

Chapter 1: Intro to Tradewars 2002

Links to backup:

<https://web.archive.org/web/20180327053633/http://tw-cabal.navhaz.com/tips.html>

TradeWars 2002 is an interactive Online game in which you are placed in a galaxy as a 'Trader' and your objective is to become as successful as possible. In TradeWars 2002, you try to begin by trading commodities, which in this game are: Fuel Ore, Organics and Equipment. Fuel Ore is the cheapest, and Equipment is the most expensive. Organics is always somewhere in between. You are allocated a certain number of turns each time you play (each day hopefully) to which you can explore and trade and so forth in the currently 1000 sector galaxy. Moving from one sector to another takes one turn, and do not expect for sector 10 to lead to sector 11 to lead to sector 12 and so forth. The galaxy is very random. Sector 5 may lead to many sectors including sector 730 for example. There are some sectors that have one warp in and one warp out. Some sectors may be warped into by one sector, and out by another, as to have a different entrance and exit sector. Example: you could warp from sector 221 to sector 73, and then find that the only way out of 73 is through sector 596, and not sector 221. You will see when you logon for the first time what I am talking about. You should of course understand that TradeWars 2002 is a long term and time consuming endeavor if you wish to be at all a worthwhile player.

Game Play intro:

This opening intro is by Gary and Mary Ann Martin, the creator of TradeWars 2002. Read it if you have not done so before. When you enter the game, you will be piloting a Merchant Cruiser. This is considered the most versatile ship in the Trade Wars armada. In it, new players have a chance to try out all aspects of the game.

Upon entering, you will be asked what alias you would like to use in the game and what name you would like to christen your ship. The alias you choose will display in the player and corporate rankings and in several corporate listings. Your ship name will be used in the docking logs at the ports. You can use these names to be as conspicuous or as inconspicuous as you want.

The equipment in your initial ship will include 20 holds to store the cargo that you can trade at the ports found throughout the universe. Trading is the basic way to advance in the game. By good trading, you can gain experience as well as gain credits. The credits you earn can fund your military and can provide the capital you will need to expand your trading expeditions. The game will differ with each different group of players. Individual traders are ranked by their experience. You gain experience simply by playing the game. The more things you do, the more experience you will get. Good and Evil are represented by the titles each player receives. Your experience combined with your alignment will determine whether you are a Lieutenant or a Dread Pirate. When you do something that affects your alignment, you will get a message saying your alignment went up or down and by how much. There are benefits and drawbacks whether you choose to play the game as a good trader or an evil trader. Traders who follow the FedLaws are offered protection in FedSpace until they are experienced enough to protect themselves. [This is a good catch here. When they say 'are experienced enough to protect themselves', what they mean is when your Experience Point level is at or above 1000, you can 'protect yourself'. By that time anyway, you should still be parking in FedSpace if possible, but you should be Cloaking. Cloaking devices can be found in the Stardock Hardware Emporium for 25,000 credits each. An expense well worth it once you become a good trader and part of a Corporation.] Traders who want to be very good can be awarded a Federal Commission. This allows them to purchase an Imperial Starship. This is one of the most powerful ships in the universe. On the other hand, the evil traders are offered some options in the Underground. Traders who have proved that they are truly evil can steal product or money from the ports.

“Helpers” General info:

OK – you want to play Tradewars 2002 online – and you are sick of using your web browser – typing everything by hand – and loosing every match because others are flying past you at lightening speed right?

Well they are using SWATH, TWX proxy (with script packages like MoMBot) and possibly a few other handy programs...

Short summary of what you want to do with these two programs:

Basically you will use SWATH as your text displaying – interface controlling program and SWATH will use TWX proxy to connect; TWX proxy is the ‘middle man’ program.

You want to tell SWATH to connect to TWX proxy. You will want to tell TWX proxy to connect to the game server. From there TWX Proxy will be the place where you start scripts that will auto display through SWATH.

For each new game you play you will need to make a new SWATH and a new TWX profile to match that game.

Connection info:

Server name:	SubzeroA (call it whatever you want – use the SAME name in BOTH SWATH and TWX Proxy)
Server address:	y-city.dyndns.org
Server Port:	23
Sectors:	20000
Login	username
Password	shortpassword
GAME id	(Letter)

To use a helper like TWX Proxy - Your computers localhost information:

Address: 127.0.0.1
Port: 23 is the most common – I use 26 - there are many other ports you can use locally depending on your computer networking settings.

*If you get the 'unable to connect' error; try changing your localhost port!

Websites to know:

Many have come and gone; some archived copies are available for download. Current sites that are online include:

1. <http://www.grimytrader.com>
2. <https://www.classictw.com> Official Forum site
3. <http://www.oregonsouth.com/ice9/>
4. http://www.penismightier.com/clme/Trade_Wars/Trade_Wars_2002_Bible.htm
5. <http://www.swath.net> Developer of Tradewars Helper
6. <https://www.eisonline.com/> Developer of TWGS
7. <https://code.google.com/archive/p/twxproxy-ep/> TWX June2007 last updated version
8. <http://www.thestardock.com/> Tradewars News
9. <http://en.wikipedia.org/wiki/REXX> Language Reference for scripting
10. <http://www.microblaster.net/> TW info - games- developer for TWX proxy fork

Download list:

First realize this game is over 30 years old, the original developers have mostly walked away and as time goes by other developers take over projects. There are a few versions of the TWGS (TradeWars Game Server) and the helpers that interface with that game server must change with each revision. The scripts made for these different helpers are also going to change as the TWGS changes; so in effect you must realize that 80% of all scripts related to this game that you may stumble upon online are NOT GOING TO WORK without tweaks or finding newer versions.

The versions are not going to have proper version numbers, you will find yourself confused on if something is version 1.01 or 1.10 (big difference) and trial and error is going to be your friend; or finding a current player who can share what is working.

A good starting point is here: **Helix posted a package in 2017:** But his package has... every version of TWX included.... and without proper version numbers, release dates and such I'm a bit confused on which to use that will work with TWGS 2.2 ...
<https://www.classictw.com/viewtopic.php?f=15&t=34755>

1. TWGS - TradeWars Game server: v2.2 is latest as of Sept 2019
2. TWX Proxy 'best' version to use as of Sept 2019 is 2.5.73 per Scott / Jax? Remco (xide) washed his hands of it on version 2.0.3 back in 2005 or 2007 ish... Versions after should be called 'twx proxy PRO' - but I'm

having trouble figuring out which is the latest...version 2.1.1.379 is the 'newest' I can find that 'appears to be from 2005...

- a. TWX Proxy 2.11 (2005 version) <http://sourceforge.net/projects/twxproxy/files/>
- 3. Swath v 2.0
- 4. MomBot 1045

Swath Macros and Triggers:

Bell - triggers

- 1. Start with macro
- 2. Edit trigger
 - a. Add trigger - 'send macro' - killscripts - key pressed F9

\$st (shows all running scripts)

Edit game options -

Macro string

Name - planet -- value planet number

Macro Fuel and Fig:

I j^(08)^^(08)(planet) ^M n n t n ^M z 1^M m 0^M ^M ^M ^M j q/^M

Xship 1 2 3 4 needs set up for this macro= change each accordingly for 4 ships
q q ^M ^M x ^M x (xship1) ^M ^M b y ^M c;q/" xported into ship # (xship1) ^M^M

Use attack script - add 'wave'

Random tips

Planet sector

Planet - pop a planet - land on planet - level 1 in 1 day - bring cash -

Landing sequence will reset the fuel ore when you go from mothing sector to mothing planet; bug in game -

Bug - IG drains 200 per attempt - after you are out of turns you can still try to leave sector and lower fuel ore even after your are out of turns...

Corpie helper

Swath Setup:

Download SWATH and install it on your computer. After the installation, SWATH will be in "Evaluation Mode". All users will automatically get a 30 day evaluation period but you will have limitations such as a small number of movements..

License Registration You register SWATH online by using the Registration Tool found in the Help menu or in the SWATH program menu. You just need to enter your UserID and Password to unlock SWATH.

1: New Game:

Click FILE and NEW; you will see the following menu: (it looks a lot like the TWX proxy menu)

A: type in a game name to describe your game (identical to the TWX name)

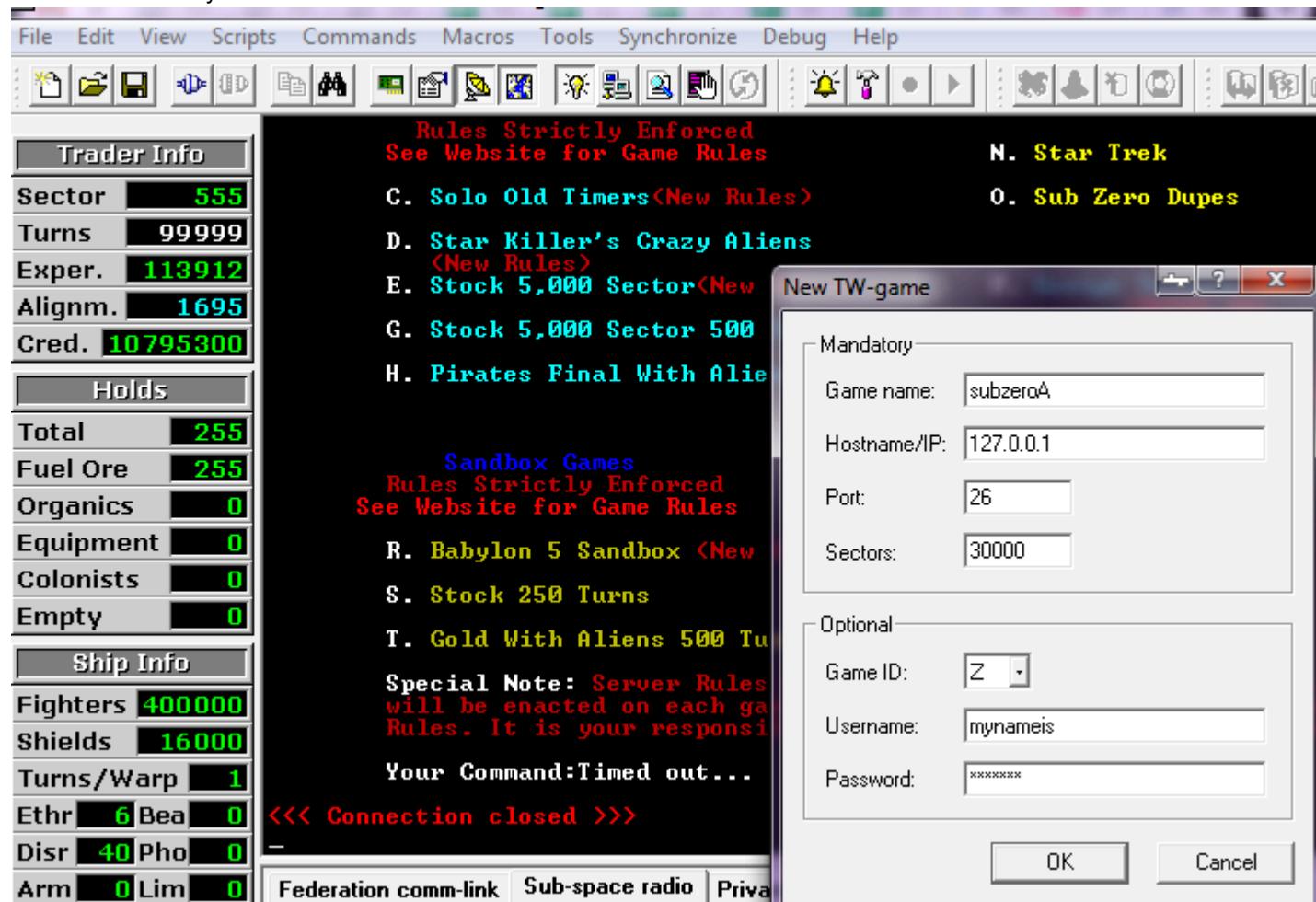
B: hostname/ip - give the actual server address (unless you are using TWX proxy then insert your localhost)

C: port - either give the server port or if using TWX put in your local host port

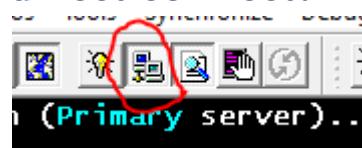
D: tell it how many sectors the game has.

E: Game ID, Username - Password -- unless using TWX then you can rely on TWX to do that for you.

F: click OK – now you are READY FOR THE NEXT STEPS.

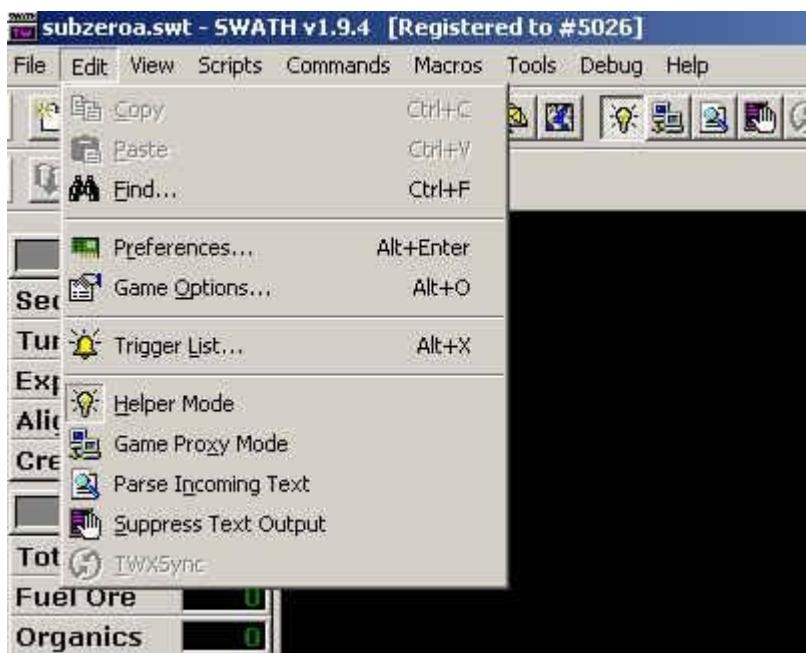


2: Make sure SWATH Game Proxy mode is on for TWX or off for direct connect:



3: Edit-Preferences and Game options

Click EDIT: notice there are a couple options here of importance: Preferences and Game Options. BOTH of these must be clicked on before you can play. First we will do Preferences:



