

WYD2



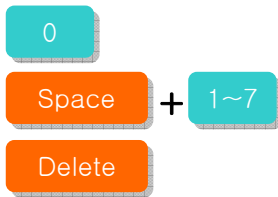
Game Resolution:
(1024*768)

Run in Full Screen mode

Do not run in (Window mode)

Enter the numbers only with the **number pad** on right of your keyboard.

● Sensor Specification



Sensor Specification (specifies sensor location)

There are **seven** sensors in total.
Specify the sensors (1~4) to **monster stats**. (min: 1)
Specify the sensors (5~7) to **character stats**(HP/MP) and **pet stats**(HP).

Order

After connecting to the game, just press [0] since in WYD2, there are no monster stats displayed on the screen. (The game screen will be stored inside the memory)

(Since there are no monster stats displayed, disable sensor 1~4)

Press the sensor key **No.5** [Space+5]. Then the previously stored game screen will appear. Drag top-left sensor to the character stats.
Press [Delete] to end the sensor location specification.

Specify sensor **No.5** to character's **HP** bar, sensor **No.6** to character's **MP** bar, and sensor **No.7** to pet's **HP** bar. (Specify sensor No.5 and No.6 at the moment)



Place sensor No.5 and No.6 on the 70% of the HP bar and the 30% of your the MP bar, respectively.

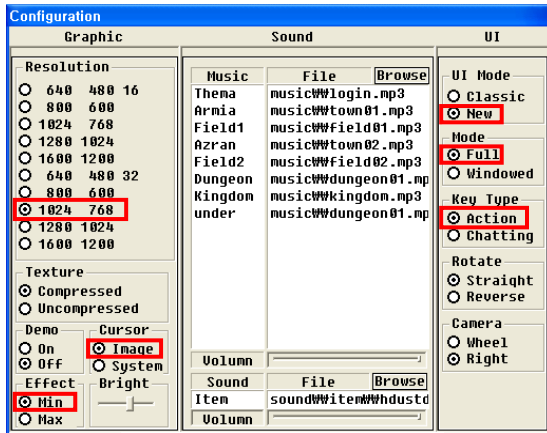
● Skill Specification

The following figure is a default skill window.



You can put any skills you like.
We recommend some long-range attacks that can attack distanced monsters.

● Game [Options] Configuration



Set the game screen resolution color space as low as possible.
This will increase the overall game speed and the monster search efficiency.

● Record Sectors (F1~F10)

Space + F1	Record actions when monsters are not selected Records actions when monster stats bar is not displayed . Sector [F1] is for targeting monsters, so we don't record particular instructions.
Space + F2	Record actions when monsters are selected Records actions when monster stats bar is displayed . Since this game has no monster stats bar displayed during the game, we don't record particular instructions.
Space + F3	Record actions when drinking HP Potions Records key for drinking HP potions if HP drops below the sensor. . Keys : Drinking HP Potion (Q) . Order : [Space+F3]→[Q]→[Delete]
Space + F4	Record actions when drinking MP Potions Records key for drinking MP potions if MP drops below the sensor. . Keys : Drinking MP Potion (W) . Order : [Space+F4]→[W]→[Delete]
Space + F6	Record actions when casting buffs(skills) Records actions of pressing buff(skill) keys . Keys : Buff key . Order : [Space+F6]→[Buff key]→[Delete] Specify the usage time. (ex: use every 2
Space + F10	Record actions to prevent characters from moving away Click the center of the screen(character's feet) at every specified time interval to prevent characters from moving away the hunting field. . Keys : Click on the characters feet. . Order : [Space+F10]→[Click]→[Delete]

