HOW TO: NoRotations for Baneto Bot

STEP 1:

Wait until Baneto is fully loaded, then click on the icon marked 1.

1.

STEP 2:

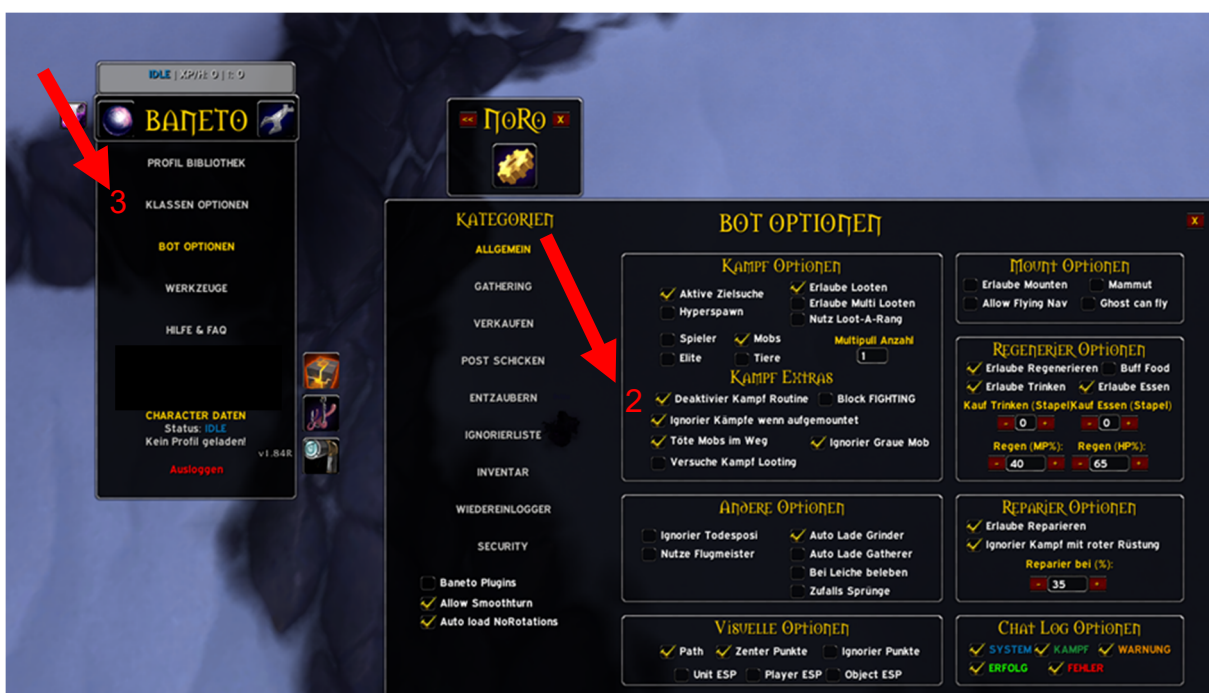Click on the entry Bot Options. (Bot Optionen)

STEP 3:

Allow Baneto to load NoRotations at startup. Check the box "Auto load NoRotations".

STEP 4:

If you want NoRotation to take over the rotation for your character all by itself, you can OP-TIONALLY click the "Disable Combat Routine (2)" function. If you do not do this, existing Baneto rotations may be executed. This can lead to unwanted results. If you want to be sure that the Baneto Bot also takes over the aiming, but only your rotation from NoRotation is used, click on the item "Class Options (3)" and deactivate ALL spells that are used in your rotation!

STEP 5:

After Baneto has been restarted and NoRotation has been loaded, a small green circle appears on the MiniMap. To start creating a rotation, it makes sense to open the spell book. NoRotation offers the comfortable possibility to drag and drop spells from the book directly into the rotation. TIP: To open the configuration window, click on the gear icon below the NoRo entry (4). To add more entries, click in the Spell ID field (5) behind the 0 and press Enter.

STEP 6:

Drag all the spells you want to have in your rotation to the „gear symbols". NoRotations supports 26 entries in the graphical interface and an infinite number in the json file. To switch between the first and second row click on the red arrows at the end of the row. The up and down arrows allow you to change the rotation of the spells by priority. The X offers the possibility to remove spells from the rotation.

STEP 7:

Now let's take a close look at the interface. For each number there is an explanation in the table on the following page.

	Function	Explanation
1	Spell ID	Here the exact Spell ID is entered by manual input or automatically by drag & drop.
2	Max Range	The maximum distance from/to which a spell is cast.
3	Min Range	The minimum distance from/to which a spell is cast.
4	Max Enemies	The maximum number of enemies that indicates whether the spell is still cast.
5	Min Enemies	The minimum number of enemies that indicates whether the spell is cast.
6	Player Health Min/Max	Indicates from which Minimal and up to which Maximum Health a spell is cast. Example: Heal: Min 40 and Max 80. The spell is only cast when the player's health is between 40 and 80.
7	Target Health Min/Max	Indicates from which Minimal and up to which Maximum Health a spell is cast. Example: Fireball: Min 40 and Max 80. The spell is only cast when the Target's health is between 40 and 80.
8	Pet Health Min/Max	Indicates from which Minimal and up to which Maximum Health a spell is cast. Example: Pet Heal: Min 40 and Max 80. The spell is only cast when the Pets health is between 40 and 80.
9	Player Level Min/Max	Specifies at which level range a spell should be cast. Example: Fireball: Cast from Level 1 until Level 45.
10	Player Energy Min/Max	Denotes the main resource of the class. Mostly mana. Specifies the value up to which a spell should be cast. Example: Heal: Cast between 50 and 90 mana. The energy is entered numerically, but denotes the percentage amount.
11	Second Ressource	Here, each specific class resource is read and determined from when a spell should be cast. Example: Combo Points/Holy Energy/Insanity.
12	Switch on Debuff	The setting for Multidot. If activated, NoRo changes the target to set new debuffs on a new target.
13	Click Ground Target & Self	Some spells normally have to be set manually. NoRo automatically sets area spells to the player's or target's location with these settings.
14	If NOT Debuff on Target	If this function is enabled, the spell will be cast whenever the spell with the Spell ID entered **here** is NOT detected on the target.
15	If Debuff on Target	If this function is enabled, the spell will be cast whenever the spell with the Spell ID entered **here** is detected on the target.
16	Group Health (%)	The spell will be cast only if the average health of the group is less than the entered value. Example: Group health below 87% cast Groupheal.
17	If NOT Buff on Player	If this function is enabled, the spell will be cast whenever the spell with the Spell ID entered **here** is NOT detected on the player.
18	If Buff on Player	If this function is enabled, the spell will be cast whenever the spell with the Spell ID entered **here** is detected on the player.
19	Internal Delay	The number indicates how many seconds the spell should NOT be cast in the routine.
20	Only on enemy player / only on friendly player	The spell is cast only if the target is an opposing player or a friendly player.
21	Needs internal delay	Provides the spell with a fixed delay.
22	Custom LUA condition	Probably the most powerful field. Here you can enter LUA code. Examples follow in a separate HOW-To.
23	Custom LUA aftercast	There is also the possibility to enter LUA code. Examples follow in separate HOW-To.