains an entry for each kind of monster you plan to be fighting. For each entry, there are 7 fields for different settings. The format of a tactics list entry is:

```
MyTact[id]={TACT_BASIC,TACT_SKILL,TACT_KITE,TACT_CAST,TACT_PUSH  
BACK,TACT_DEBUFF,TACT_SIZE,TACT_RESCUE,TACT_SP,TACT_SNIPE,TAC  
T_KS,TACT_WEIGHT,TACT_CHASE}
```

The 'id' is the type id of the monster (obtained from database site)

In addition to the IDs of monsters, there are several IDs used for more general behavior:

MyTact[0] is the default set of tactics the homun will use

MyTact[10] is the default set of tactics used with monsters detected as being summoned

MyTact[11] is the default set of tactics used for monsters that appear to be plants when AutoDetectPlants is turned on (mercenary only)

There is no limit to the number of tactics that can be added, however, there can only be one tactic for any given monster. See the notes in the Extras file for guidance on expanding the tactic system.

## *Editing the tactics list using the GUI editor*

Using the GUI, open the appropriate tactics tab.

- To add a new tactic, click the Add button, and fill in the monster name and id. The name is only cosmetic; the key value is the ID, which can be obtained from a database site. Select the tactics from the dropdown menus.



- To edit an existing tactic, click the tactic, and select the desired tactics from the dropdown menus.
- To remove a tactics entry, click the tactic, and click the remove button.
- When finished, click the Apply Settings button to save changes.

## ***Basic Tactics***

This option controls when and if the homunculus or mercenary should attack this monster.

**Tank (TACT\_TANK):** Hit monster once, and then hold it until something kills it.

**Tank & Mob (TACT\_TANKMOB):** Hit monster once, and then hold it until something kills it. If (when) there are enough targets attacking the homunculus or mercenary, attack one and use anti-mob skills to kill the mob.

**Ignore (TACT\_IGNORE):** Do not attack the monster, at all, unless manually commanded to do so

**Attack – Low (TACT\_ATTACK\_L):** Seek out and attack this monster only if there are no higher priority targets, and do not prioritize attacking this monster if it is currently attacking the homun or owner/friend.

**Attack – Medium (TACT\_ATTACK\_M):** Seek out and attack this monster, unless there are higher priority targets.

**Attack – High (TACT\_ATTACK\_H):** Seek out and attack this monster, assuming not busy responding to React monsters.

**Attack – Top (TACT\_ATTACK\_TOP):** Seek out and attack this monster – top priority.

**Attack – Last (TACT\_ATTACK\_LAST):** Seek out and attack this monster only if there's nothing better to do. See *AttackLastFullSP*. This option is a good choice for plants/mushrooms, worthless event monsters, and similar.

**React – Low (TACT\_REACT\_L):** Attack this monster when self/owner/friend attacked, low priority. *Attack – Medium* and *Attack – High* take priority over this, and do not prioritize attacking this monster if it is currently attacking the homun or owner/friend.

**React – Medium (TACT\_REACT\_M):** Attack this monster when self/owner/friend attacked, medium priority.

**React – High (TACT\_REACT\_H):** Attack this monster when self/owner/friend attacked, high priority.

**React – Self (TACT\_REACT\_SELF):** Attack this monster when merc/homun only attacked, with top priority (excepting *ATTACK\_TOP*) – intended for use on things that would pose a threat to homun if they were attacking the homun, and hence need to be killed ASAP.

**Attack Low, React Medium (TACT\_ATK\_L\_REACT\_M):** As *Attack – Low* when the monster is not currently attacking the homun or owner/friend. Otherwise, as *React – Medium*. This is a particularly good choice for weak assist monsters, like steel chonchons

in OD2, which are not a priority to kill, but can lead to dangerous mobs once aggro'ed.

## Sniping

Sniping tactics are treated like attack for the purpose of normal attacks, but if your homun is attacking another monster, and has an appropriate attack skill, and SP to use it, and would not otherwise use an anti-mob skill, it will use its attack skill on a nearby monster with the Snipe tactic *which it is not currently fighting*. This works best with Caprice. Take care that if the bolt does not 1-shot the monster, this will result in aggroing additional monsters on the homunculus.

**Snipe – Low (TACT\_SNIPE\_L):** Attempt to snipe this monster even while attacking other monsters, low priority

**Snipe - Medium (TACT\_SNIPE\_M):** Attempt to snipe this monster even while attacking other monsters, medium priority

**Snipe - High (TACT\_SNIPE\_H):** Attempt to snipe this monster even while attacking other monsters, high priority

## Monster priority list

1. Attack – Top
2. React – Self
3. React – High
4. React – Medium
5. Attack – High or Snipe – High
6. Attack – Medium or Snipe – Medium
7. React – Low
8. Attack – Low or Snipe – Low
9. Tank or Tank & Mob
10. Attack – Last

## *Skill Tactics*

This option controls if and how many times an offensive skill will be used on a target of this type:

- ☐ SKILL\_NEVER - never use skills
- ☐ SKILL\_ALWAYS - always use skills.
- ☐ Set to a positive integer to use a skill that number of times.
- ☐ Set to a negative number to use a level of the attack skill less than the maximum level. (Homun only). This is the proper setting for SNIPE tactics.

