

# H-BOT NPC HUNTER - SETUP GUIDE

Hello and welcome to H-Bot NPC Hunter. Thank you for supporting our project by using H-Bot!

This guide will help you to successfully configure H-Bot. You only have to do this once, since you can save the settings and load them on any future use. Keep in mind proper configuration is very important so pay attention to the guide and try to follow it as accurate as possible. This guide may seem quite lengthy at first glance but proper first time setup will save you time searching the forums and asking questions. H-Bot Npc Hunter is the most rewarding bot for EvE Online when it comes to ISK. It can reach 40-60Millions ISK per hour with a good ship and decent skills but you need to configure it properly.

Let's start! It's strongly recommended to start from default EvE client. So it's better to create a copy of your EvE folder so you can keep one EvE client will all your current settings, and use the copied one for H-Bot. Run EvE, hit escape->Reset settings and click [Clear all settings] button.

First you have to do some changes in your eve settings.

1. Login to your character.
2. Press Esc and go to General Settings .



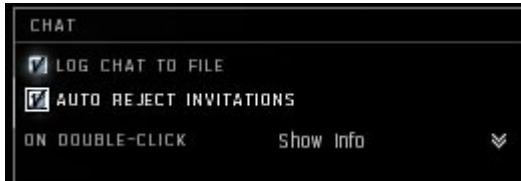
3. Change your RED, GREEN, BLUE, TRANSP values according to the above image for both WINDOW and BACKGROUND COLOR sections.
4. While in General settings tab



5. Make sure the **CONTEXT MENU FONTSIZE** is set to 10 and **FONT WIDTH** is set to Normal. Also **uncheck** the **SHOW WINDOW IDENTIFICATION** option.
6. Now go to Display and Graphics tab



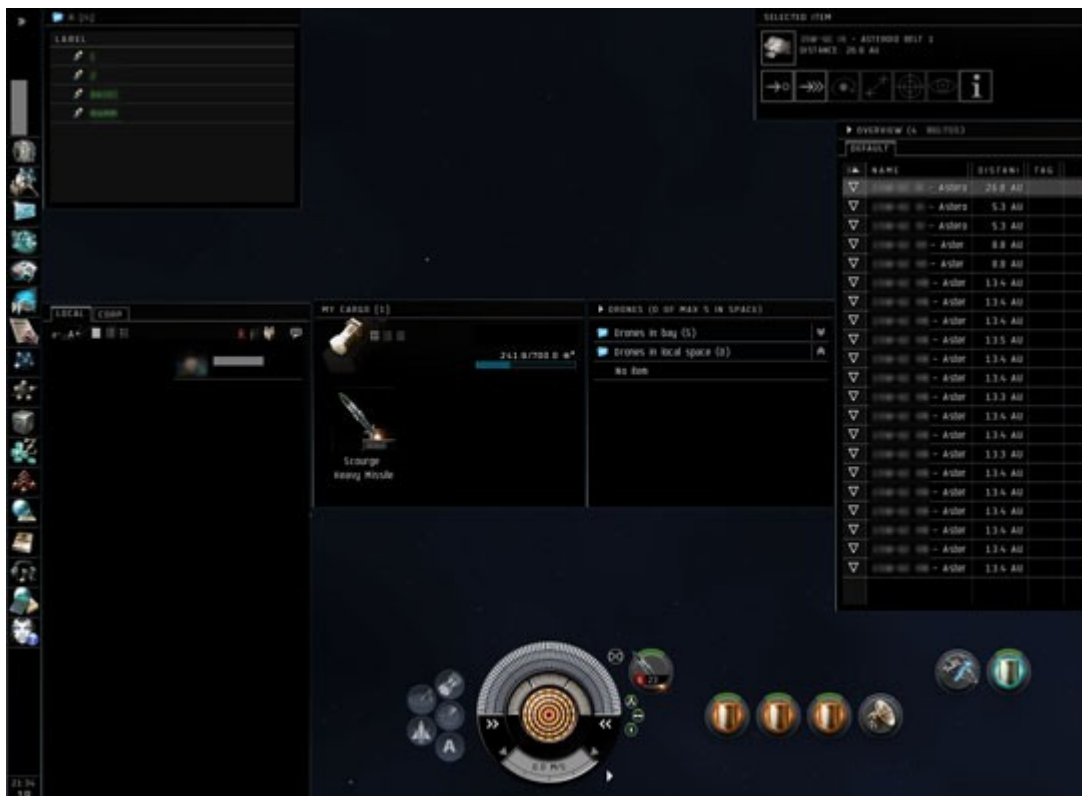
7. Set WINDOWED OR FULLSCREEN to **Window mode** and **Uncheck DITHER**. You are also advised to uncheck all the EFFECTS (turret, effects, missile, camera shake, ship explosions, and drone models). You are free to use any resolution you like as long as it is in window mode and the layout of the ingame windows is according to the image in step 15 of this guide.
8. Go to Audio & Chat tab



