

First off, I would just like to mention that I do not work for BosslandGmbH who are the creators of BuddyWing. Nor am I an administrator or member of Staff on the BuddyWing Forums.

BuddyWing is a special kind of software, because it takes great reverse engineering skills to find out how the SWTOR client works and behaves. A single wrong move can cause the SWTOR client to explode. BuddyWing works by interacting with the SWTOR resources it uses in Memory so that it can control the behaviour of the Client. Because the client expects things to be 100% precise, when it is not, the client can explode as this is an unhandled exception.

The team working on the CC/Combat/Raid/Operations/Quests are not BosslandGmbH employees. They are using an API provided by BuddyWing so that they can plug in their combat system. This makes BuddyWing very expandable because it has an open interface in which any developer can make use of for customised ways of Combat, Questing and so on.

Kick has spent much of his own time levelling many characters in order to get the Questing Scripts working for almost all classes and at the time of me writing this, all except Bounty Hunter Class quests are left to do. Of course, BuddyWing Questing Profile will still complete the Planet Quests.

Please make sure you have Microsoft .NET 4 Framework Installed on your Machine.

<http://www.microsoft.com/en-us/download/details.aspx?id=17851>

The screenshot shows the Microsoft Download Center page for the Microsoft .NET Framework 4 (Web Installer). The page includes a search bar, navigation links (Products, Categories, Security, Support), and a sign-in link. The main heading is 'Download Center'. Below it, the product name 'Microsoft .NET Framework 4 (Web Installer)' is displayed. A description states: 'The Microsoft .NET Framework 4 web installer package downloads and installs the .NET Framework components required to run on the target machine architecture and OS. An Internet connection is required during the installation. .NET Framework 4 is required to run and develop applications to target the .NET Framework 4.' The 'Quick details' section contains a table with the following information:

Version:	4	Date published:	2/21/2011
Change language:	English		
File name	Size		
dotNetFx40_Full_setup.exe	869 KB		DOWNLOAD

A pink arrow points to the 'DOWNLOAD' button. Below the table, there is an 'Overview' section with text about the .NET Framework.


Please make sure you have Microsoft Visual C++ 2010 Redistributable.

<http://www.microsoft.com/en-us/download/details.aspx?id=5555>

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Products Categories Security Support




Microsoft Visual C++ 2010 Redistributable Package (x86)

Quick links

- Overview
- System requirements
- Instructions
- Additional information

Looking for support?

 Visit the Microsoft Support site now >

The Microsoft Visual C++ 2010 Redistributable Package installs runtime components of Visual C++ Libraries required to run applications developed with Visual C++ on a computer that does not have Visual C++ 2010 installed.

Quick details

Version:	2010	Date published:	4/12/2010
Change language:	English		

File name	Size	
vc_redist_x86.exe	4.8 MB	DOWNLOAD

Overview

The Microsoft Visual C++ 2010 Redistributable Package installs runtime components of Visual C++ Libraries required to run applications developed with Visual C++ on a computer that does not have Visual C++ 2010 installed.

This package installs runtime components of C Runtime (CRT), Standard C++, ATL, MFC, OpenMP and MSDN Libraries, or more information on supported ways of deployment for Visual C++ applications, click [here](#).

[Top of page](#)

System requirements

Supported operating systems: Windows 7, Windows Server 2003 R2 (32-Bit x86), Windows Server 2003 Service Pack 2, Windows Server 2008 R2, Windows Server 2008 Service Pack 2, Windows Vista Service Pack 2, Windows XP Service Pack 3

- Windows Vista with Service Pack 2 or later (all editions except Starter Edition)
- Windows 7
- Windows Server 2003 with Service Pack 2 or later (all editions)

Please make sure you have a Subversion Client. If you do not, I recommend Tortoise SVN.

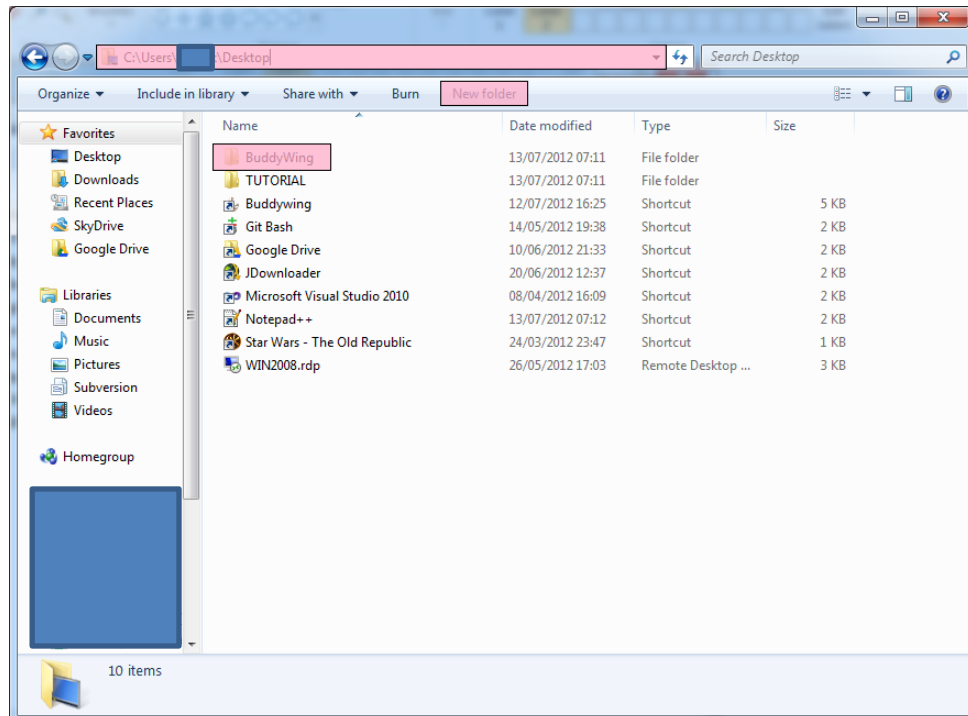
<http://tortoisesvn.net/downloads.html>

You will need to reboot your machine.



The screenshot shows the TortoiseSVN website in a web browser. The page has a navigation bar with links: Home, About, Donate, Downloads, Translations, Support/Docs, and Other tools. The main content area is titled "Downloads" and features the TortoiseSVN logo. It states "The current version is 1.7.7" and provides links to the "changelog" and "release notes". Below this, there are two download buttons: "Download Now" for 32-bit OS and "Download Now" for 64-bit OS, both from SourceForge. A note mentions that the current version 1.7.7 is linked against the Subversion library 1.7.5. There is also a section for "Updating" which explains that users updating from an earlier version (pre 1.6.10) need to run the installation twice, using the "Repair" option the second time. The page footer includes a "Fiddler: Disabled" status.

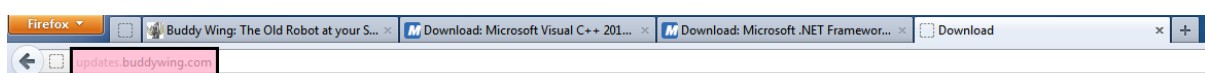
Create a new directory in your desired location and name it “BuddyWing” as shown in the screenshot. Please make sure the directory or drive has sufficient permissions for executing and updating files through SVN and Running BuddyWing. I recommend a directory such as your “Desktop” or “My Documents”.



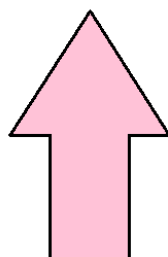
This directory will contain everything you need to run, update and (hopefully) contribute to BuddyWing and potential plugins.

To get the latest version, you can always go to the following url:

<http://updates.buddywing.com>

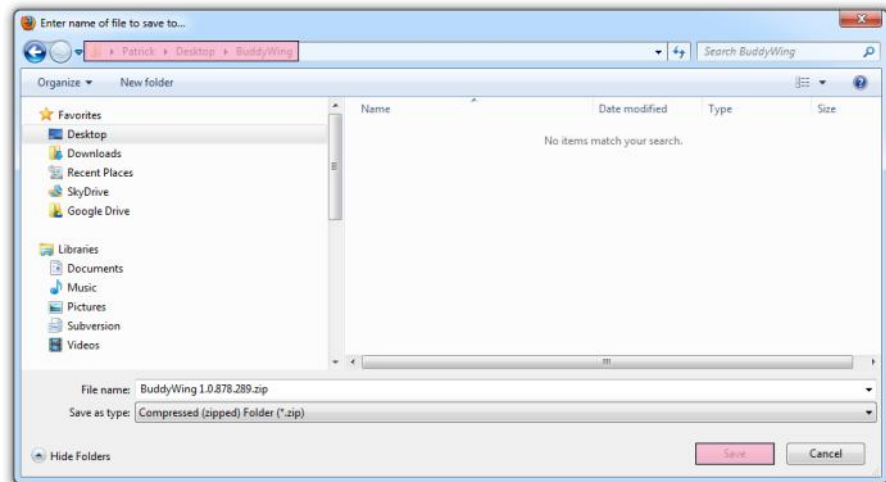
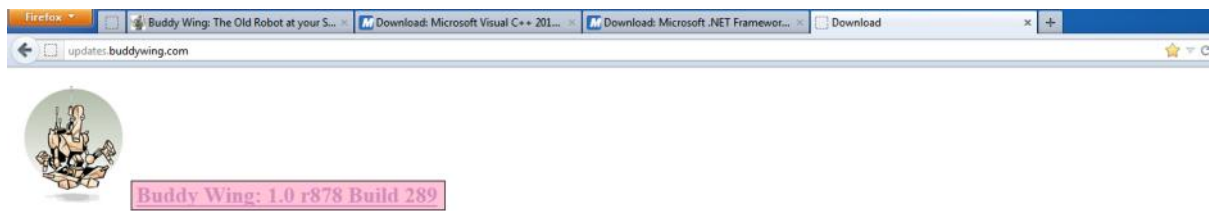