## *Kiting Tactics*

This option controls whether to kite (run away from, generally rather clumsily) from this

target, if kiting is enabled.

- ☐ KITE\_NEVER - never kite from this kind of monster.
- ☐ KITE\_REACT - kite from this kind of monster only if attacked.
- ☐ KITE\_ALWAYS - always kite from this monster - recommended for aggressive monsters.

### ***Reacting to casts***

This option controls whether to assume casts from this monster are aggressive acts. This is not very useful in pvm, except to stop homun from killing summoned geographers. The options are

- ☐ CAST\_REACT – treat casting on self/player/friend as hostile
- ☐ CAST\_PASSIVE. – do not treat casting as hostile.

### ***Pushback Tactics***

This option controls whether to use pushback skills to try to push monsters off of the mercenary or owner. This is available for mercenaries with pushback skills only, as no homunculus skills have a pushback effect other than Stahl Horn, which is thoroughly ineffective for pushing monsters away due to its long cast time.

- ☐ PUSH\_NEVER – do not use pushback skills on this monster.
- ☐ PUSH\_SELF – Use pushback skills on this monster if merc is attacked
- ☐ PUSH\_FRIEND Use pushback skills on this monster if owner/friend is attacked

### ***Debuff Tactics***

This option controls what, if any, debuff skills will be used (merc only):

- When using GUI, select the skill, and whether you want it to use it when attacking or chasing.
  - Set to All to use any skill listed in BasicDebuffs[] (default: everything except traps and provoke) .
- When editing tactics file directly, Set to the ID of the skill (you can use the skill name, ex ‘MER\_PROVOKE’) to use that debuff – use a positive number to use it only while attacking, or a negative number (or, if using the skill name, ex: ‘-1\*MER\_PROVOKE’ to use it while chasing.
  - Set to 1 or -1 to use whatever debuff the merc might have while attacking or while chasing, respectively

### ***Skill-type Tactics***

This determines which kind of single-target attack skills to use against a given type of monster. This was intended for use with homunculi, but can be used for mercenaries; in

that case, the only option that may be interesting is CLASS\_MOB, and even then, the mercenary tactics limitations may make this less than useful to mercenaries.

- CLASS\_BOTH – Default – use either type of skill on this monster.
- CLASS\_OLD – Use only pre-S single target skills (ie, Moonlight and Caprice).
- CLASS\_S – Use only homun S single target skills – on a mercenary, this will result in no use of skills versus the monster; don't do it.
- CLASS\_MOB – Use anti-mob skills against this target, even if there are not enough monsters around it to normally justify using an anti-mob skill.
- CLASS\_COMBO\_1 – When using combo skills, use the second combo skill after the first, but do not use the third. Note that Eleanor's combo skills do less damage than simply spamming sonic claw with 10 spheres, so this should be used only when another effect of the combo skills is desired.
- CLASS\_COMBO\_2 – When using combo skills, complete the combo. Note above caveat.

## ***Rescue Tactics***

This option controls whether the homun or merc will drop everything to come to the rescue of the owner/friends/owner's other merc/homun if this monster is attacking them. See the configuration option *RescueOwnerLowHP* which can effect rescue behavior depending on owner's HP.

- ☐ RESCUE\_NEVER - Do not rescue anything from this monster.
- ☐ RESCUE\_FRIEND - Rescue friends, but not owner.
- ☐ RESCUE\_RETAINER - Rescue the owner's other homun/merc.
- ☐ RESCUE\_OWNER - Rescue the owner.
- ☐ RESCUE\_SELF - Drop everything to defend self against this.
- ☐ RESCUE\_ALL - All of the above except self.

## ***SP Tactics***

If this value is set to a positive number, that value will be used instead of *UseAutoSkill\_MinSP* when fighting this monster. Otherwise, *UseAutoSkill\_MinSP* will be used normally. By setting a higher value for weak monsters, you can keep SP in reserve for the stronger monsters, without entirely disabling skill use on the weaker ones.

## ***Snipe Tactics***

This tactic allows you to turn off sniping when attacking a particular monster, so it will be killed faster.

- SNIPE\_OK – Snipe other monsters while attacking this monster.
- SNIPE\_DISABLE – Do not snipe other monsters while attacking this monster.

## ***KS Tactics***

This tactic determines how polite the homunculus will be fighting this kind of

monster.