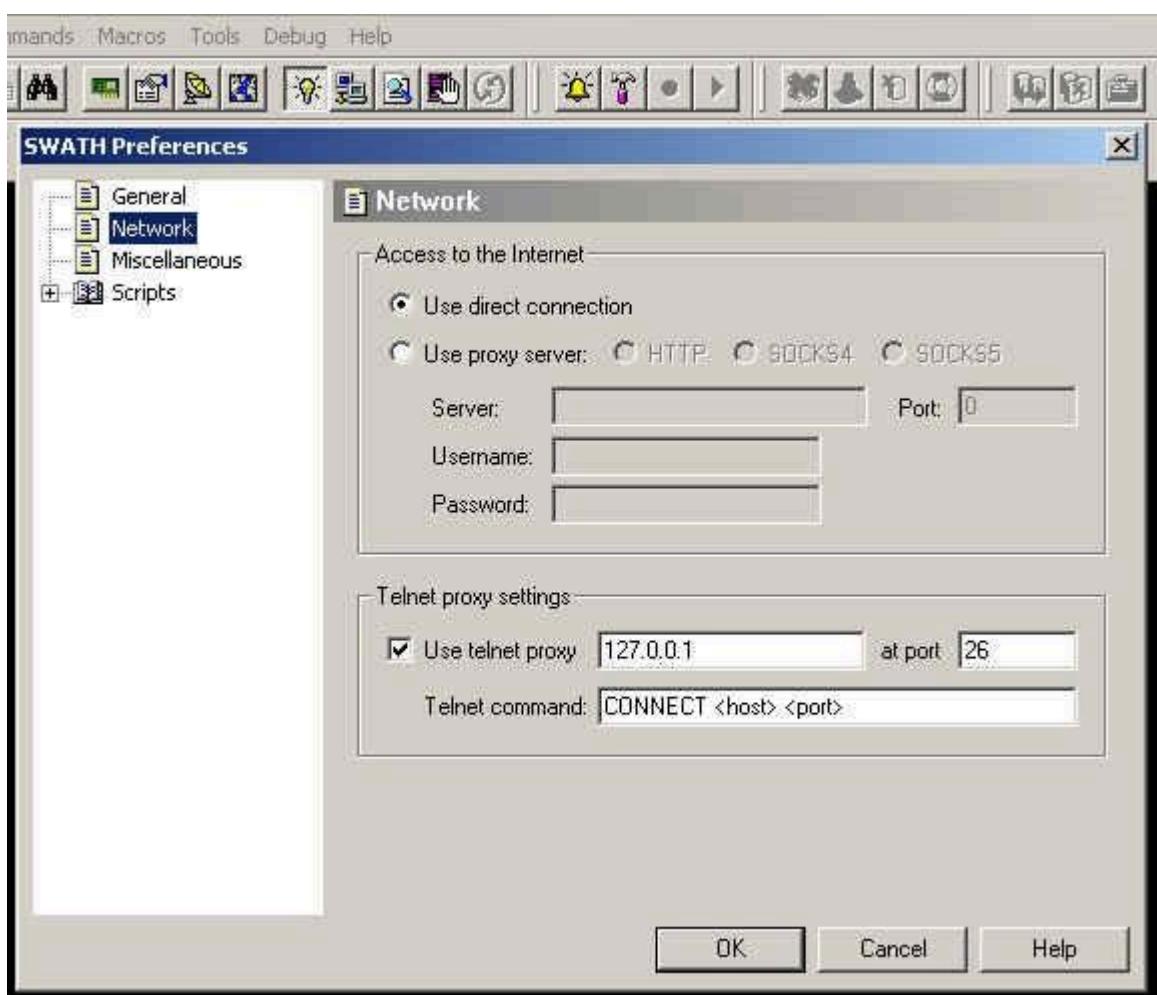
4: Preferences Menu:

You must click 'NETWORK' on the left side and insure that your 'use direct connection' is clicked on top – and that you type in your Telnet Proxy settings (aka your TWX proxy settings)

A: 127.0.0.1 is everyone's generic Localhost.

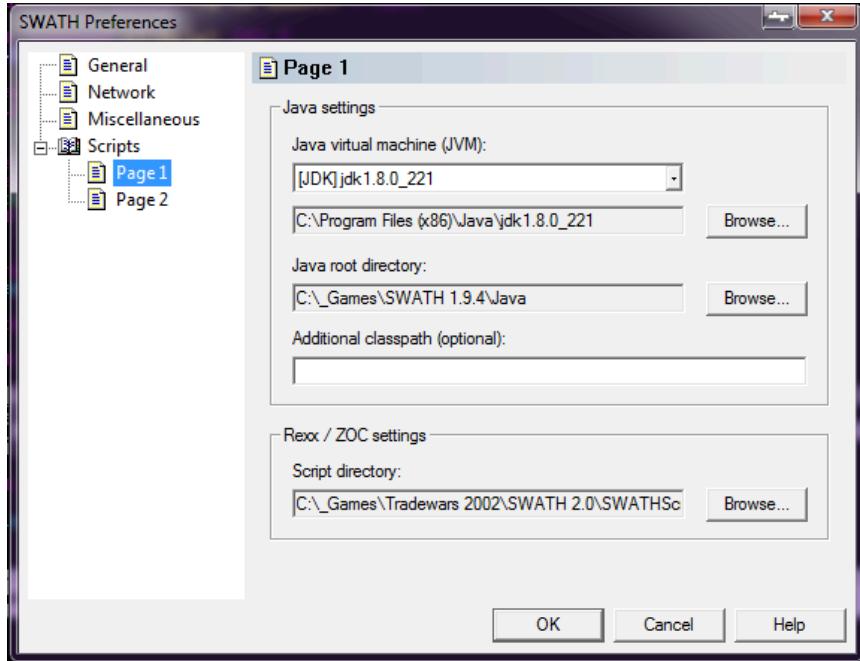
B: Your port may be 23 as default – 26 is what I use – there are countless other ports you can choose to use – as long as it's the SAME port as TWX proxy it will work.

C: Click OK and move on to the next menu—Game options.

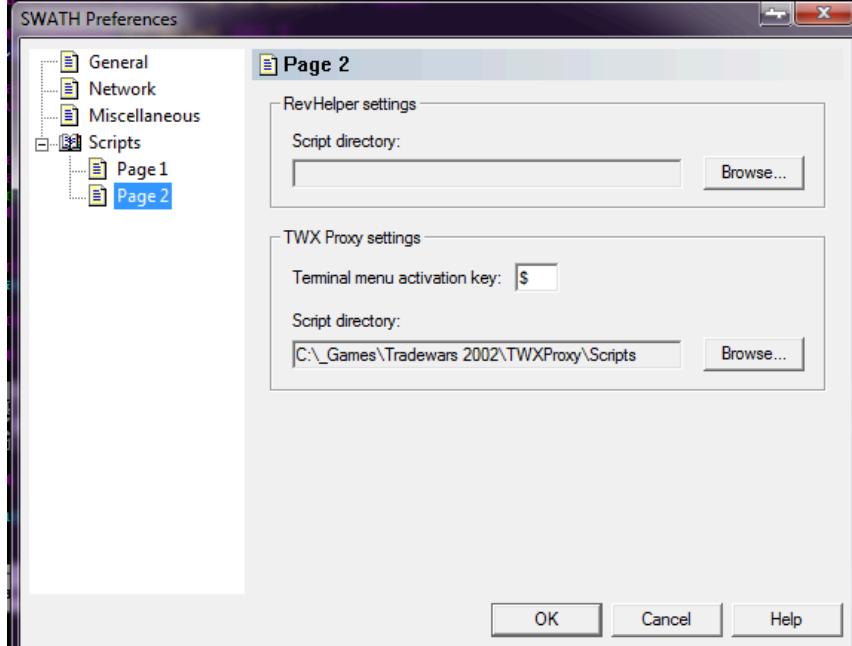


D: Open the Scripts menu and set up SWATH scripts.

1. This is where you must have installed a *32 bit version* of the Java SDK (so that you can compile scripts) - this goes into the top browse section for JVM. You can download one on Oracles site (you will need an account) <https://www.oracle.com/technetwork/java/javase/downloads/index.html>
2. Your Java Root directory should point to the SWATH folder where you are storing all Java scripts
3. Rexx / ZOC settings - (unfinished, not sure)



4. Scripts Page 2 refers to TWX Proxy. Locate your TWX folder with its (separate) TWX scripts.

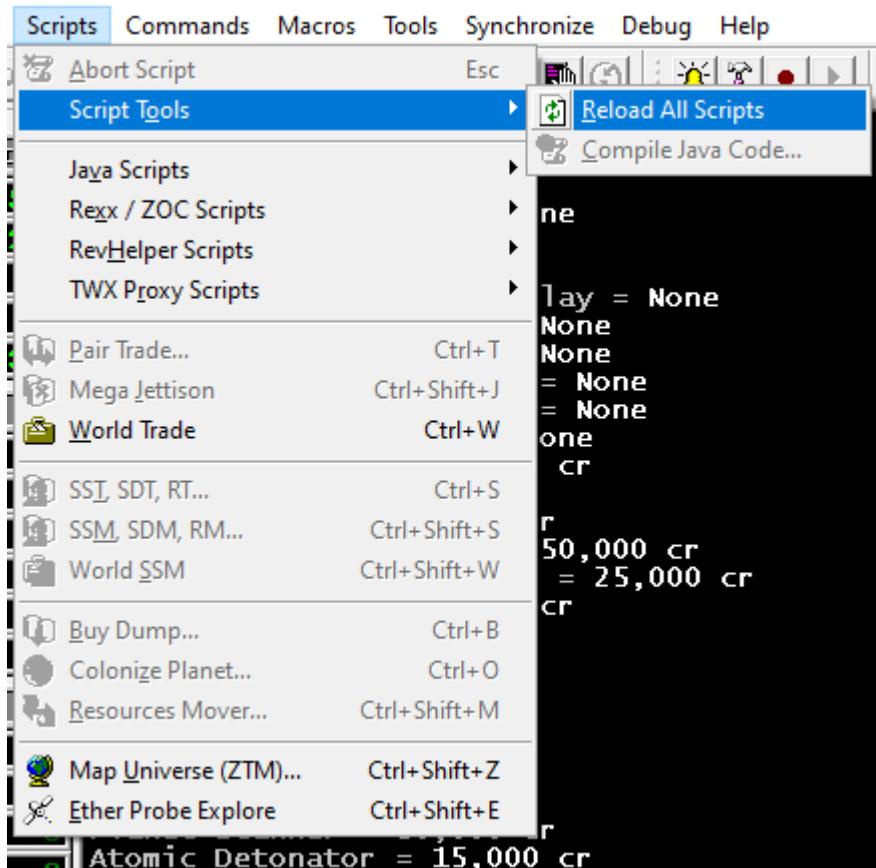


4a. Sample TWX scripts folder:

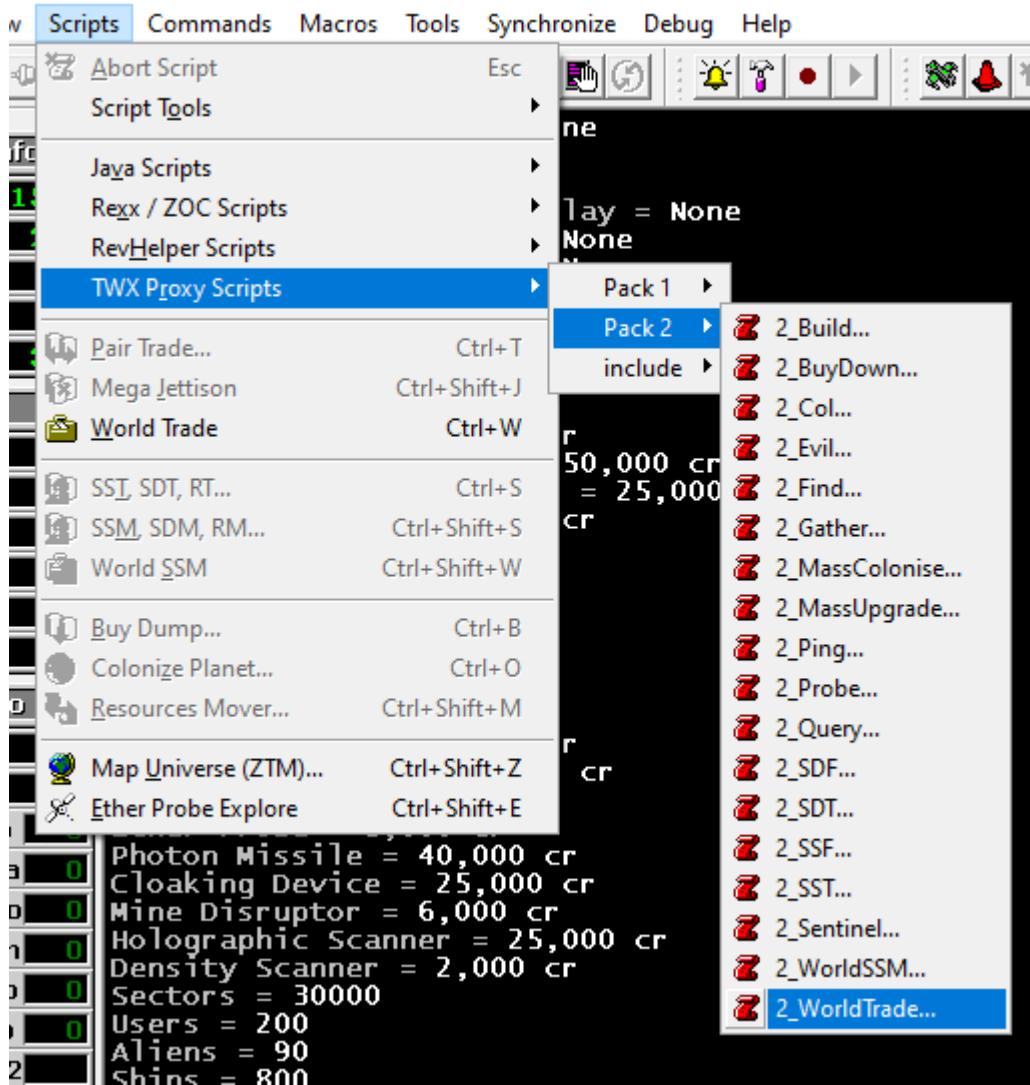
Downloads > TWXProxy2.5.73 > scripts

Name	Date	Type	Size	Last
include	5/15/2019 10:38 PM	File folder		
LoneStar_Pack	5/15/2019 11:41 PM	File folder		
Mombot	5/15/2019 10:42 PM	File folder		
1_ECol.ts	10/15/2009 9:49 PM	TS File	5 KB	
1_KeepAlive.ts	10/15/2009 9:49 PM	TS File	2 KB	
1_Login.ts	10/15/2009 9:49 PM	TS File	3 KB	
1_Move.ts	10/15/2009 9:49 PM	TS File	6 KB	
1_MoveCol.ts	10/15/2009 9:49 PM	TS File	6 KB	
1_MoveFig.ts	10/15/2009 9:49 PM	TS File	6 KB	
1_Port.ts	10/15/2009 9:49 PM	TS File	8 KB	
1_PortFast.ts	10/15/2009 9:49 PM	TS File	4 KB	
1_Scout.ts	10/15/2009 9:49 PM	TS File	6 KB	
1_SSM.ts	10/15/2009 9:49 PM	TS File	5 KB	
1_SST.ts	10/15/2009 9:49 PM	TS File	5 KB	
1_TCol.ts	10/15/2009 9:49 PM	TS File	6 KB	
1_Trade.ts	10/15/2009 9:49 PM	TS File	6 KB	
1_ZTM.ts	10/15/2009 9:49 PM	TS File	6 KB	
1_ZTMFast.ts	10/15/2009 9:49 PM	TS File	7 KB	
2_Build.ts	10/15/2009 9:49 PM	TS File	10 KB	
2_BuyDown.ts	10/15/2009 9:49 PM	TS File	6 KB	

4b. Then go to script tools and reload scripts



4c. You should now have scripts you can choose from swath. (you can also bind those to keys or a-z buttons)



5: Game Options Menu:

It opens to General by default; you must verify that the hostname/IP settings on this page – match the settings you just typed into the Preferences Network menu – and the TWX proxy settings from the first step...

