;Original document can be found here:
https://docs.google.com/document/d/17aKoGZjJ1D8xYjHvLMM-PI10Yu6Bq5GCXco4Hqw-dbk/edit?hl=en&pli=1
;Video demonstration can be found here: http://www.youtube.com/watch?v=XUMKVbQ_LjI
;Forum topic can be found here: http://www.bay12forums.com/smf/index.php?topic=84775.0

;This is NOT the original script!

;Terraria <\/> Auto-Tunneler | Continuous Auto-Clicker | Directional Hold-Button Clicker | For 1920x1080 monitor

;Install autohotkey by going to http://www.autohotkey.com/download/

; For this script to function properly put your wood platform in slot 1, pick in slot 2, your blocks in slot 3, and your torch in slot 4, and start the script with your pick selected.

; To start tunneling left, first select the pick on your hotbar then press CTRL+Left (arrow key).
; To start tunneling left, first select the pick on your hotbar then press CTRL+Down (arrow key).
; To start tunneling right, first select the pick on your hotbar then press CTRL+Right (arrow key).

; To use the directional auto-click, first select your item of choice, then press and hold the corresponding number on the numpad.

; To turn on continuous auto-click first select your weapon of choice, then press F and chase down your enemy.

; Press and hold Pause to disable all scripts.