- KS\_NEVER – Do not attack this monster if it is attacking or being attacked by another player.
- KS\_POLITE – Do not attack this monster if it is moving, which might indicate that it was chasing another player. Works like *DoNotAttackMoving*.
- KS\_ALWAYS – Treat this monster as free-for-all, and attack it without regard for other players. Warning: Per the iRO terms of service, players are responsible for the actions of their homunculus. Accordingly, use of this option on monsters which are not FFA may result in temporary suspension of your account and/or acts of vigilantism. Use of this option on monsters that are not free-for-all is strongly discouraged.

## ***Weight Tactics***

Set this to a positive number (decimals encouraged). The default is 1. In all cases where monsters are counted for some purpose (ex, determining whether to enter berserk mode or use mob skills), this monster will be counted as this many monsters. For example, if I have 2 monsters with a weight of 0.4 attacking me, 1 monster with a weight of 0.5 attacking me, and another with a weight of 1.2 attacking me, that will be counted as  $(2*0.4 + 0.5 + 1.2=)$  2.5 monsters.

## ***Chase Tactics***

This option controls whether to move to chase after a target. This behaves similarly to *DoNotChase*, only for specific monster types.

- CHASE\_NORMAL – Behave as per *DoNotChase*
- CHASE\_ALWAYS – Chase this monster, even if *DoNotChase=1* – this is a good choice for a vani in OD2 – set the orc archers to CHASE\_ALWAYS, and set *DoNotChase=1* to not chase anything else, so the homun doesn't move (and hence not regen sp) unless it has to in order to get to an archer.
- CHASE\_NEVER – Do not chase this monster, even if *DoNotChase=0* – this can lead to obvious undesirable behavior, as this does not prevent it from being targeted. It is the responsibility of the user to make sure that this is used in a manner that doesn't cause problems.

## Advanced Settings:

These advanced settings are controlled by the Extras configuration. This extras file is a page of lua code that is imported after all other parts of the AI are loaded. The included Extras files contain instructions for using them for several advanced features, and even guidance on using it to expand the AI. See the developer guide for more details on the facilities available in the Extras configuration.

Three relevant options are included in the default Extras configuration:

**NewAutoFriend** – Uncomment the `NewAutoFriend = 0` line if you are using an AI other than AzzyAI for your mercenary (if this is for the homun) or vice versa. If this option is used, you may need to relog to refresh the friending between merc and homun.

**FriendAttack** – In this section, you can configure which motions, on the part of the owner of a friend, should be interpreted as offensive acts, and hence a cue for the homun to attack the targeted monster. Set them to 1 to treat them as offensive acts.

**BasicDebuffs** – In this section, you can configure which debuffs will be used if debuffs are enabled, but no specific debuff is specified in Tactics. Set a debuff to 1 to enable use of it.

### *Aggressive Relog Tracking*

One of the issues with homunculi and mercenaries has always been that while skill duration and cooldown timers only tick while the homunculus is out, time passes regardless of whether it is out. Hence, relogging, putting the homunculus away, or even teleporting can result in the homunculus thinking it's skills are ready to be recast when they are not. On default settings, we use a crude approximation to adjust for teleporting – but for a more rigorous treatment (including handling of relogging or vaping homun), there is the Aggressive Relog Tracking option. This records to a file the time of every AI call, and adjusts for long gaps appropriately – unfortunately, this results in a ton of disk writes, and can cause performance problems as a result. The *AggressiveRelogPath* specifies the path to the location where these files will be saved; if you have a faster storage device (like an SSD or RAMDisk) point this at it to (hopefully) fix the performance issue.

**AggressiveRelogTracking** – Set to 1 to enable Aggressive Relog Tracking.

**AggressiveRelogPath** – This is the path to the location to save the Aggressive Relog Tracking timeout file to.

## *Route Walk*

Using the RouteWalk feature, you can have your mercenary (or homunculus) walk along a path of cells that you specify while in IdleWalk mode. This “path” can be either specified as coordinates relative to the owner (with a result similar to the other IdleWalk options, only with more advanced shapes) or may be specified as absolute coordinates on the map. In the latter case, in order for things to work, you must either be using a mercenary, and have auto-followed the mercenary, or you must be using an Amistr with Castling enabled for route walk with *UseCastleRoute*.

Route Walk is enabled by setting *UseIdleWalk* to 5 or 6. If set to 5 (linear route), it will reverse direction when reaching the end of the route. If set to 6 (circular route), it will return to the first point in the route. To use a route specified relative to the owner, set *UseRelativeRoute* to 1. If the homunculus moves off of the route for some reason (such as chasing a monster) it will resume the route at the closest point.

The actual route to take is specified in the Extra options file. The route is specified as a list containing a series of X and Y coordinates.

```
MyRoute={{x1,y1},{x2,y2}, ... {xn,yn}}
```

An example of a relative route:

```
MyRoute={{-6,1},{-3,4},{0,1},{3,4},{6,1},{0,-5}}
```

This will cause the homunculus to orbit in a crude heart shape (with *UseIdleWalk* = 6 for circular routes – if set to use a linear route, it would look rather strange!)