A: Hostname/IP 127.0.0.1 is everyone's generic Localhost.

B: Your port may be 23 as default – 26 is what I use – there are countless other ports you can choose to use – as long as it's the SAME port as TWX proxy it will work.

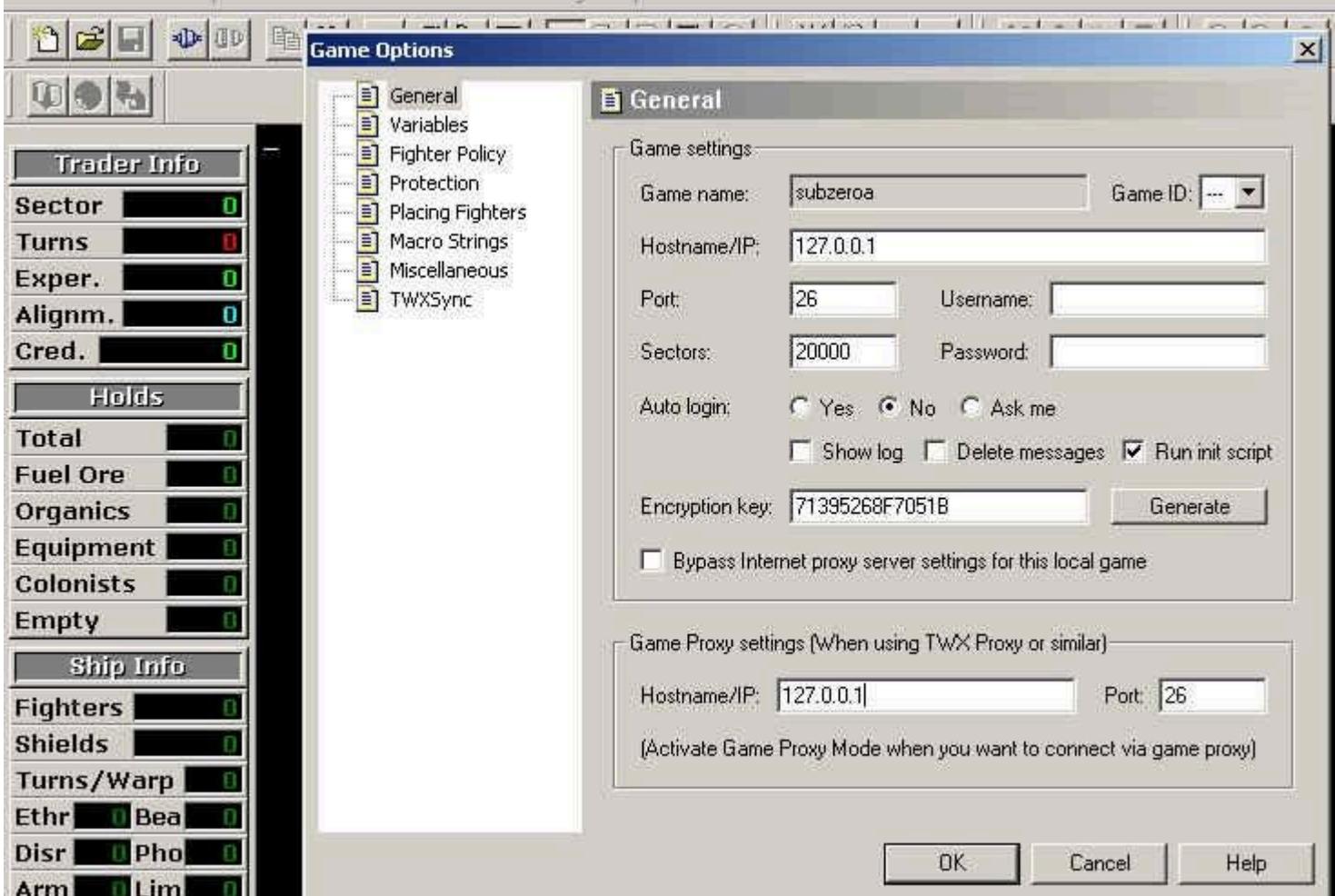
C: Sectors: the game I'm on has 20000

D: Auto login should be moved to NO

E: ignore the Encryption information

F: down on the bottom you will ONCE AGAIN type the SAME info – 127.0.0.1 and port # whatever you are using...

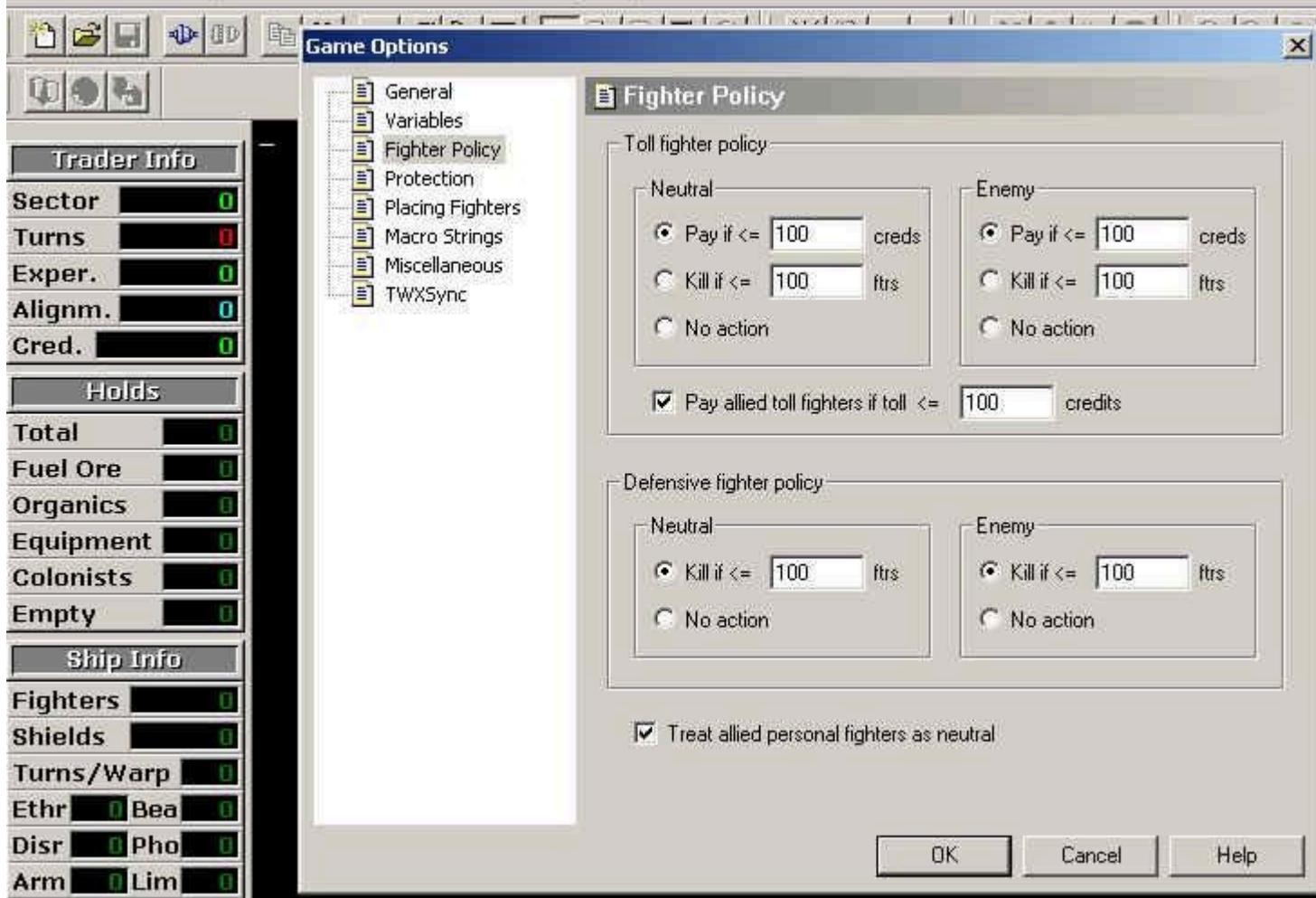
BEFORE YOU CLICK OK—check out the OTHER tabs on the left – some ARE IMPORTANT!. See the next picture...



G: click the FIGHTER POLICY option to the left...

H: these are my own settings – you may choose to modify them based upon the rules of the game you are playing and based upon your play style... By modifying these settings your game will automatically deal with every fighter it encounters automatically without bothering you!

I: NOW click OK



6: You are ALL DONE setting up your game. Make sure you have Swath open the 'game' you want to play on... -- Make sure you have TWX proxy open the 'game' you wish to play on (so if you have multiple games installed you are sure that they match)

A: Now click the connect button inside SWATH and it will tell TWX proxy to connect to whichever server is selected...

```
Authentication (Primary server)... OK
Connect to localhost on port 2323... OK

Active connection detected from: 127.0.0.1
TWX Proxy Server v2.05.73
(Beta Version)

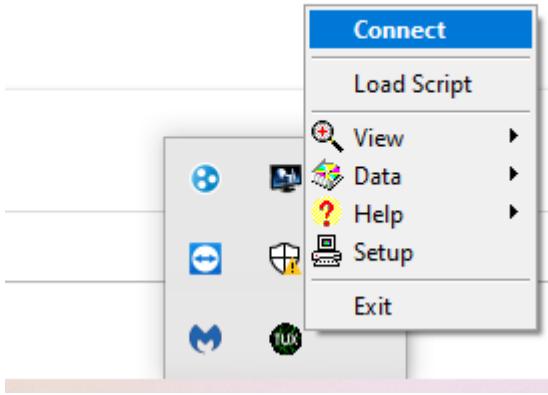
There are currently 1 active telnet connections
No server connections detected
Press $ to activate terminal menu
```

B: \$ activates your terminal (this is the first thing you type)

C: will get you logged into the server

D: Type your name and choose a game. (*you may have a login script that does this automatically)

7: If using TWX proxy you will have to connect with that tool separately now:



TWX Proxy About:

TWXProxy is a [TradeWars 2002 \(TW2002\)](#) helper written in Borland Delphi 5.

Originally written by Remco Mulder, [TWXProxy](#) has been passed on to various developers over the years. Because it is written in an obsolete version of Pascal, it can only be compiled under Windows XP using Turbo Delphi 2006 Explorer.

Turbo Delphi 2006 Explorer is no longer available from <http://www.turboexplorer.com/delphi>, and there is no way to request a license file.

Boreland RAD Studio 10.2 - Delphi Starter edition is currently available for free / limited use, but can not be used to compile the Boreland Delphi 5 code. <https://www.embarcadero.com/products/delphi/starter/>

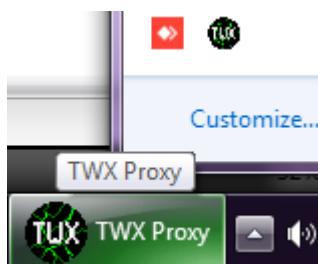
Development / Porting to C# is the ideal solution with SWATH integration an ideal bonus; but the labor is extreme, past attempts to convert have failed and a full rewrite is required.

Micro has written the latest update that I'm aware of. 2.06.03a. Discussion located here:
<https://www.classictw.com/viewtopic.php?f=15&t=35353>

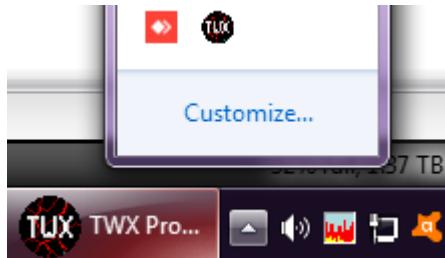
Other Versions: (Thx @Micro for posting some of this on Github)

- [TWX Proxy 2.06.03a](#) - Alpha Release October 2018- filename is different, twxp.exe and filename version is 2.6.1.1- copy the .exe and .dll into the folder for version 2.05.73 to gain the additional features of 2.06.
- [TWXProxy 2.06](#) by MicroBlaster Sept 2017 <https://github.com/MicroBlaster/TWXProxy> (*Only source code here; no full release) Website: <http://www.microblaster.net> TWGS2.20b/TW3.34: telnet://twgs.microblaster.net:2002 TeamSpeak3: ts.microblaster.net:9987
- [TWXProxy 2.05.73](#) The latest version of TWXProxy released by Elder Prophit on Nov 2015 <http://classictw.com/viewtopic.php?f=15&t=34737>
- [TWXProxy 2.04](#) Windows XP Version by Elder Prophit in 2007.
- [TWXProxy BBS](#) A server-side proxy for TWGS based on TWXProxy 2.04.
- [TWXProxy PRO](#) (v2.11) This abandoned fork of TWXProxy was maintained by The [TWX Proxy Group](#). Last update May 2005 - these used a RED background and were the first updates after Remco retired.
- [TWXProxy 2.03](#) Last version by the original author Remco Mulder around 2005. Email was xide@clan.co.nz his website was <http://twxproxy.com>

Original edits of the program have a GREEN background. - as do some recent updates by random members.



'pro' edits (after the original author quit; when the 'twx Proxy Group' took over) have a 'RED' icon background.



TWX Proxy Install / Setup:

You run TWX Proxy, setup your game inside the Proxy, then change swath to proxy mode. Now set the port in SWATH to connect to the Proxy port. Then you can start scripts through twproxy and you will see the results in swath. AKA TWXProxy is the main interface you use, Swath gets remote controlled by TWX Proxy.

1. Go to <http://www.grimytrader.com> on and create an account. Once created do a search for the below.

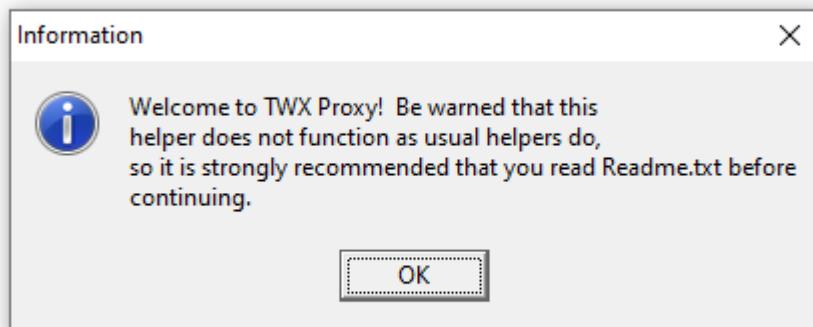
The screenshot shows the 'Search The Galactic Script Bank' section of the Grimy Trader website. The search form includes fields for 'Script Platform Type' (set to 'TwxProxy 2.04'), 'Script Category' (set to 'All Categories'), 'Script Author' (set to 'All Authors'), and 'Sort By' (set to 'Most Recent'). A 'Search' button is at the bottom right. To the left, there is a sidebar with links like 'Grimy Trader Home', 'Galactic Script Bank', 'FedCom Forum', 'Underground Tools', 'Deploy A Script', 'NavPoint Links', and 'Contact Grimy Trader'. A 'Who's Playing' section is also visible.

