

L2 Tower

User's Manual

<http://www.l2tower.eu>

(This manual is abit out of date, but still can be useful)

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4.2.2 Classes

4.2.2.1 FVector

float X;

float Y;

float Z;

FVector();

FVector(float X, float Y, float Z);

bool IsNonZero();

4.2.2.2 L2Buff

enum L2BuffType type;

int skillId;

int skillLvl;

unsigned __int64 endTime;

unsigned char index;

bool IsValid() const;

4.2.2.3 User

const L2Buff* GetBuff(int skillId) const;

bool GotBuff(int skillId) const;

bool IsValid();

bool IsPlayer();

bool IsMyPartyMember();

bool IsFriend();

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1. IntroductionLineage 2 Tower bot got two different menu, internal and external.

Internal one you can run by just typing /cfg ingame, external by just typing /xcfg ingame.

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C4 - no support

C5 - no support

Interlude - patrial support

Kameal - no support

Hellbound - patrial support

Gracia Part 1 - no support

Gracia Part 2 - no support

Gracia Final - full support

Epilogue - full support

Freya - full support

High Five - full support

no support - No support planed for these chronicles.

patrial support - Bot will load and work, some features may don't work fully. Support for these chronicles will be drop in future.

full support - Bot have to work fully, if something don't work, please report it immediately.

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2. Components2.1 Launcher and updater2.2 In-game men



u2.3 External editor

3. Features3.1 Items usageHere we can turn on/off mana potions, HP/CP potions,Bottles for kamaels, and all elixirs.



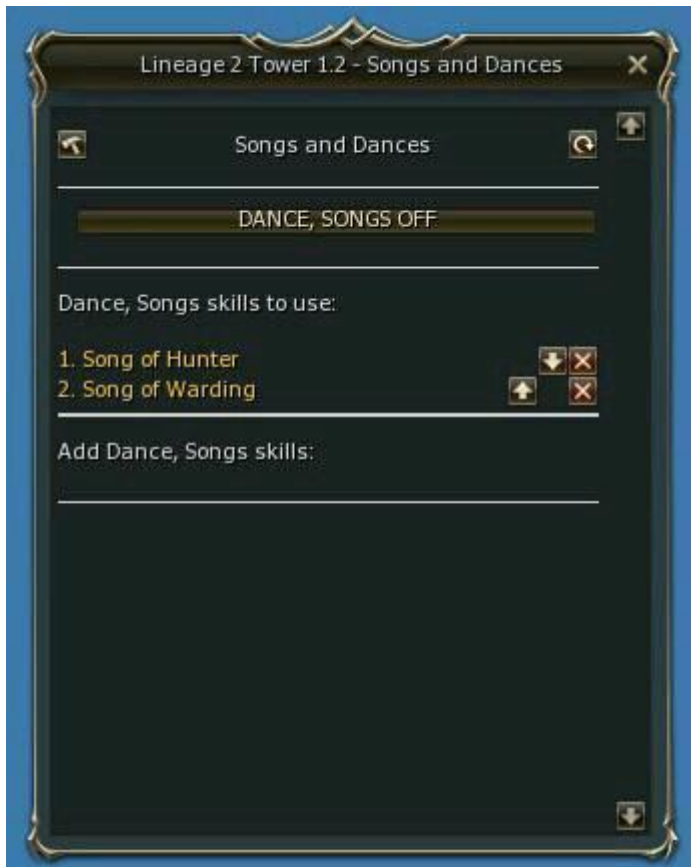
3.2 Drop pickupPick up herbs, and items. We can use range of pick'uping and when pick up before target death or after.



3.3 Targeting - PVE In this option we have to configure in what are our character will exp



1. Target OFF
 2. Target by Range - if we set this option our character will attack nearest mob.
 3. Target by Point - set this option too kill mob in specified area like: 5. Target in Circle or 6. Target in Square.
 4. Target by Polygon - You add point where you stand and the program trying to create a polygon after the program create a polygon will target mobs in this polygon.
 7. Don't target spoiled mobs.
 8. Center point: Use this to set center point. Use this when you Target by Point (3)
 9. Range limit - if more then your character will go far from Center point and target more mobs.
 10. Z-Range Limit - this usefully option help us in difficult area with lot of hills.
-
- 3.4 Targeting - PVPTargets players in combat.
 - 3.5 Using skills
 - 3.6 Melee attacks This option makes you attack with melee whenever you have something on target (exception are party/clan members and/or their pets). Use this always on PVE and Assist.
 - 3.7 SpoilingAuto Spoil when you want too spoil and sweep. You can also add skill like Spoil Crush and set when use this skill.



