

L2Control

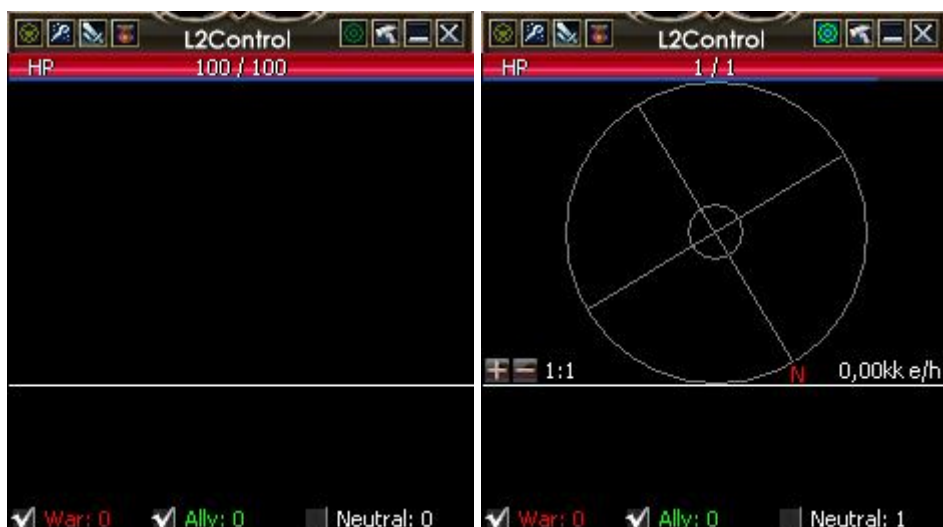
The program for popular MMORPG Lineage II without intervention in process of game, work of a server. Does not collect the confidential information on an account. Works with all types of network connections - LAN, VPN, modems. Supports simultaneously some the loaded clients. Support Lineage of II chronicles C4, Interlude, Kamael, Hellbound, Gracia.














Functions of the program:

- Graphic display of characters to a radar with the instruction of height
- Display of characters by the list (profession/nobles/hero/clan),
- Switching of a mode "radar" / "list"
- Sorting by profession/ranges/war (carma by PK)
- Hot button " the first target" - chooses the first target from the list of a radar
- Flexible settings Auto CP/HP/QHP/MP/Soul/SOE/Energy and etc for any cases
- Sound preventions
- Select from the list of the character of a radar
- Lists of NPC / mobs to auto-detect
- Displays the characters that keep you at the "target"
- Option to display the corpses
- Record chat
- Record labels market traders
- "Auto-Assist" - the choice of target by assist
- "Auto-Target" - select the first target from the list, or automatically
- Detection and mapping of "PK" with the meaning of karma
- Built "Expometr" allows you to evaluate the efficiency of location
- Built Multiwin
- Algorithm "RECHARGE" and "HEALER" for the second character.
- Algorithm for "Party-HEAL" to automatically track the status of HP party and healing.
- Armor / Weapon - showing uniforms of enemy
- The "pilot" - management of several characters.

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Main buttons on the radar screen



-   - On / off mode PILOT
-   - On / off mode AUTOHEAL
-   - On / off mode AUTO-ASSIST
-   - On / off mode AUTOCP
-   - Switching mode RADAR / LIST
-  - Call settings / parameters of the program
-  - Change the size of window
-  - Close program

 - State HP of target and the MP of your second window (healer/recharge)

 - The number of enemy, alliance/clan, neutrals of the location you character

 1:1 - Increase or decrease the scale of the map radar

 0,00kk e/h - «Expometr» - given the number of experience in hours

The program window is divided into a list of characters in the zone and find a list of characters that keep you on target.

List of characters can be displayed in graphical form. To do this, click switch between RADAR / list or specified in the settings of «hot» button switch mode.

Hotkey Radar/List mode

At the bottom of the counter is divided into hostile purposes: enemies, allies, neutrals. By setting a marker at each counter, you can enable or disable the display of these characters.