You will find the newest versions of TWProxy (2.5.73) and Mombot (3.1045) Currently (unverified)

2. Download both and Extract TWX Proxy. This will look something like this

Name	Date modified	Type	Size
data	6/12/2013 5:33 PM	File folder	
logs	5/23/2013 7:13 PM	File folder	
scripts	8/30/2019 12:33 AM	File folder	
CapEdit.exe	8/30/2019 12:33 AM	Application	451 KB
changes.txt	8/30/2019 12:33 AM	Text Document	31 KB
GPL.txt	8/30/2019 12:33 AM	Text Document	13 KB
8 pack2.html	8/30/2019 12:33 AM	Chrome HTML Do...	50 KB
PreComp.exe	8/30/2019 12:33 AM	Application	117 KB
Readme.txt	8/30/2019 12:33 AM	Text Document	9 KB
script.html	8/30/2019 12:33 AM	Chrome HTML Do...	123 KB
TWX.exe	8/30/2019 12:33 AM	Application	855 KB
TWXProxy.exe	8/30/2019 12:33 AM	Application	960 KB

3. Install :TWXProxy.exe - you should see this:



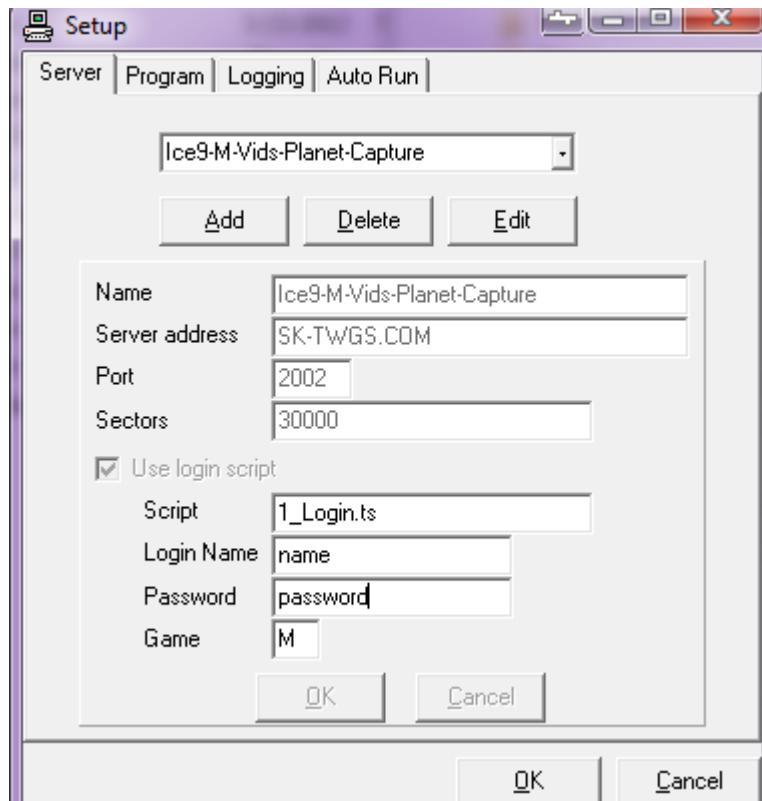
4: Look beside your clock and find the TWX icon- right click it and choose SETUP.



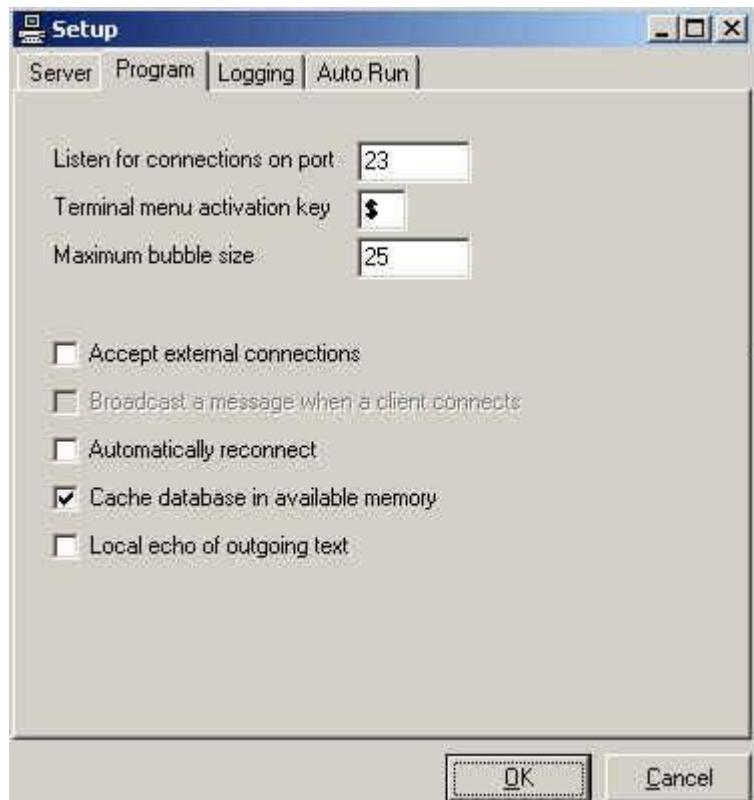
5: Now you must set up a Database and choose your default port. click ADD

- type in a name to describe your game; use a smart naming scheme in case you load many games.
- give the actual server address (not any proxy addresses)
- the actual server port

- d. tell it how many sectors the game has *Everything will break if this is wrong.
- e. Depending on your TWX version and TWGS version your login script may fail. You can replace the broken 1_login.ts script with an updated version that works - possible fix:
 - 1. <http://classictw.com/viewtopic.php?f=15&t=35409> v3.60VidKid. 0_Login.cts
- f. click OK – now you are all done.
- g. *if you receive an error creating database – your version of TWX proxy may be faulty – delete and reinstall – re download it if needed

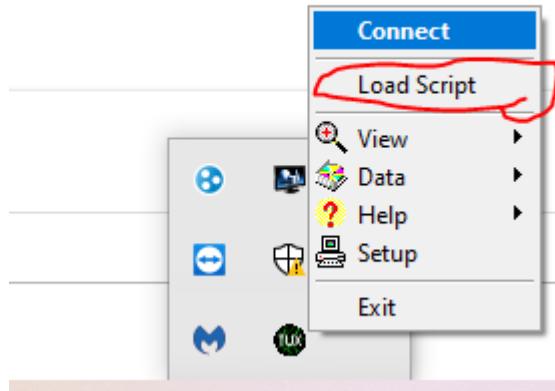


6: Program Tab. The default port is 23; change as needed to connect to your LOCAL MACHINE (this is for SWATH to talk to TWX)



Loading and using a script:

1: Login to your game as normal but now you have access to a bunch of scripts even before mombot. Access them here.



2: WorldTrade 2.0 is a good start. When loaded it will prompt you with a menu on in swath.

```
/-----TWX-PROXY-SCRIPT-PACK-2-----\
Version 2.00

World Trade

For script information please refer to the
Pack2 Documentation. Remember that you can
always use the help option (+) to get
information on any script feature.

Read the warnings about this script before
using it!

World Trade Settings:
? - Command list
+ - Help on command
Q - Terminate script
G - GO!
M - Navigation Settings
P - PPT Settings

Main>
```

3. There are many script packs available. Some include: (Very incomplete)

- a. Lonestar
- b. Helix
- c. Alexio
- d. CareTaker
- e. DNY
- f. Karl
- g. Zed
- h. Kazoo

4. Kazi Sample: If you have a fully stocked planet in a sector with an enemy planet; you will start in the citadel of your planet and use this script to auto refil your fighters, take off, land on enemy planet, attack, retreat, land on your planet , refill figs and repeat until shields or figs are gone.

- a. turn on mombot through TWX proxy

- b. send a corp memo
- c. go into citadel and type into sub space: draconia ? kazi (draconia being your bot name) -that gives you the basic syntax.

1. draconia Kazi 10 -- this will attack planet 10

5. Moveship:

Draconia moveship 11350 back

6. PXE - Photon, Export, Enter -- (start from sector adjacent to where you want to attack; with tons of spare ships handy)

PXEX will go in - and back out.

- a. Draconia pxe 18175 12 (Bot- command- sector to photon - ship to port into)

7. Mombot -- Shipstore -- This command lets you save unique ships into the database to help you capture them.

- a. Make sure Mombot is running. Type > then (bot) ? offense
- b. Or draconia ? defense

8. Merch - "merch 1000 o e buyfuel"

- a. Start with draconia > figs (refresh fighter list to run with ports)
- b. Draconia ? merch - visits all ports in grid and sells org / equip

9. LS unexscout_v3 (unexplored scout - drops figs all over super fast)

10. Capture ships -- Tab+C -- communication window must be closed. (INCOMPLETE / NOT WORKING)

11. Fillships

(draconia fillships - must be in citadel or planet

12 Moving colonists super fast =

13 LSAlien411- Lonestar's Directory assistance = uses twx /swath database to list alien space out of explored sectors (to help you find alien planets)

14 (mombot -move figs from planet/ to sector/ or back to planet:

- 1. from planet surface = type > movefig s (to sector)
- 2. Or from planet type > movefig p (to move sector figs to planet)

15 mombot - colo command (gets colonists from terra)

Colo s t

16. PATP - pay at the pump - will buy fuel as it moves.

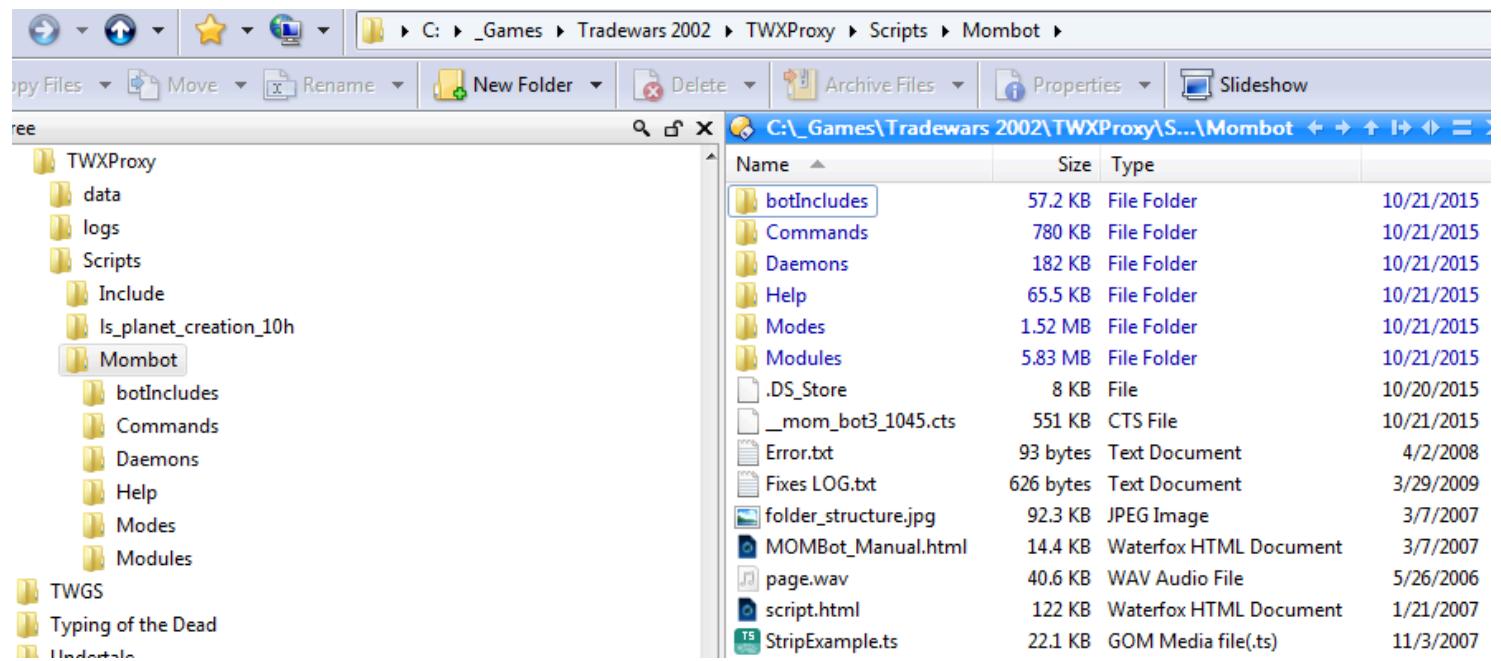
Patp [1000] {turbo} {upgrade}

17. >buy f - buys all fuel in sector port. > ? buy will get more options like Turbo

Installing MoMBot

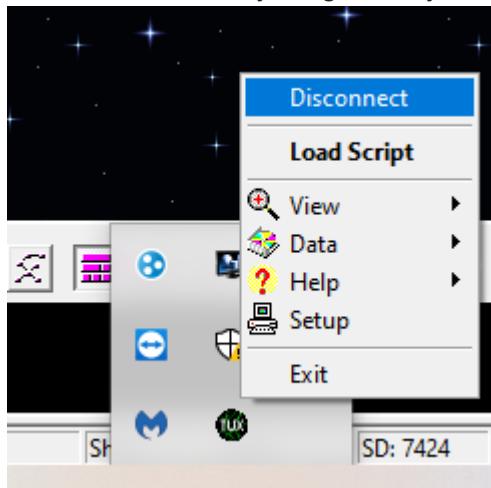
Mind over Matter Bot has many versions update by countless people. It is beyond the scope of this to attempt to identify, list or explain the different versions but instead to list the latest functional version - Mombot3_1045.zip

1. unzip mombot to your scripts folder. Its vital to unzip to the scripts folder. Not scripts\mombot\mombot which will break stuff. Look for mombot.cts -- When ran this creates the mombot.ts

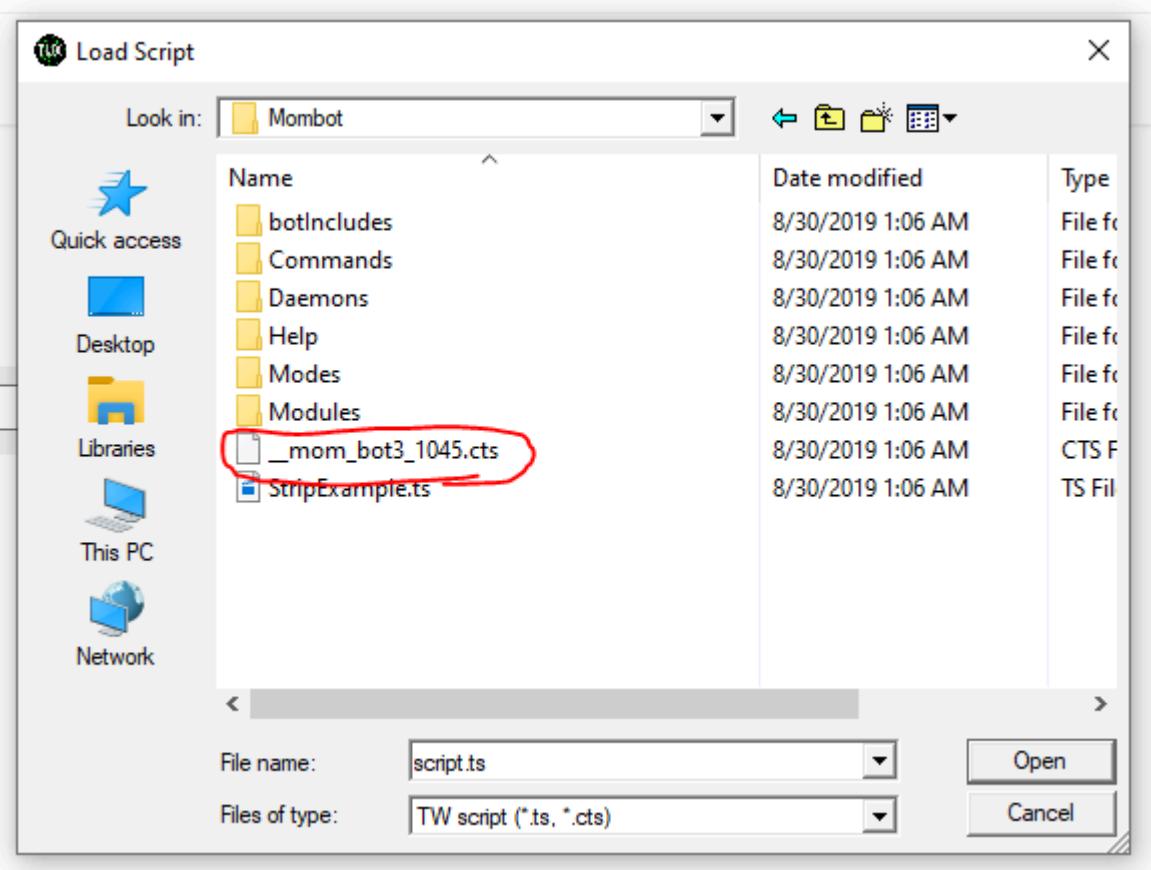


Name	Size	Type
botIncludes	57.2 KB	File Folder
Commands	780 KB	File Folder
Daemons	182 KB	File Folder
Help	65.5 KB	File Folder
Modes	1.52 MB	File Folder
Modules	5.83 MB	File Folder
.DS_Store	8 KB	File
_mom_bot3_1045.cts	551 KB	CTS File
Error.txt	93 bytes	Text Document
Fixes LOG.txt	626 bytes	Text Document
folder_structure.jpg	92.3 KB	JPEG Image
MOMBot_Manual.html	14.4 KB	Waterfox HTML Document
page.wav	40.6 KB	WAV Audio File
script.html	122 KB	Waterfox HTML Document
StripExample.ts	22.1 KB	GOM Media file(.ts)

