

Deployment Scripts

From Dueling Electrons Documentation

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SetBallsUsed

Usage: SetBallsUsed troops

Example: setballsused 20,50,130,200,400

Sets the number of ballista used to farm NPCs level 1 to 5. This script has been deprecated. Please use "ballsused" instead.

SetNpcFlag

Usage: setnpcflag [coords]

Example: setnpcflag 111,222

Sets an npc to be added to the internal farming list.

UnsetNpcFlag

Usage: unsetnpcflag [coords]

Example: unsetnpcflag 111,222

Removes an npc from the internal farming list.

Attack

Usage: attack xxx,yyy hero-string troop

attack 111,222 any a:1000

Example: attack 111,222 any a:1000 f0 @18:20:20

attack 111,222 any a:1000 f0 @:18:20:20

Attack the given co-ords using the specified hero and troops. In the second example, it would attack and add the time on as camptime. In the third example, it would attack and camp time the attack to land AT that time (using your computer time, not server time). In both second and third examples, you'll notice f0 was added in before the time. The bot expects the first value in the line after the troops to be resources sent with it. By adding f0 you can fill this value without actually sending anything, so that the line doesn't error.

See [Hero String](#) for details on how to setup the hero string for this script.

BigAttack

Usage: bigattack xxx,yyy hero-string troop

Example: bigattack 111,222 any a:125000

Use war ensign to attack as above.

Abandon

Usage: abandon xxx,yyy

Example: abandon 111,222

Script command to abandon the valley at 111,222

Deploy

Usage: deploy marchtype xxx,yyy hero-string troop:xxx resource:xxx hh:mm:ss (or @:hh:mm 24hr clock time)

Example: deploy reinforce 111,222 none w:25000 f:100000 1:30:00

This is a generic command where any of the other marching commands can be used. See [Hero String](#) for details on how to setup the hero string for this script.

marchtype from

atk Attack

bld Build City

rei Reinforce

sct Scout

resource from

f food

w wood

s stone

i iron

g gold

Time can be expressed in hh:mm:ss or in local time when prefaced with @: so @:3:37 would sleep until 3:37 AM local time. When using @: the time must be specified in 24 hour time.

BigDeploy

Usage: bigdeploy marchtype xxx,yyy hero-string troop:xxx resource:xxx hh:mm:ss (or @:hh:mm 24hr clock time)

Example: bigdeploy reinforce 111,222 none w:25000 f:100000 1:30:00

This is a generic command where any of the other marching commands can be used along with a war ensign as above.

Reinforce

Usage: reinforce xxx,yyy hero-string troop:xxx resource:xxx HH:MM:SS (or @:HH:MM 24hr Clock)

Example: reinforce 111,222 none t:100 f:10000 @:9:30
reinforce 111,222 ken a:90000,w:10000

First example will reinforce 111,222 with 10,000 food using 100 transporters at 9:30

Second example will reinforce 111,222 with hero ken, 90k archers and 10k warriors

See [Hero String](#) for details on how to setup the hero string for this script.

BigReinforce

Usage: bigreinforce xxx,yyy hero-string troop:xxx resource:xxx HH:MM:SS (or @:HH:MM 24hr Clock)

Example: bigreinforce 111,222 none a:125k f:10000 @:9:30
bigreinforce 111,222 any:attack=best a:100k,w:25k

Same as reinforce, but with a war ensign.

First example will reinforce 111,222 with 10,000 food using 125k archers at 9:30

Second example will reinforce 111,222 with the highest attack hero, 100k archers and 25k warriors

See [Hero String](#) for details on how to setup the hero string for this script.

Scout

Usage: scout xxx,yyy hero-string s:xxx

Example: scout 111,222 ken s:100000
scout 111,222 none s:25000

First example will scout 111,222 with 100,000 scouts using the hero called ken. Second example will scout 111,222 with 25,000 scouts but no hero.

See [Hero String](#) for details on how to setup the hero string for this script.

BigScout

Usage: bigscout xxx,yyy hero-string s:xxx

Example: bigscout 111,222 ken s:125000

Scout 111,222 using 125,000 scout, war ensign as above.

Transport

Usage: transport xxx,yyy trans:xxx resource:xxx HH:MM:SS (or @:HH:SS 24hr Clock)

Example: transport 111,222 t:1000 f:999998

An important note to remember with transportation, if you try to send more than the transports can carry, you will get an error, and the command will not function.

BigTransport

Usage: bigtransport xxx,yyy trans:xxx resource:xxx HH:MM:SS (or @:HH:SS 24hr Clock)

Example: bigtransport 111,222 t:125000 f:120000000

Transport resources using war ensign.

GuardedAttack

Usage: guardedattack xxx,yyy troop num_scouts opponent_troop opponent_defenses

Example: guardedattack 111,222 a:99600,w:100,s:100,p:100,sw:100 10 a:60000,cav:50000 at:19000
 guardedattack 111,222 cav:99000,s:1000 10 a:500000 ab:1

Used to set up a scout and an attack and recall the attack based on the result of the scout.

In the first example, the bot will schedule a scout with 10 scouts and an attack on 111,222 with 99600 archers so that the scouts arrive a random time between 15-30 seconds before the archers. If the scout fails, the attack is recalled. If the scout is successful but there are 60k+ archers OR 50k+ cavalry at the target, the attack is also recalled.

In the second example, the bot will schedule a scout with 10 scouts and an attack on 111,222 with 99000 cavalry so that the scouts arrive a random time between 15-30 seconds before the horses. If the scout fails, the attack is recalled. If the scout is successful but there are 500k+ archers OR => 1 abatis at the target, the attack is also recalled.

To cancel guardedattack, use **EndGuardedAttack**.

SetGuard

Usage: setguard xxx,yyy opponent_troop

```
attack 111,222 any w:100000,a:100,s:100,p:100,sw:100
```

Example: scout 111,222 any s:100000

```
setguard 111,222 a:60000,cav:50000
```

You can manually schedule attacks and scouts and use "setguard" to monitor the attack. Also useful if you have to restart YAEB.

The example above is a three line script, to send 100k scouts to 111,222 & to setguard monitor attack & recall if necessary.

LoyaltyAttack

Usage: loyaltyattack xxx,yyy num_cavalry

Example: loyaltyattack 111,222 3000

Repeatedly send waves of calvary to 111,222. On failure, recall all waves;(including attack waves sent from other towns); also Loyaltyattack stops attack when loyalty of 111,222 is at 7.

To cancel loyaltyattack, use **EndLoyaltyAttack**.

Capture

Usage: capture xxx,yyy num_cavalry

Example: capture 111,222 3000

Repeatedly send waves of cavalry to 111,222. On failure, recall all waves; Capture doesn't stop waves until 111,222 is Captured.

SpamAttack

Usage: spamattack xxx,yyy troop num_waves

Example: spamattack 111,222 cav:500,s:500 10

Repeatedly attack a town. Heroes are made sure to be at loyalty 100 before sending out.

The above example will attack 111,222 with 500 cavs & 500 scouts 10 times.

To cancel spamattack, use **EndSpamAttack**.

Recall

Usage: recall location

Example: recall 111,222

Used to recall all troops heading to 111,222

IdRecall

Usage: idrecall ArmyId

Example: idrecall 100333040

Used to recall the specific army with an id of 100333040

The Army Id number can be found by hovering the mouse over the army in the army tab.

AttackWait

Usage: attackwait type

Example: attackwait loyalty attackwait honor
attackwait spam

To wait for loyaltyattack, honorattack, or spamattack to end

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