An example of an absolute route:

```
MyRoute={{160,360},{165,366},{174,366},{174,357},{166,351},{158,355}}
```

That example was used for testing (north kafa in morroc – it will walk in a crude rectangle south of the kafa). For practical purposes, it will require many more points, so making this list for your map can be a laborious task.

## *PVP\_Tactics*

The tactics used in PVP mode are stored in H\_PVP\_Tactics.lua and M\_PVP\_Tactics.lua. They are used when fighting against other players. All tactics options function the same as with normal tactics, however, the following tactics are not used in PVP: *KS*, *SP*, *Chase*, *Snipe* and *Weight*. There are several ways to specify tactics in PVP.

1. Friend the player, and then open A\_Friends.lua and set that player to one of these pre-defined classes: KOS, ENEMY, NEUTRAL, FRIEND or ALLY, eg:
  - a. MyFriends[1234567]=ALLYYou can configure the tactics to use for targets of a specific class normally.
2. Create a new PVP Tactic using the player's account id number (from ROPD – the ID of players hiding their ID on ROPD can be found by friending them and then opening A\_Friends.lua), and configure appropriately. This will take priority over any other tactics which might apply to that player.
3. Create a new PVP Tactic using the ID of a job class. This will be applied to all players of that class for which tactics are not otherwise defined.



# Version History

## 1.50 dev 1

- Added SP, Weight, Chase, and Snipe tactics.
- Added support for use of castling.
- Replaced old system for idle walking motions
- Added option to use AoE skills like buffs on the owner.
- Added SP and skill failure watcher
- Added clever chase
- Implemented use of combo skills
- Added new basic tactics
- Added low priority heal option
- Added option for buffing at times other than in idle state.
- Improved support for multiple homuns
- Added option for aggressive tracking of relogs
- Treasure Boxes are now ignored by default as a fail-safe.
- Snipe will not be used if it should be using an AoE skill
- Added opportunistic target changes
- Added DanceMinSP option
- Various other changes and additions

## 1.41

- Fixed critical issue with mercenary AoE skills introduced by 1.40 dev 19
- Fixed issue with UseSmartAOE when used with FAS which can cause the mercenary to incorrectly select targets with FAS when handling targets to the northwest or southeast of the mercenary.
- The area of Brandish Spear is calculated incorrectly for comparison to UseAutoMobCount. This will be fixed in 1.50 as the framework planned for this is not ready.
- Corrected improper use of FAS when there were not enough monsters on screen.
- Corrected issue with FAS target counting of monsters in the four cardinal directions being 2 cells narrower in the vertical direction (this meant that the area it was counting for east/west direction was only 1 cell wide).
- Corrected issue with FAS target counting of monsters in the diagonal directions always counting zero monsters.
- Corrected issue with mercenaries failing to correctly use debuff skills
- Corrected AutoMobCount to 2 in default mercenary settings.

## 1.40 Final

- Padded skill delays to reduce the likelihood of the AI trying to recast skills before the cooldown is up due to lag, flywings, etc. This is 5 seconds for bloodlust, 1-1.5 for flitting/accel flight - so you can still make it bug by winging around alot - or of course if you log out or manually cast the skill - but this should help significantly
- Padded lava slide and a few other skills with a short delay, because my tests indicate that they seem to have one, and we were trying to cast other skills during that delay and failing.
- AI will not let you cast SBR 44 manually, unless you set AllowSBR44=1 in H\_Extra. Misclick insurance. Unfortunately, I can't do the same for self destruct
- Minor internal changes backported from 1.50

## 1.40 dev 23 3/28/2012

- Fixed MobSkillFixedLevel option
- RESCUE\_ALL will now rescue if the target is friend or owner, but not if target is self. This makes a lot more sense.
- Fixed issue with failing to use autobuffs on homunculi with more than one buff with a non-zero cast

- time and delay, due to failure to check delay status.
- Corrected default H\_Tactics to use basic tactic ATTACK\_M instead of REACT\_M, an error introduced by poor source control in dev 21 and 22.
- Improved logging around autobuff and healing skills.
- Added function to improve human readability of skill-usage logging in future updates.

#### 1.40 dev 22 3/27/2011

- Fixed issue with Chaotic Blessings and Healing Hands not correctly using cooldown.
- Fixed issue in which UseAutoSkill\_MinSP would be ignored if Berserk\_IgnoreMinSP (defaults to 1) was enabled, even when the AI wasn't in berserk mode.
- Cleaned up SP checking, much easier to read and work on now
- Cleaned up attack state logging.
- New option for homuns: MobSkillFixedLevel - if set to 1, always use the level set via (homuntype)(skill)Level option (ex, DieterLavaSlideLevel)) for antimob skills, ignoring tactics stating otherwise. Defaults to 1. I've been seeing lots of people using lvl 1~4 of lava slide in OD2, and i'm pretty sure it's because they wanted to use lvl 1~4 of the bolt skills, but level 5 of lava slide.
- Fixed issue with commanding homunculus to use skills not behaving as expected.
- Fixed issue with UseSkillOnly mode not correctly using attack ranges
- Fixed issue with Sera skill Poison Mist not properly using cooldown
- Fixed major issue with incorrectly estimating casting times.
- Fixed issue with incorrectly calculating cooldown options
- Added cooldown on Lava Slide ("what? you didn't have one already?" you say? See last point).
- Improved logging around skill cooldowns.