2. Disconnect from your game if you aren't already.



3. Go to TWProxy and run the mombot script.



4. Swath prompt should look like this:

```
Disconnecting from server...
Command [TL=00:00:00]:[11556] (?=Help)? :
Connection lost.

Loading script: C:\TWProxy2.5.73\scripts\Mombot\__mom_bot3_1045.cts

Version: 3.1045

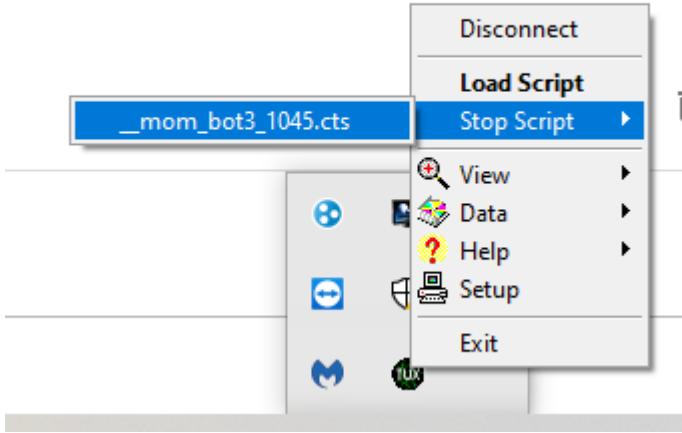
Version: 3.1045

{M()M-Bot} . . . Getting Initial Settings . . .
{M()M-Bot} . . . Communications off . . .

Game is not set up for M()M-Bot, doing now . . .
What is the 'in game' name of the bot? (one word, no spaces)
>
```

5. Your in game name can simply be the same as your login name (or whatever you want). Fill out you game info on the next screen if its not filled in by the TWX settings and press z.

Now stop the script again from the TWX Menu



6. Now load it again. You will see it run through a ton of menus. Its gathering information from the game essential for it to work. You should also notice at this point if you disconnect it will automatically log you back in.

7. Sample use: the > key activates the menu from within the games main text interface

```
>? cashing
>? merch
Land on a planet and type
>movefig s
>movefig p
```

*Setting up mymot info--

1. Turn off your comm window - press SHIFT TAB to open the menu - then press SHIFT `
- 2.

Fine Print - Extra tweaks for TWX and SWATH:

File locations:

will vary depending on OS and versions of SWATH or TWX. Older OS like windows XP will have things stored in My Documents. Newer OS's like windows 7 or 10 will store items in the program directory. Twx will generally store everything in twx/data.

- The main SWATH Preferences are stored in the SWATH.cfg file. This file is located in the SWATH common application folder:
 - "C:\ProgramData\SWATH" on Windows 8, 7 and Vista
 - "C:\Documents and Settings\All Users\Application Data\SWATH" or "C:\Windows\All Users\Application Data\SWATH" on other Windows versions
- The Game Options for each game is stored in a <GameName>.cfg file at the same location as the game database (<GameName>.swt).
- You can always keep an old installation of SWATH with a new one. Just install each SWATH version in its own directory.

Best Practice- Identical names:

Start both TWX & Swath , now every game you play you will need to make a database .. one in Swath and one for Twx. Use identical names (eg. VidsB : server name and game letter)

Swath Setup notes:

in Game Options :

Game ID --- make sure it is not set (not needed if using Twx anyways)

Hostname/IP Actual game Server address

Port Actual game Server port

Username or Password Leave blank

Sectors: (game max sectors)

Auto Login: NO <-- this is important

Run init script UN-CHECK <-- also important

Game Proxy settings <--- the MAIN change

Hostname/IP : localhost and Port 6060 (this will be twx's listening port)

Swath setup; so Twx scripts don't conflict with Swath

In Game Options / Miscellaneous

turn Haggle Setting OFF

Under Preferences / General

turn TransWarp when ready OFF (uncheck)

Swath- final steps to get started:

Press ON the LiteBulb & Parse incoming text and Game Proxy Mode.

Now CONNECT on Swath (Making sure you see [Registered to #XXX] [Proxy] <-- This is now visible)

You are Not Online Yet!

Now lets go Online :

Double click green ball (TWX in Tool Bar) and connect for real.

Once in game

Check your CN Settings .. type CN and check options

1 - ON , 2 - off , 3 - off , 4 - anything other then 0 , 5 - on

6 - Yes , 7 - No , 9 - SPACE , A - Compact , B - No , C - Off

or Run _vid_startup found in the Vids script pack

Then its a matter of making macro's and ready your system for launching scripts.

In Swath Preferences / Scripts / Page 2

make sure TWX Proxy settings Script directory is pointing to your TWX scripts.

and at Top of Swath , the Tab marked Scripts / Script Tools / Reload All Scripts.

Thats about it.

At this point you are now using TWX with your Swath.

Understanding Daemons:

In multitasking computer operating systems, a daemon (/də'mən/ or /də'mən/)[1] is a computer program that runs as a background process, rather than being under the direct control of an interactive user.

*Samples and info needs added

How to Script!

Related Terms to know:

ABC Programming Language (CTS files)

XML

Java scripts in SWATH See SWATH Help file for more info and documentation.

In the simplest sense, if you have a CTS 'set up' file, with a compiler installed- it will get converted into a TS file that can be ran by SWATH. Example= mombot.cts (when ran) creates the mombot.ts

If your script functions partially but fails at one point; you can use a few programs to 'edit' that script.... Notepad++ is a sound text editor and is one option.

SWATH Scripts – Java:

User Defined Daemons

More details needed

The "Archive" folder is a good place to store all your SWATH daemons. From the beginning you can find example daemons in this folder.

In order to run a daemon, you have to copy the daemon .class file to the "Run" folder. The next time you run SWATH, it will detect this and start the daemon automatically.

Just remove the daemon .class file from the "Run" folder when you don't want SWATH to run the daemon any longer.

<https://www.classictw.com/viewtopic.php?f=15&t=35354>

In your SWATH directory should be a Scripts subdirectory filled with scripts. The ones with extension .java are source code, the ones with extension .class are the executables.

Now follow the menus Edit | Preferences | Scripts | Page 1 you will find entries for Java Virtual Machine and Java Root. Make sure the first points to your java installation and the second should point to your Swath/Scripts directory, or wherever you may be storing your compiled scripts.

SWATH Scripts – Compiling Java –

Since you did not state what scripts you are working with. i.e. Java, Rexx, TWX, RevHelper, etc.. I will assume you are talking about SWATH's Java scripts.

1) If you have not already done so.

You need to download and install a Java SDK v1.4.x, or newer, onto your system.

2) You need to let SWATH know of the Java SDK. Well, atleast make sure it knows about it.

With Swath opened press the Alt + Enter keys together. It will bring up the SWATH Preerences window. Click on the Scripts(1) tab. On this Window make sure that the Java virtual machine (JVM) is pointing showing the correct Java SDK. If not, then click on the browse button and navigate to where you had installed the Java SDK.

3) The default directory for the SWATH Java scripts is also listed on this window. If you would prefer to have it somewhere else. Then use the Browse button to select it's location. Close the preferences window.

4) Place all SWATH Java scripts into the directory mentioned above. Or verify that those scripts or there.

5) From the SWATH Menu bar Click on Scripts, then move down to Script Tools, and move right to Reload All Scripts. This will re/load up all the scripts. If any of the scripts are not compiled. Then you need to Select the Compile Java Code option. And then choose the script to compile. Before re-loading the scripts.

MoMBot Scripts:

After mombot and other things are installed: send a corp memo to sync (t t and any text) - -mombot installation requires a few steps (setting up your info at menu and pressing Z when done)

To make someone move – send a message likethis “ draconia M 2034” (name – MOVE and SECTOR)

>help _____ (____ is the name of the script)

Colonizing options:

1 Built in Swath - slow and fails with false positive hostile sectors.
Cols.ts - slow but works better than built in swath - has options menu
Colonise.ts - same slow speed - no settings

Mass

I use a twx script called mass upgrade to upgrade planets. It will take anything we need off of other planets in the sector to do the upgrade automatically.

So I move one planet I have all my Collies and resources on it to a sector with planets that need upgraded and run that. It will upgrade all of them in seconds.

Merch:

Sells all items off planets by flying them around the universe.
Merch 1000 o neg buyfuel
*never works!

Move:

Move f 341

Farm:

Sucks all product and figs off other planets to be sold by Merch

WSST: World Sell Steal Transport

>WSST 1 f (WHERE '1' IS THE SHIP NUMBER AND 'F' IS AN OPTION. *Can earn crazy money with this.

To do this you need:

500,000 credits
a second ship in the same sector
A planet with transwarp capability
-100 alignment
1000+ experience

World Sell-Steal-Transport

- wsst [ship2] {cash dropoff} {f} {s} {safe|passive} {furbpoint}
- {cash dropoff} - if started from planet citadel
- {f} - buy fighters
- {s} - buy shields
- {safe} - Will not mow to locations, scans and moves

- {passive} - Will be safe, as well as avoid any enemy fighters
- {furbpoint} - Terra, Dock (default), Alpha, Rylos
- {limp} - Will lay 3 limps/sector if Furbing at Dock.
- {armid} - Will lay 3 armids/sector if Furbing at Dock.
- {quiet} - Will not broadcast BUSTED msg's on SubSpace
- {x100} - Will Drop 100 Fighters per sector

- wsst CLEAR_BUSTS - Clears bot's bust file.

"wsst 5 cash dropoff f s"

if you start the wsst FROM the citadel, you dont have to add the "Cash dropoff" part which usually ends up confusing the bot
Saveme so from the citadel type WSST (ship) f s passive
Saveme passive will also avoid large alien sectors for ya

LSEC:

161 Tow's a ship to colonize faster

MD PLANET STRIPPER :

-notes missing

Code:

Mombot Command List

To send commands to your bot, use >command

To send commands to someone else's bot, do 'botname [command]

Command Options in brackets - [option] - generally required, {option} generally optional

Tab - ~ - Mombot Settings and Preferences

>HELP - Show preset hotkeys, custom hotkeys (set in Tab - ~ menu), and Help categories.

TAB + TAB (tab twice) - Stop Mombot scripts / modes

\$SL - Kill all TWX scripts

General

BOT - Turn M()M Bot On or Off Kills all functions
of bot when inactive/off

bot on/off

CALL - Call SaveMe Command
Used to trigger a SaveMe Script to bring planet for you to escape on

- Originally written by Cherokee

CORP [join/drop] [corp number] [password]
join - Will join Corporation
drop - Will Drop current corporation
corp number - The corp number to join
password - The corp password

CN - Resets your cn settings to bot defaults.

NOTE: If corp and password were previously used via bot
the corp number and password will be saved

COMMS - Traitor's Public Comm Monitor
- Loads Comms/Fig Hit Watch Window
- Can type _ to review log, saved as text file in \TWXProxy\data

DEP - Deposits cash into citadel treasury.

```
dep {cash to deposit}

{cash to deposit} - Default is all cash on hand
```

DISP Displays current sector over ss

```
disp {fed}

{fed} - Optionally redirect output over FedComm
```

EMQ - Attempts to return someone's bot to the command prompt

IGNORE - Turns all comms off

LISTALL - List All Active Scripts on Sub Space

LOGIN - Login to a Bot

```
login - default logs into all
active M()M Bots
```

```
login [trader name] [bot name] - Logs into st-bot
(ex. login "bounty hunter" hunt ..or.. login bounty hunt)
```

LOGOFF - Will logoff in citadel if used while in
citadel w/o cloak option, waits x # of minutes to relog

```
logoff [min time until relog] {cloak} - logs off and disconnects
```

MAC - Runs a macro

```
mac [macro string to send]
(use * for Enter)
```

NMAC - Sends a Macro for multiple # Cycles

```
nmac [cycles] [macro string to send]
(use * for Enter)
```

NOFED - While running, disables outgoing msgs on Fed Comm, changes to subspace msg.

OVERLOAD - Checks Corporate/Personal Planet Lists
Will attempt to indicate which sectors have planet
densities higher than the allowable Maximum
(and may collide at extern)

```
overload {under}

{under} Shows sectors with more than 1 planet that are not full

- Originally written by Cherokee
```

PAGE - Pages bot owner
page [player's bot name]

QSS - Gives detailed status information over subspace.

RESET - Disconnects From Server and Relogs

SAVEME - Activates Planet Based SaveMe Mode
Attempts to move planet to Corpies location when called.
Return option brings it back to starting sector.

```
saveme [on/off] {return delay}

- (return delay) Number of Seconds to wait before
moving planet back to starting sector
```

- Originally written by Cherokee

STATS - Opens a status window - type I after starting script, updates itself after.

STATUS - SHOWS basic status info on subspace, some info not in QSS.

TAB-Q - Quick Script Loading Menu

If you are going to use script hot keys, in your \TWX directory you will need the following file:
_MOM_HOTKEYSCRIPTS.TXT This file allows you to set paths for quick script loading. The file should be formatted something like this on each line:

[path] [script name]

Example:

```
scripts/MOM/MOM_PDrop1_88.ts    "PDROP"
scripts/MOM/MOM_UnlimitedGridder2_07.ts    "UNLIM GRIDDER"
scripts/MOM/MOM_LoginKiller.ts    "LOGIN KILLER"
scripts/MOM/MOM_PlanetGridder1_25.ts    "PLANET GRIDDER"
scripts/MOM/MD_PlanetStripper.ts    "STRIPPER"
scripts/MOM/World_Planet_Stripper.ts    "WORLD PLANET STRIPPER"
scripts/2_WorldTrade.ts    "WORLD TRADE"
scripts/MOM/phx_SectorList.ts    "PHX SECTOR LIST"
scripts/MOM/MOM_GridClearing1_5.ts    "LIMP GRID"
```

You can list a total of 10 scripts in this way. This is NOT the same as adding a command to the bot. This is simply adding access to external scripts. This will number them accordingly 1, 2, 3 ect... Tab-Q will show a list menu of the scripts, but you can fire it off each directly by TAB-1, TAB-2, TAB-3, etc... #10 is Tab-0.