Installation and First Run

Download the latest version of the program:

<http://www.l2control.com/soft/l2control.rar>

- Unpack all in one directory, for example L2Control. To unpack the program, you will need WinRAR.
- When you first start to download the configuration settings from a file in the directory default.ini program



- Set the port the game server and reload the program. Standard port - 7777, but on the free servers, it may be different from the standard. For augtodetect port must be set - 0.



The method of finding the game server port, see below.

Run a program to launch the game client, or to choosing a server, after entering username and password in the game.

The finding the game server port

To determine the port of the game server you will need to run the client, enter the game under any account. Press «Start» - «Run» - enter cmd

after running a command shell enter netstat-b

```
C:\>netstat -b
```

```
Active connect
```

Name	Local address	External address	State	PID
TCP [L2.exe]	SERVER:2009	89.188.108.50:7777	ESTABLISHED	2496
TCP [iexplore.exe]	SERVER:2061	market:http	ESTABLISHED	2908
TCP [iexplore.exe]	SERVER:2062	market:http	ESTABLISHED	2908

In the row for the file run the game L2.exe, sometimes L2.dll, since the IP address of your server, in this case, 89.188.108.50, is the importance of 7777. This is a port of your game server. Describe it in your program in the «Port of Game-Server».

AFTER CHANGE PORT game server, you must restart PROGRAM!

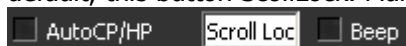
Customizing character of CP/HP/QHP/MP/Soul/SOE/Energy


If game port is correct you see name of you character and his stats - CP, HP, MP.



When AutoCP mode is ON program emulates pressing the buttons F1 .. F12; Alt 1 .. 0 ,-,=; Alt NUM1 .. NUM0, NUM *, NUM-condition specified in the table. The keys correspond to the default settings for the keys to the game panel.

For AutoCP mode need to specify a «hot» button to click which will be activated or deactivated mode. By default, this button ScrollLock. Marker Beep indicates a sound on / off mode AutoCP.



Mode you can turn on a hot button or by setting a marker AutoCP or press the regime in the header of the main window .

For tuning AutoCP need to fill the table:

	Name	Type data	Min	Max	Key on panel	Reuse time	Beep
<input type="checkbox"/>	GCP	CP	90	100	1	250	NO
<input type="checkbox"/>	CP	CP	1	10	2	250	YES
<input checked="" type="checkbox"/>	HP	HP	50	90	4	15000	NO
<input type="checkbox"/>	Soul	Soul	5	10	F8	1000	YES
<input type="checkbox"/>	MP	MP	70	100	F11	2000	YES
<input type="checkbox"/>	ElixirHP	HP	50	90	NUM7	5000	YES
<input type="checkbox"/>	WarAlarm	WarAlarm	300	1	F11	30000	YES
<input checked="" type="checkbox"/>	Energy	Energy	1	2	F10	1000	YES
<input type="checkbox"/>	SOE	HP	50	95	=	0	YES
<input type="checkbox"/>	HPP	CP Party	50	95	F11	10000	YES
<input type="checkbox"/>	Haste	Haste	0	1	F12	0	YES

Name the job

- an arbitrary name

Type data

- from the proposed: HP, CP, MP, Soul, Energy, WarArarm

The minimum value - «Min»- If the reading is less than this value, the specified button is pressed.

Maximum value - «Max» - If the higher this value, then the task execution will stop

Key on panel

- press the button on the client, where the item for the operation of the task.

Reuse time

- the time between pressing the button.Сигнал

Beep

- signal alarm assignment at the time of pressing the button.

Types of indicators:

HP – examines the state of HP your character in %

CP – examines the state of CP your character in %

MP – examines the state of MP your character in %

QHP – examines the state of HP and CP your character in %. Active in the «downed» CP.



Soul - examines the state of kamael's souls. In order to maintain a specified maximum souls.

Energy - examines the state of energy for the Gladiators and Tyrants. In order to maintain a specified maximum power.