#### 1.40 dev 21 – 3/26/2012

- Fixed issue with sniping
- Fixed issue with tanking

#### 1.40 dev 20 – 3/20/2012

- Fixed issue with Dieter selfbuff skills
- Added OnInit() call, for players to handle multiple homun AI configurations.
- Added protection for file conflict issue when using multiple homuns at once - will now fail gracefully.
- AoE skill count no longer counts killsteals as targets when deciding whether to cast an AoE
- Sonic claw delay is back, because the GMs added a short delay on it
- Added UseSmartBulwark option.

#### 1.40 dev 19 – 3/15/2012

- Sonic claw will be spammed faster now
- Fixed issue with movement destination selection. This will fix issue with choosing non-optimal cells to move to, and prevent a hang possible under unusual conditions.
- Corrected issue with monster counting function.
- Corrected anti-mob skills to count the monsters within the AoE instead of the monsters currently near the homun.
- Fixed timing for Sera's Poison Mist skill
- Internal stability improvements
- Added improved tracing for issue with failure to call AI()
- Improved reporting of serious error conditions. Please delete all AAI\*.log files in your RO folder.
- Improved reporting of time in AAIStartH/AIStartM files.

#### 1.40 dev 18

- Deactivate dance attack near edges of screen. This will prevent an obstacle-slide effect from pushing homun off screen.

#### 1.40 dev 17

- Corrected bloodlust support
- Improved behavior when chasing moving targets - if you're faster, you'll catch it now.
- Fixed issue with loop at edges of screen

#### 1.40 dev 16

- Corrected issue with improper default values contributing to improperly dropped targets.
- Improved system for chasing blocked targets.
- Improved catches for rescue loops.
- Possible improvement in dance attack
- Improved logging around chasing and movement.

#### 1.40 dev 15

- Independent cooldown timers for Moonlight, Caprice, Chaotic Blessing, and Healing Hands. I have not tested this with a homun with more than 1 attack skill since I don't have any yet, so try it out and see if it works.
- Added improved logging to try to nail down a freeze bug.
- Support Bloodlust Autocast

#### 1.40 dev 14

- Fixed critical issue that lead to homun running off screen.
- Fixed issue where fix for archers introduced with dev 7 was not applied when homun HP was above AggroHP
- Minor responsiveness tweaks.
- Fixed more improper tail calls.
- Fixed a number of cases where responsiveness measures were being used improperly, forcing me to use more conservative settings for the responsiveness measures. This has been corrected. (this will be tested with more aggressive settings, and these will be included in the next version if they do not adversely affect stability).
- Fixed issue with improperly dropped targets
- Fixed issue with follow state in strongly adverse conditions.
- Fixed issue with spurious warnings in AAI\_Warning.log - changes introduced in dev 9 had led to warnings being produced under normal circumstance.

#### 1.40 dev 13

- Fixed issue with moving long distances.
- Improved chasing behavior, should fix the wobble.
- Improved boundary detection while chasing.
- Fixed issue with SP being counted incorrectly when using skill levels other than max level
- Fixed issue a distance function in AzzyUtil.lua (no reported issues in the field).
- Fixed issue with occasional target dropping while closing to melee range.
- Fixed numerous serious bugs with skill while chasing.

#### 1.40 dev 12

- Fixed critical issue with sniping tactic.

#### 1.40 dev 11

- Fixed issue with provoke state.
- Fixed issue with provoke skill info.

- Fixed issue with AI mistaking sacrifice for provoke
- Three above issues combined to cause crashes on homuns with sacrifice when autoprovoked was enabled.

#### 1.40 Dev 10

- Fixed issue where we attempted to use math.huge which isn't implemented in lua 5.0.2
- Fixed issue where chase state tried to move to a target one last time after dropping its old target.
- Fixed line 667 error, which was caused by the combination of the two above bugs.
- Corrected error where stationary aggrodist and movebound would be used if the owner was moving only in the north-south direction.
- Improved logging for the closest cell calculations, because they're brittle and cause a lot of problems.
- Corrected issue with ranged mercenaries moving 1 cell closer than they need to when approaching targets from the west and south.

