

Pick-Up Artist Custom Algorithm: Open Beta

Posted by AbbadonDespoiler - 2017/01/27 04:16

Pick-Up Artist Open Beta

This is a custom-made Deliverer-style bot that will accept a list of stations/citadels, create an optimized route, travel to each station, pick up ALL contents of that station, and deliver it to your selected destination. The main benefit here (over the default Deliverer) is that it can visit multiple stations within the same system and it works with Citadels. It also works with the Courier license. It uses the EveMail system to store and interact with your path. This algorithm is in Open Beta, I cannot/will not guarantee 100% perfection. Please report any and all bugs you encounter in this thread. I and others have tested it extensively and it should work as promised.

Requirements:

Overview:

Separate "gates" and "stations" tabs, with "gates" on "Default" and "stations" on "1". This should be the default after First Run with Deliverer or Courier, but double-check.

Hotkeys:

Minimize/Maximize All Windows: Ctrl-Alt-W (you will need to save this in EP, please see Innominate's Guide for instructions on saving new hotkeys in EP)

License:

Courier or Deliverer licenses. Select the respective name from the Custom Algorithms dropdown!

Instructions:

Prior to running the bot, send yourself an EVEMail with a list of links to stations or citadels from which you would like to pickup items. The FIRST LINK must be the FINAL DESTINATION. All others can be in any order. Each link must be on its own line (hit "Enter" at the end of each station name). Ensure that this link email is the first Evemail in your "Sent" folder, that is where the bot will look. I've attached an example of what a good Evemail would look like.

https://www.macrolab-online.com/kuploads/images/Mail_Call_Example.PNG

This would create an OPTIMIZED route between Suroken, Ebtesham, Perimeter (where that Azbel is), Hek, and Dodixie, and drop the contents in Jita 4-4. If your ship fills up prior to reaching the Final Destination, or cannot fit all the contents of a given hop, it will set course for the Final Destination and go there immediately.

NOTE: You should only approach trade hubs with "instadock" bookmarks. I strongly recommend you do not attempt to take this bot to trade hubs with valuable cargo: there is a considerable chance you will get ganked and lose all your stuff. For Jita, take it to another station in system and do the last leg yourself to ensure safety.

!!!MAJOR CAUTION: CHECK YOUR SAFETY IS GREEN AND THAT YOUR AUTOPILOT IS SET TO "PREFER SAFER" SO THAT YOU AVOID LOWSEC. THIS BOT WILL NOT AUTOMATICALLY AVOID LOWSEC/NULLSEC!!!

Here are step-by-step Installation Instructions provided by innominate:

1. Make sure Eve Pilot will run default scripts on Eve Pilot's 'Current Client'. (If default algorithms don't work, then this wouldn't work either)

2. Follow this link to Eve Pilot Settings (Step 1), and follow the instructions to set and save the hotkey for Minimize/Maximize All Windows as Ctrl-Alt-W.
3. Confirm the above worked by restarting Eve Pilot and running a default Mining, Courier, or whatever algorithm. Once Eve Pilot logs in, pause it and confirm that the hotkey was saved.
4. Confirm that the character's EveMail Sent folder's top entry is like in the original post.
5. Install Autohotkey.
6. Place the source files in the Scripts folder. This means that opening the Scripts folder will show: The text (.txt) file, , and the Images folder.
7. Restart Eve Pilot, if it was running. (So it sees the new files.)
8. In Eve Pilot front page, select custom button.
9. In the Eve Pilot dropdown to the right, select this algorithm.
10. Make sure your timers will allow the script to run.
11. Click Continue, in Eve Pilot, to start running the algorithm.

Limitations/Known Issues:

- Cannot specify items to collect, it will attempt to load everything from each waypoint and drop them all off at the last waypoint.
- If the system has too many stations/citadels to fit in the overview, the bot may not be able to find the destination. Watch out for Perimeter!
- After completion, it disables auto-start for that client. You'll need to restart EP to run it again.

Benefits:

- Can pickup items from multiple stations/citadels in each system. Current EP DelivererBot cannot do this. Can be used with Courier license, very useful for collecting the implants that Important Missions earn you!

Future Planned Features:

- Ore Hold Compatibility

Please let me know if you have any suggestions for features and if you encounter any errors!

https://www.macrolab-online.com/kuploads/files/Pick_Up_Artist.zip

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by innominate - 2017/01/27 04:30

I think your post should suggest using the Personal Assets window (shows all items everywhere) and just dragging the station name into the email window. Also, I wouldn't suggest having more than 15 systems to visit, because the optimize waypoints feature starts to take a LUDICROUS amount of time to process after that. (Out of curiosity I tested 25 systems, and it still wasn't done optimizing after 3 hours.) I THINK that the max his script waits is 5 minutes. So if it takes longer than that... Unexpected things may

happen.