9. Check "AUTO REJECT INVITATIONS" cause you don't want somebody to start a conversation while you are afk because the popup window could cause serious problems to the bot.
10. Get back to EVE.
11. **Fit any ship you like!** Battleships, Battlecruisers, HACs and Command ships are recommended especially missile boats like Raven.
12. If you are using classic H-Bot fitting your modules should be arranged like this-> 6 weapons on the F1 to F6 positions. A cloaking device on the F7 position and shield booster or armor repairer(for armor tanking ships) on the F8 position. Active modules on ALT+F1 to ALT+F8 positions. If you have less active modules, let's say 4 just put them on ALT+F1, ALT+F2, ALT+F3 and ALT+ F4 positions. Look at image below for example.



13. If you are going to use a different setup just check the "**mods settings**" checkbox in H-BOT Hunter and have any setup you like. The only limitation is the Booster/Repairer should be on F8 position and the tractor beam (if you are using one) on F7. You can configure your ship fitting in dialog found in menu Settings->Modules in H-Bot Hunter. Some time I get questions on how to fit a Shield booster on high slot so it's shown in F8 position. Well you don't, just fit it normally in any med slot and then while in space drag and drop it to F8 position. Same goes for the armor repairer. Fit it normally to a low slot and then drag and drop to F8.
14. Once you set up your ship, grab ammo and drones if you need them and get in space.
15. Go to a system where you will hunt rats. Make safe spots and arrange your windows according to the bellow image



If you are going to use drones just have the drones window **opened and not contracted**. So that the **Drones in bay** and **Drones in local space** folder are **visible** and the **drones window is expanded enough to show at least the first drone when they are launched in space**. You can have the drones window below the overview or on the left of it, or even on top of MY CARGO window. Just make sure drones window doesn't cover the warp drive active text as well as the first target position on the left of SELECTED ITEM window. **Go to EVE Settings->Shortcuts and add some shortcuts for the commands "All drones:Engage" and "All drones:Return to dronebay"**. Recommended shortcuts are CTRL+KEY for example CTRL+1 and CTRL+2. Whatever shortcuts you select for the drones commands just go to H-Bot Hunter menu->Settings->Drones & Navigation and configure accordingly.

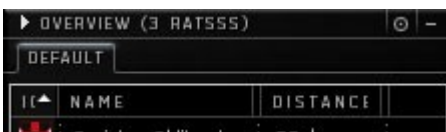
16. You don't have to match every pixel with the above image. Just make sure that local channel is expanded enough to show several players (the more the better), players are visible, players' standings are visible, people and places (or folder with bookmarks window is open or alternatively a folder from people and places and the safe spots are visible, my cargo is open and provides some black area in the center, overview is expanded to show the more belts it can, **all windows are unpinned (non transparent)**. Also make sure that the "WARP DRIVE ACTIVE" text is not covered by the My cargo window (check picture below), **the HUD is positioned exactly in the middle and is not moved to left or right** and the local channel window is not wider than the 1/3 of eve window's width.