#### 1.40 Dev 9

- Removed posbug correction code - was causing dropped targets, inappropriate dancing, and other issues because it is impossible to detect posbug due to GetV() bug, and hence was activating even when not posbugged.
- Fixed issue with Sniping - TACT\_SNIPE\_L/M/H should now work. If you can 1-shot in OD2, try it out! Makes much better use of SP.
- Fixed issue that could cause a high-speed homunculus to run off the screen chasing a monster. We will now drop the target instead. This was killing people in OD2.
- Fixed improper tail call from chase to idle.
- Default tactics are now a bit better: They default to not attacking the stupid event mobs, nor ants and gearths for doing ant eggs.
- Set DoNotAttackMoving in H\_Extra to make the homunculus not attack stuff that's moving. It'll still continue chasing them if they do move, though. This is not the final version of this feature, but it's been requested by several people - here's an interim solution.

#### 1.40 Dev 8

- Quick bugfix release
- Fixed follow obstacle fix from previous versions as it was not being used correctly
- Fixed attack posbug fix, which was suffering from an almost identical issue
- Fixed missing geographer tactic.

#### 1.40 Dev 7x

- Fixed the attack chase loop bug.

#### 1.40 Dev 7

- Added support for autoskill skill selection tactic - Manually edit H\_Tactics.lua and change the size tactic to CLASS\_BOTH (to use either pre-S or homunS skills), CLASS\_OLD (for pre-s skill only), or CLASS\_S (for S skills only), or CLASS\_MOB (if, for some reason, you want to use a mob skill on this, even if there aren't enough targets around to normally justify using a mob attack (per MobAttackCount) - i expect this to be most useful for mercenaries, particularly the lvl 10 sword merc, where you might want it to use BB for the higher damage - of course tactics for mercs require MobID - so maybe this isn't so useful.) For mercenaries, you can edit this using the GUI - use the TACT\_SIZE tactic, SIZE\_LARGE is the same as CLASS\_MOB, SIZE\_UNDEFINED should be used in all other cases (since there's no S-class skills for merc)
- Unified code between chase skill use and attack skill use
- Fixed longstanding issue with debuff while attacking which would prevent the homun from using debuffs while attacking if told via tactics to use a certain debuff skill. This bug has been present since 1.30 or earlier and had not been reported. Did anyone try to use this?

- Corrected boneheaded prioritization of targets which resulted in the homun aggroing new monsters while ignoring monsters currently attacking him. This was a really really nasty bug IMO.
- FOLLOW\_ST with FAST CHANGE did not use proper tail call when changing to IDLE\_ST, this was corrected (internal change)
- Removed more obsolete code
- Fixed a few potential error message
- Fixed issue with empty AAI\_Warning file
- Fixed error with bow mercenaries that have the skill Double Strafe
- Another change dedicated to truly eradicate the follow state hang.
- Fixed issue with inappropriate use of antiposbug measures which could cause problems around obstacles.
- Fixed issue where the wrong measure of range was compared to MoveBounds for attacking monsters outside AggroDist, resulting in failure to defend against ranged attackers (like those blasted orc archers!) on the edges of the screen.
- Improved tracing to try to trace down yet another freeze issue.

#### 1.40 Dev 6x2, 6x3

- Fixed issues in M\_SkillList.lua

#### 1.40 Dev 6x1

- Fixed missing config program and fixed an issue in M\_SkillList.lua

#### 1.40 Dev 6

- Corrected issue with AttackRange() leading to homuns not closing to 1 cell range, resulting in Filirs and Eleanors not closing to skill range
- Corrected issue with MotionClasses resulting in monsters currently targeting the owner not being correctly given priority
- Follow state no longer attempts to move to the owner's location; That doesn't work anymore. Follow state will now move to 1 cell range if it can't move to distance specified in FollowStayBack for ~500ms, and after another ~500ms it will use MoveToOwner() builtin.
- Corrected issue where follow behavior did not return to normal if the homun was interrupted while in follow state. Combined with above, homun could hang in freeze state until vap/recalled.
- M\_SkillList.lua now loads.
- Accelerated Flight now works. It is classified as a defensive skill (turn on UseAutoGuard to use it).
- Obsolete code removed from AzzyUtil
- Pierce size removed. This variable and tactic will be removed or repurposed in a future release.
- Added AoE info to the skill info database - this is not currently used.
- Added additional AI tracing.
- Removed unneeded files accidentally included in previous packages

#### 1.40 Dev 5

- HUGE internal overhaul of skill selection
- Fix for issue with manually commanding homun to use skills
- Fix for random error caused by new aggrodist/movebounds
- Fix for incorrect Stahl Horn range
- Closer to support for new buff skills
- Fix for vibrating homun when sitting issue.
- Support for Homun S buff skills

#### 1.40 Dev 3

- Fixed issue with dance attack
- Fixed issue with chase targeting
- Fixed issue with sniping activating incorrectly
- Fixed issue that may have been triggering freezes (sending invalid move commands)
- Fixed issue with poor handling of ranged monsters near edge of screen. See the two new AggroDist values in H\_Extra
- Added support for Sera autocasting painkiller on you (set UseOwnerProvoke=1 in H\_Extra to enable!)
- Added support for vani's healing themselves ( turn on UseAutoHeal and it will kick in automatically. Control the %hp that it will activate at with HealHomunHP in H\_Extra)
- Added support for choosing which skills to use while chasing.

