



# Aim Advanced v1.0

## (FIGHT BOT DOCUMENTATION)

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## ‘ Introduction

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Aim Advanced is a neat little AOL Messenger Plug-in that was created by someone called “Tuankoiï”. It incorporates many features such as alpha blending, bots, colorizing text effects, and adds a lot to AIM that was not previously implemented. Starting out as a project for fun it became much more interesting and so, development has continued and a **free** copy is available for use from everyone. Not all features are fully complete; however the fight bot is active for testing and can be utilized either by GUI (Graphical User Interface) or chat box (Console Interface) interface. More information on commands are listed below in this documentation.

## ‘ Requirements

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This plug-in is formally known as AIM Advanced v1.0, so I will reference usage of the plug-in it’s entire form and not be feature.

- AOL Messenger 6.0 or higher (Trinitron was the original name)
- .NET Framework v1.1 or higher (just to be on the safe side, you may already have this)

# 'How to use

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## (If you are a plug-in user)

Only plug-in users can activate the fight bot initially, so you will have to use the following commands listed below. \*All commands are inputted into the chat window with the person you want to fight with. You send commands as you would send messages and the bot automatically picks up your input and translates results.

Command Reference:

*\*Note: These commands are typed in your chat box and sent to the person you want to fight, or if active already, person you are fighting with =], The Graphical User Interface is not complete as yet.\**

### ACTIVATING & DE-ACTIVATING FIGHT BOT

- **\fight on** - Activates the fight bot and registers the opponent with the person the command was sent to.
- **\fight off** - De-activates the fight bot and de-initializes scores and fight data

### COMMANDS TO USE WHEN FIGHT BOT IS CURRENTLY ACTIVE

- **\attack** - Use this macro to attack the user
- **\defense** - Use this macro to defend against a magic or regular attack (best used when heals are finished)
- **\magic** - Use this macro to attack your enemy with magic like attacks.
- **\heal** - Use this macro to heal yourself when in battle (best used when you feel you are in critical condition or just want to steal all the heal usages from for enemy)
- **\score** - Use this macro to check out the fight bot score board. It lists your move usage(s) as follows: <Move Type> (<successful move> / <successful usages>).

**Ex:** Attack (4/9) – 4 would represent the number of attacks you made successfully using the '\attack' macro, and 9 would represent the number of times your move was successfully used. Check the developer notes for more information on how this all works.

- **\health** - Use this macro to determine what your current health is. Your health is displayed after each move sequence so usage of this macro would be best used if you stop for a while, and forget how much health you had 5 or 10 minutes ago.

\*Non plug-in users can use the same commands when the bot is active only. They cannot activate or deactivate the bot.

## 'Developer Notes

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I have tried many different bots and I can't ever re-call seeing anything similar to the fight bot in existence. I have tried AIM Fight and all these other corny bots, but I was not too impressed and I decided to create this plug-in targeting a much younger group primarily. Every age group will get a laugh out of this bot guaranteed, and the uniqueness in this bot is that only one person needs to have the plug-in to play. So you can practically utilize your chat window if you do not have the plug-in to send all your commands and it will interpret your command.

There are a few things that I want to point out:

- **Max Attack Value** = 20 Points
- **Max Counter Attack Value** = 10 Points
- **Max Healing Value** = 25 Points
- **Max Magic Attack Value** = 30 Points

**Max Life Points = 150**

I have also made the fight bot very customizable. All of the action that you see occurs in the '\Data\Data2\FightBot\_EN.cfg' file.

In order to edit the file, here is a brief instruction set.

**<Seeds>** - Represents how many message sequences are listed for the specified section starting from 0 to the number specified. So if you want to add let's say 50 messages, you would change the seed value to 50 and list new message(s) starting from 0 to 50. (Ex... Attack0, Attack50) etc...

**@1** - Represents the winner of the magic number roll

**@2** - Represents the loser of the magic number roll

All fight data is re-translated so you only need to add the message and the fight bot engine will re-translate it attaching the damage given or received, accordingly.

### **(A Message on Scores)**

The Scoreboard feature displays macros that you have used successfully, and those that have been used but did not succeed in hitting your enemy. So if you use the \Attack command and the bot determines you've successfully won round one of calculations, it goes to round two of checks which determines if your enemy can either counter or defend the attack. If the enemy counters your

attack, then you will merely get (0/1) where 1 represents a successfully used attack, however, your enemy will have say (1/0) for defense since they didn't use defense maybe,. But successfully defended or countered your attack.

**\*\* There is a bug in the scoreboard feature. Given the complexity and over 3,000 lines of source code and my time, I am yet to correct it. The bug occurs when playing the same user again, the data storage cache that stores your score for the scoreboard doesn't always register and flush itself correctly. This will be fixed in the next version of Fight Bot. \*\***

- Note – Both users must register an attack in order for the bot to attack, sending repeated commands don't change the outcome, and the bot will register the last inputted macro you used. For example, “\attack \defense \magic” the bot will register the ‘\magic’ macro and wait for your opponent to register his or her move. So no spamming ☺

## ‘Credits

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Developer of Aim Advanced - **Tuankoi**

Spanish Translations (future versions) - **Azu**

Graphics Design (still underway) - **Unknown**

Testers:

- **SweetPie585** - Helped with bug testing and suggested a few improvements.
- **x0xsalvyl0v3x0x** - Helped with testing and gave suggestions and recommendations.
- **Pinkytrini4lyfe** - Helped with testing of fight bot.
- **Azu** - Helped with testing as well and provided some suggestions.
- **Ashly8607** - Helped with testing and gave some suggestions as well.
- **Therese Le** - Recently started to assist with graphics development for future versions.

Most importantly, thanks to the great AIM Users and community who use this plug-in and find enjoyment and a bit of humor from its usage.



# 'Contact Me

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AIM Screen Name: **Tuankoi** (Real Name: **Tuankoi**)

MySpace Link: **[www.MySpace.com/FightBot](http://www.MySpace.com/FightBot)**

**“Without a doubt, AIM Fight Bot is the best Fight Bot around for AIM to ever be made, AIM Fight can’t even compare... This is interactive, definitely unique and crowds young and old will always get a laugh out of this...”**

**- Tuankoi**