WarAlarm – analyzed the number and distance to the nearest enemy.

In MIN specifies the minimum distance to activate the job.

In MAX the maximum number of the enemy to activate the job.

To add you need press a button , to delete - select a task in the table and press the button . To edit - select a task and change its details below.

After adding jobs in the table include it by setting the marker on the line.

<input checked="" type="checkbox"/>	War	WarAlarm	600	3	Alt+5	30000	YES
-------------------------------------	-----	----------	-----	---	-------	-------	-----




Examples:

	HP банки	HP	50	95	F6	15000		
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

If HP is less than 50% will be pressing F6 with the signal every 15 seconds, until the value of HP will not be 95%.

	War	WarAlar	600	3	Alt+5	30000		
---	-----	---------	-----	---	-------	-------	---	---

When approaching enemy number 3 or more at a distance of less than 600 will be pressed Alt+5 with a signal every 30 seconds. (eg BSOE).

	QHP	QHP	50	95	F11	1000		
---	-----	-----	----	----	-----	------	---	---

With the value of CP and HP is less than 50% will be pressing Alt+6 without the signal every 1 second, until the value of HP will not be greater than 90%.

	Soul	Soul	5	10	F8	1000		
---	------	------	---	----	----	------	---	---


When souls kamael less than 1 will be pressing F10 no signal until the number of souls would not be equal to or greater than 10.

Example:

	Name	Type data	Min	Max	Key on panel	Reuse time	Beep
<input type="checkbox"/>	GCP	CP	90	100	1	250	NO
<input type="checkbox"/>	CP	CP	1	10	2	250	YES
<input checked="" type="checkbox"/>	HP	HP	50	90	4	15000	NO
<input type="checkbox"/>	Soul	Soul	5	10	F8	1000	YES
<input type="checkbox"/>	MP	MP	70	100	F11	2000	YES
<input type="checkbox"/>	ElixirHP	HP	50	90	NUM7	5000	YES
<input type="checkbox"/>	WarAlarm	WarAlarm	300	1	F11	30000	YES
<input checked="" type="checkbox"/>	Energy	Energy	1	2	F10	1000	YES
<input type="checkbox"/>	SOE	HP	50	95	=	0	YES
<input type="checkbox"/>	HPP	CP Party	50	95	F11	10000	YES
<input type="checkbox"/>	Hecta	Hecta	0	1	F12	0	YES

Auto-Assist

Using Auto-Assist will automatically choose the target for its assister. Your character will choose the same target as your assister. But your character will not attack himself.

To activate you must select the character that will be your assister and click in the window caption button mode Auto-Assist , or press the appropriate «hot» button.

Ask a «hot» button can be configured program.

<input type="checkbox"/> Auto-assist	Alt + A	The default mode for the button Alt+A
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Sort the list of class

Radar allows you to sort the list of targets on different grounds.
Class target - the sorting by class of targets

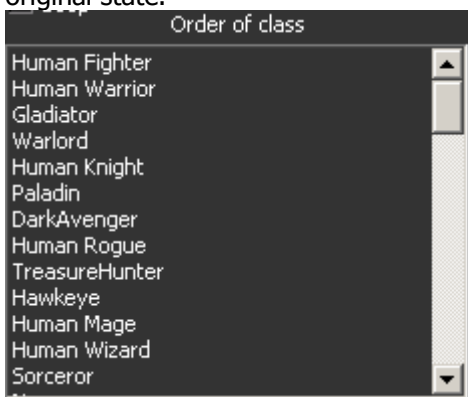
Range target - sort of range targets
 auto - at the same time sorting by class and by range

The radius of the attack indicates the radius within which the sorting of the enemies of the class in the automatic mode.

Change the type of sorting possible in your program is only available in registered version.

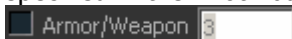


Sort by class is set up according to the table of occupations in your career. To move up or down, select the row and press the button «up» or «down». Button «dumping» will lead list of occupations to its original state.