Buddy Wing: 1.0 r878 Build 289

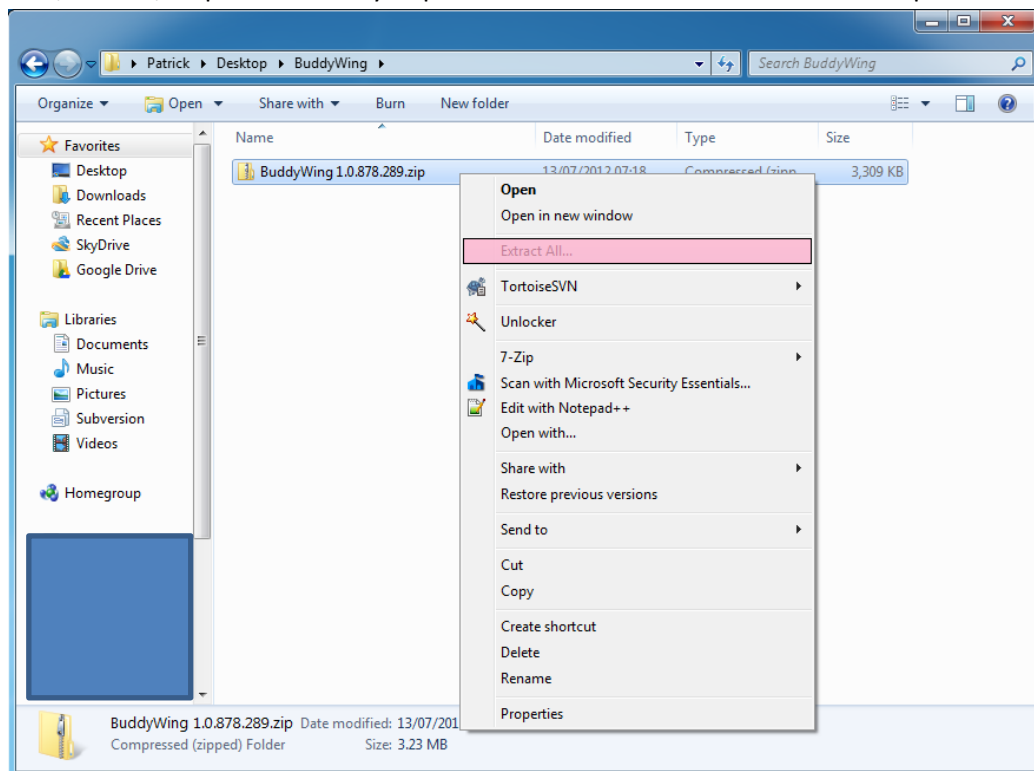


DOWNLOAD LINK

Save the ZIP file in the newly created directory “BuddyWing” you had created in the step before.

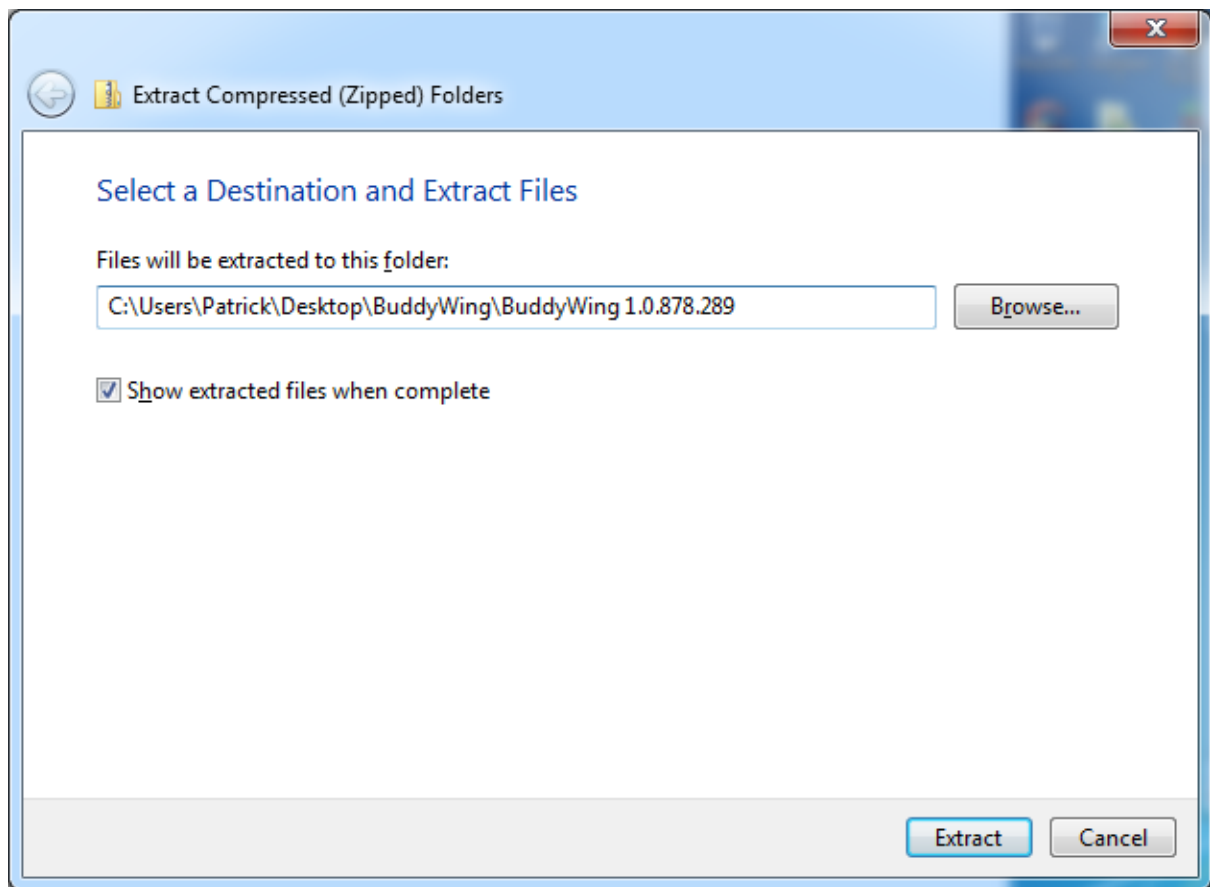


You will then need to extract the compressed file using a un-compression tool which understands the ZIP format. Windows usually comes with this built in, however you can use another tool such as WinRAR, WinZIP, 7Zip and so on if you prefer. Select “Extract All...” from the drop down menu.

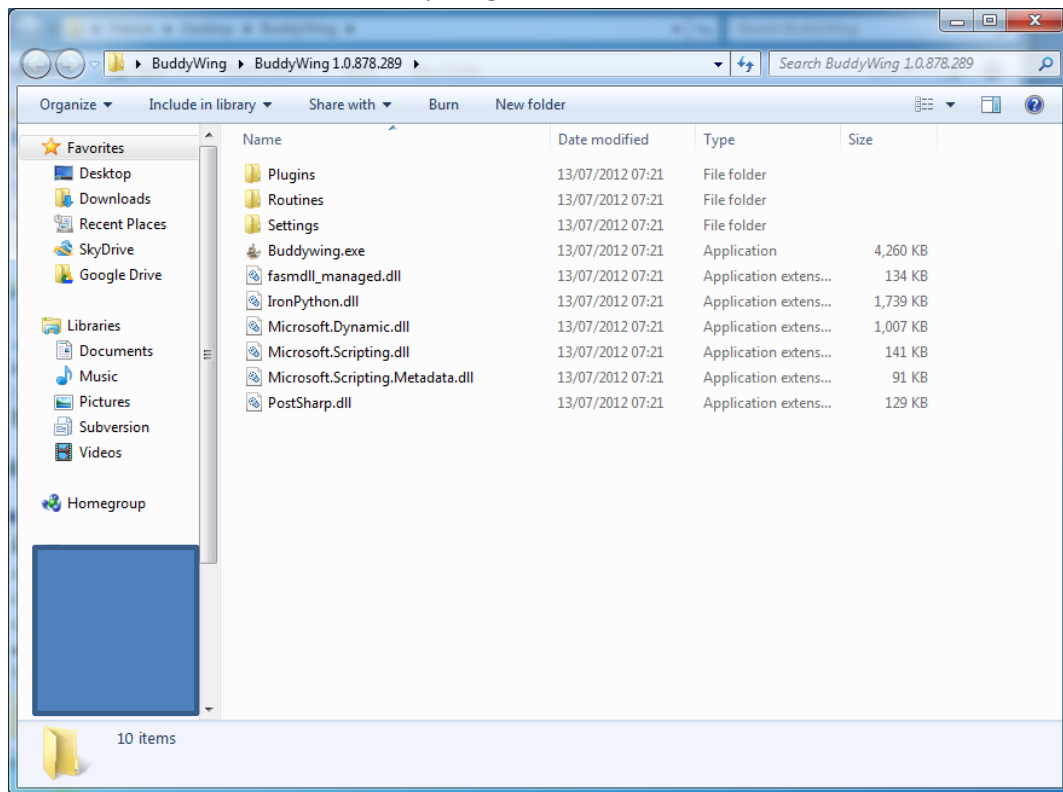


You can rename the file to something such as BuddyWing Installation, BuddyWing Default or keep it with the same name as the ZIP. This can be handy as you know which BuddyWing installation you

have because the revision number is in the name of the folder. I'd recommend just leaving the default name until you become familiar with BuddyWing and WingIt / Plugins. If you do not plan on contributing (which you should!) then you can just keep the default name of the file.



Once you have unzipped the file, you will see Buddywing.exe a few .dll extension files used by BuddyWing and three folders.



