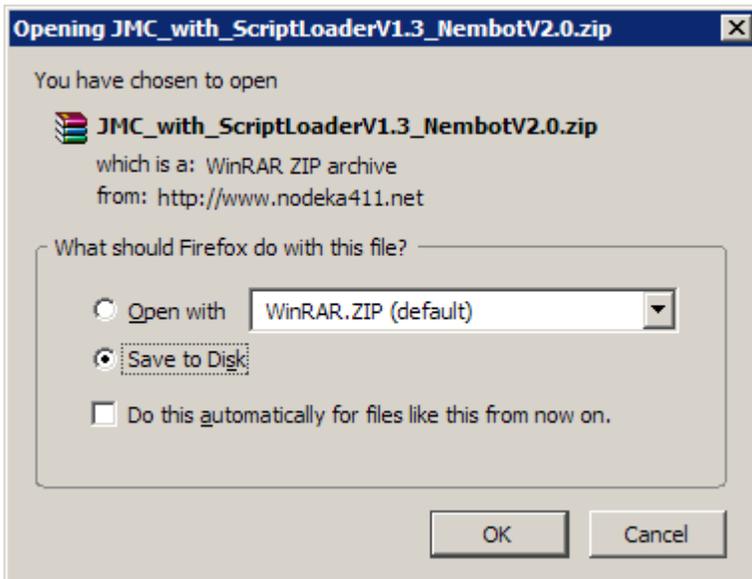


## JMC/Nembot 101

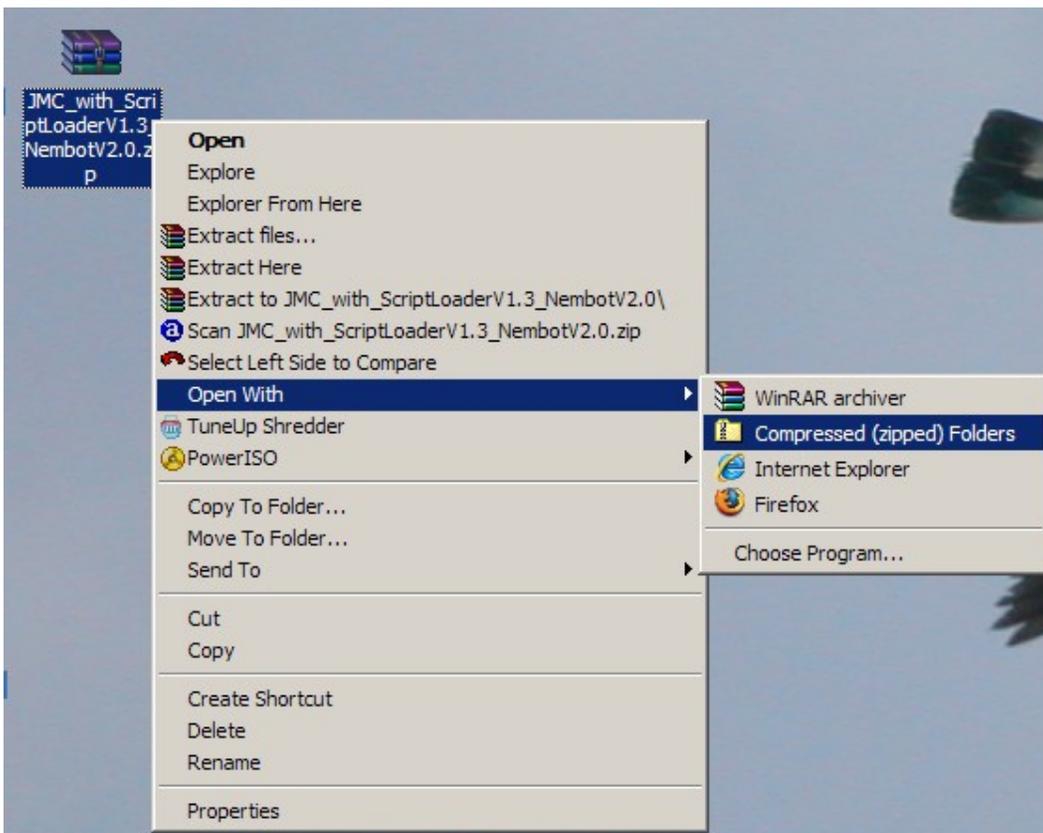
A quick tutorial to setup JMC with Nembot, and basics about running using scripts.