Armor/Weapon

Mode allows the selection of targets to show her clothing and weapons. To activate, press the settings specified in the «hot» button and choose target for viewing.



Using HEALER / RECHARGER

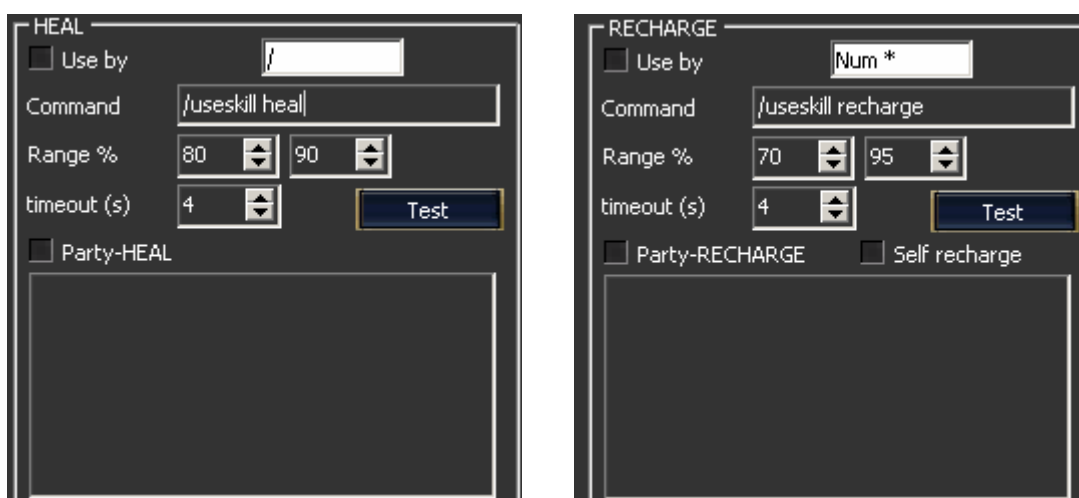
In the PRO version of the program is the opportunity to use the extra busy as a supporting character to restore HP / MP main character. For example, during the battle, you can use the second window as «Healer».

To use such a regime should be run after L2Control. And load the main character and «healer» the second window. In the program you must choose the second character in the tab «HEAL & RECHARGE».



After selecting you will see his HP, MP, CP.

After you select «Healer» enter «hot» button mode. As well the command for heal. For example **/useskill greater heal**.



Range in % indicate a range of HP main character.

Min - if the value of the main character's HP is less than this value, it will be healed.


Max - the value of HP main character, to which will be healed.

Timeout - the timeout for use skill of heal.

Party-HEAL - the automatic mode of heal party. It is when the main character is healer. In this case, do not choose character in tab «HEAL & RECHARGE».

To check the work of the command «healer» after select the characters and command, click «test».

«Healer» must choose your main character and comply with the specified command once.

The inclusion of this mode is determined by the «hot» button or by pressing the button «Healer» in the title of the main program's window .



«Healer» gives priority to the main character in the healing, but also knows how to heal yourself when the levels of their HP values are below the specified minimum.

The same conditions and settings apply to the regime «Recharge». Tag «self recharge» refers to the command itself to achieve the levels of MP.