Let me briefly explain the folders.

1) Plugins:

- a. BuddyWing has the ability to load plugins for certain features such as:
 - i. Auto equipping an item based on its stats.
 - ii. Looting a chest when it is in range.
- b. At the moment, it is in early stages and the community is rather small, so the choice of plugins is minimal, however this will hopefully change over time.

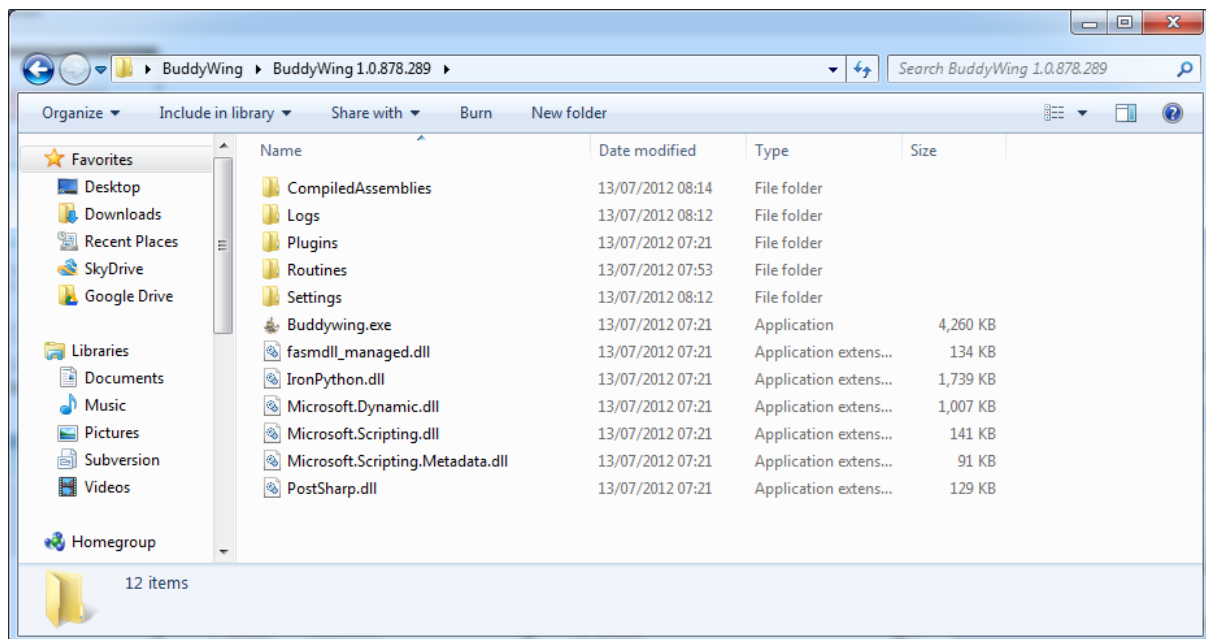
2) Routines:

- a. This is the hearty combat folder.
Depending on how you would like combat to behave, this is where it all happens.
- b. The 'de facto' standard is called WingIt.
This is being developed by a small team who are on caffeine drinks and tasty McDonalds.

3) Settings:

- a. Settings are stored for each of your characters that you login to the game world.
 - i. To save the settings of each character, you should close the BuddyWing after changing something and then reopen BuddyWing, this should have saved the settings for your individual characters.

When you first run BuddyWing (We will get to this shortly, please do not open BuddyWing until I tell you to do so.) You will see *two* more folders appear within the BuddyWing installation. One of these is called “CompiledAssemblies” and the other is “Logs”.

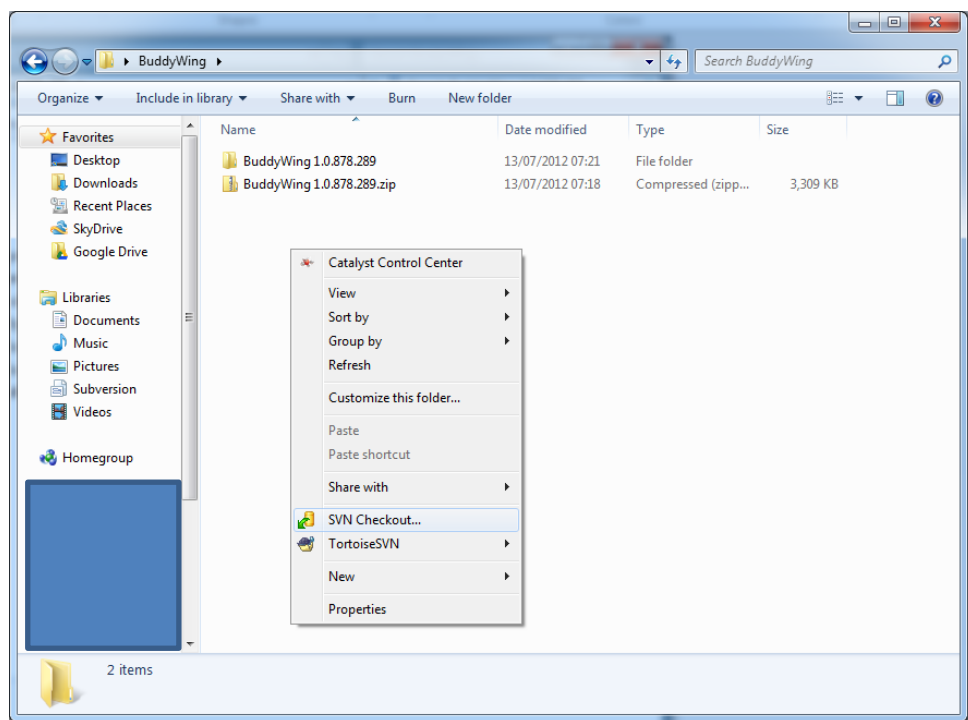


“CompiledAssemblies” is created by the BuddyWing.exe as it scans the installation for things which must be compiled and executed once it has started up. This includes anything it detects as an assembly in the Routes folder and Plugins folder.

“Logs” is created and used A LOT by the BuddyWing.exe when it is in use. This folder stores text files created by BuddyWing itself, Routines and Plugins which make use of the Logging Facility. Because BuddyWing can come across many ditches, wells, hills and mountains and the odd volcano or two, the developers have come up with a way for BuddyWing to spit out exactly what is happening to a file for later dissection when fixing a Bug which you report on the Forums. It is no good to report an issue you have had such as “my character is not using this combat move” or “he is not moving when it gets to this location” or “he is not talking to this NPC” because this really doesn’t help the developers pin point the exact problem. There are hundreds and hundreds of lines of code to skim and read through, providing any log files as an attachment on the forum can really speed up the time for a solution or bug fix by 99.9%!!! However depending on the complexity it could still take some time. Just remember, “Logs” is used by BuddyWing and when you find an issue, please attach the time stamped log files to your ticket in the support forum. It really does help keeping a developer happy.

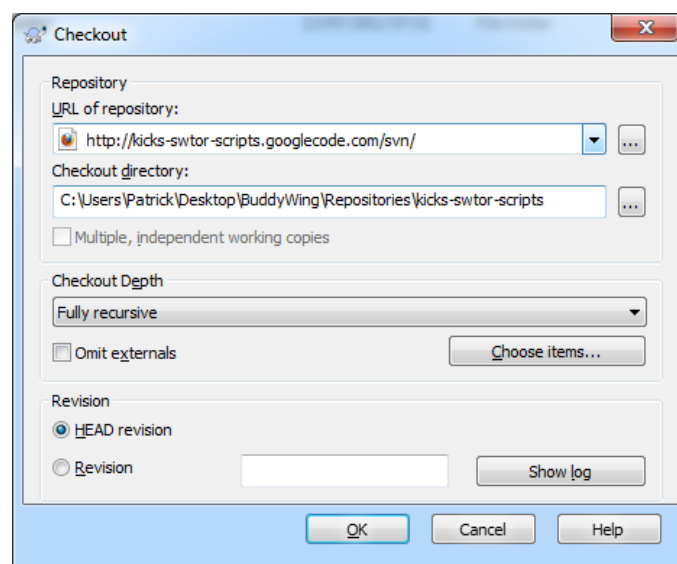
Moving on now...

You recall extracting the ZIP file you downloaded. For the next few steps we will be downloading some repositories which contain profiles for questing and dailies. Right click in the folder and (If you successfully installed Subversion Tortoise SVN correctly) you should see an SVN checkout option.