1) First of all, Make sure you are logged on into [nodeka411](http://www.nodeka411.net) archive (vote for **nodeka** while you are at it). Register if you must. *This tutorial expects you to have Windows 2000/XP or Vista.*

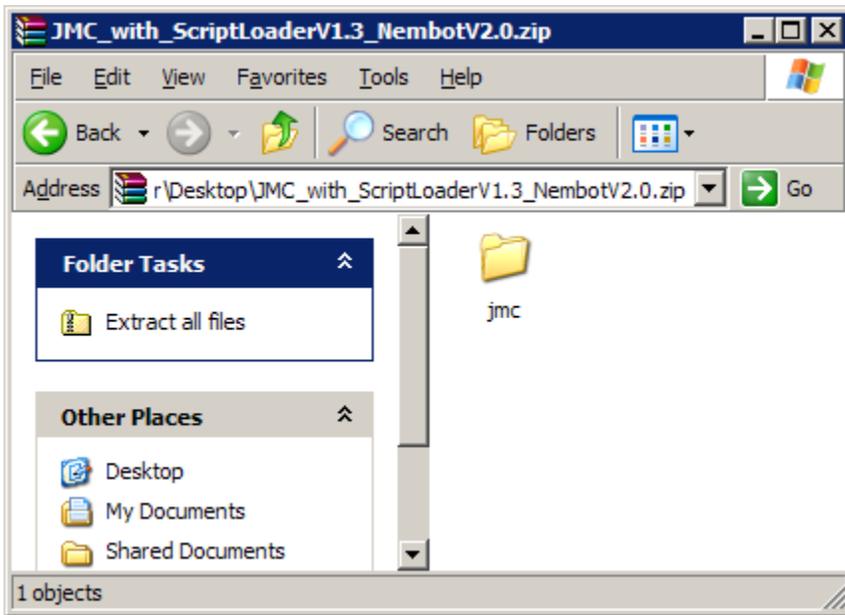
2) Download the required files, latest JMC/Nembot version I've tried so far is in [here](#). Save it on your computer (do not open it if your browser asks) on a folder of your choice.



3) Expand the file; Windows has a built-in function to extract ZIP files. If you want you can download [WinZip](#) and use that.

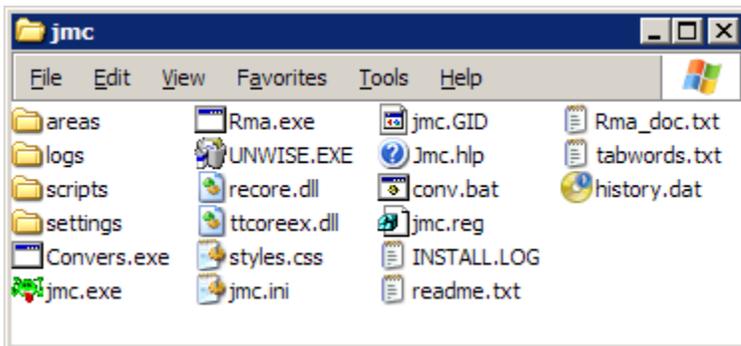


Select *Extract all Files* or drag and drop the JMC folder into your desktop or any other folder.



NOTE: You can discard the zip file you download after extracting it.

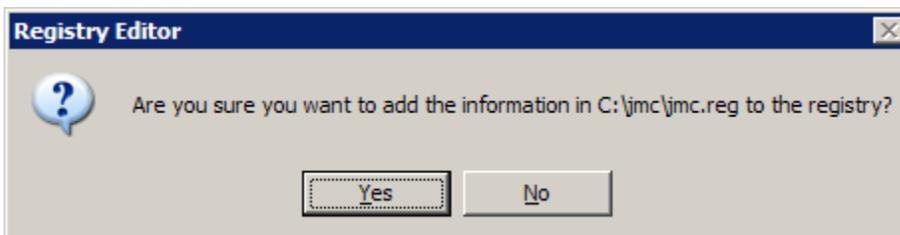
You should have the following files in your JMC folder.