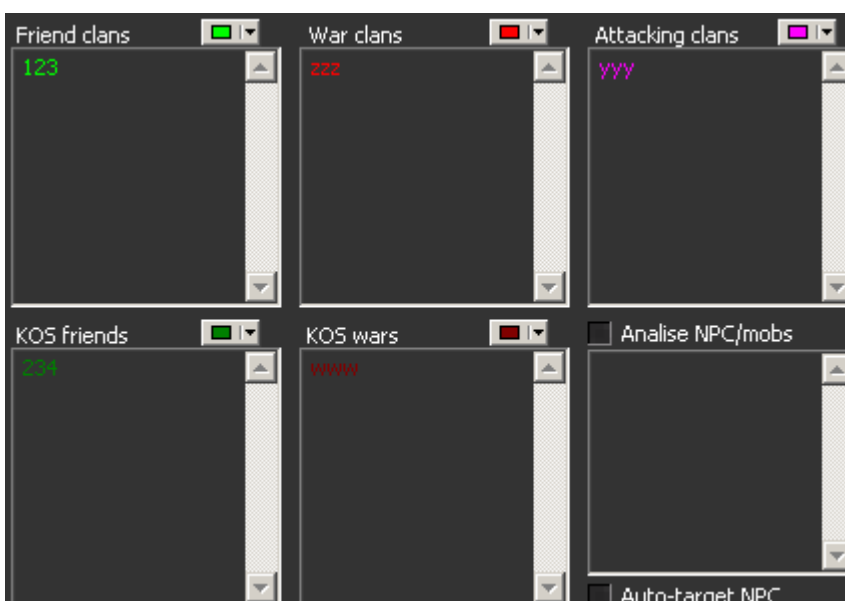
It is possible in both modes to specify the same character.

Filling in the lists of enemies / KOS / friends.

For the purposes of the division on the enemy, an alliance, friends and neutrals in the program have lists in which you can write names of clans, the names of the characters. Also, you can assign a color of target which will be displayed on the radar and the list. In addition, the program allows you voice appearance, and write in game chat about the approaching enemy.

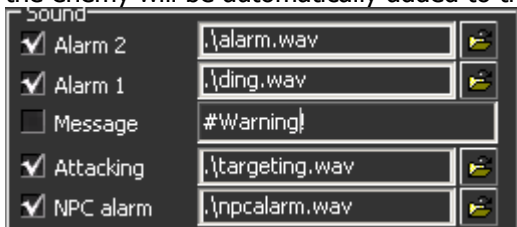
For the auto-complete list of clan-enemies with the character can be loaded into the program settings - tab «Radar» click . You can also enter a command in the game display the list enemies - /warlist, /attacklist, /underattacklist program will automatically add them to the list. Button  respectively, clears the list of clan-enemies.

Lists of the clan-allies and the list of characters - enemies (KOS) have to fill in yourself. List «Clans Allies» designed for clans outside your alliance. List of characters - enemies (KOS), to make the names of the characters who are not in an enemy clan, or are neutral.



Analysis of NPC / mobs is designed to track the emergence of mobs within a radius of accessibility. Useful for search quest mobs / NPC. And as for tracking the emergence of raid-bosses. The list can be specified as a full name or partial name, replacing a few familiar characters * or a character familiar ?. For example: **Ant***

For scoring the various events in the program have an opportunity to specify the audio files to be played when you receive the enemy, in taking you to the Target, with the appearance of NPC / mobs listed. It is also possible to insert and specify the text to be written in the game chat when enemy comes. Name the enemy will be automatically added to the text.

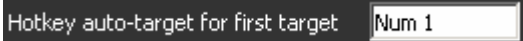


Using the color palette you can adjust the color display of characters on the radar and the list of any color. Tag «Died» allows you to hide or show the characters killed on the Radar.



Auto-target

To select a target from a list of characters on the radar in the program sets the «hot» button, when clicked, which your character will choose one target from a list of characters according to the selected sorting.



To select from a list of targets for your purposes (Target at you) as defined by «hot» button.



To automatically capture or restore the Target can be an additional mode





«Off» - automatic targeting disabled.

«Last» - Target to restore the character, which had been previously selected by you.

«First» - Target takes first in the list, who aims at you.

Using and setting PILOT

Pilot is designed to automatically perform actions such as the main character, and the second window. Effects can be off by pressing «hot» keys as well as cyclical. «Pilot» activated by pressing a button  in the header of the main window or by setting a marker  settings «PILOT»

So the program can manage the windows of the second - all the characters specified in the task must be loaded after L2Control.

To perform the job necessary to fill line actions, including the assignment by placing a marker on the contrary.