; All numbers in this script may need to be adjusted. Char values are set for a 1920x1080 monitor, as well as WalkDistance. The DigTime should be adjusted with different levels of equipment. SwitchTime may need to be increased if you notice the script is acting strangely. To adjust the distance between torches change Loop # for the number of blocks between each torch.

```
GetCharOver()
{
  CharOver = 505
  return CharOver
}


GetCharTop()
```

```
{
  CharTop = 521
  return CharTop
}


GetCharYMid()           ;y axis middle of the screen
{
  CharYMid = 541
  return CharYMid
}


GetCharBot()
{
  CharBot = 554
  return CharBot
}


GetCharUnder()
{
  CharUnder = 572
  return CharUnder
}


GetCharUnderTwo()
{
  CharUnderTwo = 588
  return CharUnderTwo
}


GetCharUnderThree()
{
  CharUnderThree = 604
  return CharUnderThree
}


GetCharHalfLeft()
{
```

```
  CharHalfLeft = 951
  return CharHalfLeft
}


GetCharLeft()
{
  CharLeft = 943
  return CharLeft
}


GetCharOneHalfLeft()
{
  CharOneHalfLeft = 935
  return CharOneHalfLeft
}


GetCharLeftFive()       ;five blocks to the left
{
  CharLeftFive = 879
  return CharLeftFive
}


GetCharHalfRight()
{
  CharHalfRight = 969
  return CharHalfRight
}


GetCharRight()
{
  CharRight = 977
  return CharRight
}


GetCharOneHalfRight()
{
  CharOneHalfRight = 985
```

```
  return CharOneHalfRight
}


GetCharRightFive()     ;five blocks to the right
{
  CharRightFive = 1041
  return CharRightFive
}


GetCharXMid()          ;x axis center of the screen (for torch placement)
{
  CharXMid = 960
  return CharXMid
}


GetWalkDistance()      ;how far your character walks
{
  WalkDistance = 270
  return WalkDistance
}


GetDigTime()           ;should be adjusted with different levels of equipment
{
  DigTime = 30
  return DigTime
}


GetSwitchTime()        ;may need to be increased if you notice the script is acting strangely
{
  SwitchTime = 250
  return SwitchTime
}



Loop:
CharBot := GetCharBot()
CharTop := GetCharTop()
```

```
CharLeft := GetCharLeft()
CharRight := GetCharRight()
CharXMid := GetCharXMid()
CharYMid := GetCharYMid()
DigTime := GetDigTime()
{
Numpad1::
{
  MouseClick, left,  CharLeft,  CharBot, DigTime
  Goto, Loop
}
Numpad2::
{
  MouseClick, left,  CharXMid,  CharBot, DigTime
  Goto, Loop
}
Numpad3::
{
  MouseClick, left,  CharRight,  CharBot, DigTime
  Goto, Loop
}
Numpad4::
{
  MouseClick, left,  CharLeft,  CharYMid, DigTime
  Goto, Loop
}
Numpad5::
{
  MouseClick, left,  CharXMid,  CharYMid, DigTime
  Goto, Loop
}
Numpad6::
{
  MouseClick, left,  CharRight,  CharYMid, DigTime
  Goto, Loop
}
Numpad7::
{
  MouseClick, left,  CharLeft,  CharTop, DigTime
  Goto, Loop
}
Numpad8::
{
```

```
  MouseClick, left,  CharXMid,  CharTop, DigTime
  Goto, Loop
}
Numpad9::
{
  MouseClick, left,  CharRight,  CharTop, DigTime
  Goto, Loop
}
}




F::
CharYMid := GetCharYMid()
CharXMid := GetCharXMid()
Loop
{
  GetKeyState, breakfunction, Pause
          if breakfunction = D
          break
  else
  {
   MouseClick, left,  CharXMid,  CharYMid
  }
}
return




^Left::
Loop
{
  Loop 4          ;column mining multiplier: 5 columns x 4 = 20 blocks between each torch
  {
    Loop 5        ;number of columns to mine at once
          {
          GetKeyState, breakfunction, Pause
          if breakfunction = D
          break
          else
      DigLeftOneColumn()
```

```
      GetKeyState, breakfunction, Pause
          if breakfunction = D
          break
          else
      WalkLeftOne()
          }
    GetKeyState, breakfunction, Pause
          if breakfunction = D
          break
          else
    BuildLeftFiveBlocks()
  }
  GetKeyState, breakfunction, Pause
  if breakfunction = D
  break
  else
  PlaceTorchTop()
}
return



DigLeftOneColumn()
{
  CharLeft := GetCharLeft()
  CharTop := GetCharTop()
  CharYMid := GetCharYMid()
  CharBot := GetCharBot()
  DigTime := GetDigTime()
  SwitchTime := GetSwitchtime()
  Sleep, SwitchTime
  MouseClick, left,  CharLeft,  CharTop, DigTime
  Sleep, SwitchTime
  MouseClick, left,  CharLeft,  CharYMid, DigTime
  Sleep, SwitchTime
  MouseClick, left,  CharLeft,  CharBot, DigTime
  Sleep, SwitchTime
  return
}
```

```
BuildLeftFiveBlocks()
{
  CharXMid := GetCharXMid()
  CharLeftFive := GetCharLeftFive()
  CharOver := GetCharOver()
  CharUnder := GetCharUnder()
  SwitchTime := GetSwitchtime()
  Sleep, SwitchTime
  Send, {WheelDown}
  Sleep, SwitchTime
  MouseClickDrag, left, CharXMid, CharOver, CharLeftFive, CharOver, 100          ;place block
left/over
  Sleep, SwitchTime
  MouseClickDrag, left, CharXMid, CharUnder, CharLeftFive, CharUnder, 100       ;place block
left/under
  Sleep, SwitchTime
  Send, {WheelUp}
  Sleep, SwitchTime
  return
}



WalkLeftOne()
{
  WalkDistance := GetWalkDistance()
  Sleep, SwitchTime
  Send, {a down}
  Sleep, WalkDistance           ;walk left one block
  Send, {a up}
  Sleep, SwitchTime
return
}



^Right::
Loop
{
  Loop 4          ;change Loop ## for the number of blocks between each torch
```

```
 {
  Loop 5
        {
        GetKeyState, breakfunction, Pause
        if breakfunction = D
        break
    else
    DigRightOneColumn()
        GetKeyState, breakfunction, Pause
        if breakfunction = D
        break
    else
    WalkRightOne()