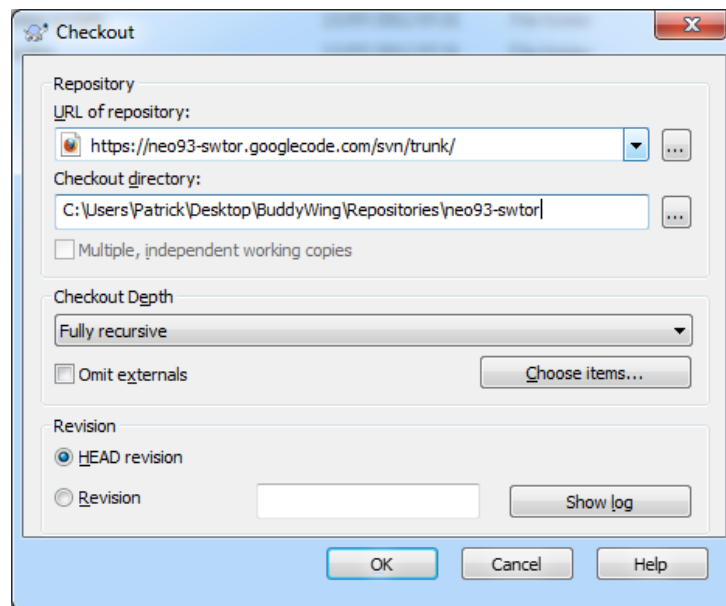


First we will download kicks profiles. These include profiles for levels 1 – 10 classes for Empire and Republic, as well as levels 10 – 50 for advanced classes. Please choose an appropriate checkout directory folder name. I called mine the same as the sub domain from the repository url:

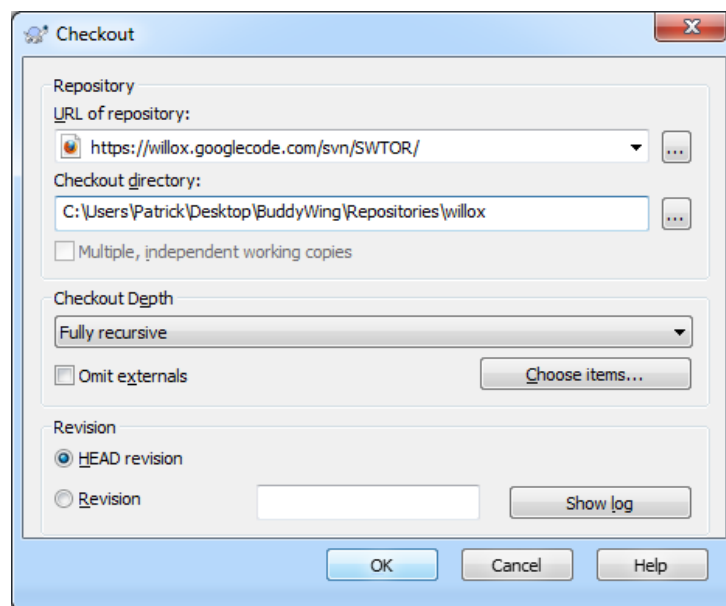
“kicks-swtor-scripts” so that I know exactly what this folder contains.



Do the same thing again for Neo93's repository:

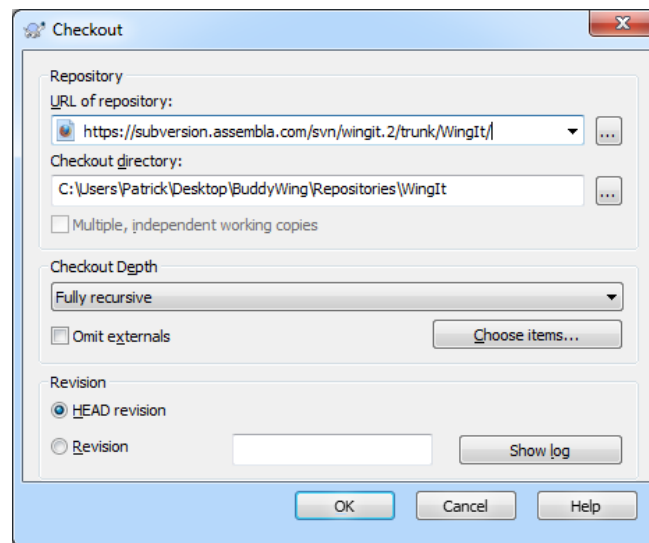


Wilox also has some (which are obsolete but you may want to look at these for reference):



I have not fully tested any of the profiles these guys have worked on, if you find any which do not work, then please contribute to either learning and fixing them yourselves, reporting it on the forums. However these are not part of BuddyWing and thus are not supported and may not be fixed or updated.

Finally the golden crust repository.

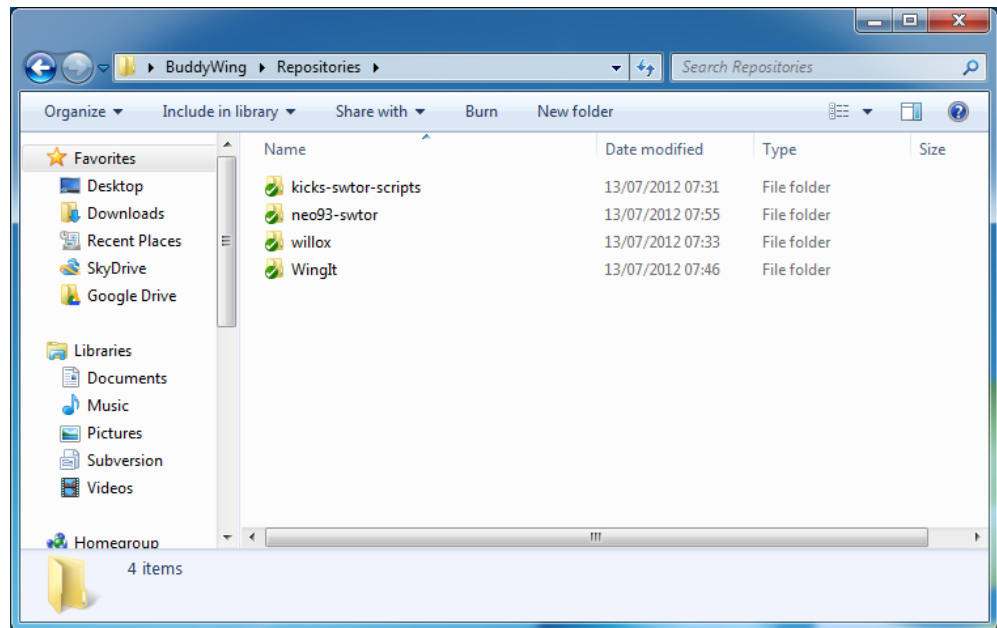


I would just like to briefly show you what is inside the WingIt folder if you are unfamiliar with programming languages. Each of these single .cs extension files (which stands for csharp) contains a lot of code each for the classes, advanced classes and the skill tree builds. This controls the behaviour of the combat in BuddyWing. This collection of files is what makes up WingIt. As you can see, some names come to mind which relate exactly to in-game classes. If you are interested in what this behaviour looks like in code, take a peek at one of these files by opening it up with something such as notepad or wordpad. Seeing this code as something we can see publically in the community

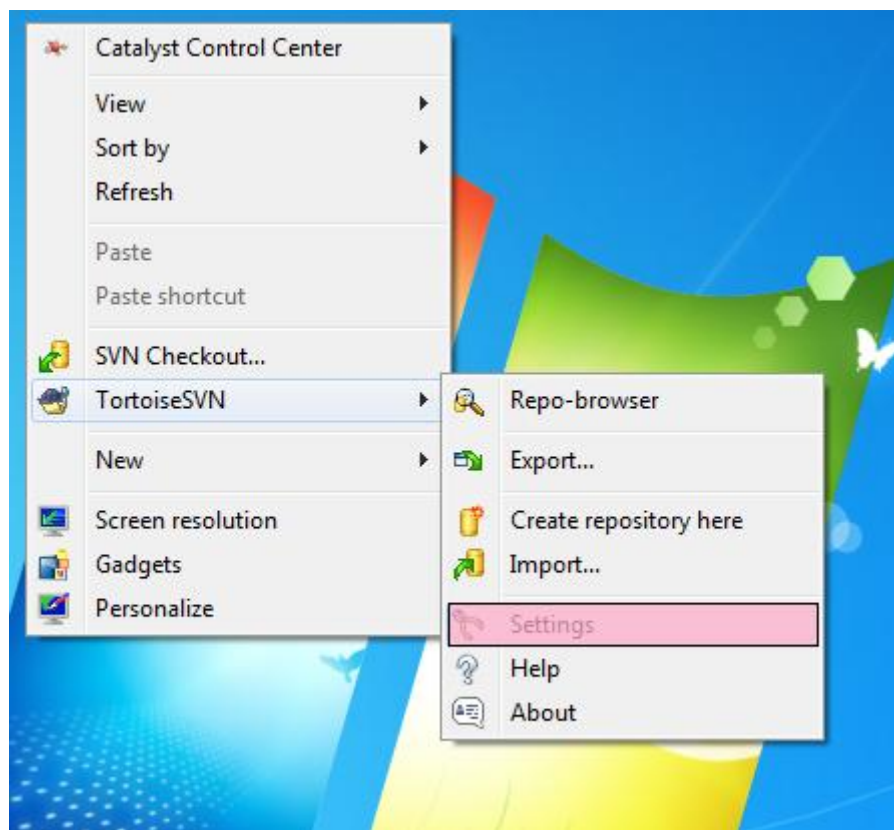
is a very nice addition to BuddyWing.

