

Auto Start[F9] , Auto Stop[F11]

Left boundary[F5] , Right boundary[F6] , Initializing moving spots[F7]



Character Configuration

Save configurations

Save Delete

Character Selection

Sword Magic Arch Rogue

HP/MP

HP 70 below, key ② 1 time(s)

MP 70 below, key 1 time(s)

HP 50 below, key (Large Potions)

Standby time for drinking potions 1.0 (s)

Key Configuration

Teleport ② When Moving:

Picking ⑤

Pet Feeding

3 minutes(interval) key ②

Auto Hunting

Attacks

Attack Frequency 0.8 (s) Press Atk. 3 time(s)

Set Left boundary[F5] : not set
Set Right boundary[F6] : not set
Initializing moving spots : [F7]

Moving Attacks

Hunt while Moving

Hunt after Moving

Hunt when Encounter

Beep when entering coordinates (Place the minimap on the top-left of the game screen)

Hunt while Moving

Mode1 ③, ② + ② key

Mode2, key

Additional Features

Jump ①

Picking up Items

Climbing up Ladders

Fixing Hunting Fields

Back Attacks

Jump Attacks (Archer/Rogue)

Hunting at Arbitrary Areas

Moving Distance

(Short) (Long)

Other moves at the specified spots

At[F3],heading ④, key ② : not set

At[F4],heading, key : not set

Standby(Ladder) ⑥

Always press (↑)(Ladder) (Not at Portals)

Automatic Shop Opening (start/stop:F10) Speed ⑦

1.Move to the place where you want to open a shop
2.Place your mouse cursor on the top of the items and press [F10]

Alert when finished

Coping with Dangers

Takes a screenshot when you're in danger

HP 30 %below, returns back to town

Quit game(return) Turn off PC(return)

Enable lie detector

Channel Switching (C.S.)

C.S. when others appear on the map

Alert when others appear on the map

5 C.S. time interval

If C.S. fails 3 times, at the very place, attack 10 times and C.S. again

C.S. If fails 20 times

Quit game Turn off PC

Quit Time

Quit time hasn't been set Daily

1 M 1 D 0 H 0 M

Quit game Turn off PC Set Delete

Skills / Buffs

② per 60 seconds

per 60 seconds

per 60 seconds

per 60 seconds

per 60 seconds

② per 90 seconds

per 90 seconds

per 90 seconds

per 90 seconds

per 90 seconds

Standby time between skills 1.0 (s)

Due to the difference in the game's Interface this feature does not work. Please do not check.

Auto program is in Korean. For non-Korean Windows users, some characters may be corrupted, but it works well anyhow.

* After installation, you need to restart your computer.

● How to run Maple_robot

1. Connect the USB key to your computer.
2. Run ([Setup_IR_Maple.exe](#)).
3. After setting up the configurations of Automouse, specify a character name and store your configuration.
4. Run the game and move your character to the hunting field.
5. Place the game window on the front, and the Auto program window on the back.
6. Press [F9] to start the Auto program process.

* If you want to change the configurations of the Auto program, press [F11] to stop the Auto program, change the configurations, and save it. Return back to the game start over the Auto program again.

● Program explanation

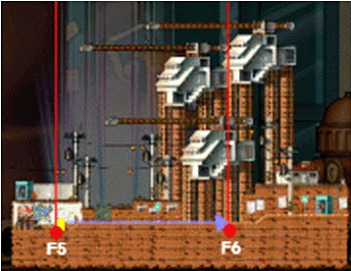
* You can save and load the configurations you have set by each name of the character. These names do not have to be same as the actual game characters.


* [F9] starts the Auto program, and [F11] stops the Auto program.