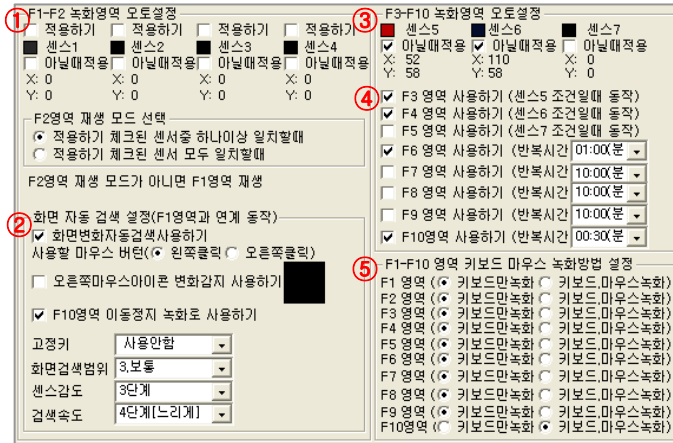
● Copy Mouse Cursors



When you place the cursor on monsters, it'll turn into a sword-like shape.
Then press [Space+*] to automatically save the shape of the cursor at Auto program.

For WYD2, the shape of the cursor does not change even though you place
on monsters. Therefore, you don't really have to use this function for this game.

● Program Configuration (example)



- ① Sensors(1~4) :
 - Set to monster stats
 - If the sensors correspond to all the conditions, [attack,skill] are performed.
- ② Configurations for monster selection
 - Auto Screen Search
 - Detect Cursor Modification
- ③ Sensors(5~7) :
 - Set to character stats
 - If the sensors correspond to all the conditions, [drinking potion] is performed.
- ④ Enable Sectors
 - Sectors [F6~F9] are for buffs.
- ⑤ Recordings for Sectors [F1~F10]

- . We don't specify any sensors from 1 to 4 because there are no monster stats displayed during the actual game.
- . We can select monsters by recognizing screen modification.
(Left click when the game screen is shifted)
- . Disable 'Detect Cursor Modification'
- . If you record an action at sector [F10] of clicking on the center of the game screen, we can prevent the character from going there.
- . Fixing Key(Disable) / S.S.Range(4.broad) / S.Sensitivity(5) / Search Speed(2)
(For characters that have weapons that can attack distanced characters, set the Fixing key [shift] to fix the character in one place.)

Search Range : Wider search range can misunderstand the screen stats windows as monsters. Your character could also go too far away from the specified hunting field.

Sensor Sensitivity : Better sensitivity does not mean better performance, because the sensors could misunderstand the small movements of the background as monsters as well. If the monster is big, it would be better to lower the sensitivity.

Search Speed : If you set the speed very fast, Automouse can miss recognizing monsters.

- . We have set Sensors No.5 and 6 to (HP bar) and (MP bar) of character stats.
- . We have checked on Sectors F3, F4, and F6 for buffs, and the time distance is 1 minute.
- . We have checked on Sector F10 for preventing characters from going somewhere else apart from the specified hunting field.
- . Sectors F1~F9 only record the keyboard, and Sector F10 records both keyboard and mouse.

The explanation above is simply an example. It is up to the users whether they can make the best out of Graphics2.

● Auto Program Start/Stop

- Space + Insert **Auto Start**
After finishing setting up the configurations, start Auto.
- Delete **Auto Stop**

● Etc.

1. How to change configurations while playing games
 - 1) [Delete] : Stop Auto program.
 - 2) [Space+F12] : Open the Auto program, change the settings, then press [Save].
 - 3) [Space+Insert] : Start Auto program.
2. Delete Information on Record Sectors (ex. delete Record Sector F1)
[Space+F1]→[Delete]
3. Viewing angle of game screen before starting Auto program
If the angle is low(30°), it is good for monster search,
but the character will probably leave the hunting field more often.
If the angle is high(90°), the character does not leave the hunting field,
but it is not good for monster search.
4. There are no specific keys for targeting monsters.
Thus, the program must sense the changes on the game screen to target monsters.
5. We recommend you to execute the Auto program at places without many obstacles.
6. If the program cannot search for monsters properly,
double check the mouse configurations.
Control Panel → Mouse → Pointer Options → Speed: Two steps right from 'average'
Do not check on the "Enhance pointer precision"
4. If you modified the slots while recording,
you have make them as they used to be after recording.
 - ex) How to record buffs from slot no.3~5 of F2 slots
F2(switch slots)→3→4→5 (X)
F2(switch slots)→3→4→5→F1(restoring to the basic slots) (O)