3.8 BuffsWe can buff PPL in party. Add user and add what buff you use on this player.



Auto Self Buff - Add skills like Combat aura or Seed of Wind.



Songs and Dances option here we set which song or dance we want to use. They will automatic use when effect end.



3.9 Healing That option is useful if you have some heal skills. Add your skill with add heal skill. In Heal Setting or you set to how many % heal party member. Set Auto Party Heal Off/ ON to heal your Party automatic.



3.10 Recharging it a same as a healing. Add recharge skill clicking to the name and done.



3.11 Subclass quest This option helps us to do a subclass quest sit in ToI near RB and wait. When RB will death and chest will spaw your character will stand, target the chest and take item.



3.12 MiscSit/Stand option when your HP or MP goes to lower then XX % then your character will sit in set place. You can also use Relax Skill if you have that.



3.13 Commands

4. Scripting4.1 IntroductionBot using Lua language as a script language. In order to use scripts you need to create a Ansi text file and save it in scripts sub-folder with .lua extension.

4.2 API4.2.1 Enums4.2.1.1 L2ClassContain list of character classes. Possible values (Class tree) :

CLASS_HumanFighter

 CLASS_Warrior

 CLASS_Gladiator

 CLASS_Warlord

 CLASS_HumanKnight

 CLASS_Paladin

 CLASS_DarkAvenger

 CLASS_Rogue

 CLASS_TreasureHunter

 CLASS_Hawkeye

CLASS_HumanMystic

 CLASS_HumanWizard

CLASS_Sorcerer
CLASS_Necromancer
CLASS_Warlock
CLASS_Cleric
CLASS_Bishop
CLASS_Prophet
CLASS_Duelist
CLASS_Dreadnought
CLASS_PhoenixKnight
CLASS_HellKnight
CLASS_Sagittarius
CLASS_Adventurer
CLASS_Archmage
CLASS_Soultaker
CLASS_ArcanaLord
CLASS_Cardinal
CLASS_Hierophant
CLASS_ElvenFighter
CLASS_ElvenKnight
CLASS_TempleKnight
CLASS_Swordsinger
CLASS_ElvenScout
CLASS_Plainswalker
CLASS_SilverRanger
CLASS_ElvenMystic
CLASS_ElvenWizard
CLASS_Spellsinger
CLASS_ElementalSummoner
CLASS_ElvenOracle
CLASS_ElvenElder
CLASS_EvaTemplar
CLASS_SwordMuse

CLASS_WindRider
CLASS_MoonlightSentinel
CLASS_MysticMuse
CLASS_ElementalMaster
CLASS_EvaSaint
CLASS_DarkFighter
 CLASS_PalusKnight
 CLASS_ShillienKnight
 CLASS_Bladedancer
 CLASS_Assassin
 CLASS_AbyssWalker
 CLASS_PhantomRanger
CLASS_DarkMystic
 CLASS_DarkWizard
 CLASS_Spellhowler
 CLASS_PhantomSummoner
 CLASS_ShillienOracle
 CLASS_ShillienElder
CLASS_ShillienTemplar
CLASS_SpectralDancer
CLASS_GhostHunter
CLASS_GhostSentinel
CLASS_StormScreamer
CLASS_SpectralMaster
CLASS_ShillienSaint
CLASS_OrcFighter
 CLASS_OrcRaider
 CLASS_Destroyer
 CLASS_Monk
 CLASS_Tyrant
CLASS_OrcMystic
 CLASS_OrcShaman

CLASS_Overlord
 CLASS_Warcryer
 CLASS_Titan
 CLASS_GrandKhavatari
 CLASS_Dominator
 CLASS_Doomcryer
 CLASS_DwarvenFighter
 CLASS_Scavenger
 CLASS_BountyHunter
 CLASS_Artisan
 CLASS_Warsmith