While helping him test this I was able to use the algorithm to gather up all of the random stuff my main had spread around empire over the years. Sold it off for almost a billion ISK, too.

Most importantly, I have to reiterate how useful it is with a courier. Use the Personal Assets window and search for "Implant" and just drag each station name into the email window.

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by Slav2 - 2017/01/31 14:27

I was thinking to create macros to accept API information and form a task for deliverer bot to transport implants. Bookmarking stations remotely with assets window is not difficult, especially if you just need one time job done before switching to trader.

Your mode is OK if you have a few items to transport. I would prefer to transport implants from one station to jita at a time to avoid to many implants transported at the same time.

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by AbbadonDespoiler - 2017/01/31 21:13

I like the idea of using the API, the only issue is that items in Citadels don't populate using the /assetlist.xml endpoint, unless you make it &flat=1. The API also can't show you citadels with the LocationIDs (I believe), so you'd be limited to stations in that case. That would work for the Courier if you just wanted the implants from Storyline missions. I think your point on one at a time to Jita is good, but if you deliver it to another station in Jita, you'd almost certainly be safe. I've never seen anyone get ganked/Tornado'd/etc. outside of a station except for 4-4. Heck, you could take it to a Citadel in Perimeter and tethering would spare you entirely!

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by innominate - 2017/02/01 00:44

I just realized that if you made the "Optimize waypoints" optional, you could make it loop back to the station it got full at and continue hauling.

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by daniel_john - 2017/02/13 12:47

Hi.

Is it possible to explain to a newbie (in using scripts) what exactly I should do to run the script. I downloaded the "AHK" software and it is working but I do not know what to do to make use of your scripts. Should I put it somewhere in the EVE-Pilot folders? Should I activate it by using the Short-cuts, etc.

I will really appreciate it if you can give me some guidelines.

Thanking you in advance.

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by innominate - 2017/02/13 15:08

Click Data folder and put it in the scripts folder.
https://www.macrolab-online.com/knowledgebase/scr/title_bar.html

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by daniel_john - 2017/02/15 17:52

Hi.

I copied the files to the script folder but nothing happens when I run the deliverer bot. I have set up everything as explained in the notes. I also tried copying the scripts inside the scripts folder as well as copying the folder.

Surely there must be something else that must be done? How else will the bot knows to handle the "new" deliverer rather than the "old" one?

As I said I am new to using scripts and have no idea of how to use them as add-on's.

Can you please explain step by step how to get it to run. I understand everything you mentioned in the notes but I cannot progress beyond that.

Thank you in advance.

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by innominate - 2017/02/15 21:38

Make sure Eve Pilot will run default scripts on Eve Pilot's 'Current Client'. (If default algorithms don't work, then this wouldn't work either)

Follow the link in my signature to Eve Pilot Settings (Step 1), and follow the instructions to set and save the hotkey for Minimize/Maximize All Windows as Ctrl-Alt-W.
Confirm the above worked by restarting Eve Pilot and running a default Mining, Courier, or whatever algorithm. Once Eve Pilot logs in, pause it and confirm that the hotkey was saved.
Confirm that the character's EveMail Sent folder's top entry is like in the original post.
Install Autohotkey. (which you said you've done)
Place the source files in the Scripts folder. This means that opening the Scripts folder will show: The text (.txt) file, , and the Images folder.
Restart Eve Pilot, if it was running. (So it sees the new files.)
In Eve Pilot front page, select custom button.
In the Eve Pilot dropdown to the right, select this algorithm.
Make sure your timers will allow the script to run.
Click Continue, in Eve Pilot, to start running the algorithm.

Does it run now?

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by daniel_john - 2017/02/17 10:19

Hi.

Thank you very much for the detail information :) It helped me a lot.

Unfortunately I get stuck as soon as it opens the mail with the links - could not find destination in first line. Can that be due to the header at the top of the mail? :

Description text
From: My character name
Send: Date mail send
To: My character name

I can not see anywhere where I can switch that off.

I really appreciate your help.

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by daniel_john - 2017/02/17 10:27

Correction: The message is "Could not find first link"

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by AbbadonDespoiler - 2017/02/17 14:36

When the script opens your mail window, which pane is open in your mail window, EVEMail or Notifications?

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by daniel_john - 2017/02/17 14:49

EVEMail

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by AbbadonDespoiler - 2017/02/17 15:01

Are you using Courier or Deliverer license?

Also, could you post an appropriately-censored screenshot of what is on your screen when that happens? Be sure to edit out your bot's name!

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by daniel_john - 2017/02/17 23:12

Hi.

I am using Deliverer but also tried it with courier.... same error

Attached the screen print as asked for.