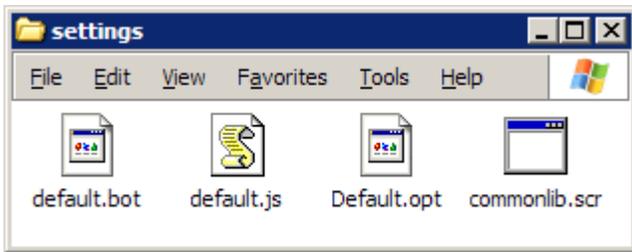
You can move this JMC folder to any location on your hard drive(s). Your *Program Files* (usually C:\Program Files) folder would do nice.

NOTE: If you cannot see the extensions you can change that setting on your windows explorer settings. You might not have the necessary privileges to do so if you are on a network/shared computer.

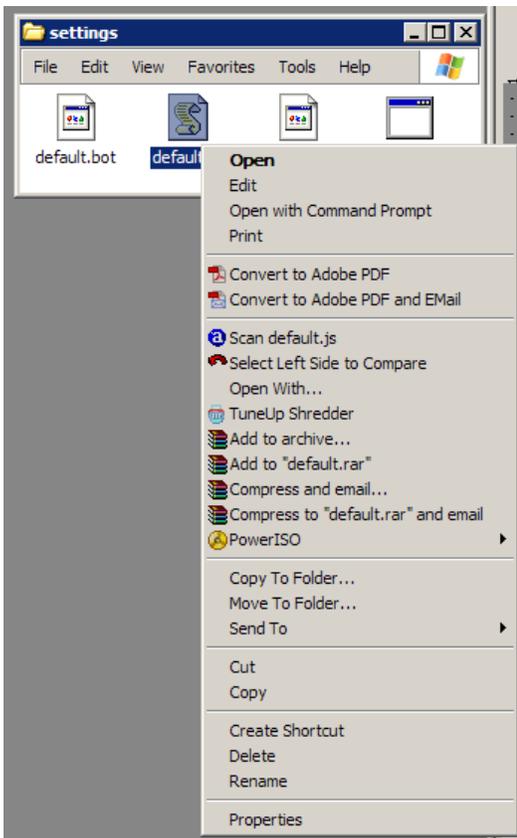
4) Run the `jmc.reg` file, you will get a confirmation from windows. Accept it.



5) Now, open the settings folder, look for a file called `default.js`, we're going to edit that file.



Right click on it and select *Edit*



The original file contains the following text:

```
//scripts.push( "scripts/nembot.js" );  
//scripts.push( "scripts/chat.js" );  
//scripts.push( "scripts/damage.js" );  
//scripts.push( "scripts/backpack.js" );  
//scripts.push( "scripts/repop.js" );  
//scripts.push( "scripts/footie.js" );  
//scripts.push( "scripts/auto-bounty.js" );  
//scripts.push( "scripts/statTracker.js" );
```

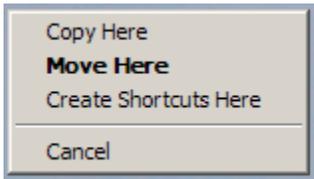
After editing it should look like this:

```
scripts.push( "scripts/nembot.js" );  
scripts.push( "scripts/chat.js" );  
scripts.push( "scripts/damage.js" );  
scripts.push( "scripts/backpack.js" );  
scripts.push( "scripts/repop.js" );  
//scripts.push( "scripts/footie.js" );  
scripts.push( "scripts/auto-bounty.js" );  
//scripts.push( "scripts/statTracker.js" );
```

This is to make sure that JMC loads the **nembot** scripts at start up.

6) It would be nice to make a shortcut for JMC in our desktop or taskbar or Start Menu, wherever you like it most.