 CLASS_FortuneSeeker
 CLASS_Maestro
 CLASS_MaleSoldier
 CLASS_FemaleSoldier
 CLASS_Dragoon
 CLASS_Warder
 CLASS_Berserker
 CLASS_MaleSoulBreaker
 CLASS_FemaleSoulBreaker
 CLASS_Arbalester
 CLASS_Doombringer
 CLASS_MaleSoulHound
 CLASS_FemaleSoulHound
 CLASS_Trickster
 CLASS_Inspector
 CLASS_Judicator

4.2.1.2 L2Race Contain list of character races. Possible values:

RACE_Human RACE_Elf RACE_Darkelf RACE_Orc RACE_Dwarf RACE_Kamael
 4.2.1.3 BuffType
 BUFFTTYPE_NORMAL BUFFTTYPE_ETC BUFFTTYPE_SHORT BUFFTTYPE_SUMMON BUFFTTYPE_PET
 BUFFTTYPE_PARTY

4.2.1.4 ZoneType ALTERED_1 ALTERED_2 SIEGE_WAR PEACEFUL SEVEN_SIGNS PVP
 GENERAL4.2.1.5 EChatType CHAT_NORMAL CHAT_SHOUT '!' CHAT_TELL '\ ' CHAT_PARTY
 '#' CHAT_CLAN '@' CHAT_SYSTEM CHAT_USER_PET '&' CHAT_GM_PET '*'
 CHAT_MARKET '+' CHAT_ALLIANCE '%' CHAT_ANNOUNCE CHAT_CUSTOM
 CHAT_L2_FRIEND CHAT_MSN_CHAT CHAT_PARTY_ROOM_CHAT CHAT_COMMANDER_CHAT
 `` CHAT_INTER_PARTYMASTER_CHAT CHAT_HERO '^' CHAT_CRITICAL_ANNOUNCE
 CHAT_SCREEN_ANNOUNCE CHAT_DOMINIONWAR CHAT_MPCC_ROOM
 CHAT_NPC_NORMAL CHAT_NPC_SHOUT

4.2.1.6 L2Sex SEX_Male SEX_Female

4.2.1.7 Ressurrection VILLAGE CLANHALL FORTRESS CASTLE FEATHER

4.2.1.8 HtmlButtonStyle BUTTON_CUSTOM BUTTON_NO_CLICK BUTTON_ON_OFF
 BUTTON_EXTRA BUTTON_ACTION BUTTON_TAB

4.2.1.9 CommandAccessLevel ACCESS_SCRIPT ACCESS_ME ACCESS_CUSTOM ACCESS_PARTY
 ACCESS_CLAN ACCESS_ALLY ACCESS_ANYONE

4.2.1.10 Enchant ENCHANT_NONE ENCHANT_PENDING ENCHANT_SUCCESS ENCHANT_FAILURE
 ENCHANT_ERROR

4.2.1.11 Augment AUGMENT_NONE AUGMENT_PENDING AUGMENT_FINISHED
 AUGMENT_ERROR AUGMENT_CANCEL_NONE AUGMENT_CANCEL_PENDING
 AUGMENT_CANCEL_FINISHED AUGMENT_CANCEL_ERROR

4.2.1.12 L2NpcAction PETHOLD PETATK PETSTOP PETPICKUP PETREVERT SUMMONHOLD
 SUMMONATK SUMMONSTOP SUMMONMOVE PETMOVE4.2.2 Classes4.2.2.1 FVectorfloat X;Public
 property - value X (float/double).

float Y;Public property - value Y (float/double).

float Z;Public property - value Z (float/double).

FVector();Default constructor.

FVector(float X, float Y, float Z);Constructor with params.

bool IsNonZero();Function return true if X, Y, Z are not equal to 0.