Thank you for your help. <https://www.macrolab-online.com/kuploads/images/Capture-20170217.PNG>

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by innominate - 2017/02/17 23:26

Click the Assets icon above the wallet icon. Then drag the station names over into the email. They should be orange in the email. Clickable links.

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by daniel_john - 2017/03/11 09:12

Hi.

I got the bot to work to the extend that it opens the mail, work out the best route and leave the station. Getting at the first "pickup" station it will sometimes successfully pick the item up and leave for the next station where it will fall over while trying to pick up the next item. It so far never could get past the second station. Then it will start over and all will be repeated.

I made sure that there is only one item in each station. Haul size is not the problem as I start off with an empty Haul and then I only try and pick up very small items 1^m.

I love the idea of this script and can definitely make use of it very often so please tell me what I should do to give you the right information to see if you can fix this.

Kind regards.

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by turringtest - 2017/03/31 23:48

I got to :

Follow the link in my signature to Eve Pilot Settings (Step 1), and follow the instructions to set and save the hotkey for Minimize/Maximize All Windows as Ctrl-Alt-W.

and that's where I stopped..no clue what you are talking about , people who make something tend to make the worst tutorials because they assume everyone knows what they are talking about.. shame i could have used a script like this :(

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by AbbadonDespoiler - 2017/04/01 01:46

turringtest wrote:

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Jeez, with praise like that, how could I NOT want to help you?? :blink:

What did you find confusing? Did you click the link? Do you know how to find the shortcuts setting in Eve?

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by AbbadonDespoiler - 2017/04/01 01:47

daniel_john wrote:

Hi.

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I made sure that there is only one item in each station. Haul size is not the problem as I start off with an empty Haul and then I only try and pick up very small items 1^m.

I love the idea of this script and can definitely make use of it very often so please tell me what I should do to give you the right information to see if you can fix this.

Kind regards.

I'm sorry, I can't reproduce your problem. When, precisely, does it stop working? Like what it does it attempt to do right before crashing?

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by innominate - 2017/04/02 05:53

turringtest wrote:

I got to :

Follow the link in my signature to Eve Pilot Settings (Step 1), and follow the instructions to set and save the hotkey for Minimize/Maximize All Windows as Ctrl-Alt-W.

and that's where I stopped..no clue what you are talking about , people who make something tend to make the worst tutorials because they assume everyone knows what they are talking about.. shame i could have used a script like this :(

I used this script a few weeks ago. It works.

Did you follow the link in my signature and look for how to change eve settings and hotkeys so that eve Pilot remembered them? Lack of reading comprehension is not hos problem.

First of all, these things are not easy to make. In fact, he's freely sharing something that i know took him weeks of research, development, and testing to get it ready to share. Programming is one of the most nitpicky and frustrating things that anyone can do. The best way i can describe it to a lay person is that it is like having to write instructions on how to navigate a maze while blindfolded, except the maze can change while in it, and you don't get to bring a map. But even when you've figured out the right way to do

it, it still doesn't work. Why? Well you're not told why. Your instructions are given to a literature professor who just says "Nope" or "It all works" without a single reason why. Ot could be grammar, spelling, or ambiguous word definition. Finally you get it working all the way through, only to see your hard work to fail for yet another way you were never told the maze could change. And for someone to do it for free is pretty freaking amazing. No, your comment wasn't that harsh, but it definitely lacked in respect in light of the effort it took him. No, the instructions aren't 100% spelled out. But they did say where to get them and the key words to find what you need. I'll admit that his scripts are lacking in helpful debug information, but you didn't even put in an iota of effort to analyze and fix your problem.

Since you couldn't figure out how to find it, Here's the part about eve settings from my thread.

You can permanently tweak your Eve settings without a first run, like hotkeys or asteroids in overview. Start EP as you normally would and once it has logged into the eve character, pause and close Eve Pilot. Be careful you don't change something and break the bot. In Eve change whatever you want. X out or close Eve normally. Open Eve Pilot, use EVE Settings Operations to save the eve settings you just changed. (Best to backup/save your settings (same link) first in case you mess up.)

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by redrumredrum - 2017/12/11 06:07

Having some trouble getting this to wotk
Any Help would be appreciated.

Followed Iniminate's step by step on two different machines, but I seem to be missing something, or something changed.

Seems to be some sort of issue with it opening the sent mail folder and clicking on the mail.

Bot loads , opens mail , closes mail, opens mail, undocks and then just hangs there...

Am I missing a step here? Does the mail window need to be manually configured? Only 1 eve mail in the sent

Thanks

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by AbbadonDespoiler - 2017/12/27 17:39

Sorry for the delayed response. I'm no longer supporting this module. I'll remove it from my signature.

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Re: Pick-Up Artist Custom Algorithm: Open Beta

Posted by innominate - 2017/12/27 18:33

Most of the functionality was absorbed by Eve Pilot.

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