

Working on D-Scan Method

Posted by innominate - 2015/04/23 00:38

Slav, I never thought I'd meet someone who checked their email less than I do... :laugh:

My main question is how can I add it to the editor. (I see the AutoHotkey method but I could use a few pointers.) Otherwise just looking for pointers on things like Send/SendPlay and OCR efficacy. The AutoHotkey forums OCR module doesn't have a great track record with me so far.

My thoughts on placement:

Share the Bookmarks area (Local NOT expanded)
Be worked in before or after CheckLocal due to their similar functions

Working thus far:

Open the D-Scanner
Scan
Get scanned signature details
Check D-Scan data against list of friendlies
If Error, Returns 0
If Avoid not required, Returns 1
If Avoid required, Returns 2

To do (not expecting too much trouble here):

Scan Window Open/On-Top Detection (Figured out, but would probably belong in OpenWindow)
Check if Overview Preset box selected
Select Overview setting for scanning

I'm starting to wonder if I've wasted my time, but I couldn't get into contact and had some time to kill.

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Re: Working on D-Scan Method

Posted by Slav2 - 2015/04/23 01:12

Hi,

So you need a help with 3 functions?

- 1) Scan Window Open/On-Top Detection (Figured out, but would probably belong in OpenWindow)
- 2) Check if Overview Preset box selected
- 3) Select Overview setting for scanning

1) Built in function OpenWindow is not configured to open D-scanner window. Need to implement some

detection method. Like bot is checkig for a window before it opened, and if not found opening and checking again. If window found more likely it is on the top. If window initially opened, better to close it and reopen to make sure it is on the top.

2) When you detected position of a window use relative coordinates to a checkbox. Find a pixel which switch its state when you tick checkbox. Make sure relative coordinated do not change when you resize window or you will need to detect window size (left, top, right or bottom) and recalculate coordinate of a checkbox from these values.

3) Do you mean selecting correct overview preset? Pause bot during first run and edit some of presets to show what you need in this preset then unpause bot. Your preset settings will be saved and bot will load them every login. Use CheckPreset function to switch to this preset.

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Re: Working on D-Scan Method

Posted by innominäte - 2015/04/23 06:25

Awesome, how do I add a new .AHK script to the Algorithm Editor?

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Re: Working on D-Scan Method

Posted by innominäte - 2015/04/23 14:04

Sorry to be a pain, but I think I've found a lot of what I'm looking for...

Okay, so I can use the AutoHotkey method
Can you please give an example for how to use Param5 and Results 2-4?
<http://www.macrolab-online.com/kuploads/images/autohotkey.png>

To use TextReader method (Is this single or multi-line?)
create Ini file
Within Ini file
What do you mean by "Reads information from user defined ini file, section "? Example?
X=
Y=
W=
Text= (Leave this blank and the TextReader method will write the results back to here?)

(AHK is so weird! Is it possible to do this in C#? Wait, maybe... I remember reading that AHK can run methods from DLLs and such... Hmmm.)

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Re: Working on D-Scan Method

Posted by Slav2 - 2015/04/24 08:12

Param5 is a path to a key in ini file (e.g. myahkvariables.ini|variables|exitcode) where you store your return value from ahk script. This return value must be set by ahk script at the end of a work.

If you set param5, all results codes will be taken from ini file. Otherwise, result 2 means script exited without errors. results 3-4 not used if you dont set param5.

Text reader reads only one font (like in local chat window). You point out coordinate (base line of a text) and width of scan area. Quite old method, now bot can search text in full screen or in some area, but I did not wrap this to a function in algorithm editor.

First version of the bot (SimpleMiner) was written in autohotkey. So it is not very wierd language if you have hands :)

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Re: Working on D-Scan Method

Posted by innominate - 2015/04/24 11:48

I'm not a developer by trade, moderately close to it though and do it occasionally. I do appreciate the clarification.

TextReader X-Y coordinate is top or bottom left of text?

I'm trying to understand how to structure the ini file. I'm guessing like this.

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Re: Working on D-Scan Method

Posted by Slav2 - 2015/04/25 04:08

You can use test stand to find a text position. Open test stand, lock eve, type a text in text finder group. Click "find main text" button. Bot will switch to eve and show you coordinates of a text.

Use ini write function in ahk script. Then look into a file.

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Re: Working on D-Scan Method

Posted by innominate - 2015/04/28 00:58

Awesome! I really appreciate your help! I went with your software because, after research and comparison, your software seemed to have the most support for algorithm modification in combination with robust modules.

I've got it working very well now. :cheer:

(Slav, this is meant as constructive criticism and help for others. If you feel that this could impact your business, please delete it. I also understand that there might be some language differences too.)

For my first attempt I thought it would be easier to adapt the existing Miner template. I think I was correct, although it still took a fair amount of effort to figure out where things should go. It turned out to be way easier to reproduce test cases while the algorithm is running to figure out the flow and how to add things to it.

A few things in the Algorithm Editor were confusing:

MiningLasersControl/StopOperation/FightModule don't say they check local, and at least one results in 8 bypassing results 0-5, which was confusing.

