DETOX

A general purpose FFXIV plugin to perform day to day needs

Dragonslaya, Eterna

3/24/2014

GETTING STARTED

To get started, simply extract the included ZIP file into your "Plugins" directory of RebornBuddy and launch the application. This will compile and prepare the plugin for usage.

Navigate to the Plugin tab and simply select "Run" to get started.

If you see a window such as the one below, the plugin has booted successfully.
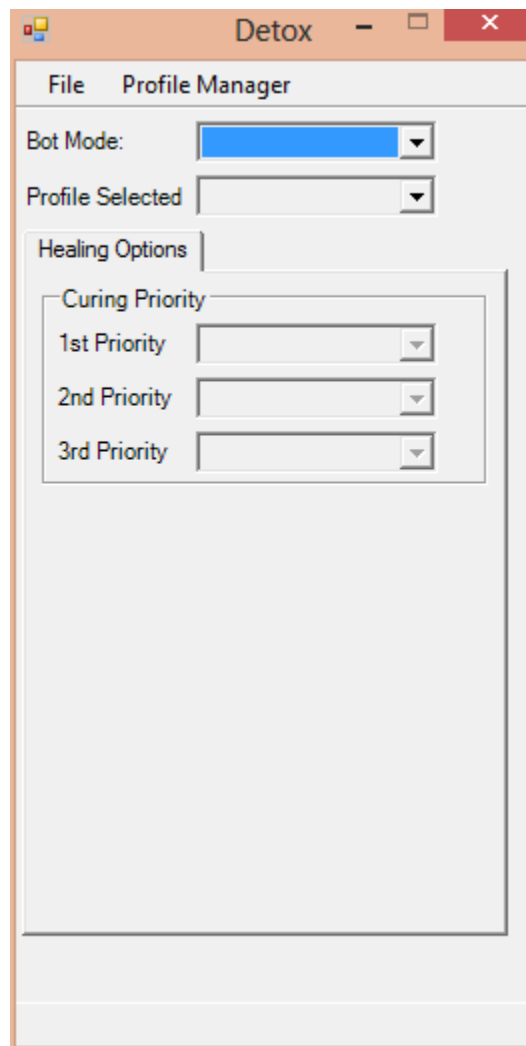

FIGURE 1 THE DETOX WINDOW

The next few sections will outline how you can use Detox to improve your FFXIV experience.

A profile in Detox is a set of instructions that are specific to a particular bot mode – right now Detox only operates in combat mode, but this will change in future updates.

COMBAT WITH DETOX

PREPARING PROFILES

To get started, select "Profile Manager" from the menu up top to begin creating profiles for your combat bot.

To your left, you will be presented with a list of skills for your current job. You can click any of these items to send them to the right side; these are "**active skills**" which are in current use by the bot.

IMPORTANT
It should be noted that the order of **active skills** does matter. Things closer to the top will fire before anything at the bottom. If you have a skill that is set to fire off on the downtime, this should be at the bottom. For example, casting Stone on a mob that is currently alive should be at the bottom of a list compared to healing damaged allies.

To edit an **active skill,** simply click it to bring up the **skill editor.** Here, you can add various conditions to the skill which determines when they will fire off in battle.

EDITING SKILLS

The first thing of note on the Skill Editor form is the "Target Scope". This is whom the skill will be cast on when all the **conditions** are met. This will be described a bit more in detail in the upcoming pages. For now, we should introduce scoping as they are used heavily within the condition categories that you see listed on left hand side.

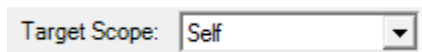For now, think of conditions as criteria that must be satisfied before a skill scan be executed.

FIGURE 2 THE TARGET SCOPE DROPDOWN

SCOPING

As of right now, Detox supports 3 scopes: **Self, Ally, Target.** These define who will be examined in combat. For example, in the case of a Target Scope, this is who will be cast on when things are met.

Scopes are described as follows:

- **Self.** This means the context will be you. When a condition is set to this scope, it means the condition applies to you. When the target scope is set to this, the target of the action will be you.
- **Ally.** This means the context will be one of your allies. When a condition is set to this scope, it means the condition will apply to **any of your allies**. When the target scope is set to this, the target of the action will be one of your allies. If multiple allies fill the condition criteria, selection will be done based on priority (more information on this later).
- **Target.** This means the context will be that of your current target. When a condition is set to this scope, the condition will apply to your target. When target scope is set to this, the target of the action will be your currently selected target.