The screenshot shows a yellow background with seven numbered configuration options, each in a separate box:

- ① Jump: Very Frequently, More Frequently, Frequently, Average, Less, Much Less, Rarely, Disable Jump
- ② Keys: Disable, INSERT, HOME, PageUp, :, \, 1, 2, :, F7, F8
- ③ Method: Stay still, Jump, Teleport
- ④ Directions: →, ←, ↓, ↑
- ⑤ When Moving: Only Teleport, Only Jump, Use Both
- ⑥ Pressing Time: Short, Average, Long
- ⑦ Speed: 1 step, 2 step, 3 step, 4 step, 5 step, 6 step, 7 step

Graphics card	The Auto program will not operate properly if the proper graphics card driver is not installed in your computer. Please install the latest version of your graphics card driver.
Resolution	• Game resolution : 800*600 (full screen mode)
Supported OS	Windows XP / Vista
Character Configuration	<ul style="list-style-type: none"> • To load your settings, press [▼] next to [Delete]. • Save/Delete : Save or delete character configurations.
Character Selection	• Selects the job of your character. (Swordman/Magician/Archer/Rogue)

HP		<ul style="list-style-type: none"> Place small potions on the first HP, and place large potions on the third HP. Standby time for drinking potions : If the character drinks two potions or too lately, adjust this time.
Key Configuration		<ul style="list-style-type: none"> For Magicians, set the (Teleport/Picking) options, and select the options when moving. (Only Teleport/Only Jump/Use Both) For the others, just set the (Picking).
Pet Feeding		<ul style="list-style-type: none"> Feeds your pet at every specified time (minutes) interval.
Auto Hunting	Attacks	<ul style="list-style-type: none"> Specify how often the program should press the attack key and how much it should press it per cycle. The attack speed is for any keys that allow attacks, and the attack cycle is for "Moving Attacks". For "Back Attacks" of Additional Features, you must set this rate at least 2.
	Moving Attacks	<ul style="list-style-type: none"> Hunt while Moving : The character hunts monsters while moving back and forth between (left:F5/right:F6). <ul style="list-style-type: none"> Entering Moving Spots : Move your character to the desired spot and press [F5], then move to the place where you want your character to reach to and press [F6].  <ul style="list-style-type: none"> Initializing Moving Spots : Press [F7] <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>Moving Attacks</p> <p><input checked="" type="radio"/> Hunt while Moving</p> <p><input type="radio"/> Hunt after Moving</p> <p><input type="radio"/> Hunt when Encounter</p> <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> <p>Hunt while Moving</p> <p><input checked="" type="checkbox"/> Mode1 <input type="text" value="3"/> , <input type="text" value="2"/> + <input type="text" value="2"/> key</p> <p><input type="checkbox"/> Mode2 <input type="text" value=""/> , <input type="text" value=""/> + <input type="text" value=""/> key</p> </div> </div>

	Additional Features	<ul style="list-style-type: none"> • Jump : Specifies how much you jump when you move (expect for hunting). (Very Frequently/More Frequently/Frequently/Average/Less/Much Less/Rarely/Disable Jump) • Picking up Items : Automatically picks up items. (you must specify the picking up items key) • Climbing up Ladders : Climbs up ladders when the character moves or at (F3, F4). • Fixing Hunting Fields : Makes your character to come back to the original hunting field when it moves to other hunting fields. • Back Attacks : Allows your character to move back and attack its back side. • Jump Attacks : Jumps when attacking monsters, Only for Rogues and Archers. • Hunting at Arbitrary Areas : Regardless of the pre-specified corrodinate, the character moves to an arbitrary area and then starts to hunt. • Standby(Ladder) : Specifies how long to press (↑) key while climbing up ladders. If the character cannot climb up ladders properly, set this to "long". (short/average/long)
	Moving Distance	<ul style="list-style-type: none"> • This is only for (Hunt while Moving). It sets the moving distance of the character. At the areas crowded with monsters, set to (short).
	Attack Method	<ul style="list-style-type: none"> • Hunt after Moving : Set the methods for (Hunt while Moving:Hunt after Moving). <ul style="list-style-type: none"> - After using [A]+ [B] for [C] seconds, move to the next spot <ul style="list-style-type: none"> A : First attack key (Select [Ctrl] for normal attacks) B : Second attack key (Select the [skill] that will be used after normal attacks) C : Assign the hunting time for each spot (If you set 180, it hunts at the very place and moves to the next spot) - After passing all the spots, it returns back to postion 1 and keeps on hunting. • Hunt after Moving : Set the methods for (Hunt while Moving:Hunt after Moving). <ul style="list-style-type: none"> - Hunt with [A] , [B]+ [C] <ul style="list-style-type: none"> A : Action before attack (Magicans: at one's place/Jump/Teleport) (Others:at one's place/Jump) For Teleport, you must assign a teleport key. B : First attack key (Select [Ctrl] for normal attacks) C : Second attack key (Select the [skill] that will be used after normal attacks) - Attack Method : If you only assign one of them, you will only attack with that move, and if you only all two of them, then the Auto program will randomly use those two moves.
	Other Moves	<ul style="list-style-type: none"> • You can teleport, climb up ladders and ropes anywhere you want. Press[F3] at the place you want to climb up ropes, set as (↵) where you pressed [F3], in the direction of [←], press [ALT]). 