17. Looting and storing system expect the wrecks/secure containers to be opened in place of the first target, on the left of the "selected item" window. So just jettison an item in space or go to your secure container, open it and arrange it like in the image below



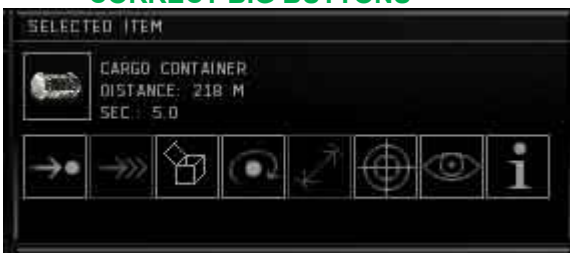
18. Overview's **first column should be "IC" , second "NAME" and third "DISTANCE"**. If you are going to use Chaining with tagging you'll need a **forth** column **"TAGS"**. If in your overview the NAME column isn't second, just go to overview settings->columns click on "NAME" and "move up" or "move down" buttons until you have this order: icon, name, distance,tag(optional). Only the "DIS" part of distance tab is needed to be visible. Check image bellow



19. Your selected item window should have enough width to fit 8 buttons (8<sup>th</sup> button appears when you click on a cargo container or a wreck) shown when you click an item like a rat or a belt (check image below) and make sure that the selected item window is expanded enough to **show BIG buttons** and not small