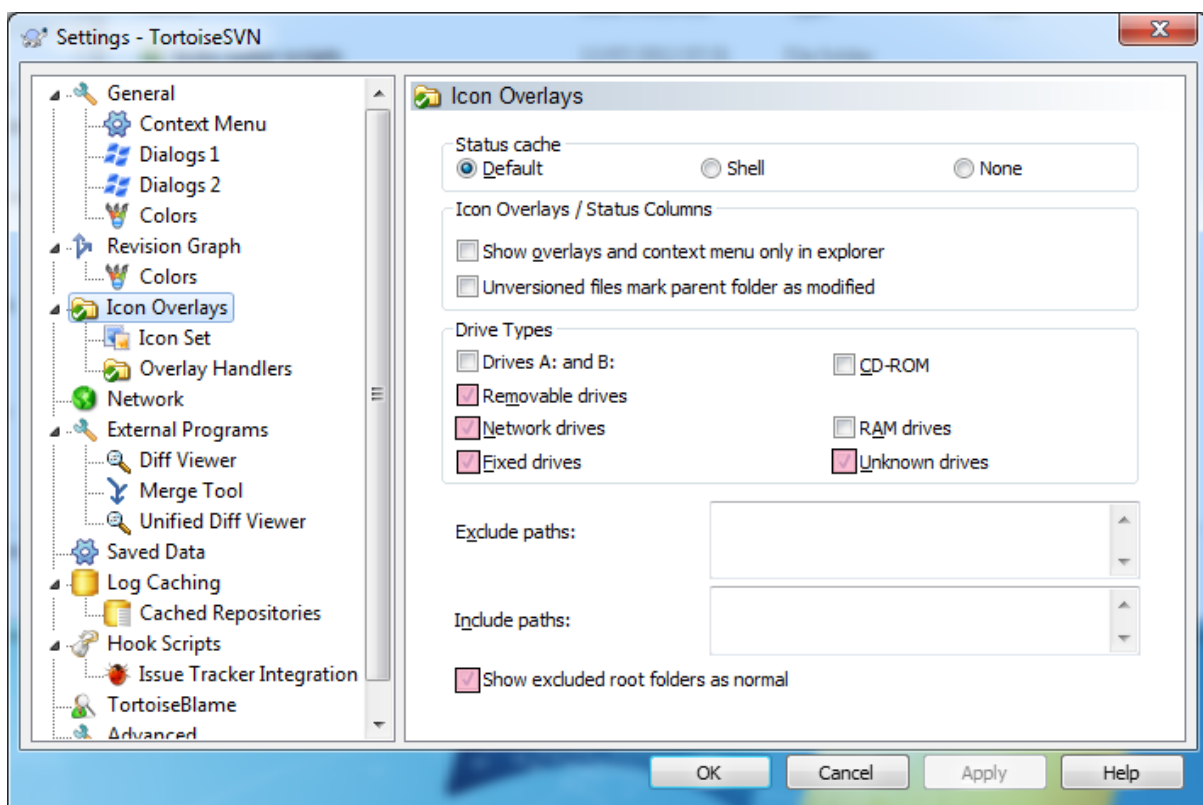
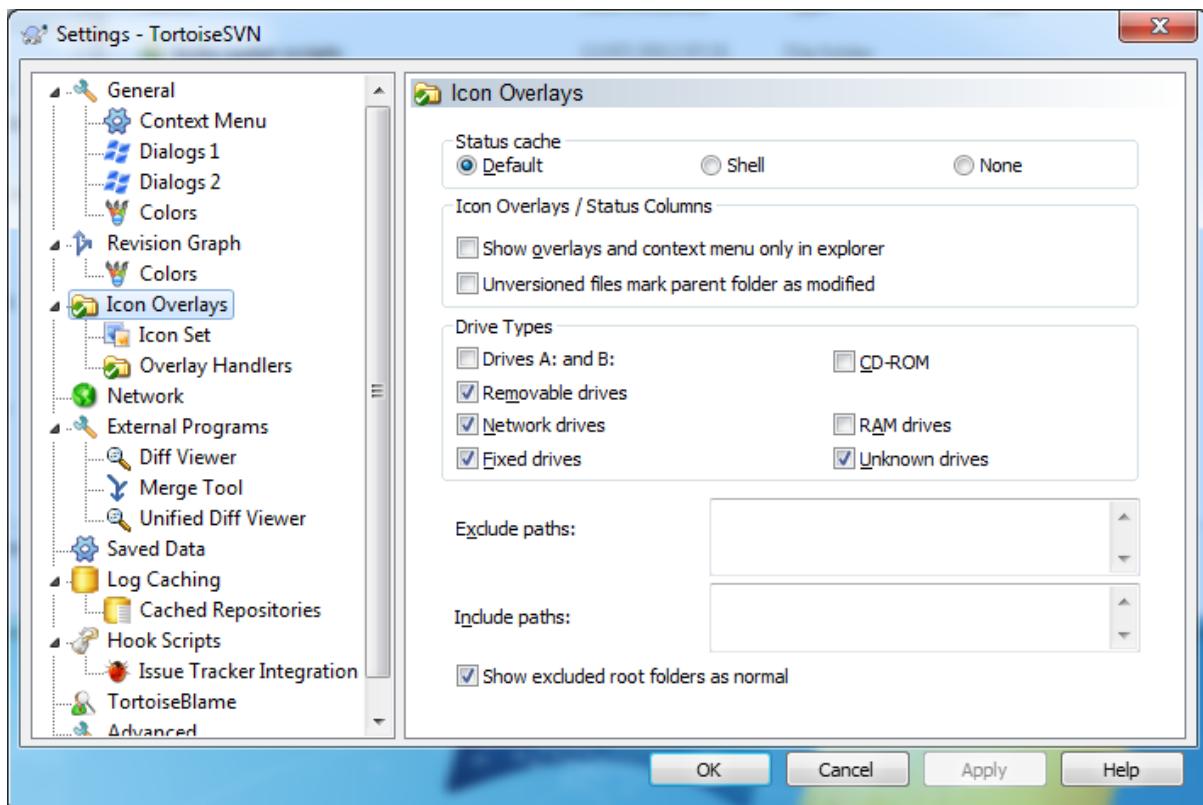


You should now have the following folders inside your "Repositories" directory.



If you do NOT see the green ticks on the folders, this is because of a Tortoise SVN settings configuration. I suggest you change the setting and I have provided screenshots below on how to do this. Check all the boxes I have highlighted in the images and press “Ok”

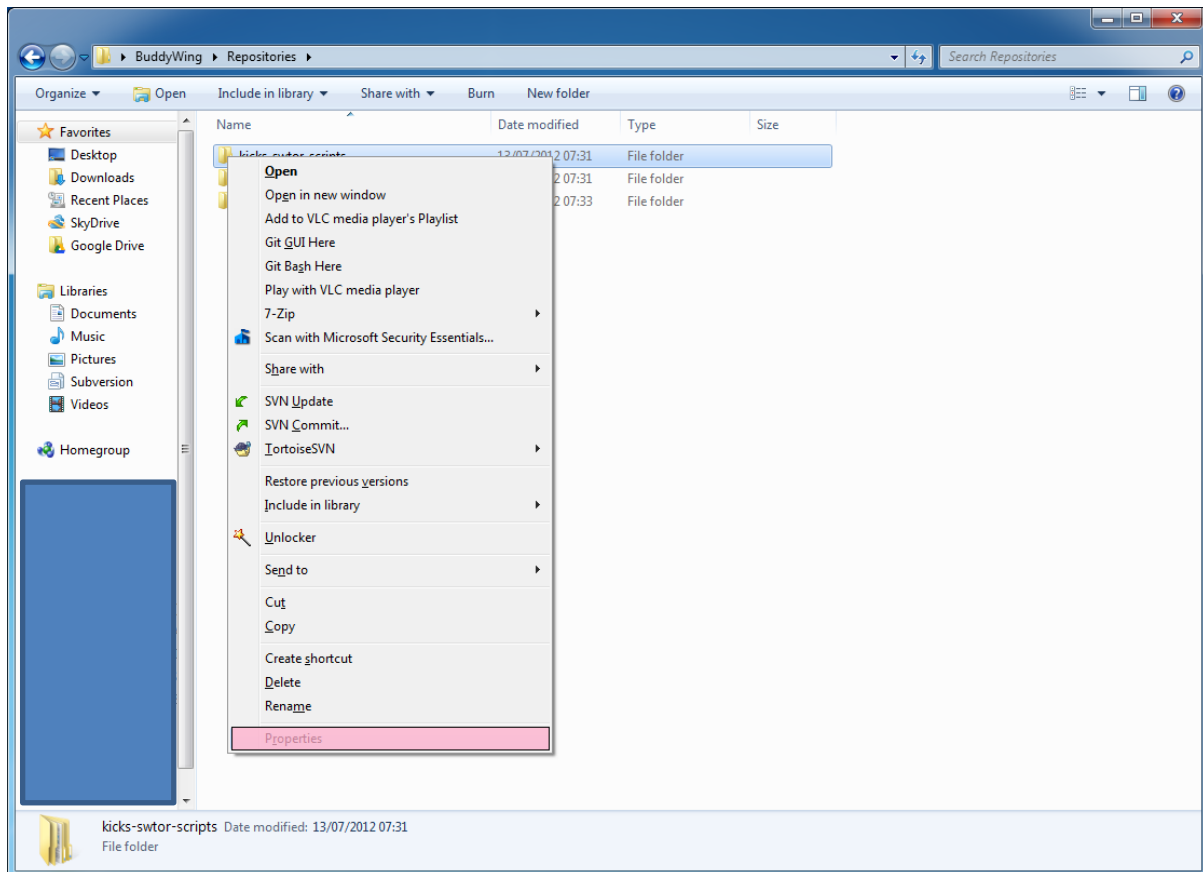


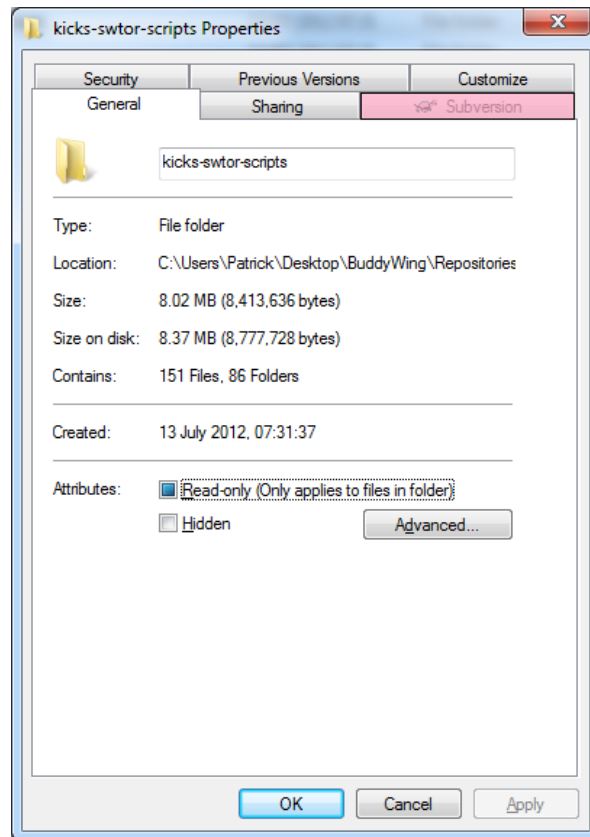


This should resolve the icon overlays and now you should see the green ticks. If for ever Any reason what so ever a profile no longer works for you, or you have modified something inside a profile .XML file such as one of Kicks scripts, SVN will show you that you have modified the contents