4.2.2.2 L2BuffThat contain info about all buffs, de-buffs, and even potions usage (Every potion got own skill
 what represent effect of potion). Object of that class are deleted from User class when buff/de-buff icon
 disappear from bar.

enum L2BuffType type;Public read-only property what contains type of buff. Summons will always contain type
 BUFFTYPE_SUMMON, Pets will always contain type BUFFTYPE_PET. Party members (except pets and
 summons) will always contain type BUFFTYPE_PARTY. All other types are used only by main character.

int skillId;Read-only integer property of skill ID. List of skills ID can be found in skillname-e.dat file-name
 (after you decode it with L2FileEdit), or on some web pages (like drop calculator, l2j databases...)

int skillLvl;Read-only integer property of skill Level. Usually is 1, for some skills can be bigger. Remember that
 for de-buffs/buffs skill level is not a effect level. Right now there is not possible to get effect level but usually
 some information about it can be found in skill description.

unsigned __int64 endTime;Time in ms when debuff/buff should disappear. For toggle skills this value can be
 random. Use GetTime() function to get actual time.

unsigned char index;Index of buff/de-buff on bar (0-based).

bool IsValid() const; Method checks if this object is valid. Valid object is object with skill Id different from 0. You can use this method to detect if buff/de-buff goes away. (In a loop).

4.2.2.3 User class is a main structure what contain all information about every char/player/npc/monster/summon/pet. All that information are read-only and class can't be created from scripts.

long GetId(); Return object id of this user object.

FVector GetLocation(); Return location of user object (X,Y,Z), it may return invalid location if (0,0,0) if user object is not on map.

FVector GetOldLocation(); Returns old user location, this is raw data not used now by bot in any logic and can be wrong.

FVector GetColLocationnn(); Returns col...user location, this is raw data not used now by bot in any logic and can be wrong.

FVector GetVelocity(); Returns user velocity, this is raw data not used now by bot in any logic and can be wrong.

FVector GetAcceleration(); Returns user acceleration, this is raw data not used now by bot in any logic and can be wrong.

FRotator GetRotation(); Returns user rotator (in what direction character is turned), this is raw data not used now by bot in any logic and can be wrong.

int GetHp(); Return HP of user object. It may return 0 if we don't have such information. You need to know that this data is correct only for: you, your pet, party members, target (only if it's npc or monster), for players that data refresh every time when you target them (you need to un-target and target again)

int GetMp(); Return MP of user object, similar to that above.

int GetCp(); Return CP of user object, similar to that above.

int GetMaxHp(); Return Max HP of user object, similar to that above.

int GetMaxMp(); Return Max MP of user object, similar to that above.

int GetMaxCp(); Return Max CP of user object, similar to that above.

double GetHpPrecent(); Return HP of user object in %, similar to methods above.

double GetMpPrecent(); Return MP of user object in %, similar to methods above.

double GetCpPrecent(); Return CP of user object in %, similar to methods above.

const L2Buff* GetBuff(int skillId) const; Checks if user have buff (skillId) on self and return struct what describe that buff, if not returns nil.

bool GotBuff(int skillId) const; Method similar to that above, return TRUE if user got buff, FALSE if not. Can be used also for de-buffs and toggle skills.

int GetFlameRestrained(); int GetFlame(); int GetVitality(); int GetTalismanNum(); bool IsValid(); Checks if user object is valid, user object can be invalid if he died and went to city or teleported and you still keep his object in scripts. You can use this method to check if is correct.

bool IsPlayer();Return TRUE if user object is a player.

bool IsMyPartyMember();Return TRUE if user object is in your party, it includes also pets and summons.

bool IsFriend();Returns TRUE if user object is your friend, that include all you party members, pets, clan members and ally members.

bool IsMe();Return TRUE if user objects is you.

bool IsNpc();Returns TRUE if user object is a NPC.

bool IsMyClanMember();Returns TRUE if user object is your clan member.

bool IsMyClanMemberMaster();Returns TRUE if user object is your clean leader.

bool IsMyAllianceMember();Returns TRUE if user object is your alliance member.

bool IsWalking();Returns TRUE if user object is in “walking” mode. (/walk)

bool IsSiting();Returns TRUE if user object is siting (/sit).

bool IsEnemy();Returns TRUE if user object is not your friend and you can attack it without CTRL use.

bool IsPvPFlag();Returns TRUE if user objects is flagged.

bool IsPvPFlagBlink();Returns TRUE if user object is flagged but flag is blinking.