The main parameters for the job:

Button MAIN - appointed «hot» button, which will execute the task

Who - Nick characters, who will perform the task. You can also specify the username for your main character. Then the task will be to carry out himself. If you do not specify the character's nickname is the task will be executed in the character selection tab «Heal & Recharge» like «Healer»

WHO - a target that will execute the task. For guidance on whom to perform baf, Heal and more. Those of your assists or directly at Target. You can ask directly to /target Objective. Is it possible that the target was taken on assists main character - /assist

Button - press the button on the toolbar player. The panel could have as normal skills, or actions, and macros

Command - the command to be performed by executing the job. Any command available in the game. For example: /useskill dryad root or /useskill greater heal or /attack

Timeout - needed a timeout for the job. Time for execution skills, or macro. After this time window will again follow the main character.

Interval - the interval for the cyclical performance of the job, in seconds.

If the interval for the cyclical performance of actions necessary to run it once by pressing a designated him «hot» buttons.

Examples:



Cyclical character of the task execution StormDancer. Clicking on the toolbar buttons F1 with run-time intervals of 40 seconds and 85 seconds



Cyclical character of the task execution WindDancer. Clicking on the toolbar buttons to the F2, the performance of 40 seconds and 85 seconds intervals



By pressing «hot» press ALT E will run /useskill greater empower assists for the main character, a character selected in the tab «Heal»



By pressing «hot» press ALT R to run /useskill dryad root of assists the chief character, a character selected in the tab «Heal & Recharge» like «Hiller»


Example of completed table:


Num -								
<input type="checkbox"/> Hotkey mode	WHO	TO	BUTTON	команда/файл	timeout	interval	Time	
<input checked="" type="checkbox"/>	Alt +	Regelfa	/target Clarissa	Off	F:\Games\L2Control'	2	0	20:18:00
<input type="checkbox"/>	Alt + W	Sirtaki		/useskill balance life	2	0	0:00:00	
<input type="checkbox"/>	Alt + S	Sirtaki		/useskill resurrection	2	0	0:00:00	
<input type="checkbox"/>	Alt + D	Sirtaki		/useskill greater batt	0	0	0:00:00	
<input type="checkbox"/>	Alt + E	Sirtaki			0	0	0:00:00	
<input type="checkbox"/>	Her		F2		0	0	0:00:00	
<input checked="" type="checkbox"/>	Ctrl + 8	byba	F11		0	0	0:00:00	
<input checked="" type="checkbox"/>	Ctrl + 9	byba	Off	/sit	0	0	0:00:00	
<input checked="" type="checkbox"/>	Ctrl + 0	byba	Off	/stand	0	0	0:00:00	
<input type="checkbox"/>	Her				0	0	0:00:00	
<input type="checkbox"/>	Her				0	0	0:00:00	
<input type="checkbox"/>	Her				0	0	0:00:00	

Configure general parameters


Depending on the licensing program is available in a variety of roles:


 Configuration of individual settings. Includes settings AutoCP, Radar, Pilot, Healer

 - Port the game server. Default value - 7777. For the automatic detection set - 0

 - Mode that allows you to «second» windows execute commands and movements for the main character, without the delays and backlogs. To enable it, set a marker. The value indicates the frequency of activation of the second window in seconds.

 - Set interface language

 - Recording and viewing the game chat. Recorded in the directory name of your characters in a file by date 21.12.2008.chat.

 - Recording and viewing inscriptions merchants. Recorded in the directory name of your characters in a file by date 21.12.2008.trade.

GameGuard - compatibility mode with GameGuard. If there is one on the server is necessary to include this mode.

Bot-mode - compatibility mode with software-bots.

Auto-Target on the list - when pressed repeatedly «hot» First Target selection buttons, allows you to select the next character in the list of goals.

Show neutrals after TP - after teleportation program automatically disables the display of neutrals at Radar, the regime allows no showing off neutrals.

Show the direction of the goals - includes show, which moves the target in the Radar and its direction of movement.

Show the names of targets - Radar shows the names of the characters.

Show Player Killer (PK) - to show the characters that have more karma 0. And define them as enemies. In choosing such a character in Target, you can see how many of his karma.