GroupMode/FleetMode/Barrier are a bit confusing. But for what I think they do... it seems it would take a fair amount of explaining, so I understand...

Maneuver/StopOperation's explanations go out of text box.

CheckLocal's Param3 needs rewording or some punctuation.

ErrorHandler is a black hole.

Anyways, here's the algorithm, I didn't get a chance to test it yet. Hopefully it isn't too wrong.

(AHK script, 1=AllClear;2=EnemyScanned)

;Eve Miner 1.31 by MacroLab

000: Goto()

001: StopClient(;true;false)

002: CloseEveWindow()

003: GroupMode(true;true;false;false)

004: CloseEveWindow()

005: CustomDelay(;;;;)

006: FleetMode(true)

010: CheckTraveling()

020: CheckTraveling()

025: FleetMode(true)

030: StartEveAndLogin(true)

040: StartEveAndLogin(true)

050: StartEveAndLogin(true)

060: Sleep(600000)

070: ReturnHome()

075: Barrier(1)

080: PlanetManager()

085: Barrier(2)

090: DownTimeCheck()

100: SetNextSystem(+0)

110: SetNextSystem(0)

120: AFKLogOffTimers()

130: BookmarkSetup()

140: ResetBeltStatus()

150: Random()

160: HangarOps()

165: IniRead(C:\Program Files\MacroLab\EVE PilotDscanWarpSettings.ini;EPResults;Result;2)

166: CheckLocalWait()

170: CustomDelay(;;;;)

180: StationSpaceCheck()

190: CloseEveWindow()

200: DockDrones()
205: RefineOre()
210: EmergencyWarpOut(false)
220: UnloadCargoEx(;;true;true;20)
230: DockingToStation(;;)
240: WarpingToStation()
242: FleetMode()
250: Refit()
260: GetLasersData()
270: MiningModeEx()
280: StationSpaceCheck()
285: WarpingToStation()
286: DockingToStation(;;)
287: Unstuck()
290: Unstuck()
295: CheckTraveling()
300: AutoHotkey(DScan2.ahk;3;true;true;C:\Program Files\MacroLabEVE
PilotDscanWarpSettings.ini|EPResults|Result)
301: AvoidShips()
310: CalcBeltToWarp()
320: TravelToNextSystem()
330: SetNextSystem(+1)
340: CreateBookMarks()
345: WarpingToStation()
350: CustomDelay(;;;;)
355: CheckLocalWait()
356: CheckTank()
360: UndockSub()
370: AutoHotkey(DScan2.ahk;3;true;true;C:\Program Files\MacroLabEVE
PilotDscanWarpSettings.ini|EPResults|Result)
371: MiningLasersControl()
375: JettisonCargo()
380: AutoHotkey(DScan2.ahk;3;true;true;C:\Program Files\MacroLabEVE
PilotDscanWarpSettings.ini|EPResults|Result)
381: StopOperation(;;)
385: GroupMode(False;True;False;False)
390: WarpingToStation()
395: DockingToStation(;;)
400: WarpingToLocation()
410: Maneuvering(;;)
420: GoToSelectedObject(;;;;)
430: DockingToStation(;;)
435: Sleep(60000)
436: MiningMode()
437: Unstuck()
440: Unstuck()
450: AutoHotkey(DScan2.ahk;3;true;true;C:\Program Files\MacroLabEVE
PilotDscanWarpSettings.ini|EPResults|Result)
451: CheckLocalWait()
455: Barrier(3)
460: GetLasersData()
470: AvoidShipsDuringMining()

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500: Looter(;;;);
510: GoToSelectedObject(;;2500;1;false;);
600: GroupMode(true;false;true;false)
620: GroupMode(false;true;false;true)
640: GroupMode(true;true;false;false)
660: GroupMode(true;true;false;false)
705: CheckLocal(;;True)
710: CheckTraveling()
715: AnomalyRecheckTimer()
720: CheckTraveling()
730: CheckAnomalies()
735: CheckLocalWait()
740: UndockSub()
750: DockingToStation(;;)
760: WarpingToStation()
770: Unstuck()
900: ErrorHandler()
901: AutoHotkey(DScan2.ahk;3;true;true;C:\Program Files\MacroLab\EVE
PilotDscanWarpSettings.ini|EPResults|Result)
910: CloseEveWindow()
911: CustomDelay(55;65;55;65;100)
912: AFKLogOffTimers(false)
CL: Goto()
EC: Goto(30)
FM: FightModule()
LO: Goto()
WO: EmergencyWarpOut()
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Onto figuring out how to make it warp to ore anomalies automatically!

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Re: Working on D-Scan Method

Posted by Slav2 - 2015/04/28 05:13

Better to work with diagram.

<http://www.macrolab-online.com/downloads/eveminer.png>

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Re: Working on D-Scan Method

Posted by Pronator - 2017/06/19 07:18

Did we get anywhere with implementing D-Scan for wormhole use?

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Re: Working on D-Scan Method

Posted by innomināte - 2017/06/19 10:21

Is in my WH miner thread, see my signature. It is all in one piece of code. It would need to be updated to work with new DScan window UI.

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Re: Working on D-Scan Method

Posted by Pronator - 2017/06/24 22:42

Top man!

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