bool IsAlikeDeath();Returns TRUE if user object is death or alike death (Fake Death).

bool IsSpoiled();Returns TRUE if monster is spoiled, will work only on mobs what you spoiled using Auto Spoil feature and mobs what are death.

bool IsPet();Returns TRUE if user object is a pet.

bool IsMyPet();Method returns TRUE if user object is your pet or summon.

bool IsSummon();

bool IsPetOrSummon();

bool IsAttacking();

bool WasAttacked();

bool IsMonster();

bool IsUsingMagic();

int GetLevel();

int GetPenaltyLevel();

int GetSoulLevel();

L2Race GetRace();

int GetStatSTR();

int GetStatDEX();

```
int GetStatCON();
int GetStatINT();
int GetStatMEN();
int GetStatWIT();
int GetNpcId();
string GetName();
string GetNickName();
int GetWeightLimit();
int GetWeight();
double GetWeightPrecent();
int GetStatAccuracy();
int GetStatCriticalRate();
int GetStatPhysicalAttack();
int GetStatAttackSpeed();
int GetStatPhysicalDefense();
int GetStatEvasion();
int GetStatMagicAttack();
int GetStatMagicDefense();
int GetStatCastingSpeed();
int GetClanId();
int GetClanCrestId();
int GetAllianceId();
int GetAllianceCrestId();
long GetTarget();
L2Class GetClass();
string GetMasterName();
FVector GetDestinationLocation();
bool IsBlocked(bool incStun);
long GetPetId();
long GetMasterId();
bool CanSeeMe();
float GetRangeTo(User *player);
```

```
int GetMonsterTargetCount();

string GetMasterName();

int GetUserType() --user type, 0 - player, 1 - npc

int GetSummonType() --summon type, 1 - pet/sevitor

int GetNpcType() --npc type, 0 - npc, 1 - monster

int GetGenderId() --sex, 0 - male, 1 - female

__int64 GetEXP()

int GetMeleAttackRange()

int GetEquip_UnderwearId()

int GetEquip_RightEarringId()

int GetEquip_LeftEarringId()

int GetEquip_NecklaceId()

int GetEquip_LeftRingId()

int GetEquip_RightRingId()

int GetEquip_HelmId()

int GetEquip_TwoHandedWeaponId()

int GetEquip_Unknown1Id()

int GetEquip_Unknown2Id()

int GetEquip_Unknown3Id()

int GetEquip_BraceletId()

int GetEquip_AgationId()

int GetEquip_Talizman1Id()

int GetEquip_Talizman2Id()

int GetEquip_Talizman3Id()

int GetEquip_Talizman4Id()

int GetEquip_Talizman5Id()

int GetEquip_Talizman6Id()

int GetEquip_BeltId()

int GetEquip_GlovesId()

int GetEquip_BodyUpId()

int GetEquip_BodyDownId()

int GetEquip_BootsId()
```

int GetEquip_CloakId()
int GetEquip_Accessory1Id()
int GetEquip_Accessory2Id()
int GetEquip_WeaponId()
int GetEquip_ShieldId()
int GetTitleColor()
int GetKarma()
int GetRunSpeed()
int GetWalkSpeed()
int GetSwimRunSpeed()
int GetSwimWalkSpeed()
int GetFIRunSpeed()
int GetFIWalkSpeed()
int GetFlyRunSpeed()
int GetFlyWalkSpeed()
int GetSP()
int GetShopStatus()
int GetPKCount()
int GetPvPCount()
L2User_Class GetSubClass()
short GetEvalPointsLeft()
short GetEvalPoints()
short GetInventoryLimit()
int GetWeaponEnchantLevel()
int GetDuelTeam()
bool IsHero()
bool IsNobles()
int GetNickColor()
L2User_ClanRank GetClanRank()
int GetHeadAccessoryId()
int GetMasterId2()
int GetTransformId()

```
short GetAttribute_AttackType()
short GetAttribute_AttackValue()
short GetAttribute_DefenseFireValue()
short GetAttribute_DefenseWaterValue()
short GetAttribute_DefenseWindValue()
short GetAttribute_DefenseEarthValue()
short GetAttribute_DefenseHolyValue()
short GetAttribute_DefenseUnHolyValue()
bool HasBootsSound()
```