**CORRECT BIG BUTTONS**

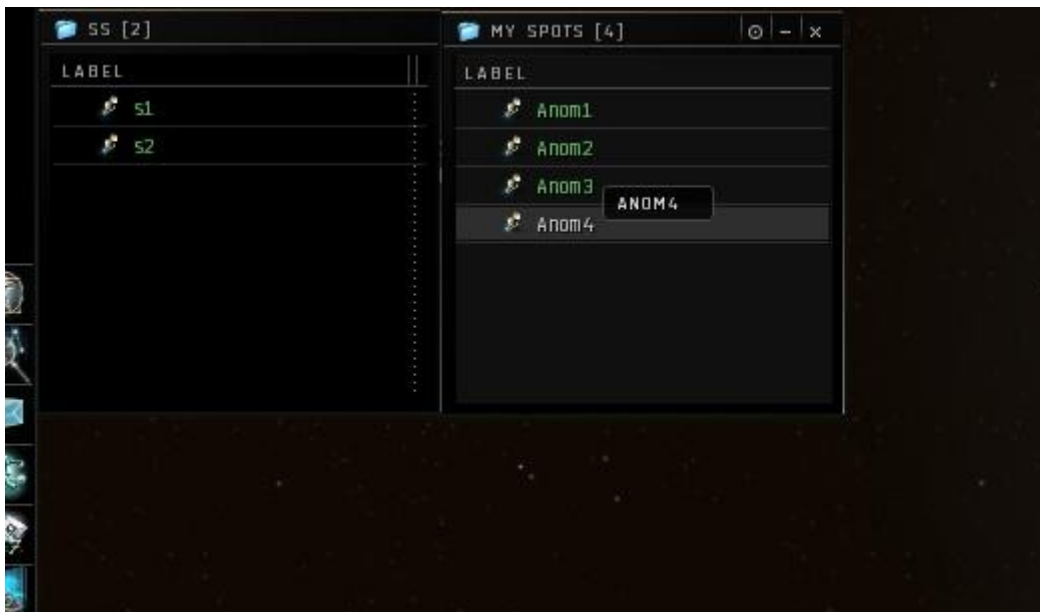
**WRONG SMALL BUTTONS**



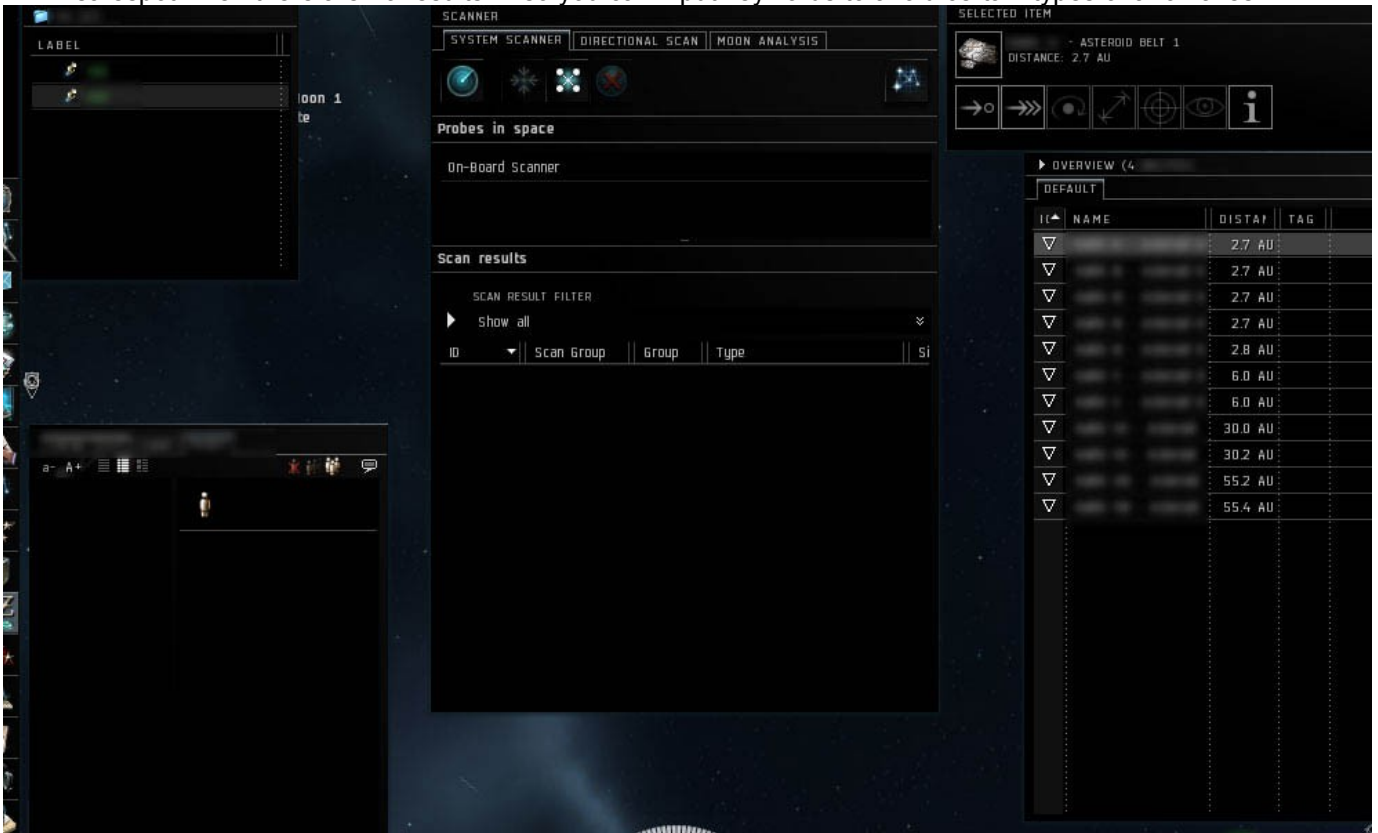
If in your selected item window you have small buttons then just resize the window until the buttons swap to big.

Since version 3.0 there are additional operating modes to the simple belts npc hunting. These modes are **Anomalies-Bookmarks**, **Anomalies-Autoscan** and **JustFight**.

20. To use the **Anomalies-Bookmarks** mode you have to open a second folder on the right of your safespots (folder or People&places window). Open your ship's scanner, scan down anomalies, bookmark them and drop the bookmarks to that folder. For example:



21. In **JustFight** mode you'll need the above folder as well with only one bookmark in it. The bot will fight in that bookmark and warpout/warpin when needed (hostiles,tank etc). This is useful to run missions or plexes semi-afk.
22. In **Anomalies-Autoscan** mode you have to arrange your scanner similar to the bellow example. You don't have to match exactly what you see just make sure it doesn't cover local,selectedItem,overview and warping text. It should be in the middle. Also make shorten the probes area and sort by ID. Before starting the bot have the scanner closed. The bot will open it when needed and don't worry about the cargo gauge as it's ignored when the scanner is used.  
You can configure the Autoscan mode either to turn to asteroids npc hunting for x minutes or just wait in safespot when there are no results. Also you can input keywords to avoid certain types of anomalies.