#### 1.40 dev 2

- Fixed issues with chase when UseSkillOnly=0 that really should have been fixed long ago. (special thanks to Notepad ++ for this one!). My apologies to the people who reported this and who I accused of installing the AI wrong. There was a bug there after all!
- Added framework to autouse Homun S buffs.
- Fixed commands to use skills on non-monsters. Previously homun would not try to get in range to use the skill.
- Added some development logging. Please contact me if an AAI\_WARNING.log or AAI\_RMsg.log is created in your RO folder!

#### 1.40 dev 1, 1x:

- Fixes to critical (but trivial) bugs.

#### 1.40 dev 0 - 1/27/2012

- Added basic support for new homuns.
- You must tell the AI which homun you had before if it's not a vani
- Made some improvements to motion locking issue - this is an issue I'm currently not entirely sure of the underlying basis of. I think it has to do with the horrible change to Move() behavior recently.
- Added support for using Homun S skills automatically. This has known issues, but is probably better than before.

#### 1.35

- ☐ Total rewrite of targeting, should fix many problems.
- ☐ Cross/Circle motions when friending
- ☐ Amistr/Lif buff behavior fixed.
- ☐ Autouse of healing skills (healing touch, chaotic blessings)
- ☐ Fixed Tank and Rescue tactics
- ☐ Extras feature functionality expanded greatly.
- ☐ Greatly improved debugging facility.
- ☐ AAIStart files created to verify proper installation
- ☐ Newly rewritten GUI
- ☐ Major internal changes which should streamline future development
- ☐ Fixes to unreachable target handling
- ☐☐☐☐☐ Corrected issue with supplied friendlist, present apparently since the inception of the friend list feature, which could cause homun to kill-steal pistola, a specific iRO player.
- ☐☐☐☐☐ Fixed issue with obstacle avoidance, greatly increased efficiency of obstacle avoidance.
- ☐☐☐☐☐ Fixed longstanding issue with rescue, expanded rescue options.

### 1.30b

- GUI Bugfix

### 1.30

- New GUI configuration program by Machiavellian. Please give feedback on this.
- Added support for new monster mercenaries: Doppleganger, Egnigem Cenia, and Alice.
- Added feature to not return to owner when told to move beyond following distance.
- Added berzerk mode feature.
- Implemented data gathering to identify herb plants (AutoDetectPlant)
- Improved obstacle handling while chasing and while attacking.
- Reduced number of files in the AI to reduce clutter.
- Added extra options files
- Fixed issue with sword mercenaries not using single target skills.
- Fixed issue with some monster mercenary skills not working correctly.
- Fixed issue with pvp just plain not working.
- Fixed issue with pushback bugging the merc.
- Fixed issue with homun/merc not using skills when trying to tank.
- Fixed issue where deletion of H\_ID.txt or M\_ID.txt would cause crashes.
- General minor improvements.

### 1.29

- Fixed critical bug with bowling bash discovered during xmas lucky box event (affected level 8, 9, and 10 fencers)
- Made AI behavior with Focused Arrow Strike marginally better.
- Corrected AI behavior to account for newly added skill delay on Double Strafe..

### 1.282

- Added support for Wild Rose mercenaries. Other minor fixes.

### 1.281

- Fixed issue with use of Sacrifice skill
- Fixed issue where homun would use skills in a manner contrary to tactics settings with SkillWhileChasing selected (again).

### 1.28

- ☐ Fixed stack overflows involving the fast change responsivity optimizations.
- ☐ Fixed a random crash problem.
- ☐ Fixed issue where homun would use skills in a manner contrary to tactics settings with SkillWhileChasing selected.
- ☐ Fixed issue where homun or merc would refuse to use skills when mobbed.
- ☐ Fixed issue where GUI would improperly save several settings.
- ☐ Added GUI support for future implementation of Chaotic Blessing use (albeit in a terrible manner)

### 1.271

- ☐ Critical bugfix.

### 1.27

- ☐ Fixed bug with buff skills.
- ☐ Added sniping tactics.
- ☐ Added support for using debuff skills.
- ☐ Added support for selecting levels of skills to use (for homun; merc skills are not level selectable)
- ☐ Added basic emulation of MirAI friendlisting. Still doesn't do the movement upon friending.
- ☐ Homun/Merc will now KS if you tell it to attack or skill on a monster that is fighting another player
- ☐ Various minor fixes/tweaks
- ☐ Updated AI to control features added with 1.26 and 1.27.

### 1.263

- ☐ Critical bugfix.
- ☐ Added DoNotUseRest option.

- ❑ Added StickyStandby and DefendStandby options.

#### 1.262

- ❑ Critical bugfix.

#### 1.261

- ❑ Critical bugfix.
- ❑ Fixed bug with the autofriend added in 1.26 which prevented proper friending of merc/homun.