TSAVEME - TWarp SaveMe MODE

Will Twarp to Corpies Location and attempt to Tow him/her back to starting sector.

tsaveme [on/off]

WITH - Withdraws cash from citadel treasury.

with {cash to withdraw}

Ship Commands

BWARP - Teleport From Palnet to a Sector

(or b)

bwarp [sector]

TAB-D --(Dnyarri's Dock Survival Toolkit)--

<1> display stardock sector, re-dock	<6> check twarp lock, re-dock
<2> holoscan, re-dock	<7> twarp out
<3> density scan, re-dock	<8> lock tow, twarp out
<4> get xport list, re-dock	<9> xport, re-dock
<5> get planet list, re-dock	
<A> launch mine disruptor, re-dock	<E> make a planet, re-dock
 set avoid, re-dock	<F> land on planet and drop ore, re-dock
<C> clear avoided sector, re-dock	<G> land on planet and take all, re-dock
<D> plot course, re-dock	<H> land on and destroy planet, re-dock
<Z> cloak out	
<L> get corprie locations, re-dock	
<W> C U Y (enable t-warp) ,re-dock	
<T> toggle cn9, re-dock	
<O> Ore Swapper X-port	

DSCAN - Displays Density scan on subspace

dscan {fed}

{fed} Redirect To Fed comm-link

FUEL - Buys fuel from port in sector (if selling)

FILLSHIPS - Fills all empty ships in sector with deployed fighters.

HOLO - Displays Long Range scan on subspace

Holo {fed}

{fed} will redirect output to Fed comm-link

LAND - Lands on planet in the sector.

land [planet number]

LIFT - Lifts bot off of planet

LSD - LoneStars Dock Shopper (Other Corp Member buys)

(TAB-B) - Buy yourself

LSD is not a Command to be used directly from the MOMBot command-line. To access LSD, use the TAB-B shortcut to start the LSD Front-End. LSD allows you to bot another corp member to do the shopping for you.

Note: Menu option V in the Front-end Menu allows you to indicate which bot you want to control. It is important that if you want to bot yourself that you reset Menu option V

MOVESHIP - Moves empty ships from one sector to another.

moveship [sector] {back}

[sector] - target sector

[back] - will grab ships from target sector and bring them back to current sector

Can use either planet (Start at cit) or SXX port in starting sector for fuel.

PWARP - Planetary Warp to a Target Sector

(or p)

pwarp [sector]

REFURB - Refills figs and shields from current Class0 port / Dock.

(TAB-R)

SELLSHIP - Sell All Ships, At Stardock.

STRIPSHIPS - Strips fighters from all empty ships and deploys them into the sector.

SCRUB - Scrubs limpets off current ship - start at class0.

SCRUBALL - Scrubs limpet mines off ships you've moved to Dock. Start from Stardock prompt.

SURROUND - Surrounds sector with fighters, armids, or limpets.

(TAB-s)

- Options for surround can be found in the preferences menu in bot - TAB + ~

TAB-T == (M()M Terra Survival Toolkit)==

<1> display Terra sector, land <5> check twarp lock, land

<2> holoscan, land <6> lift, twarp out

<3> density scan, land <7> lift, lock tow, twarp out

<4> get xport list, land <8> xport, land

<A> set avoid,land <E> lift, cloak out

```
<B>  clear avoided sector, land      <F>  C U Y (enable t-warp) ,land
<C>  plot course, land              <G>  toggle cn9, land
<D>  get corpie locations, land
```

TOPOFF - Fills a ship with fighters using the sector figs.

TOW - Locks a Tow onto target empty ship.

```
tow [ship number]
```

TWARP - Transwarp to target sector, will land on planet # if possible
(or t)

```
    Twarp [sector] {p} {planet #}
```

```
    {p}      - attempts to port at arriving sector
    {planet#} - attempts to land on planet number entered
                when arriving
```

UNLOCK - Unlocks ship so that corp members can trade ships
with bot.

```
    - Originally written by Lonestar
```

XPORT - Transports bot into another ship. Will attempt
to reland on planet if started there and possible.

```
xport [ship number] {Password}
```

```
    {Password} - Include if target ship requires a
                  Password
```

Building

BUY - Buy Product from port in Sector or Fighters and/or
shields from Rylos or Alpha

```
- buy [product] {mode} {cycles}
- [product] - [f]uel or [o]rg or [e]quip
- [mode] - [b]est or [s]peed or [w]orst - default is speed
- [cycles] - number of cycles - default is max
- [override] - allows product buydowns with less than 200 holds

- buy [hardware] {amount}
- [hardware]- [fig]hters or [sh]ields or [m]ines
- [amount] - number to purchase, default is maximum"

- Originally written by Cherokee.
```

BWARP - Teleport From Palnet to a Sector

```
bwarp [sector]
```

COLO - Gets colos from Terra

```
colo [s/m/t] {misc} {t/b} {c:x}
```

```
- [s/m/t] - [s]peed/[m]ilk/[t]imed
  speed - cycles - cycles to grab colos (default max)
  milk - min colos - min colos before grab (default 0)
  timed - delay - time to wait each cycle (default 15 seconds)
- [misc] - cycles/min colos/delay
- [t/b] - [t]warp/[b]warp (default is twarp)
- [c:x] - [c]amo holds (example: c:3 adds 3 holds extra fuel)
```

FILLSECTOR - Warps planet to Class0, buys figs, returns and deploys in sector

HAZKILL - Remove NavHaz Command
Scans Current-Sector and launches Genesis Torpedos
to removes any NavHaz

FARM - Visits sectors in list and strips planets of all product and figs.
The default will visit all planets on the TL list

```
farm {set} {clear} {list}

[set] {sector1} {...} {sectorx} - set puts sectors
                                in the order you enter into a file

[clear] - clear deletes the farm file
[list] - show lists of all sectors in the farm file
        in order
```

FARMFF - Visits sectors in list and farms fuel, figs from planets there.
- default will visit all planets on the tl list

```
farmff {set} {clear} {list}

[set] {sector1} {sector2} {...} {sectorx}
      - set puts sectors in the order you enter into a file
[clear]
      - clear deletes the farm file
[list]
      - show lists of all sectors in the farm file in order
```

FARMFigs - Visits sectors in list and farms figs from the planets there.
- default will visit all planets on the tl list
- if planet full of figs, drops figs to starting sector

```
farmfigs {set} {clear} {list}

[set] {sector1} {sector2} {...} {sectorx}
      - set puts sectors in the order you enter into a file
[clear]
      - clear deletes the farm file
[list]
      - show lists of all sectors in the farm file in order
```

LSPCREATE - Generate planet(s) in current sector of desired type, harvests product.

MAX - Upgrades a Port in sector to its maximum

```
max/maxport [f/o/e] {noexp}

{noexp} - Performs upgrade without increasing
          Experience.
```

MILKA - better milk mode - twarps from base to milk colos regenerating on Terra

```
milka [m] {misc} {t/b} {c:x}

- [m] - [m]ilk
  speed - cycles - cycles to grab colos (default max)
  milk - min colos - min colos before grab (default 0)
  timed - delay - time to wait each cycle (default 15 seconds)
- [misc] - cycles/min colos/delay
- [t/b] - [t]warp/[b]warp (default is twarp)
- [c:x] - [c]amo holds (example: c:3 adds 3 holds extra fuel)
```

MOVE - Product Mover

```
move [type] [planet] [rounds]

[type] - use [f]uel, [o]rg, [e]quip
[type] - use [fc] fuel colo, [oc] org colo, [ec] equip colo
[planet] planet to move to
[rounds] number of rounds to move product / colonists
```

MOVEFIG - Fighter Move
Move fighters onto or off of a planet

```
figmove [p/s] {fighter amount}
```

[p/s] - P indicates to planet from sector
S indicates to sector from planet

{amount} Number of fighters to move. Default
is All available Fighters.

MOW - Lawn Mow - Speed ewarp to destination, kills figs along the way.

mow [destination] {figs to drop} {kill} {cap} {saveme} {p}
(Can be adj) (0 default)
{p} will port ship immediately upon arrival.
{kill} will attempt to kill immediately upon arrival.
{cap} will attempt to capture immediately upon arrival.
{saveme} will call saveme to be picked up at destination.

SAFEMOW - Travels passively to target sector. Will
stop if blocked by non-passive sector.

safemow [sector] [fighters to drop]

PATP - Pay At The Pump - Fills planet with ore from grid ports.

patp [min port fuel] {turbo} {upgrade} {buyhalf}
{skipcim} {avoidbusts} {reverse} {destroyports}

[min port fuel] minimum fuel a port must have to visit it
[turbo] puts all buydowns in a burst
[upgrade] upgrades each port
[buyhalf] empties ports halfway
[skipcim] skips cim check before patp
[avoidbusts] avoids all xxB ports
[reverse] visits ports in descending order
[destroyports] destroys every port it drains if you
have enough fighters

PIMP - Makes planets and strips them of product

pimp {"planet name"} {f} {o} {e}

[planet name] - creates planet with this name (default
is random name)
[f] - fuel
[o] - organics
[e] - equipment

PSCAN - Sends Planet Data for current sector Over SubSpace.

pscan {Planet #}

[Planet #] - Is optional. However if left out you must
start it from Citadel, or Planet command
and current planet will be displayed. If
a Planet Number is specified, that planet
will be displayed assuming its in the
current sector.

- Written by Lonestar

QSET - Quasar Cannon Setter
Automatically calculates what percentage a Cannon
needs to be set at to cause desired damage, and sets
the Cannon accordingly

qset [damage] {a|s}

- [damage] Amount of damage, or strength of Cannon
- {a|s} Indicates Atmosphere or Sector Cannon

STRIP - Strips planets of resources and places them on
starting planet.

strip [planet# | all] {f} {o} {e} {fc} {oc} {ec}

- {f} Fuel Ore
- {o} Organics
- {e} Equipment
- {fc} Fuel Ore Colonists
- {oc} Organic Colonists
- {ec} Equipment Colonists

TL - Hotblack Desiato's Corporate Planet Lister (TL)

- Displays list of corp planets, sends results on subspace, and saves to a tex file.

```
TL {ss_pause_per_sector} {cit_filter} {logic} {output}
    ss_pause_per_sector
        - number of milliseconds to delay after outputting each sector

        (default: 100; none or 1 for no delay - 0 wont work)
    cit_filter
        - NoFilter|L1|L2|L3|L4|L5|L6|NoCit|CitOnly
            (default: NoFilter)
    logic
        - e|le|ge
            (equal, less-than-or-equal, greater-than-or-equal)
            (default: equal)
    output
        - ss|echo|both
            (default: echo)
```

Results are written to file \TWXProxy\TL_&logic&cit_filter&_&GAMENAME&.txt

Cashing

BUST - Pops Planets to Reach desired Experience

```
bust [Experience Desired]
```

BUSTS - shows list of sectors where you got busted.

CLEARBUSTS - Clears list of ports you've busted at - run after server clears busts.

FURB - Buys and delivers a Ship to a Corp to attack for holds

- furb [ship number] {extra holds} {ship letter}
- [ship number] - ship number that needs the furb
- [extra holds] - extra holds to buy - default is 33
- [ship letter] - ship letter to purchase - default is H

CK Furb Mode (Mimicks CK Furb)

- furb ck {[norm hold] [fake hold] [norm letter] [fake letter]}
- [normal holds] - extra holds to buy - Normal - default is 33
- [fake holds] - extra holds to buy - Fake - default is 97
- [normal letter] - ship letter to buy - Normal - default is H
- [fake letter] - ship letter to buy - Fake - default is O

NEG - Planet Negotiate Trade Agreement - sells planet product to single port

```
neg [item]
```

```
[item] - [f]uel or [o]rg or [e]quip - default sells both org and equ
```

- Originally written by Cherokee

MEGA - Attempts A Mega Rob

MERCH - Visits all ports in grid and sells organics and/or equipment from planet.

```
merch [min port product] [{neg}otiate OR {hold}byhold]
    {buyfuel} {skipcim}

    {neg/hold} Determines planet negotiate or hold
                selling approach
    {skipcim} Does not run cim before starting route
    {buyfuel} Buys all the fuel in fuel selling ports
```

on route
PSST [ship2] [planet1] [planet2] - Planet SST.

- psst CLEAR_BUSTS - Clears bots bust file.
- psst off - Stops Planet SST

ROB - Attempts to Rob credits from port in Sector, includes +11%
not reported by port owner for tax purposes :)

SALESMAN - Planet PPT - Visits all ports in grid and buys fuel
and sells/buys organics and equipment.

salesman [min port product] {{neg}otiate OR {hold}byhold} {skipcim}

{neg/hold} Determines planet negotiate or hold selling approach
{skipcim} Does not run cim before starting route

SDT - Steal Dump Transport - steals, dumps product on planet, xports

sdt [ship1] [ship2] [planet1] [planet2]

- Do NOT need to start in Ship 1 or Ship 2.
- First Steal will be from Ship 1.

- Created by Cherokee

SST - Sell, Steal, Transport

sst [ship1] [ship2] {jet}

- Do NOT need to start in Ship 1 or Ship 2.
- First Steal will be from Ship 1.
- {jet} will mega jet fuel or org for extra experience

- Created by Cherokee

TRICON - Will Play Tricon in Tavern until jackpot Won or Rounds Hit
- Start at Tavern prompt with lots of credits.

tricon {rounds}

[rounds] - Number of rounds to play.

WROB - World Rob. Travels universe on planet, robbing ports

wrob [minimum rob amount] {upgraded} {skipcim}

[minimum rob amount] - Amount that must be on port
before attempting rob
[upgraded] - Will only visit upgraded ports
[skipcim] - Will skip running CIM port report
before running
[CLEAR_EMPTY] - Will delete the empty port file

WSST - World Sell-Steal-Transport

- wsst [ship2] {cash dropoff} {f} {s} {safe|passive} {furbpoint}
- {cash dropoff} - if started from planet citadel
- {f} - buy fighters
- {s} - buy shields
- {safe} - Will not mow to locations, scans and moves
- {passive} - Will be safe, as well as avoid any enemy fighters
- {furbpoint} - Terra, Dock (default), Alpha, Rylos
- {limp} - Will lay 3 limps/sector if Furbing at Dock.
- {armid} - Will lay 3 armids/sector if Furbing at Dock.
- {quiet} - Will not broadcast BUSTED msgs on SubSpace
- {x100} - Will Drop 100 Fighters per sector

- wsst CLEAR_BUSTS - Clears bots bust file.