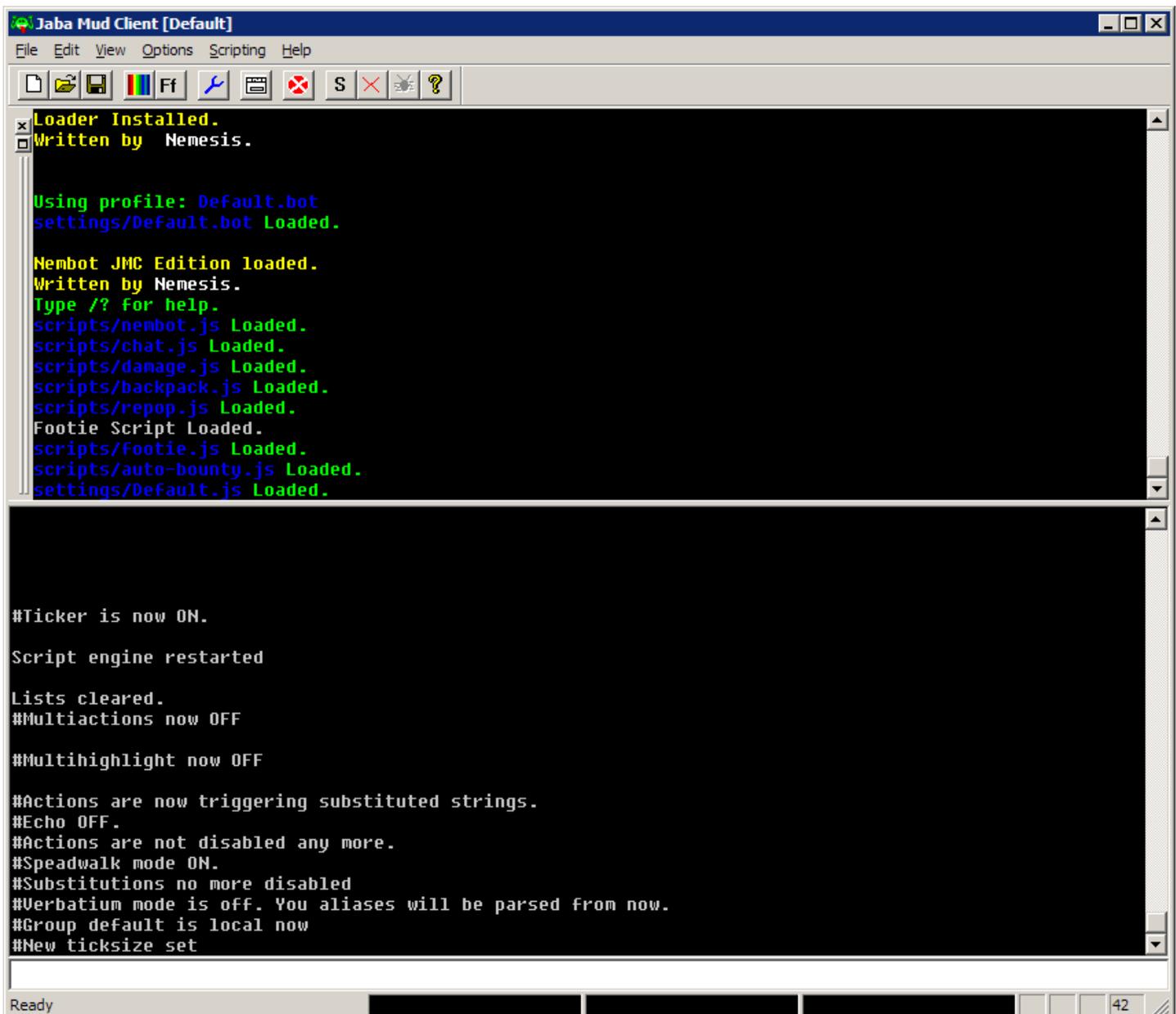
Just drag and drop the `jmc.exe` file with your **right mouse** button into the place you want to make the shortcut. Then select *Create Shortcut Here*.



NOTE: This step is purely optional you can always run directly the `jmc.exe` file if you feel like it.

7) Now it's time to run JMC for the first time. Run the `jmc.exe` or its shortcut to start the application.