Show Ally / clan in the attack - the default in the list to keep you at gunpoint are not showing the characters of your clan or alliance. This mode allows you to disable this feature and show everyone.

Multicore CPU - for the correct load on the processors with two or more cores, you can enable this feature. It will allow the program to work on a separate kernel.

Show «Expometr» - includes display counter starts to count the experience and lessons learned in an hour. Thus, to evaluate the quality of location. Button «RESET» read the meter reset and start to count again.

Rotate the radar - for a better orientation of the provisions of enemies includes a rotation of the radar, depending on the direction of movement of your character.

Auto-weapon - The return of weapons in the withdrawal of some of his skills. Indicates a button on the toolbar where is your weapon.

Transparency radar - the importance of transparency of the radar window. So that might be seen through the window.

Tray - «hot» button what place radar in the system tray (the icon near your clock). In this mode, no display of the window. But it worked all the hot buttons, and audio messages.

Collapsing radar - «hot» button changes the size of the radar window. Complete window, only a list of attacking you, only the HP goals and objectives at the counter Radar.

MD5 account

MD5 clan

- Form the MD5 code to register for an account, or clan.

Registration

When you purchase the registration code is issued and the license file on your account (s) or clan (s)

Each license is issued for one or more accounts, or clans. When paying you must specify the MD5 HASH of your account, or clan, and your e-mail which will be sent to all data.

MD5 HASH – it «footprint» your game login (account). Restore it, your account can not be. Read about the MD5 HASH here - <http://ru.wikipedia.org/wiki/MD5>

Cost of the program listed on the site - <http://www.l2control.com/buy.html>


The options of payment: PayPal, Visa, MasterCard, bank transfer.

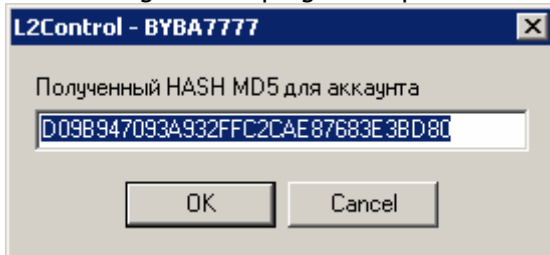
After payment to you within 24 hours, for the registration email, get the license file. The file should unpack in the directory program.

Register for an account

MD5 HASH for registration on the account can be generated from the program settings.

Option 1:

1. run L2Control
2. enter the game under the account to which you purchased a license
3. configured the program to press the button 



4. received copy and paste the code in the form of payment, or money order comment.

Option 2:

1. go to the page program <http://www.l2control.com/buy.html>
2. field ACCOUNT BIG LETTERS put your game account for which you purchased the license.
3. Click MD5



4. received copy and paste the code in the form of payment, or money order comment.


Also, you can create MD5 for my other sites: <http://md5-hash-online.waraxe.us>,
<http://weirdsilence.net/tools/md5calc/>

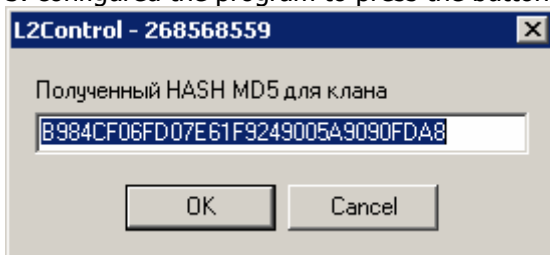
Registration for the clan

MD5 HASH for registration in the clan can be formed **only from the program settings**. The license applies to all participants in the clan. If a participant withdraws from the clan, his license will not work. To come into the clan of the license is valid, as on all other parties to the clan.

Attention! Clan Name does not affect the registration. The license is valid only within a single server!

To register the program for the clan, you must:

1. run L2Control
2. enter the game under the account, which consists of the clan, which acquired a license
3. configured the program to press the button 



4. received copy and paste the code in the form of payment, or money order comment.