        }
        GetKeyState, breakfunction, Pause
        if breakfunction = D
        break
        else
        BuildRightFiveBlocks()
 }
 GetKeyState, breakfunction, Pause
 if breakfunction = D
 break
 else
 PlaceTorchTop()
}
return



DigRightOneColumn()
{
 CharRight := GetCharRight()
 CharTop := GetCharTop()
 CharYMid := GetCharYMid()
 CharBot := GetCharBot()
 DigTime := GetDigTime()
 SwitchTime := GetSwitchtime()
 Sleep, SwitchTime
 MouseClick, left,  CharRight,  CharTop, DigTime
 Sleep, SwitchTime
 MouseClick, left,  CharRight,  CharYMid, DigTime
```

```
  Sleep, SwitchTime
  MouseClick, left,  CharRight,  CharBot, DigTime
  Sleep, SwitchTime
  return
}



BuildRightFiveBlocks()
{
  CharXMid := GetCharXMid()
  CharRightFive := GetCharRightFive()
  CharOver := GetCharOver()
  CharUnder := GetCharUnder()
  SwitchTime := GetSwitchtime()
  Sleep, SwitchTime
  Send, {WheelDown}
  Sleep, SwitchTime
  MouseClickDrag, Left, CharXMid, CharOver, CharRightFive, CharOver, 100        ;place block
Right/over
  Sleep, SwitchTime
  MouseClickDrag, Left, CharXMid, CharUnder, CharRightFive, CharUnder, 100              ;place
block Right/under
  Sleep, SwitchTime
  Send, {WheelUp}
  Sleep, SwitchTime
  return
}



WalkRightOne()
{
  WalkDistance := GetWalkDistance()
  Sleep, SwitchTime
  Send, {d down}
  Sleep, WalkDistance            ;walk Right one block
  Send, {d up}
  Sleep, SwitchTime
return
}
```

```
PlaceTorchTop()
{
  CharTop := GetCharTop()
  CharXMid := GetCharXMid()
  SwitchTime := GetSwitchTime()
  Sleep, SwitchTime
  Send, {WheelDown}
  Sleep, SwitchTime
  Send, {WheelDown}
  Sleep, SwitchTime
  MouseClick, left, CharXMid, CharTop          ;place torch x axis middle/top
  Sleep, SwitchTime
  Send, {WheelUp}
  Sleep, SwitchTime
  Send, {WheelUp}
  Sleep, SwitchTime
  return
}



^Down::
Loop
{
  Loop 1           ;change Loop ## for the number of mine shaft sections
  {
    Loop 2
          {
      GetKeyState, breakfunction, Pause
          if breakfunction = D
          break
      else
          DigTwoRow()
      GetKeyState, breakfunction, Pause
          if breakfunction = D
          break
      else
      PlaceTwoRow()
```

```
        }
        GetKeyState, breakfunction, Pause
        if breakfunction = D
        break
        else
        DigFourWide()
        GetKeyState, breakfunction, Pause
        if breakfunction = D
        break
        else
        DigFourWide()
    GetKeyState, breakfunction, Pause
        if breakfunction = D
        break
        else
        PlaceTwoRow()
        GetKeyState, breakfunction, Pause
        if breakfunction = D
        break
        else
        DigFourWide()
  }
  GetKeyState, breakfunction, Pause
  if breakfunction = D
  break
  else
  PlaceTwoTorches()
}
return



DigTwoRow()
{
  CharHalfLeft := GetCharHalfLeft()
  CharHalfRight := GetCharHalfRight()
  CharUnder := GetCharUnder()
  DigTime := GetDigTime()
  SwitchTime := GetSwitchtime()
  Sleep, SwitchTime
  MouseClick, left,  CharHalfLeft,  CharUnder, DigTime
  Sleep, SwitchTime
```

```
  MouseClick, left,  CharHalfRight,  CharUnder, DigTime
  Sleep, SwitchTime
  MouseClick, left,  CharHalfLeft,  CharUnder, DigTime
  Sleep, SwitchTime
  MouseClick, left,  CharHalfRight,  CharUnder, DigTime
  Sleep, SwitchTime
  return
}


 PlaceTwoRow()
{
  CharOneHalfLeft := GetCharOneHalfLeft()
  CharOneHalfRight := GetCharOneHalfRight()
  CharUnderTwo := GetCharUnderTwo()
  CharUnderThree := GetCharUnderThree()
  SwitchTime := GetSwitchtime()
  Sleep, SwitchTime
  Send, {WheelDown}              ;switch to block
  Sleep, SwitchTime
  MouseClickDrag, left, CharOneHalfLeft, CharUnderTwo, CharOneHalfRight, CharUnderTwo,
100      ;place torch x axis middle/top
  Sleep, SwitchTime
  MouseClickDrag, left, CharOneHalfLeft, CharUnderThree, CharOneHalfRight,
CharUnderThree, 100            ;place torch x axis middle/top
  Sleep, SwitchTime
  Send, {WheelUp}       ;switch to pick
  Sleep, SwitchTime
  return
}




DigFourWide()
{
  CharHalfLeft := GetCharHalfLeft()
  CharOneHalfLeft := GetCharOneHalfLeft()
  CharHalfRight := GetCharHalfRight()
  CharOneHalfRight := GetCharOneHalfRight()
  CharUnder := GetCharUnder()
  DigTime := GetDigTime()
  SwitchTime := GetSwitchTime()
```

```
  Sleep, SwitchTime
  MouseClick, left,  CharOneHalfLeft,  CharUnder, DigTime
  Sleep, SwitchTime
  MouseClick, left,  CharOneHalfRight,  CharUnder, DigTime
  Sleep, SwitchTime
  MouseClick, left,  CharHalfLeft,  CharUnder, DigTime
  Sleep, SwitchTime
  MouseClick, left,  CharHalfRight,  CharUnder, DigTime
  Sleep, SwitchTime
  return
}



PlaceTwoTorches()
{
  CharOneHalfLeft := GetCharOneHalfLeft()
  CharOneHalfRight := GetCharOneHalfRight()
  CharTop := GetCharTop()
  SwitchTime := GetSwitchtime()
  Sleep, SwitchTime
  Send, {WheelDown}             ;switch to blocks
  Sleep, SwitchTime
  Send, {WheelDown}             ;switch to torches
  Sleep, SwitchTime
  MouseClick, left, CharOneHalfLeft, CharTop, 5      ;place torch one half left/top
  Sleep, SwitchTime
  MouseClick, left, CharOneHalfRight, CharTop, 5    ;place torch one half right/top
  Sleep, SwitchTime
  Send, {WheelUp}      ;switch to blocks
  Sleep, SwitchTime
  Send, {WheelUp}      ;switch to pick
  Sleep, SwitchTime
  return
}
```