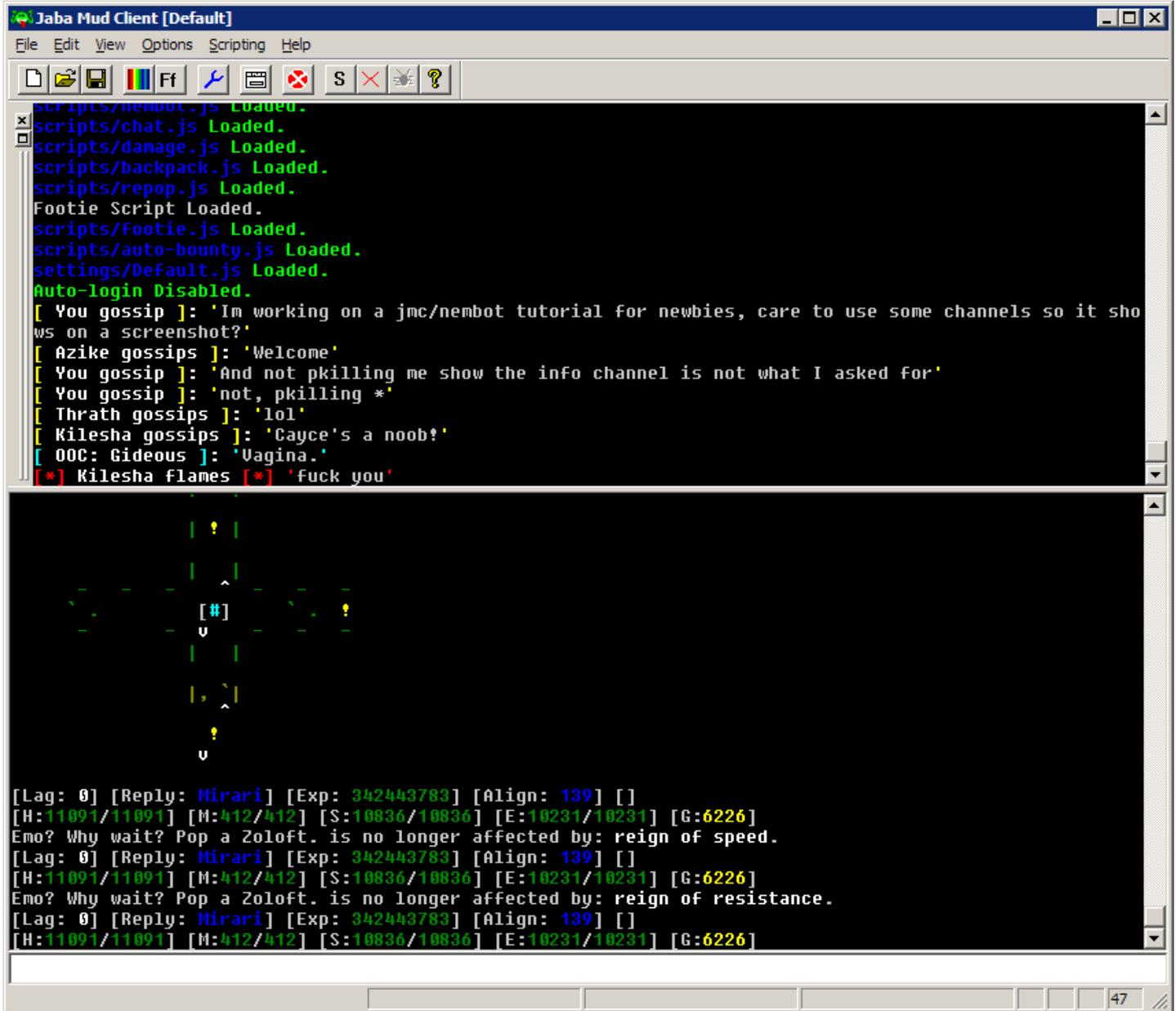
You should see a screen that looks like this:



NOTE: If you see some errors on the screen about `default.set` not found, just close and restart the application. JMC will generate that file for you.



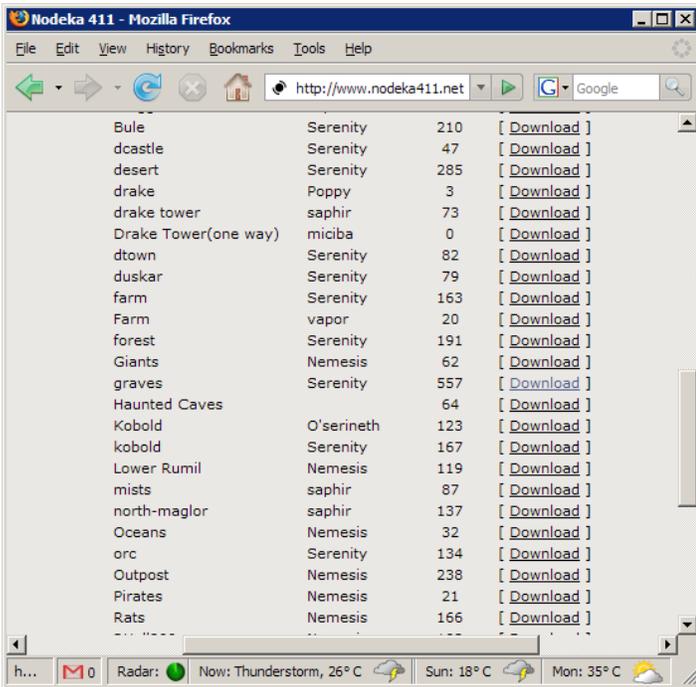
Once you are logged in, you will need to setup your character prompt for **nembot** to work correctly for you. At this point you got a lot of this script engine benefits, such as channels (say, info, gossip, tells, etc) catch, the auto-bounty engine and more.