Scoping is a very important part of Detox as it determines when things should fire and be applied. If something is not acting as it should, check scoping first.

IMPORTANT
The current version of Detox includes a "Pet" scope but it does not work properly. Users should refrain from using it.

CONDITIONS

Conditions are criteria that must be satisfied before a skill can be executed. For example, if you want a "Cure I" to be fired off on any Ally who is below 75% HP you would want a condition that checks for HP < 75% on the scope of **Ally.** Detox provides a customizable system to determine what constraints and predications should be applied to a skill. They are listed below.

VALUE CONDITIONS

A value condition is a comparison of a value on character in the game. Things that are simply numerical data by nature we can be compared here. For example: HP, MP, and TP are all great examples of what can be compared in a Value Condition.

Creating a Value Condition: Simply right click the "Value Condition" label in the left hand side of the box and select the type of value condition to create; it will be created and selected.

Once created, a grid of options will appear on the right hand side. These are described per the chart below:

Value Condition Properties	
ConditionScope	This is the scope in which the condition will be checked against. You can use these for checking the values of your allies, self or any other scope that is supported by Detox.
Name	Currently, names cannot be changed but in the future this may be changed.
Operator	The operator to apply to the value. For example, if you specify a value of "50" (see below) then you can specify if this condition evaluates to true if it's "GreaterThan", "LessThan", or "Equal" to the value.
Property	The type of value to be compared on the **ConditionScope**
Value	The actual value threshold to be compared against

As a practical example, consider the following:

A sample value condition for "Cure"	
ConditionScope	Ally
Name	Left blank intentionally
Operator	LessThan
Property	CurrentHealthPercent
Value	85

When this condition is applied to a "Cure" skill, this will cause Cure to be cast on the **Target Scope** whenever an ally falls below 85% HP. Evidently, the best **Target Scope** for this skill would be ally. This would result in Cure being cast on anyone below 85% HP.

More examples can be found in the included sample profiles.

A buff condition is a comparison of an **aura** on the given character from the scope. This is useful for doing comparisons for auras before executing a skill.

Creating a Buff Condition: Simply right click the "Buff Condition" label and select new.

Once created, the following options are available:

Buff Condition Properties	
ConditionScope	This is the scope in which the condition will be checked against. You can use these for checking the values of your allies, self or any other scope that is supported by Detox.
Name	Currently, names cannot be changed but in the future this may be changed.
ConditionalAura	This is the aura to check against inside the buff. The full list can be overwhelming, but hitting the letter of the aura on your keyboard will help page through them.
InCombat	This determines whether or not a user must be in combat for this to be considered.
Required	When required is true, the condition will test for the presence of **ConditionalAura**. When false, it will test for the non-existance of **ConditionalAura**

IMPORTANT
Some items in **ConditionalAura** will have dupes or be listed multiple times. If you find an aura is not behaving the way it is supposed to, please report it. In some cases, trying the dupe option will fix your problem. There are known issues with: * Protect for Allys is ProtectDupe85

For example, consider the following condition on the skill "Protect":

Buff Condition Properties	
ConditionScope	**Ally**
Name	Currently, names cannot be changed but in the future this may be changed.
ConditionalAura	ProtectDupe
InCombat	False
Required	False

This will cause "Protect" to be cast on any Target Scope that does not have it when outside of battle. When set to "Ally", this will cause Protect to be cast on any Ally who does not have it outside of battle. This is great for keeping buffs active.

Other use cases is keeping damage over time spells such as "Aero" on mobs during healing down time for healers are also possible. The included example profiles show more use case.

RUNNING YOUR PROFILE

From the main window, select a Bot Mode and a profile, then go from the menu "File > Start / Stop". Your profile will now be running according to the bot mode you selected.

ASSIST MODE

In Assist Mode, all actions on your profile will be executed automatically but targeting, movement and anything not related to firing skills will be your sole responsibility. This means things that require targeting (such as casting Aero on a target without Aero) will require your manual intervention.

This mode is good when you require a fine degree of control over movement and how the battle plays out.

VERSION HISTORY

Version 0.0.2 – Pre-Alpha

- First initial release of Detox, contains only the Combat Module and within it, Assist Mode.