Auto Miniature Shops	<ul style="list-style-type: none"> • Move to the place where you'd like to open you shop, open the item inventory, place your cursor on the "Desired items", and press [F10]. • When the shop is opened, all functions are instantly paused and press [F10] to resume.  <p>Enter the shop name with (Ctrl+ V:paste). Copy (Ctrl+ C) any character strings from the notepad.</p>
Coping with Dangers	<ul style="list-style-type: none"> • These are the functions you can use when your character is in danger. <p>(Caution) Lie detectors may not operate properly, it depends on your graphics card of you PC.</p> <ul style="list-style-type: none"> • Channel switching per (?) minutes : Automatically changes the channel at every specified time interval. <p>(Caution) Channel Switching may not operate properly, it depends on your graphics card of you PC.</p> <ul style="list-style-type: none"> • If the channel switching fails (?) times, it quits the game or turns off your computer for safety.
Skills / Buffs	<ul style="list-style-type: none"> • Automatic skills and buffs operate only if you check on the [Skills / Buffs]. • You must specify the shortcut key for each skill and how often the skill/buff should take place. • Standby time between skills : Indicates the waiting time (seconds) between the specified skill.s.
Operation Keys	<ul style="list-style-type: none"> • [F9] : Auto Start , [F11] : Auto Stop • [F5][F6][F7] : Left/Right boundaries, Initializing moving spots • [F1][F2] : Assigning moving spots • [F3][F4] : Assigning the spots for special actions

● **Coordinates** (Register before you run the Auto program)

F3 **F4**

Assigning the spots for special actions
 . Move to the place for (Teleport/Climbing up ladders, ropes) and press [F3] or [F4]

How to enter the coordinates

- ① Mover the character to the point where you would like to use special actions.
- ② Press [F3] or [F4].



F5 **F6**

Entering character moving spots on the minimap

- . F5 : Left boundary
- . F6 : Right boundary
- . F7 : Initializing movint spots(delete)

How to enter the coordinates

- ① Move the character to the starting point (left) and press [F5]
- ② Move the character to the end point (right) and press [F6]



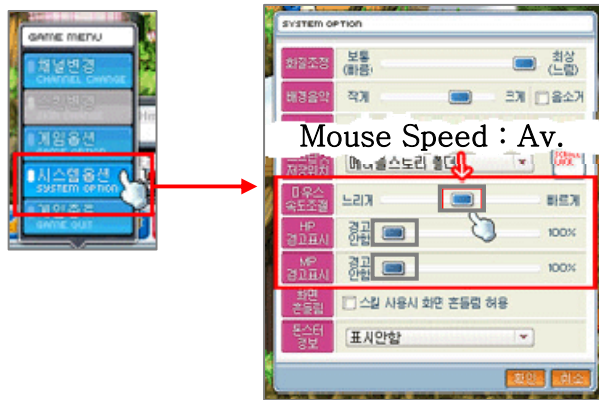
①



②

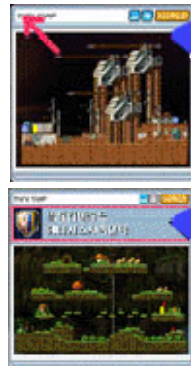
● Mouse Speed

Set the (Mouse Speed) to average and disable the (HP/MP warning) at the [System Option].



● Minimap Location

Place the minimap on the top-left corner of the game screen. The location of the map should not be displayed.



Normal minimap (O)
The location of the minimap is not displayed

Abnormal minimap (X)
The location of the minimap is displayed

● Coping with Dangers(Returning back to town)

- In order to return back to the village,
- ① Place the inventory on the top-left corner of the game screen.
(Close the inventory and execute the Auto program)
 - ② You must have (Return scroll)s on the first row of [Inventory].



● Etc.

Set the [Commands] of the Auto program equal to [Slot] of the actual games.