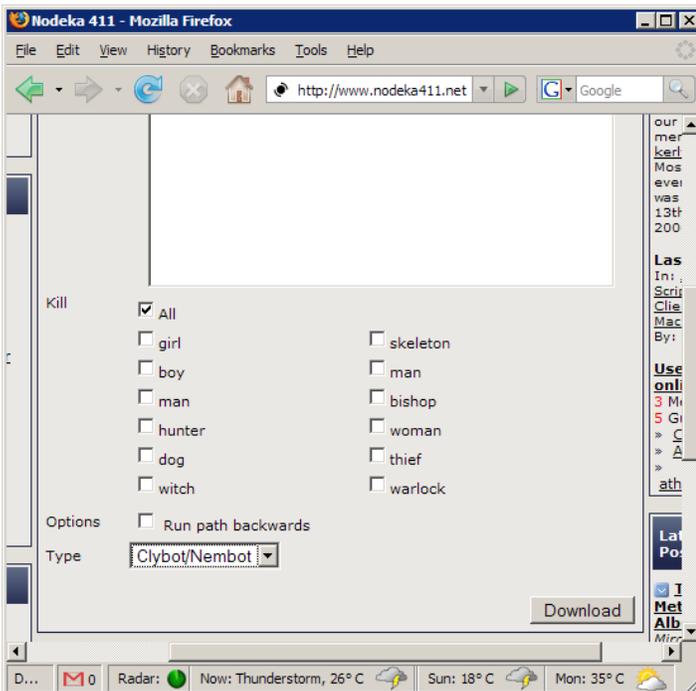
8) A prompt (help prompt in **nodeka** if you wish to know more about prompts) useful to be able to run scripts with **nembot** is this: prompt [Lag: \$L] \$i[\$T: \$t] [\$O: \$o]\$i\$I[Reply: \$r] [Exp: \$x] [Align: \$a] [\$p]\$I \$R[H:\$h\$I/\$H\$I] [M:\$m\$I/\$M\$I] [S:\$s\$I/\$S\$I] [E:\$e\$I/\$E\$I] [G:\$g]

9) Now it is time to get some scripts. Best source for new players is [nodeka411](http://www.nodeka411.net). You can find scripts for different areas in there. Remember you must be registered and logged in to download them. I will make a tutorial on scripting **nembot** on the near future; anyway, it should be easy to figure out how to make your own scripts.

We are going to start by getting the graveyard script.

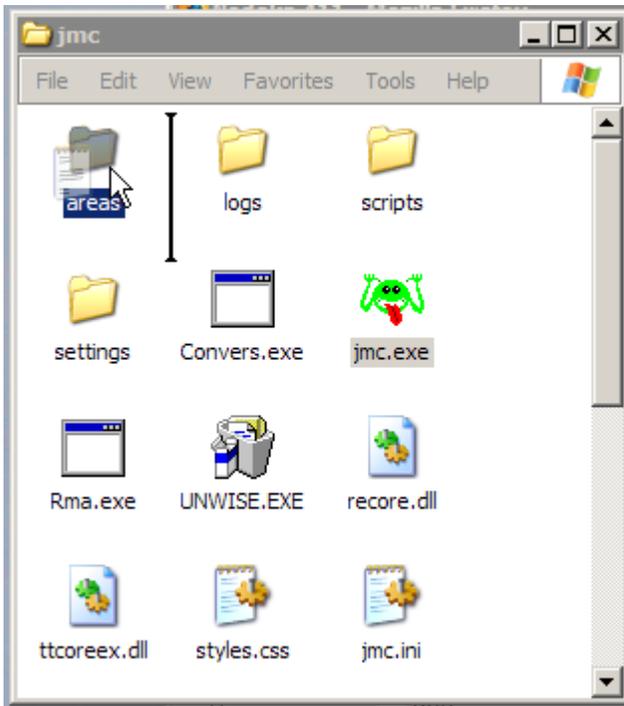


Make sure to select all the mobs on the script builder, you can skip mobs from JMC/nembot on demand. Also don't forget to select *Clybot/Nembot* on the Type box.



