

CROWLEY'S SND

Search & Destroy is a quality-of-life tool. It utilizes the mapper plugin in order to get to your quest mobs faster, your campaign targets faster, and yes, even global quest mobs. It makes every attempt to load up the keyword into an alias so all you have to do is type the alias and enter. It presents a window that displays your campaign or global targets (and eventually will show quest targets, perhaps tabbed). It uses its own runto feature in order to run to your personally chosen 'start' room of the area. To clarify, there are no 'start' rooms to any area. It's why the mapper plugin cannot just run you to an area because you tell it to.

In short, it can speed up your quests/campaigns/global quests. It is NOT, however, a bot as some may claim.

Where to download: <https://github.com/AardCrowley/Search-and-Destroy>

Make sure the .xml file goes into your MUSHclient\worlds\plugins folder

COMMONLY USED COMMANDS

- **xhelp** - help files
- **xcp** - how to search for mobs in the mini window
- **nx** - moves to next room on list
- **go** - moves to specified room
- **kk** - attacks the target
- **qs** - quick scan
- **qw** - quick where
- **ht** - hunt trick
- **xrt** - runs to area
- **ah** - autohunt
- **xset** - settings adjustments (recommend checking this out as there are lots of useful things to set such as noexp thresholds, vidblain movement, marking start room in areas, etc.)

OTHER USEFUL COMMANDS

- **cp** - displays info for campaigns
- **gq** - displays info for global quests
- **xm** - searches for room name
- **ms** - searches for mob name
- **mgo** - goes to room after after searched mob
- **snd reload** - reloads snd plugin
- **snd update** - updates snd plugin
- **snd check_update** - toggles automatic update checking
- **snd migrate | mergePwar** - migrates pwar's s&d database to try and keep data, but only works if file name has not been altered from 'WinkleGold_Database.db' and that the file is located in default plugin directory

HOW TO USE THEM

xcp

xcp <index>

Without an argument, this command will search for the first mob listed in the mini window; otherwise, it will search for the mob based on the supplied index number

xcp mode <ht|qw|off>

Without an argument, displays your current default action to take when searching for a mob using 'xcp'. With an argument, sets your default action to 'ht' (hunt trick, really good if you have fasthunt wish, but can be slower if you're in global quest as you can hunt mobs there), 'qw' (quick where), or 'off' (no action taken)

xcp quest

When enabled, using 'xcp' with no arguments will target your quest mob if you are currently on a quest

nx

nx<->

Moves to the next room in the list, or previous room with '-'. See 'xset nx' for more info on what actions will be taken after arriving to the room

go

go <index #>

Moves to the first room in the index, or to the index number supplied. See 'xset nx' for more info on what actions will be taken after arriving to the room

kk

kk | ak | qk

All interchangeable commands that execute 'quick kill' without command. See 'xset kk' for more info and to set up commands using skills/spells with it

qs

Executes a scan for the current quest, campaign, or global quest target

qw

qw<x> <mobname>

Uses the 'where' command on the stored mob name based upon target. If an argument is made, it will 'where' the argument. Can use 'x' if you want an exact match on mobname

ht

ht <mobname | stop>

Executes the 'hunt trick' for the current target or supplied argument. Use 'stop' to stop the hunt trick, but may fail if the mob has a keyword of 'stop'

xrt

xrt | xrun <area keyword>

Executes a run to the supplied area keyword. Basically a better rt which uses your portals if set up properly in mapper. If a room has been marked (see 'xset mark') as the start room of the area, it will run there instead

ah

ah<a> <mobname>

Automatically sends the 'hunt' command and executes the direction. You can append 'a' in order to abort autohunt. This is super helpful for tracking mobs in mazes, hunting players, and can even be used through mapper as a custom exit. Need to have hunt practiced for it to work

Example 1: I want to get through Cougarian area

mapper cexit_wait 10 (allows more than default 2s to create cexit)

mapper cexit ah guard;;wait(3);;roar (autohunts guard, gives enough time to hunt before executing additional commands, and then executes 'roar')

Example 2: I want to hunt guard, but then abort

ah guard (begins hunting guard)

aha (aborts autohunt)

xset

xset nx <smartscan | con | scan | scanhere | qs | none>

Sets the behaviour when you arrive at a room via nx or go. Without argument, it will display current action. With an argument, sets your action to:

- smartscan: scan for just your targets and fall back to con when potential noscan targets are encountered
- con: consider room
- scan: perform scan
- scanhere: perform scan of current room
- qs: perform quick scan, looking for only your current target mob
- none: do nothing

xset <kk | ak |qk> <commands>

With the 'xset' argument, sets the interchangeable command of 'kk', 'ak', and 'qk' to the command supplied. Without the 'xset' argument, executes the 'quick kill' command. Can set up multiple commands, each separated by double semicolons (or single semicolon if you start the line with a semicolon). Any of the commands can be given a 'notarg' argument which will execute without supplying target name

Example 1: Kick target, bash target, then slap target...guard is target here

```
xset kk kick;;bash;;slap    or
```

```
;xset kk kick;bash;slap
```

kk guard (will kick, bash, and slap guard)

Example 2: Guard is target and I want to backstab him and then do spiral without target

```
xset kk backstab;;spiral notarg
```

Kk guard (will backstab guard then do spiral)

xset mark

Sets current room as designated 'start' room of area

xset kw <mobname>

Changes keyword of current target's mobname

xset noexp <off | #>

With no argument, displays current setting. With argument, sets threshold of how much tnl before turning on noexp. Keeps you from accidentally leveling while you're campaign leveling

xset win <on | off | show | hide | max | min | expand | collapse>

Toggles the mini window: on/show to show the window, off/hide to close the window. Max/expand to expand window from a collapsed state, or min/collapse to minimize window

xset winreset

Resets window to default

xset vidblain

Toggle that allows you to run to areas within vidblain

xset vidblain level <#>

Displays or sets lowest level portal you have to an area in vidblain

xset index areas

Sometimes areas get red links, so use this command to fix it. Only works for areas you have mapped

cp

cp <i | info | c |check>

Displays info/check for campaigns

gq

gq <i | info | c |check>

Displays info/check for global quests

xm

xm <room name>

Searches for the supplied room name in the area and can match partial names. Can use '%' to get list of all room names in area

xmall <room name>

Same as above, but across all zones. Would suggest not using '%' here as it will display every room you've mapped in aardwolf

`xm rlh <#>`

Without an argument, displays rooms that link to current room. With an argument, displays rooms that link to your chosen room ID

ms

`ms <here| area> <mobname>`

Searches the mob database for the mobname supplied based on area supplied (here, area keyword, or defaults to 'all' if no argument supplied). Returns rooms the mob has been found, the area, and the times it has been found in that room

mgo

`mgo <index>`

Used after searching for a mob and will go to the room provided by the index number