Defense

CITFILL - Citadel Base Refill Mode
Refills any corpie above a planet who attacks/is attacked or deploys fighters.

citfill [on/off] {number figs to attempt per try}

CITCAP - Citadel Based Ship Capture Command

citcap [on/off] {"player name" | corp#}
- {"player name"} - Player to target, name must be surrounded by double quotes
- {corp#} - Corporation number to target

CITKILL - Citadel Based Kill Mode

citkill [on/off] {"player name" | corp#} {sg} {dt} {empty} {smart} {override}
- {"player name"} - Player to target, name must be surrounded by double quotes
- {corp#} - Corporation number to target
- {sg} - Shotgun mode, fires waves at first three possible targets
- {dt} - Doubletap mode, fires two waves before refurbing
- {empty} - Will capture empty ships in sector.
- {smart} - Notices changes in ship type/target
- {override} - Overrides safety on attacking defender bonus ships

DISR - Disrupt Armid Mines in Adjacent Sectors

disr {Sector} {NScan} {Burst}
{Sector} Disrupt Mines in adjacent sector
{Burst} Sends only 1 disruptor into each sector
{NScan} Do not perform Holo Scan --otherwise it auto detects enemy Armids

Start Prompts:

Command Prompt
Planet/Citadel Prompt(s)
Computer Prompt
StarDock Prompt
Port Prompt

Default: Disrupt all adjacents, with Holo Scan.

EVAC - Evacuate Planet(s)
Moves all movable planets in Current-Sector to target sector.

evac [sector]

HAZ - Create 100% NavHaz in Current-Sector
- Requires 10 genesis torps and 10 atomic detonators.

IG - Interdictor Control Resetter
Turns ship IG on, if its off, or when hit by a Photon

IG [on/off]

RELOADER - Sector Reloader Mode
Sits above planet and lands/reloads fighters when hit.

reloader [on/off] [fig minimum]

[on/off] Turns Reloader On or Off
[fig minimum] Number of Ship Fighters to Loose before landing and refilling

RUNAWAY - Automatic Flee Mode

```
runaway [on/off] {preset flee sector} {evac}
- [preset flee sector] - Sector to attempt to flee to first
- [evac] - attempts to move all level 4 and
           above planets in the sector
```

TAB-P - ===(Psi Planet Macros)==

```
<1> Lay 1 personal limpet, land      <5> Holoscan, land
<2> Lay 3 corporate <L>impets(s), land  <6> Lift attack
```

```
{General} not>
{General} not>P
{General} not>
<3> Lay 1 corporate <A>rmid(s), land      <7> Drop 1 corporate <F>ighter(s)
<4> Density scan, land                      <8> Launch a mine disrupter, land

<B> Get Xport List, land                  <E> Toggle IG, land
<C> Xport into ship, land                <G> Swap Planets
<D> Get sector planet list, land
```

Offense

BOTON - Bwarp Photon

Uses Planet TelePort-Pad to arrive adjacent a Fighter hit; Launches a Photon, returns and lands

```
boton {Scrub sector} {h} {d} {m}
```

```
- [scrub sector] - use this if you want to scrub somewhere other
                  than your starting sector
- [h]olo         - holoscan after photon
- [d]ensity      - density scan after photon
- [m]ines         - trigger on mine hits too
```

CAP - Ship Capture Command

(TAB-c) Scans Current-Sector for any Enemy Ships. Attempts to Capture Enemy-occupied ships first, captures any empty enemy ships that are Empty

DOCKKILL - StarDock Kill Mode

Continually scans the Current Sector for an enemy and send an attack wave on sight - will buy figs and shields at class0 / dock.

```
dockkill [on/off]
```

DUMP - Jettisons colos off of planet

```
dump [type]
```

```
[type] - use [f]uel,
          [o]rg,
          [e]quip,
          [a]ll
```

FOTON - Multipurpose Photon Mode

(TAB-F)

```
- foton [on/off] {a/d/p/s} {return}
- {a}djacent - photons adjacent sector when fig/limp/armid hit
- {d}ensity - constant density scan, photons on density change
- {p}lanet - standard planet warp photon script
- {s}urround - attempts to foton retreat sector

- {return} - Returns Planet Home after Pwarp
```

Authors: Mind Dagger and The Bounty Hunter

HKILL - Holo Kill
(TAB-L) Performs a Holo-Scan and moves into an adjacent sector if an enemy Trader is present, launches an attack.

HTORP - Holo Photon
(TAB-H) Performs a Holo-Scan and launches a Photon into any adjacent sector that contains another Trader.

KAZI - Automates planet invasion - uses deployed sector figs
If successful, claims planet and evicts traders in citadel

- kazi [planet] {shields} {defender} {zdy}
[planet] - Planet number to attack
[shields] - Will kill planetary shields. Stops when below 50.
[defender] - Will land defensively to take out military reaction.
[zdy] - Option to blow planet as soon as you land.

KILL - Current Sector Kill Command
(TAB-K) Scans Current-Sector for any enemy Traders and sends multiple attack waves.

LDROP - Active Limpet Mine Scan, Planet Drop

ldrop {delay} {direct}
[delay] - Delay before drop in milliseconds
[direct] - Use this option to try to drop directly onto an active limpet instead of targeting adjacent

MEX - Mass Exter Xport

Script Triggers off a foton being fired from current sector. Start from citadel or command prompt. This script will move you into the Attack Sector, then attempt to xport you to the set Safe Ship.

MEX <Attacking Sector> <Safe Ship Number> {Tow Ship}

<Attacking Sector> Must be adjacent form current TA
<Safe Ship Number> Must in in current Sector
{Tow Ship} Ship Number you want to tow
this is optional.

Once set, script wil timeout after 5mins. for safety.

MXEX - Mass Xport Exter Xport

Script Triggers off a foton being fired from current sector. Start from citadel or command prompt

MXEX <Attacking Sector> <Moth Ship Number> {Tow Ship}

<Attacking Sector> Must be adjacent form current TA
<Moth Ship Number> Must in in current Sector
{Tow Ship} Ship Number you want to tow
this is optional.

Once set, script wil timeout after 5mins. for safety.

PE - Photon, Enter
Launch a Photon into an Adjacent Sector and immediately Enters.

pe [Sector]

PEL - Photon, Enter, Land
Used to launch a Photon into an adjacent Sector, Enter Photond Sector and land on a Planet.

pel [Sector] [PlanetNumber]

PELK - Photon, Enter, Land, Kill
Used to launch a Photon into an adjacent Sector, Enter Photond Sector and land on a Planet then sends one wave of Fighters.

pelk [Sector] [PlanetNumber]

PEX - Photon, Enter, Export
Used to launch a Photon into an adjacent Sector, Enter Photond Sector and Export back into another Ship.

pex [Sector] [ShipNumber]

PED - Photon, Enter, Defend
Used to launch a Photon into an adjacent Sector, Enter Photond Sector and launches a Genesis Torpedo

ped [Sector]

PXE - Photon, Export, Enter
Used to Launch a Photon into an adjacent Sector then immediately Export into another ship and then enter Photond Sector.

pxe [Sector] [ShipNumber]

PXED - Photon, Export, Enter, Defend
Used to launch a Photon into an adjacent Sector then immediately Export into another Ship and Enter Photond Sector; then launches a Genesis Torpedo.

pxed [Sector] [ShipNumber]

PXEL - Photon, Export, Enter, Land
Used to launch a Photon into an adjacent Sector then immediately Export into another Ship and Enter Photond Sector; then Lands on a planet.

pxel [Sector] [ShipNumber] [PlanetNumber]

PXELK - Photon, Export, Enter, Land, Kill
Used to launch a Photon into an adjacent Sector, Export into another ship, Enter Photond Sector and land on a Planet then sends one wave of Fighters.

pxelk [Sector] [ShipNumber] [PlanetNumber]

PXEX - Photon, Export, Enter, Export
Used to launch a Photon into an adjacent Sector then immediately Export into another Ship and Enter Photond Sector; then, Export back into Photon-ship.

pxex [Sector] [ShipNumber]

PDROP - Planet Based Drop Mode
Attempts to place planet in the path or ontop of Enemies.

pdrop [on/off] {delay} {drop type} {trigger} {return} {kill}

[delay] - delay before dropping in milliseconds
[drop type] - [d]irect, [a]djacent, [da] direct, then adjacent, or [s]urround

[delay] - delay before dropping in milliseconds

[trigger] - [f]igs, [fm] figs/mines, [m]ines, [uf] No-Fig Mines

[return] - will return planet home after 10 seconds

[kill] - checks sector for enemy, and kills if possible

PLOCK - Pre-Lock, Planet Drop Mode
Locks onto a Figged Sector and engages the Planetary-Warp when the Fighter(s) are removed, or a Mine is tripped.

```
plock [sector (0 for plock stop) ] {kill} {Delay}.

- [kill] - Citkill right after successful firing
- [Delay] - Delay to launch Plock
```

Gridding

CLEAR - Quickly cleans sector of enemy armid and
(TAB-Z) limpet mines, drops 3 each of yours.

CLEARFIG - Clears adjacent fighters and calls saveme

```
clearfig [sector] {defend}

- [defend] for offensive fighters, just enters/retreats

From Citadel prompt grabs fighters from planet
From Command prompt grabs fighters from the sector
```

CLIMP - Deploy Corp Limpet Mines

```
climp {number to deploy}

- {number to deploy} Number Of Limps To Deploy
```

EXIT - Quickly exits, then enters game. Clears mail
(TAB-X) and cleans mines in sector.

```
exit {number} {refill}

[number] - Allows multiple exit enters

[refill] - If started from command prompt, attempts to
          refill on fighters in sector.
```

GRIDCHECK - Grid Explore/Patrol
Twarps around grid holo scanning looking for enemies, planets, etc

LIMPSHOVEL - Limpet reorganizer. Dumps limpets to borders
of grid or near base if no border available.

```
limpshovel {b warp}

[b warp] - Will use planetary transporter to hit
           sectors. Default is twarp.
```

MINES - Deploys Armid Mines into current sector.

```
mine {number to deploy}
```

MINESWEEP - Visits sectors in list and clears limpets and armids.

```
minesweep {furb} {disr} {border} {nonsafe or fast} {A:1} {L:1}

[furb] - Will Attempt to buy Mines and/or Disruptors
[disr] - Will HoloScan and attempt to disrupt all mines
[border] - Only will put mines on the edge of your grid,
           otherwise it will only target safe sectors.
[nonsafe] - Will do repeated Exit/Enters until all Enemy
            mines are gone slow but safe
[fast] - Will do a rapid fire of exit enters, this isn't
         safe as you'll be sitting in sector.
```

[A:1] - Specify Number of Armid Mines to Deploy
[L:1] - Specify Number of Limpet Mines to Deploy

MOWFUEL - Mows to unfigged upgraded fuel ports in grid to reclaim them.
Does not do so safely.

PASSGRID - Passive Gridder

Moves around actively scanning, avoiding enemy
Sectors, while dropping Fighters and Mines

PLIMP - Drops personal limps into sector 1 time.

PLIMPER - Trader Vics Limpet Tracker Avoidance Script V1.2

Keeps sector loaded with personal limps for corp mate gridding,
uses citadel cash, furbs at Dock

UGRID - Ultimate-Turn Gridder. Visits all targeted sectors.
Requires current update of >figs , >armids , and >limps

ugrid [targeting] {figs} {armids} {limpets} {safety} {planets}
 {warp} {refurb} {scrub} {avoid} {aggressive} {clear}

[targeting] - How target list is generated. Must be either
 a filename to pull list from or auto which
 will autogenerate list of targets.

[figs] - Number of fighters to drop
 - Default: 1

[armids] - Number of armid mines to drop
 - Default: 3

[limps] - Number of limpet mines to drop
 - Default: 3

[safety] - ultra, safe, and none
none - Will land adjacent to all non-figged sectors
safe - Only will land to sectors with friendly limps
ultra - Like safe, but needs friendly armids too
 - Default: ultra

[planets] - all, shielded, none
all - Avoid all planets in target sectors
shielded - Avoid only shielded planets in target sectors
 - Default: all

[warp] - twarp or b warp
 - Default: twarp

[norefurb] - Turns off auto refurbing of mines at Stardock

[scrub] - Will scrub at dock when catching a limpet

[avoid] - Avoid sectors with enemy limpets

[aggressive] - Wont avoid big fighter groups

[passive] - Avoids hitting player fighters or mines.

[clear] - Clears internal list of avoided sectors.

PGRID - Planet-Grid single Adjacent Sector. Warps into sector,
Kills Figs and Calls Saveme

pgrid [sector] {# of waves}

{# of waves} - number of waves of figs to attack
 in sector before attempting to land

UGRIDNOSD - Ultimate-Turn Gridder - modified to run when Stardock is blown up (or not safe to
there). Must start at Rylos or Alpha Centauri with a fig down and a planet.
 - Requires current update of >figs , >armids , and >limps

ugridnosc [targeting] {figs} 0 0 {safety} {planets}
 {warp} {avoid} {aggressive} {clear}

e.g. >bot ugridnosc auto 1 0 0 none all twarp avoid passive clear

[targeting] - How target list is generated. Must be either
 a filename to pull list from or auto which

```
        will autogenerate list of targets.

[figs]      - Number of fighters to drop
            - Default: 1

[safety]    - ultra, safe, and none
            none - Will land adjacent to all non-figged sectors
            safe - Only will land to sectors with friendly limps
            ultra - Like safe, but needs friendly armids too
                    - Default: ultra

[planets]   - all, shielded, none
            all - Avoid all planets in target sectors
            shielded - Avoid only shielded planets in target sectors
                    - Default: all

[warp]       - twarp or b warp
            - Default: twarp

[avoid]      - Avoid sectors with enemy limpets

[aggressive] - Wont avoid big fighter groups

[passive]    - Avoids hitting player fighters or mines.

[clear]      - Clears internal list of avoided sectors.
```

Data, Mapping

BUSTCOUNT - Scan the TWX-DBase SectorParams, gives # of BUSTED Sectors

CORPINFO - Scans Corporate Assets and displays results over Sub-Space.

Written by Promethius

FIGS - Refreshes deployed Fighter List and gives summary

ARMIDS - Refreshes Deployed Armid List and gives summary

AVOIDS - Set, Clear, or Display Avoi

Using the Avoi

current avoids over SubSpace.

avoids {{set|clear} {sector number}}

{set} - Will set an avoid

{clear} - Will Clear an avoid if a sector number is provided, otherwise clear by itself will clear all avoids.

CIM - Computer Interrogation Mode: Port Report

cim {upgrade level} {warps}

- {upgrade level} - Amount on port to be considered

upgraded

- {warps} - Perform warp data instead of

port CIM

CLASS0 - Sends over Sub-Space known Class 0 Port Locations

GETNEAR - Locates Nearest Cashing Ports.

- getnear {product amount}

{product amount} - Script defaults to value stored in game

CFG file as \$PORT_MAX, however you can

specify a different amount. Only need to

update CIM upon 1st use, then simply get

port-reports manually to remove recently

bought down Ports.

Reads MOMBOT NEGO File and includes last known MCIC value for specific port.

FEDMON - OZ Fed Monitor - Watches activity in current Fedspace Sector,

reports movement on subspace

FIND - Search TWX-DBase for Fighter/Port data

```
find [f/nf/fp/p/de/ufde] [type] {sector} [port type]  
- [type] - [de]ad-end or  
[f]igged or  
[nf] no-fig or  
[fp] figged port or  
[p]ort or  
[ufde] un-figged dead end  
- {sector} sector number that you need finder data on,  
default is current sector  
- [port type] port type (s)ell , (b)uy, or (x) either
```

GETNEAR - Locates Nearest Cashing Ports.

```
- getnear {product amount}  
  
{product amount} - Script defaults to value stored in game  
CFG file as $PORT_MAX, however you can  
specify a different amount. Only need to  
update CIM upon 1st use, then simply get  
port-reports manually to remove recently  
bought down Ports.
```

Reads MOMBOT NEGO File and includes last known MCIC value
for specific port.