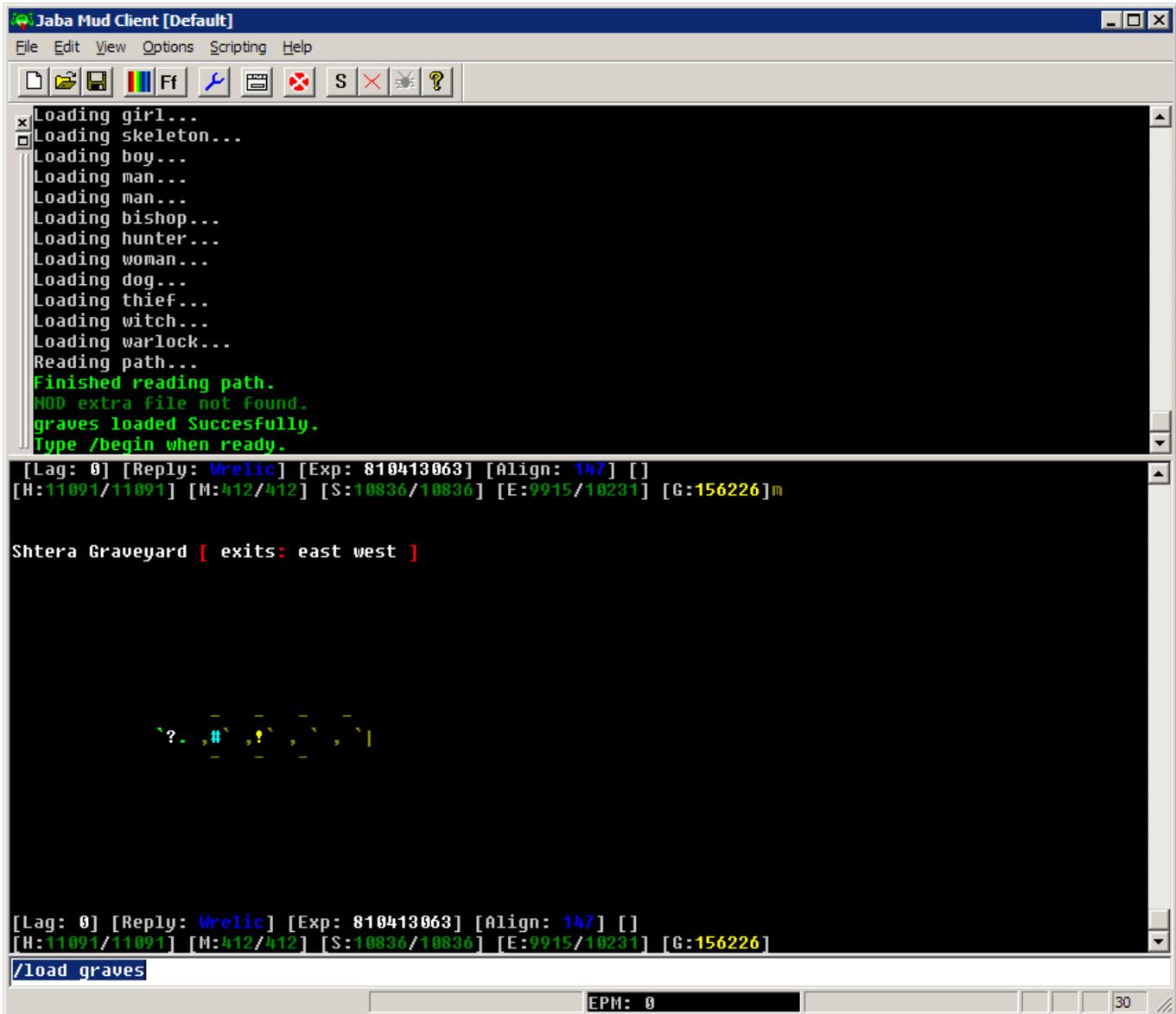
After downloading you should have a `NOD_graves.txt` file on your download destination.