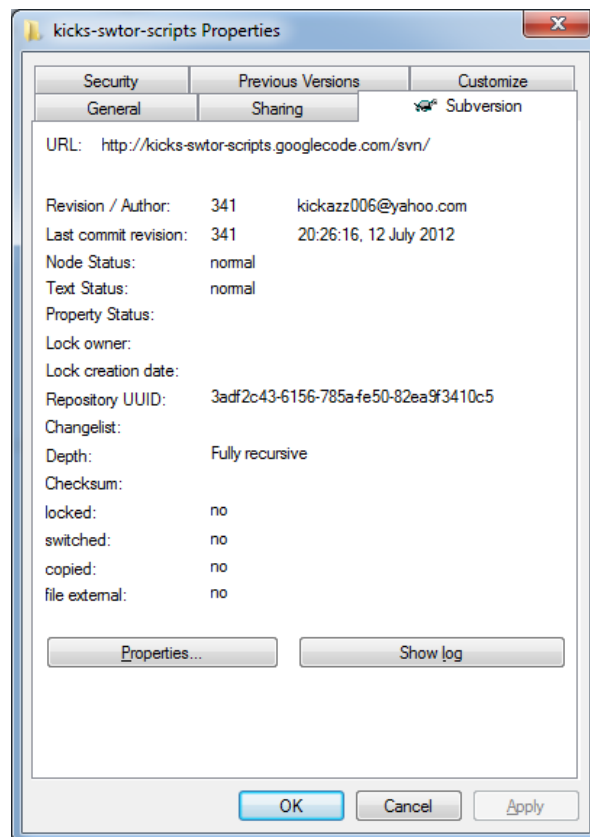
of the repository by showing you a red exclamation mark instead of the green tick. Simply right click on the folder and select revert changes to remove all changes you made.

Before posting a support ticket on the forum or have doubts about a certain feature not working as intended, you can refer to the version you currently have on any of these repositories by the following shown in the screenshots:



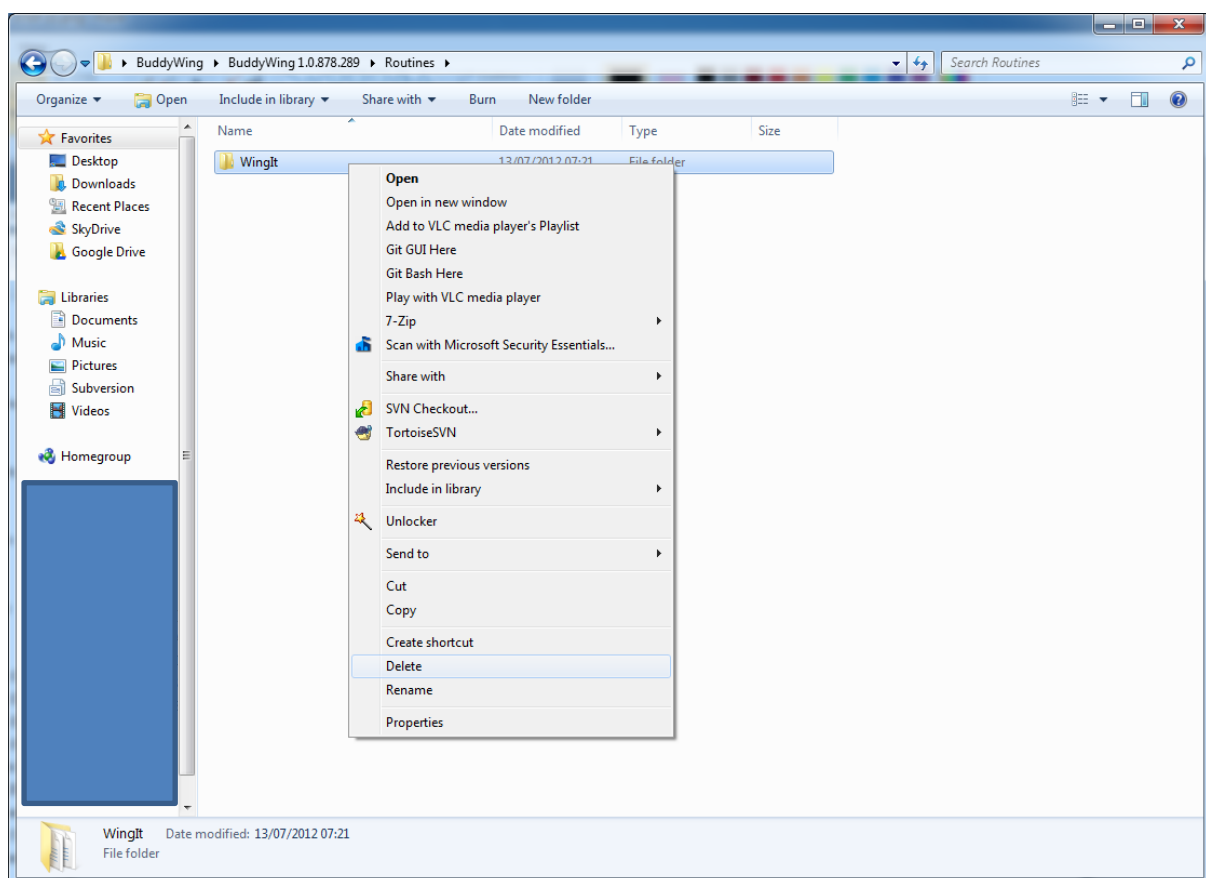


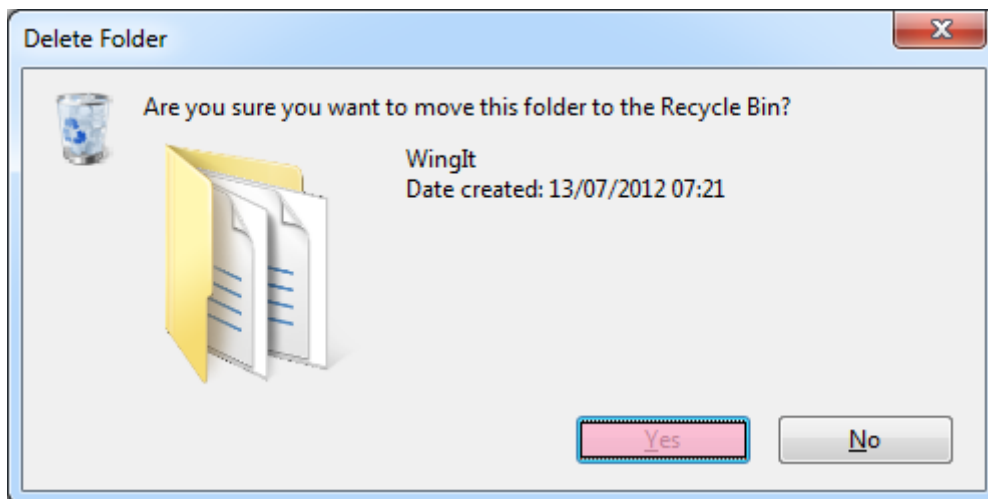
Here we can see the last commit revision we have. This is 341. Please state the revision number you are using for any of the repositories.



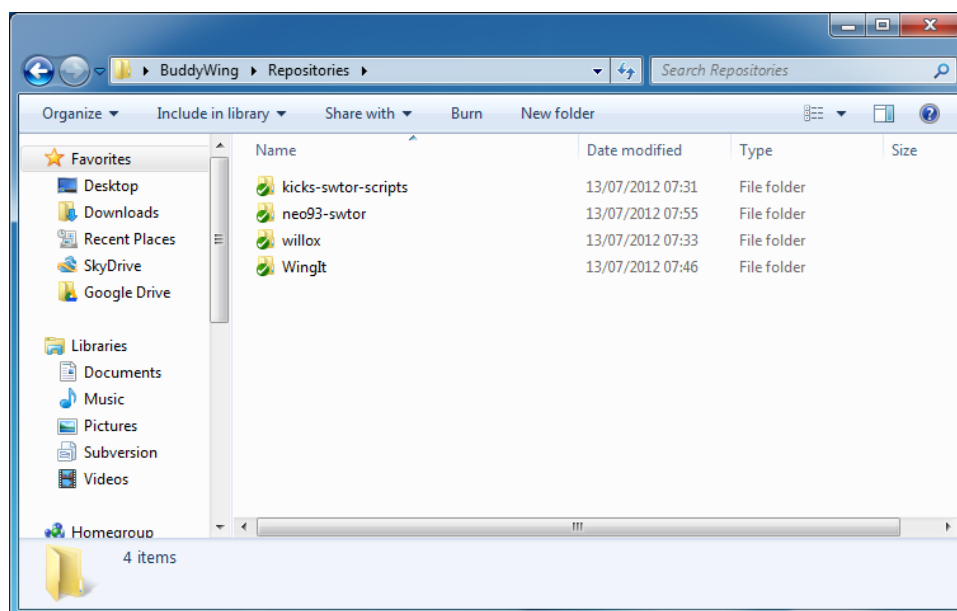
Now, when we first unzipped the BuddyWing installation, it actually already contained a version of WingIt inside the Routines folder, however...because WingIt is currently in development, we probably always want to get the latest version as its most likely that the latest one will contain bug fixes. In all cases you should read the forums for any important updates which may affect WingIt such as a certain class being re-worked on for improvements before going trigger-happy on the SVN update feature; however this should be extremely rare now that the new design for Mirrored abilities has been integrated into WingIt. These guys really are on the ball for Maximum maintainability and readability.