LIMPS - Refreshes Deployed Limpet List and gives summary

MSGs - Displays or Deletes Mesages, eliminates pauses

```
msgs {d}  
  
{d} MailBox CleanUp - without display
```

MSL - Zarkahn's MSL Check, generates MSL list so Mombot will display if current sector
is MSL if MSL/Busted option is selected on Tab - ~ menu

NEARF - find nearest figged sector to destination

```
nearf [destination]
```

NEWS - Runs through all news log entries, summarizes on subspace

```
news [type] {refresh}  
  
types allowed:  
rep - overall reporting of events in the Log  
foton - lists fotons fired  
tow - who was towed  
ports - port activity (construction, demolition)  
planets - who popped planet and how many  
obits - CBYs, Fuses, Captures, etc..  
corp - Corporate news, formations, hirings, firings..  
fed - Awarded Commish, Bounties  
pods - Possible poddings  
invasions - Planet invasions  
overloads - list of sectors with overloaded planets  
announce - reporting of any announcements made
```

Refresh command line params:

```
r - does a refresh using current game date  
yest - does a refresh of previous game date data
```

- Written by Lonestar

PING - Determine current server ping times.

- Originally written by Cherokee

PLANETS - Displays a list of all planets visited or seen on holo.

PLIST - Displays Sector planet scan on subspace

QREPORT - Quasar Cannon Report
gives first 5 shots of sector quasar of
all planets entered

qreport [planet1] [planet2] ... [planet x]

QUIKPANEL - When running, attempts to override settings for other scripts.

REMALIENS - sends list of alien space sectors seen over subspace.

REFRESH - Reloads bot data files to make it up to date

SECTOR [sector number]
- displays a sector as seen from database information

SLIST - Scans Active-Ships and sends output over Sub-Space

SETVAR - Set Bots Local Vairables

setvar {a|r|s|h|b|x}

a - Alpha Centauri
r - Rylos
s - StarDock
b - BackDoor to Stardock
x - Safe Xport Ship

GETVAR - Displays Bots Local Vairables Over Sub-Space

setvar {a|r|s|h|b|x}

a - Alpha Centauri
r - Rylos
s - StarDock
b - BackDoor to Stardock
x - Safe Xport Ship

STORESHIP - Adds current ship into ship data file.

Note: For ships that are not on CC list
Close and restart bot for new ship
types to take effect.

ZTM - Zero Turn Mapping

Begins Mapping using the same 6-Pass.

Originally written by Cherokee

About ZTM:

Courtesy of Micro <https://www.classictw.com/viewtopic.php?f=15&t=35100>

Swath ZTM is lacking in speed and accuracy (There isn't really and debate here).

Swath Pass 1 - "VAR" algorithm

The object of pass 1 is to get at least 1 warp to every sector, which means you can skip any sector that already has 1 warp. Swath doesn't skip any, which makes it slow.

Swath Pass 2 - "FOLD" algorithm

This is just a repeat of pass 1 in a different order. You aren't going to find very many new paths, and you are going to waste a lot of time since swath doesn't skip any sectors.

What everyone else calls pass two, is ensuring every sector has at least two warps. This is faster than pass1 because you are skipping most of the universe. You also know at this point most of your dead ends are real.

Swath Pass 3 - Random Sector pairs

This is seriously a complete waste of time, which is probably why it isn't even enabled by default.

So, at this point you could ensure every sector has 3 warps, but most scripts go ahead and start using avoids to completely verify all outbound warps for each sector. If you avoid all known warps, and you get a "path not found" error, then you probably have all the warps. You can verify inbound warps (aka backdoors) at this same time or in a separate pass. There are a few exceptions, but you are going to get 99.99% of all warps. Swath does not have this ability, so you are only going to get around 80%.

Swath Pass 4 - Check one-ways

This can take a log time in swath, because swath has a lot of false one-ways.

I think most scripts still run this, just to be sure, and it doesn't take very long because you really don't have many false one-ways at this point.

There is quite a bit of difference on speed between various scripts. I Prefer Pro ZTM4 because it seems to be the fastest.

Swath does try to record sector data while an external script is running, but it will miss sometimes. You can correct this by exporting your warpspec from TWXProxy and importing it into Swath. You will need to add a : on a blank line at the beginning and end of the file though or swath can't read it.

VidKid Help file circa 2007:

This is for newbies and those that have forgotten !!

1. Turn animation off , for speed ... type CN2qq from main prompt.
2. Buy any number of holds at any time ,they will cost the same price reguardless of what the port may indicate (from one hold to 255 holds , the total credits spent will be the same).
3. Always scan , this may save your life.

4. Some keys to remember : (/) for your current ship info , (C;) for max of your current ship

5. On Vid's World IF your animation is set to off you can check planets before building any by typing CJ? and looking then over.

6. If you choose to play RED you will need a few formulas :

But first get these values from the main T screen (to enter game of choice) , by typing * and write down the %'s for Rob factor and Steal factor.

Rob=(3/RF%)*EXP

Steal=EXP/(30*SF%)

7. Class 0 Ports Highest prices for Fighter = 239 Shields = 189

Lowest prices for Fighters = 160 and Shields = 110

Ok to all you Swath users , these are macro's that go in the "hammer icon" at top of your Swath window when your playing.

You should be in playing menu when using them and the suggested keys can be anything you like , it was easiest to use these for the examples :)

Suggested keys

| Actual code to cut & paste in them

| |

| V

V

F8 -- cxv0^Myn this one is for clearing avoids (combo F8 & F9)

F9 -- ^Mq before you use this one, you need to type a displayed #

F5 -- ctq# Time and who is online :)

F12 -- f1^Mct drop a toll (an extra thing I like to keep handy)

Shift F10 -- cv2^Mv3^Mv4^Mv5^Mv6^Mv7^Mv8^Mv9^Mv10^Mqcf^M1^Mq

(this ones for finding back door to tera , used with Shift F11)

Shift F11 --

cv0^Myn2^Mv0^Myn3^Mv0^Myn4^Mv0^Myn5^Mv0^Myn6^Mv0^Myn7^Mv0^Myn8^Mv0^Myn9^Mv0^Myn10^Mxq

(this ones to clear those avoids just set)

Ctrl F5 -- ay1^May1^May1^May1^May1^May1^May1^May1^Mi

(finnal capture , must be on a corp to use the safty feature)

Ctrl F6 -- ay1000^M Attack !!

Now if you use the features J.P. put into TWGS for navigation :

< will get you to your previous sector ,while port trading on the fly.

Y # --- S = Star Dock , T = Tera , 1 - 4 -- can be set to any sector you like that has a fighter of yours in it. (# replaced by numbers 1,2,3,4 or T or S)

To use type n1 , n2 , n3 , n4 ,ns , nt

(nice short cut for typing sector jumps :)

Tag to macro keys like :

Shift F9 - n1^Myd

-- Tips and other Help --

I usually turn the comm off when colonizing so my script doesn't lockup.

So I use the shifted \ key to toggle comm on and off.

-- To get commision in a game with NO REDS : --

You need to trade and make about 1.1 mill credits , then buy g-torps and pop alot of planets (dont destroy any).

When you get to 500 alinment , go to (P)olice station on Star Dock and (A)pply for your commision and they give you extra 500 so that you leave with a total of 1k alinment. And ready to get into an ISS when you can afford one.

==== Paper Notes ==== (same concept but use a google sheet or excel sheet)

-- USING PAPER --

TradeWars can be fun but its much better when you take notes :>

I use 4 sheets of tractor paper for each game I play .

In most games the max planets a sector will hold will be 6.

This is why I use tracktor paper ..

And USE a pencil .. keeping an eraser handy.

To erase the dots used to indicate days left for next upgrade.

--- Here is sample ---

SBB L3 ... T9 L2 L1 . T10

1234 H - 5 , O - 9 , L - 15

--- explanation below ---

The sector is 1234 with a port SBB , planet #5 is an H level 3 with three days till its next upgrade and a transporter with a range of 9.

Next planet is an O # 9 , level 2 and 4 days left.

The L is # 15 with one day left till its a level 2 and transported range of 10.

So you see this is NICE info to have on paper , no need to even fire up your computer to figure your next upgrade :>

I have chosen 4 dots across because I stack them usually no more then 3 high , for up to 12 days.

The dots get erased at midnite and sometimes the level # needs changing :)

==== Paper for Buble Map ====

I normally draw the buble map on the top of my planet page with a short hand in top right corner for locations of

SD - stardock

RY - rylos

AC - alpha centuri

Then the buble map below that , from left to right on the page.

Leaving room for the sector numbers on the left side of paper scrolling downwards with the planet info discussed above.

--- Sample Map ---

SD-79

RY-39

AC - 995

out SSB BSS BBS --- SBS DE

6225<> 456 <> 1489 <> 3589 <> 125

|

SSS --- DE
1234 <> 615

SBB L3 ... T9 L2 L1 . T10

1234 H - 5 , O - 9 , L - 15

etc ...

As you can see easy to understand , DE = deadend.

The Best Buble I have ever seen. Seen in SWATH Map feature.

-- Balancing ports for exp/alignment and better trades -- >:)

Port trading for best \$\$ if exp and alignment don't bother your playing style.

You can send out eprobes to locate paired ports to trade , saving tons of turns.

Then you can type CR sector# on both of them to see their condition.

For the purpose of this lesson lets pretend its at 100%.

And only concern ourselves with org/eq type port.

--- Sample Ports ---

So you've found ports in 7302 / 4331

And see that they are BSB / BBS

Now CR # (type CR and port 7302 R 4331 Q) that way info will be stacked for easy viewing.

Looking for .. the least amount in B sides of the ports (we will only concern ourselves with org/eq type port).

==== Port 7302 ===

Items Status Trading % of max OnBoard

Fuel	Ore	Buying	2480	100%	0
------	-----	--------	------	------	---

Organics	Selling	2100	100%	0
----------	---------	------	------	---

Equipment	Buying	2800	100%	0
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==== Port 4331 ===

Items Status Trading % of max OnBoard

Fuel	Ore	Buying	1000	100%	0
------	-----	--------	------	------	---

Organics	Buying	3000	100%	0
----------	--------	------	------	---

Equipment	Selling	800	100%	0
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Ok here is how we get exp and alinement

and a better set of ports to boot :>

Now remember when upgrading that 1 point product = 10 products on the port.

Lets look at sample ports , the lowest B product is on port 7302.

So that is our target number to upgrade any of the Selling products , concerned with org/eq only.

Target # = 2800 , so we only upgrade port 7302 in org by 70.

And port 4331 in eq for 200.

This will cost a little but allows you to trade longer on that port.

Not to mention when you CIM the next day , you will have a nice port to trade at again :) or someone will.

--- To upgrade a port ... type O (oh) in the sector of said port. ---

--- USE TURNS BEFORE ZTM'ing ---

It is tricky at start of a game so be sure to trade and use some turn make credits cause when you ZTM you can get turns back and ZTM info >:)

Swath 1.6.2 & above Macro feature Explained.

These are the HAMMER , RED DOT , and RIGHT ARROW icons in swath.

We will start with the red dot icon :

get a transwarp ship .. make sure you have planet with fuel , and a ship with holds and twarp.

You as a Blue colonise.

So here is a tip :

Fill your holds to max fuel , this one run will set you up with the needed info for this macro.

1) Warp to tera and back , don't land or anything else.

2a) Write the free holds number down somewhere.

3) land on target planet and drop all fuel.

4) take the number you got in step # 2a and get that much fuel and exit planet.

Here is the macro record feature.

1) Press RED DOT (Record)

2) twarp to tera , land and take cols , warp home.

3) land on target planet , drop cols , take fuel from step # 2a and exit planet.

4) PRESS RED DOT again (Turn Record OFF).

You are about done.

This can be used now as a Quick macro , with EXPRESS MODE or NOT (discussed later).

For now , lets test it.

PRESS RIGHT ARROW icon (Run Macro) and let it do one run.

Do it again with EXPRESS unchecked and scroll back and see cols on tera.

We are done here .

You can edit this as well .

Now lets press HAMMER icon (Macro)

and pick an empty macro button and pull the tab arrow down to Quick macro ..

This will copy it to the F key you chose.

Press OK and it is saved.

With this combo of features in Swath , It can help a player do almost anything.

Now Swath has 31-32 macro key combo's depending on OS.

For the most part launching a TWX script is nothing more then cut and paste.

Pick your key and paste something like this to F5 Macro:

`$ss5_SetAvoids.cts^M`

Then PICK another Key like F8 and PULL the TAB down to Send string and TYPE IN :

`cxv0^Myq`

Now you can set avoids before you buy down or work in sector.

And clear them all with F8 key.

This example was to show the versitility of Swath and Macros.

For those USING ZOC

Vid Kid's Zoc logon script

This is Looper.zrx and can be used in Swath 1.6.2 and up.

For Swath Users

For those Swath scripters looking for SPEED in eprobing. Sector Hunter

Also for those wishing to use probe hunter you will need THE DATA

Be sure to put the un-zipped files in C:/ so script can see them.

Here is one that has been asked for a long time Grab-Sell-Buy-Dump

Twx Scripts

Doc's in zip flies NOW. Here is the Free ones , more will be added to both groups as time goes on.

Free Scripts & Sound Effects

These are the ones I feel are my best works and could not be let out till now.

The Registered scripts

Registed Scripts

I plan to add more or features to some. Take a chance .. try some of my scripts out :)

Registration names can be requested by paypal to vkworld@ite.net with username in subject
price for full pack is \$5.50

Vid Kid/CareTaker

Here is a SysOp/Game Op script for setting Up ports before games.

It has been requested for a long time , now release it to any sysop needing this help.

SysOp Port Fixer

Requires SETTING TWX ACTIVATION key to other than \$

And ADD PLAYER to GAME , activate PLAYER to USER/OBSERVER mode

Then SCRIPT should function perfectly every run

FAQ / Unanswered questions:

Q: If Swath colonizing fails to work (doesn't pick up people) then it doesn't know how many holds you have available.

A: First click i to see the ship info; if that doesnt solve it try transporting to a diff ship.

Q: Error when entering total sectors;

A: The original game had 1000 sectors. older versions do not process 30,000 sectors as used in TWGS 2.2 - upgrade software.

Questions-

1: How to get mombot to load within TWX proxy

2: How to interface with multiple scripts from within game without using manual twx proxy script select

3: how to organize scripts in Swath

Java scripts / samples / 8listed in app but only 6 listed in folder

Rexx ZOC scripts? Empty – what are these

RevHelper scripts – empty –what?

TWX Proxy – empty- why? How to get them to auto populate from twx ?

4: Java VM needs a development kit JDK

5: How to use TWX Sync to share info from player to player in a corp.

6: how to find bubbles - ZTM through twx proxy / through swath / ?

- a. How to map these bubbles (especially large ones with 500+ sectors) into a visual map
- b. ProZTM4 is the newest - takes forever
- c. pro_ZTMspeed20 - fastest

7: How to share data with corp members - or other random players - to export and import universe maps and data

8 GPM scripts :Go Pop Menu' - way of cashing when planets start with product