This file should be located on the areas subfolder inside the JMC folder. So let's move it there.



10) It is time to run out scrip now. Let's walk to the graveyard in **nodeka**. There's a list of *speedwalks* on [nodeka411](#), but you should also go and explore for areas yourself.

We are going to load the script into nembot by using the `/load` command, and we can start it using the `/begin` command. Using the `/?` command will provide us with more information about nembot commands and settings.



```
Jaba Mud Client [Default]
File Edit View Options Scripting Help
Loading girl...
Loading skeleton...
Loading boy...
Loading man...
Loading man...
Loading bishop...
Loading hunter...
Loading woman...
Loading dog...
Loading thief...
Loading witch...
Loading warlock...
Reading path...
Finished reading path.
NOD extra file not found.
graves loaded Successfully.
Type /begin when ready.
[Lag: 0] [Reply: Wrelic] [Exp: 810413063] [Align: 147] []
[H:11091/11091] [M:412/412] [S:10836/10836] [E:9915/10231] [G:156226]m

Shtera Graveyard [ exits: east west ]

? . # ! , ' , |

[Lag: 0] [Reply: Wrelic] [Exp: 810413063] [Align: 147] []
[H:11091/11091] [M:412/412] [S:10836/10836] [E:9915/10231] [G:156226]
/load graves
EPM: 0 30
```

NOTE: Scripts are loaded using the after `NOD_`, no extension is required.



```

Jaba Mud Client [Default]
File Edit View Options Scripting Help

00C: -sigils- |: '( Camulus ) has stolen the Amethyst Sigil!'
Athen: Sideous |: 'i wasn't on a team'
<< Master: Eicile >> 'Is there going to be another one?'

Nembot Help
-----
/load <area>           - will load NOD_<area>.txt
/begin                - Starts the script
/pause                - pauses the script
/end                  - stops the script
/stats                - current running stats
/reset                - resets script variables
/debug                - show the current variable states
/skip <#>             - allows you to skip x amount of rooms
/set                  - display the current settings
/set sleep <sec>      - seconds till it sleeps
/set recover <percent> - percent to which sleep enables automatically
/set minnim <amt>     - sets the minimum nim before moving on to the next mob
/set att <cmd>        - sets the initial command
/set preatt <cmd>     - sets the pre-attack command
/set mobatt <mob> <cmd> - sets an attack for a particular mob
/set move <key/#>    - sets the move according to number or shortcut.
/set split            - Displays split settings.
/set split add <name> - Add user to split group.
/set split rem <name> - Remove user to split group.
/set split fee <%>   - The percent of gold kept by you on top of your split.
/set split reset     - Erases the split group.
/set heal percent <amt> - Sets the percent to start healing at.
/set heal action <cmd> - Sets the command to repeat in order to heal.
/set regen percent <amt> - Sets the percent to start regening at.
/set regen action <cmd> - Sets the command to repeat in order to regenerate.
/tog smartnim        - sets the smart nimming on and off
/tog map              - sets the map on and off when starting
/tog recall           - Recalls your character on low health
/tog sync             - overrides sync with nodeka
/tog debug            - get a spam of info telling you whats goin on
/tog botpause         - pauses the bot on botchecks
/tog botoutput        - toggles bot output for nembot
/tog random           - instead of running a path, it randomly moves around

[Lag: 4000] [Reply: Runner] [Exp: 816047490] [Align: 347] []
[H:12091/12091] [M:412/412] [S:10836/10836] [E:10230/10231] [G:305418]
/?

Ready                                     Move: 36/437 18

```

11) *Why my setup doesn't catch bot checks?*

This is an easy fix. You need to edit the chat.js file (found on the scripts subfolder), and change the next line:

```

if (line == "BOT CHECK - use the 'answer' command to store your answer.") {
to:
if (line == "BOT CHECK - use the 'botanswer' command to store your answer.") {

```

12) That should set you up for now. Look for further Tutorials in the near future. Please send me any comments to [cayce\\_edgar@hotmail.com](mailto:cayce_edgar@hotmail.com) with NODEKA on the *Subject* line.

I'd like to thank the proofreaders of this tutorial and of course special thanks to **Nemesis** for building this amazingly good scripting engine and sharing it with all of us (Not to forget he built and maintains [nodeka411](http://nodeka411))