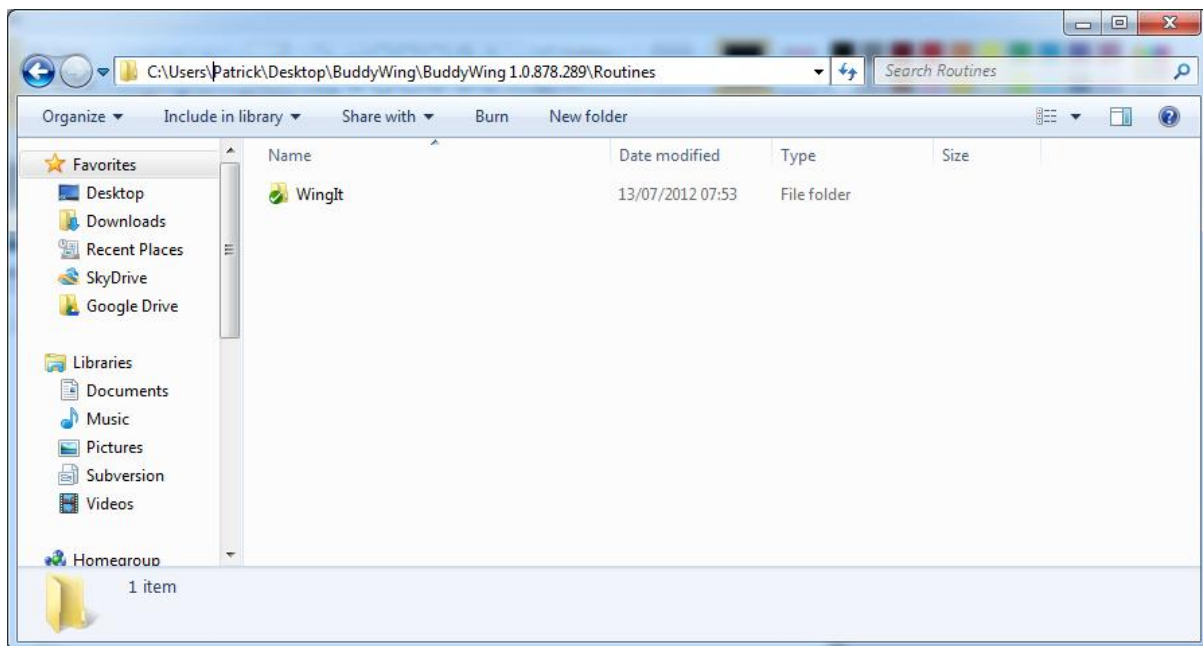
Go back to your BuddyWing installation and navigate to the Routines folder inside the installation. Inside you should see the following. I want you to delete it. There will come a time where this will not have to be done as eventually, WingIt will come to a point of small updates or be completely finished and work on other features such as plugins will begin.





Now I want you to copy the WingIt from inside your “Repositories” folder and paste it into the BuddyWing “Routines” folder, as shown below.





You will also notice that doing so, has copied the SVN settings meaning that you can also update *this* WingIt and not the one in the your “Repositories” folder, however to keep things simple if you do not feel comfortable with doing do, you can always delete this folder, update the one in your “Repositories” folder and copy it to the “Routines” again. It’s really up to you, but you *must* make sure you keep track of which one you are updating and the Version when creating a ticket on the support forum.


Now, I have seen someone on the forum mention that their Anti-Virus was crying about BuddyWing, let’s be clear on something, Anti-virus are known to throw many false positives, including when they detect things such as one process interacting with another process. Because it’s not normal behaviour, you don’t see Microsoft Word interacting with Paint, or Paint interacting with your Torrent software. But this is BuddyWing which is interacting with another program on your computer. For proof, I have even included a screen shot of BuddyWing being scanned by 42 different Anti-Virus companies’ software definitions with a detection rate of 0. If yours happens to bring up a warning, it’s most likely detecting the interaction between BuddyWing and SWTOR process. Ignore it, or even better, get a decent Anti-Virus like Microsoft Security Essentials which is completely free.

Feel free to use it yourself at <https://www.virustotal.com/> It’s a real handy tool to keep at hand for all sorts of files you may not trust at first hand.

scan for at UTC - VirusTotal x +

id92a8985836f909ff20eefcbec744b0070fe2a9c2/analysis/1342163377/

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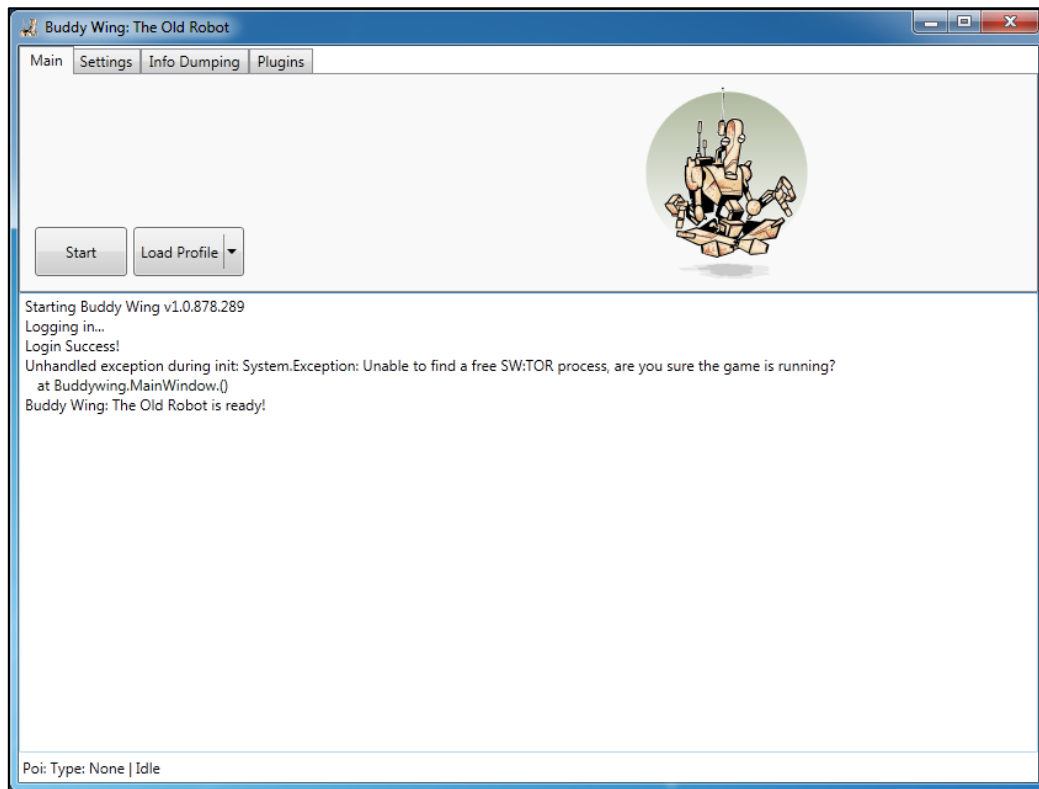


SHA256:	8855c17ea53c8c391376be5d92a8985836f909ff20eefcbec744b0070fe2a9c2
SHA1:	fa74a778587cf7dcd6503f7898ec1e449a62b7ae
MD5:	9a4c5ee467654aeb801b158974593dfc
File size:	4.2 MB (4361728 bytes)
File name:	Buddywing.exe
File type:	Win32 EXE
Detection ratio:	0 / 42
Analysis date:	2012-07-13 07:09:37 UTC (1 minute ago)

