

Informational Scripts

From Dueling Electrons Documentation

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ListMedals

Usage: ListMedals

Example: ListMedals

List the currently held medals.

ListItems

Usage: ListItems

Example: ListItems

Lists the currently help Items.

ListCommands

Usage: ListCommands

Example: ListCommands

Lists available commands.

ListBuffs

Usage: ListBuffs

Example: ListBuffs

Lists currently applied buffs.

ListAllHeroes

Usage: ListAllHeroes

Example: ListAllHeroes

Displays a list of all heroes, their stats, and their experience totals for every city.

```
10:29:24 Running line 1
10:29:24 CityA Queen Lvl:193 [P:254 A:67 I:21] exp:4737560/3724900
10:29:24 CityA Farmer1 Lvl:297 [P:27 A:363 I:21] exp:10180331/8820900
10:29:24 CityA Farmer2 Lvl:272 [P:40 A:347 I:29] exp:6284228/7398400
10:29:24 CityA Farmer3 Lvl:232 [P:25 A:301 I:32] exp:9425996/5382400
10:29:24 CityB Queen Lvl:189 [P:246 A:6 I:41] exp:6928622/3572100
10:29:24 CityB Farmer1 Lvl:321 [P:54 A:389 I:25] exp:7885243/10304100
10:29:24 CityB Farmer2 Lvl:285 [P:47 A:354 I:18] exp:12535167/8122500
10:29:24 CityB Farmer4 Lvl:254 [P:26 A:323 I:47] exp:8160739/6451600
10:29:24 CityC Queen Lvl:210 [P:272 A:22 I:46] exp:8125870/4410000
10:29:24 CityC BigGuy Lvl:346 [P:21 A:414 I:46] exp:8467980/11971600
10:29:24 CityC Farmer1 Lvl:219 [P:14 A:288 I:25] exp:8049178/4796100
10:29:24 CityC Farmer2 Lvl:213 [P:26 A:282 I:33] exp:9054832/4536900
10:29:25 Finished script
```

ScanMap

Usage: scanmap location radius

Example: scanmap 111,222 30

Used to scan an area of the map for use by other search functions.

ReScanMap

Usage: rescanmap location radius

Example: rescanmap 111,222 30

Used to update previously scanned areas.

RecScan

Usage: recscan x1,y1 x2,y2

Example: rescanmap 25,50 50,75

Used to scan a map rectangle, where x1,y1 is the top left corner, x2,y2 is the bottom right corner.

FindField

Usage: findfield type level radius

Example: findfield npc 5 10

Example above would find all lvl 5 NPCs in a 10 mile radius.

Possible field types are castle, NPC, forest, desert, hill, swamp, grassland, lake, or flat.

N.B. You can verify ownership with the inline command `\loc xxx,yyy`

Findfield can further be utilized to create an attack script to all the matching fields it finds by appending your hero choice and troops after the search radius as follows:

```
findfield hill 10 20 any s:100000
```

results in:

```
18:24:55 Found 38 hill level 10 within a 20 mile radius around 423, 246
```

```
18:24:55 Copy and paste this into the script window
```

```
attack 422,241 any s:100000 //Distance: 5.09 Mission time: 01m:41
```

```
attack 424,240 any s:100000 //Distance: 6.08 Mission time: 02m:01
```

```
attack 423,239 any s:100000 //Distance: 7 Mission time: 02m:20
```

```
attack 416,249 any s:100000 //Distance: 7.61 Mission time: 02m:32
```

```
attack 424,238 any s:100000 //Distance: 8.06 Mission time: 02m:41
```

```
attack 432,246 any s:100000 //Distance: 9 Mission time: 03m:00
```

attack 429,255 any s:100000 //Distance: 10.81 Mission time: 03m:36
attack 412,245 any s:100000 //Distance: 11.04 Mission time: 03m:40
attack 434,249 any s:100000 //Distance: 11.4 Mission time: 03m:48
attack 433,252 any s:100000 //Distance: 11.66 Mission time: 03m:53
attack 427,235 any s:100000 //Distance: 11.7 Mission time: 03m:54
attack 431,255 any s:100000 //Distance: 12.04 Mission time: 04m:00
attack 435,242 any s:100000 //Distance: 12.64 Mission time: 04m:12
attack 432,237 any s:100000 //Distance: 12.72 Mission time: 04m:14
attack 432,255 any s:100000 //Distance: 12.72 Mission time: 04m:14
attack 424,233 any s:100000 //Distance: 13.03 Mission time: 04m:20
attack 431,235 any s:100000 //Distance: 13.6 Mission time: 04m:32
attack 435,253 any s:100000 //Distance: 13.89 Mission time: 04m:37
attack 418,233 any s:100000 //Distance: 13.92 Mission time: 04m:38
attack 435,255 any s:100000 //Distance: 15 Mission time: 05m:00
attack 437,252 any s:100000 //Distance: 15.23 Mission time: 05m:04
attack 435,236 any s:100000 //Distance: 15.62 Mission time: 05m:12
attack 416,232 any s:100000 //Distance: 15.65 Mission time: 05m:13
attack 436,255 any s:100000 //Distance: 15.81 Mission time: 05m:16
attack 436,237 any s:100000 //Distance: 15.81 Mission time: 05m:16
attack 432,259 any s:100000 //Distance: 15.81 Mission time: 05m:16
attack 439,249 any s:100000 //Distance: 16.27 Mission time: 05m:25
attack 424,263 any s:100000 //Distance: 17.02 Mission time: 05m:40
attack 424,229 any s:100000 //Distance: 17.02 Mission time: 05m:40
attack 434,260 any s:100000 //Distance: 17.8 Mission time: 05m:56
attack 441,243 any s:100000 //Distance: 18.24 Mission time: 06m:04
attack 436,259 any s:100000 //Distance: 18.38 Mission time: 06m:07
attack 419,228 any s:100000 //Distance: 18.43 Mission time: 06m:08
attack 436,232 any s:100000 //Distance: 19.1 Mission time: 06m:22
attack 435,261 any s:100000 //Distance: 19.2 Mission time: 06m:24
attack 418,227 any s:100000 //Distance: 19.64 Mission time: 06m:32
attack 404,240 any s:100000 //Distance: 19.92 Mission time: 06m:38
attack 407,234 any s:100000 //Distance: 20 Mission time: 06m:40
//Accumulated mission time: 2h:57m:46

Note that no effort is made to determine valley ownership. It is advised to run the inline `\loc` command prior to running the resulting script, as valley stealing is bad Evony ettiquitte.

TravelInfo

Usage: travelinfo coord troop

Example: travelinfo 111,222 cav:10,cata:10

Used to find attack & reinforce times, food consumptions and load carrying capabilities of defined troops.

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