#### 1.26 (GUI v1.25, AI v1.26)

- ❑ Homun and merc are now always friended to eachother using H\_ID and M\_ID files. Disable this by changing NewAutoFriend to 0 in defaults.lua.
- ❑ Dance Attack works now.
- ❑ Support for a new target class on mercs: Summons. Now there is an option for Default Summon, which is the default behavior for any summon or retainer not friended to the mercenary. This should probably be left as is (react low), so that mercs will not kill summoned plants, even if aggressive.
- ❑ Support for more sophisticated targeting of player/friend's enemies - targeting when player uses skills or is casting. Configured in H\_FriendMotion and M\_FriendMotion files.
- ❑ Improved use of buffs - will now not recast buffs right after spawning in if they're still up. This is particularly important with guard, which apparently works the same way as the player skill, being taken down when recast.
- ❑ Yet another attempt at fixing RouteWalk. This one appears to have been marginally successful.
- ❑ Added bug that prevented mercenary from using offensive skills or attacks, and caused homunculus to attempt to use skills improperly.

#### 1.25a (GUI v1.25, AI v1.21)

- ❑ Minor GUI improvements, support for v1.25 features, including debuffing, which is not implemented in the AI yet.
- ❑ Numerous minor tweaks to AI behavior that should significantly improve targeting and antiKS behavior.
- ❑ Routewalk no longer crashes the client; it fails gracefully instead.
- ❑ Dance attack temporarily out of order (something went wrong trying to improve it)
- ❑ Errors if the default AI was not installed fixed for good.

#### 1.20 Release

- ❑ GUI Improvements
- ❑ Dance mode no longer sucks as much.
- ❑ Fixed bug causing dependence on the default AI being in the \AI\ folder
- ❑ Various targeting changes for improved target selection:
  - o Fixed detection of owner/friend targets. This had gone unreported since 1.09 or earlier!
  - o Will now finish killing monsters that are on the owner/friend/self, before aggroing more targets.
  - o Monsters with the ATTACK\_LOW and REACT\_LOW priority are exempt from that - they will be ignored, even if attacking the owner/self/friend, if there are higher priority targets to attack.
- ❑ Made an attempt at fixing use of skills while chasing.
- ❑ Debuff while chasing still doesn't work, but using attack skills while chasing does.

#### 1.20b0

- ❑ GUI for config
- ❑ Minor bugfixes
- ❑ Subtle changes to default config files and structure to make GUI easier to write.
- ❑ TACTIC\_IGNORE option removed for GUI compatibility.

#### 1.09

- ❑ Added basic pvp support
- ❑ Removed bug with DoNotChase and UseSkillOnly
- ❑ Improved targeting speed

#### 1.08

- ❑ Added homunculus support.
- ❑ Added use debuff skills, but it doesn't work.
- ❑ Added DoNotChase option
- ❑ Recoded chasing routine, so it doesn't suck like it used to.



- ☐ Various tweaks and fixes.
- ☐ Added defaults file, so that missing lines from config wont choke the AI.
- ☐ Fixed unacceptable following behavior with archers, specifically in combination with AutoPushback
- ☐ Fixed friending bug.
- 1.071**
  - ☐ Critical bugfix.
- 1.07**
  - ☐ Added full tactlist support based on actor IDs, MobID file required.
  - ☐ Fixed bug with follow command (standby mode)
  - ☐ Added another bug with follow command (standby mode)
  - ☐ Added support for live friending and unfriending
  - ☐ Added support for autofriending of homunculus.
- 1.061**
  - ☐ Critical bugfix.
- 1.06:**
  - ☐ Added feature to autocast provoke or sacrifice on user.
  - ☐ Added feature to auto use pushback skills (arrow repel and skid trap) if monsters are on the merc (doesn't work great).
  - ☐ Added feature to make the merc go non-aggro if the player sits down.
  - ☐ Added option to limit the number of times merc will use skills on a given enemy.
  - ☐ Did work on future support of tactics based on actor IDs.
  - ☐ Observed and captured several minor bugs with target acquisition for study (will be fixed later).
  - ☐ Fixed bug with random walk.
  - ☐ Improved friending AI (thanks Biochemist-ness)
  - ☐ Expanded motion list in Const\_.lua for future expansion.
  - ☐ Dug up and fixed buried treasure in the follow command processing routine.
- 1.05:**
  - ☐ Recoded following to support following at distance (FollowStayBack),
  - ☐ Fast transition from Chase to Attack,
  - ☐ Added kiting support.
  - ☐ Also added an option to only use skill attacks.
  - ☐ Added bug with random walk.
- 1.04:**
  - ☐ Critical bugfix.
- 1.03:**
  - ☐ Added SuperPassive option, fixed random crash error (line 903 error).
- 1.02:**
  - ☐ Successfully made AI coexist with MirAI.
- 1.01:**
  - ☐ Unsuccessfully made AI coexist with MirAI.
- 1.00:**
  - ☐ Initial release