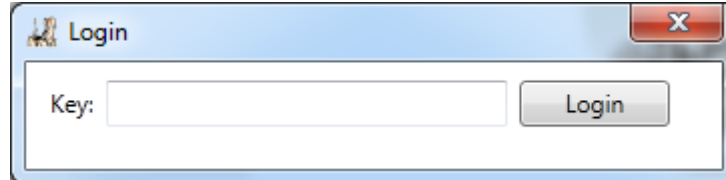
More details

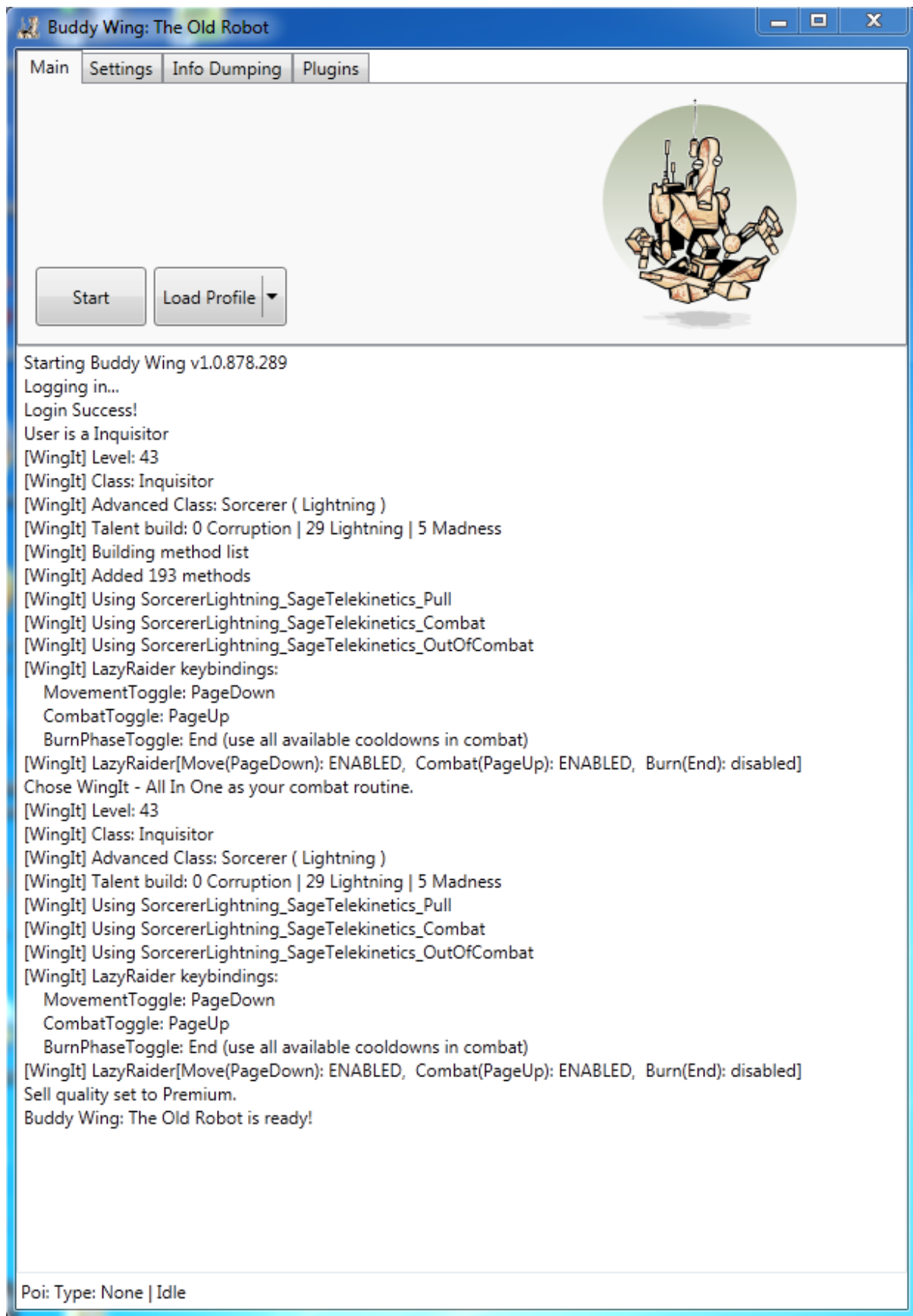
Now to launch BuddyWing! **Please make sure you have launched SWTOR. Signed into the game and have a character loaded in the game world.** Failure to do so will upset BuddyWing as it will have no process to attach itself to and will blow up in your face. Also, when I mean **loaded**, I really do mean it. Not at the character selection screen, not at the loading screen, completely loaded and character is visible in game.

Here is BuddyWing upset with me not running SWTOR:

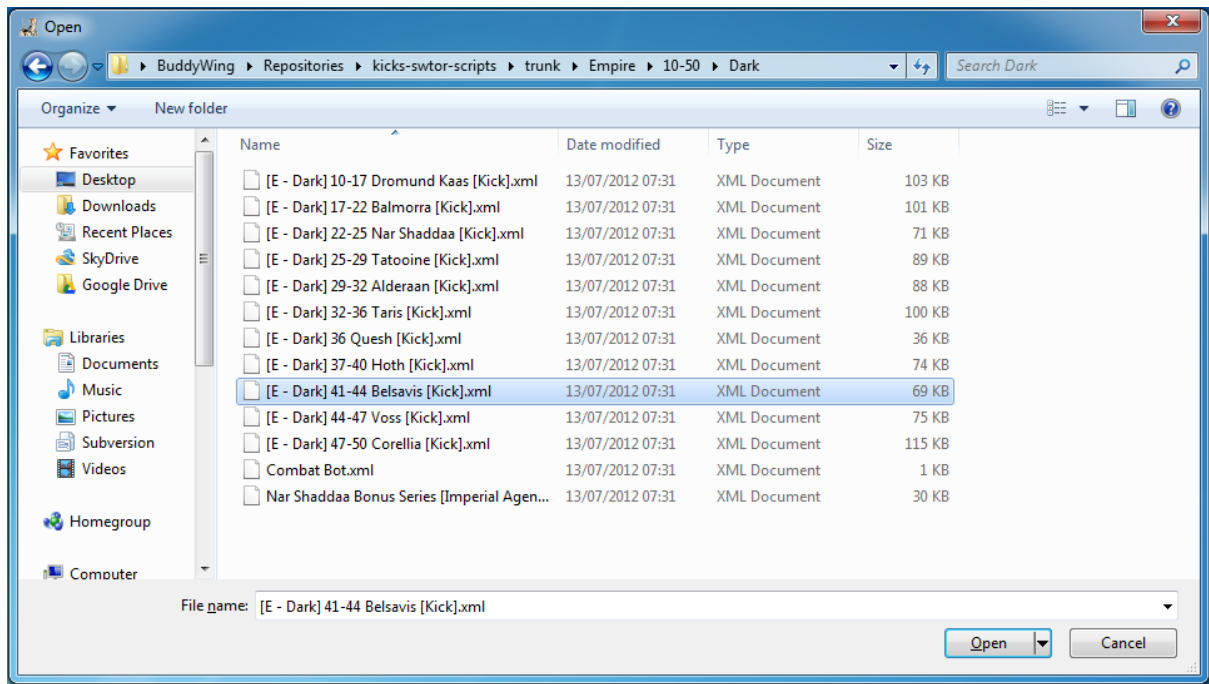


Enter in the key you were emailed.

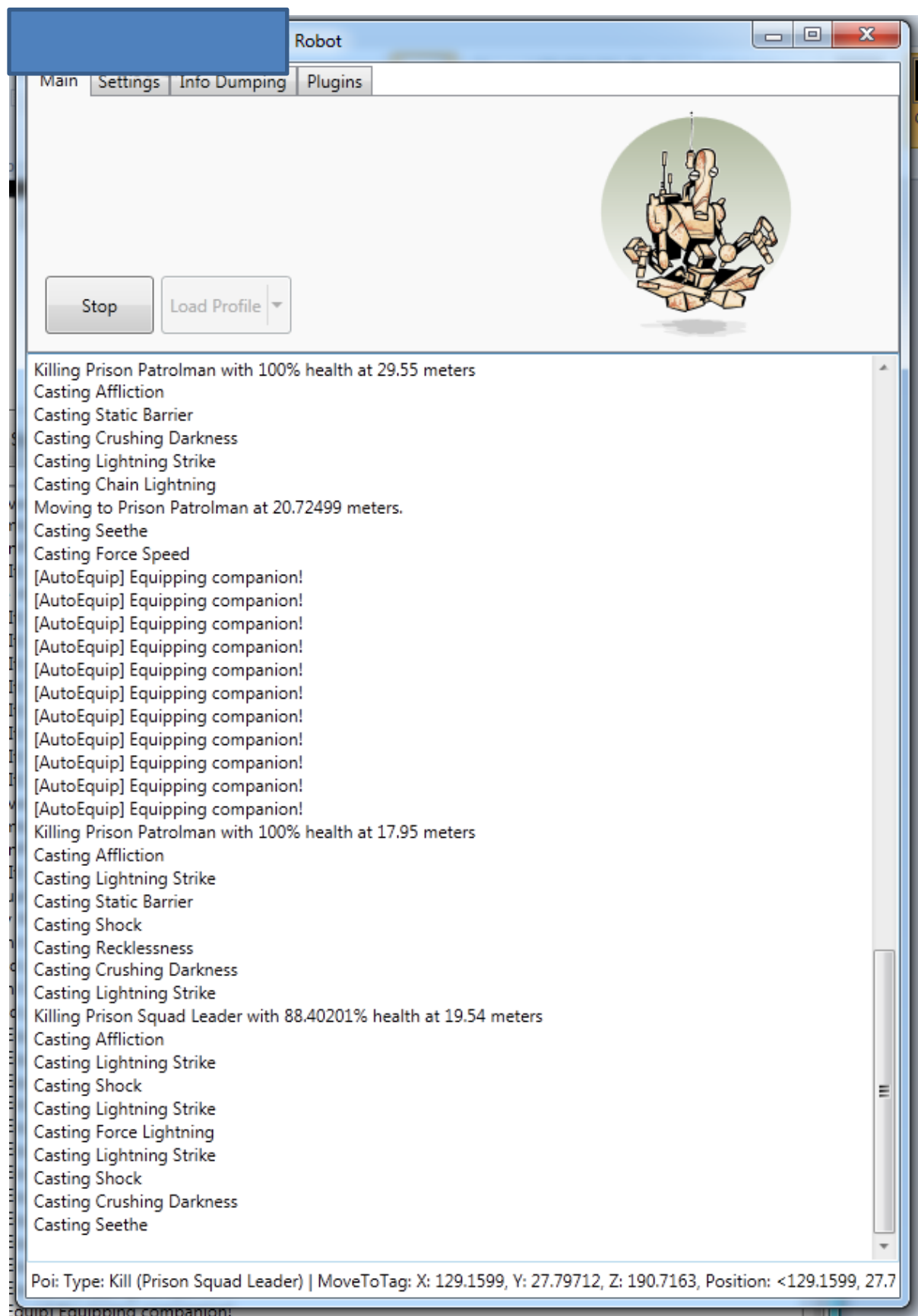




Click on "Load Profile" and navigate to a script repository. You'll probably most likely be looking for one of kicks profiles. I'm selecting this one because this is currently where my character is at.



Once you load a profile and press “Start” you will see a new settings folder will be created for your character, this is also why at the top left corner you can see I have masked the name of my character for security purposes.



If at any point it stops working, does not load properly, please refer back to this short guide and try again, and making sure you keep the repositories up to date and have the latest BuddyWing. Others

who have issues sometimes also delete the “CompiledAssemblies” folder, update the WingIt in the “Routines” folder and launch BuddyWing again, this usually fixes most problems with launching the bot.