4.2.2.4 Itemint objectId;

```
int displayId;
string Name;
string AdditionalName;
string IconName;
string IconNameEx1;
string IconNameEx2;
string IconNameEx3;
string IconNameEx4;
string ForeTexture;
string Description;
string DragSrcName;
string IconPanel;
string MacroCommand;
int ItemType;
int ItemSubType;
__int64 ItemNum;
__int64 Price;
int Level;
int SlotBitType;
```

int Weight;
int MaterialType;
int WeaponType;
int PhysicalDamage;
int MagicalDamage;
int PhysicalDefense;
int MagicalDefense;
int ShieldDefense;
int ShieldDefenseRate;
int Durability;
int CrystalType;
int RandomDamage;
int Critical;
int HitModify;
int AttackSpeed;
int MpConsume;
int ArmorType;
int AvoidModify;
int Damaged;
int Enchanted;
int MpBonus;
int SoulshotCount;
int SpiritshotCount;
int PopMsgNum;
int BodyPart;
int RefineryOp1;
int RefineryOp2;
int CurrentDurability;
int CurrentPeriod;
__int64 DefaultPrice;
int ConsumeType;
int Blessed;

```
__int64 AllItemCount;  
int IconIndex;  
bool IsEquipped;  
bool IsRecipe;  
bool IsArrow;  
bool IsShowCount;  
bool IsDisabled;  
bool IsLock;  
int AttackAttributeType;  
int AttackAttributeValue;  
int DefenseAttributeValueFire;  
int DefenseAttributeValueWater;  
int DefenseAttributeValueWind;  
int DefenseAttributeValueEarth;  
int DefenseAttributeValueHoly;  
int DefenseAttributeValueUnholy;  
int RelatedQuestCnt;  
int RelatedQuestID[10];  
int IsBRPremium;
```

4.2.2.5 Skillint skillId;

```
short skillLvl;  
bool isPassive;  
string name;  
string description;  
int operTyp;  
int mpConsume;  
int hpConsume;  
int castRange;  
int castStyle;  
double hitTime;  
bool isMagic;
```

bool IsSkillAvailable();

bool CanBeUsed();

4.2.2.6 ItemList

```
int maxCount;
```

```
int count;
```

```
list<Item> list;
```

```
Item* FindById(int id);
```

```
Item* FindByDisplayId(int id);
```

4.2.2.7 SkillList

```
int count;
```

```
list<Skill> list;
```

```
Skill* FindById(int id);
```

4.2.2.8 User List

```
list<User*> list;
```

```
User* GetByName( const string name );
```

```
User* GetByTitle( const string name );
```

```
int GetCount();
```

4.2.2.9 Scriptvoid

```
Stop();
```

```
string GetFilename();
```

```
string GetParams();
```

```
bool Log(const string &log);
```

```
void Pause();
```

4.2.2.10 HtmlLink

```
bool isButton;
```

```
bool isTeleport;
```

```
string text;
```

```
string link;
```

4.2.2.11 HtmlDialogHtmlDialog();

string GetHtml();

string GetLinkForText(const string &title);

string GetTextForLink(const string &link);

list<HtmlLink> links;

void Update();

bool HaveLink(const string &link);

4.2.2.12 Enchant Enchant GetEnchantManager();

void setEnchantId(long id);

long getEnchantId();

void setItemId(long id);

long getItemId();

void setAuxiliaryStoneId(long id);

long getAuxiliaryStoneId();

int Enchant();

EnchantResult getLastResult();

void setDelay(long delay);

long getDelay();

4.2.2.13 Augment Augment GetAugmentManager();

void setLifeStoneId(long id);

long getLifeStoneId();

```
void setItemId(long id);  
long getItemId();  
void setGemstoneId(long id);  
long getGemstoneId();  
Augment getAugmentResult();  
Augment getAugmentCancelResult();  
void Augment();  
void AugmentCancel();  
KeepAugment();
```

4.2.2.14 Resurrectionvoid SetRevivePlaces();

```
void Revive();
```

4.2.3 Functions4.2.4 Globals

[a]

[a

| Style : Background0, Font0, Size16 |