That's it for the windows colors and layout part. Let's configure overview settings.

23. Open overview settings and go to APPEARANCE->BACKGROUND and set background for terrible,bad and neutral to RED and for excellent and good to BLUE. Uncheck everything else.



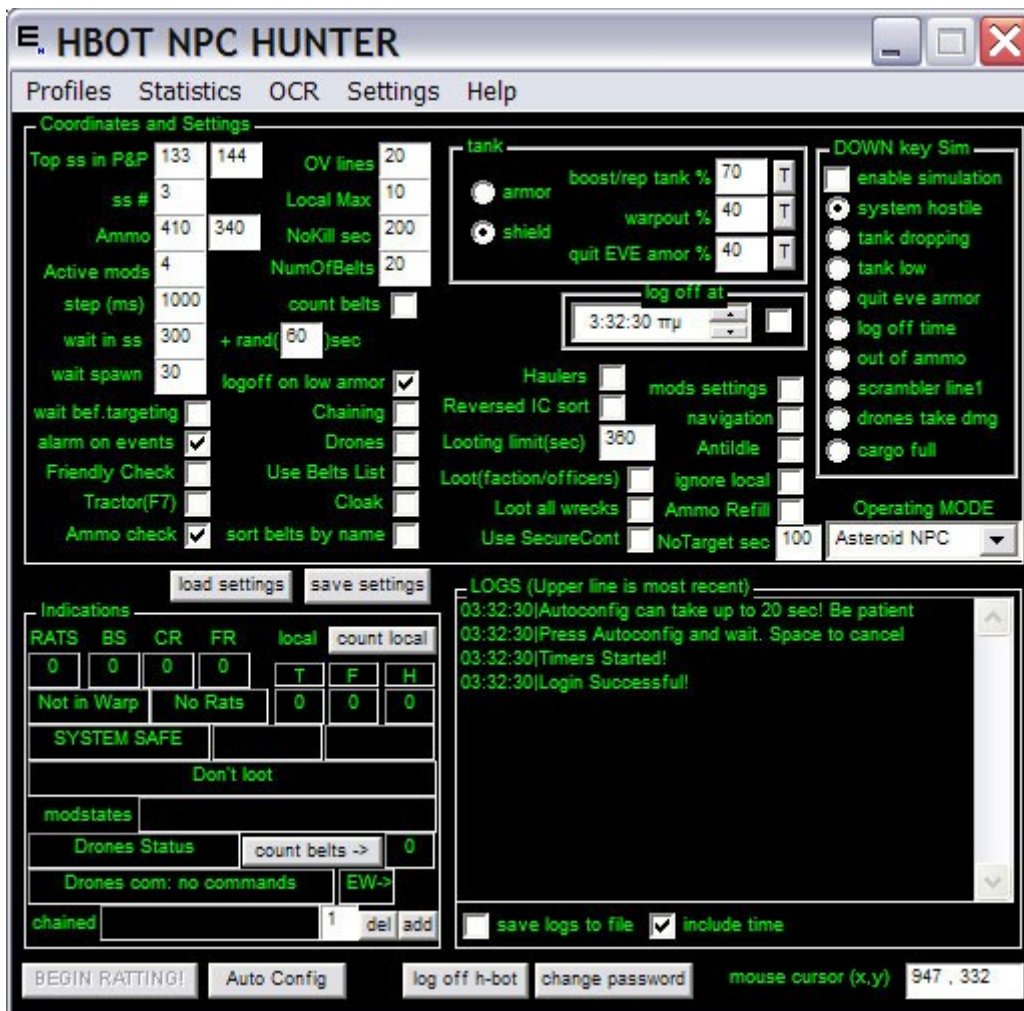
24. Go to APPEARANCE->COLORTAG and leave only excellent,good,terrible,bad and neutral. Uncheck everything else. Also set standings to your own corp to positive. You can do that by finding your corp in People&Places, rightclick->Add contact and set standing to positive. This way your corpmates will be shown with blue plus symbols.



25. Now you need to create some overview setups. You can skip steps 25-33 by importing the overview included inside H-Bot Hunter installation directory or downloading one from reboot.gr download section. Just put the downloaded overview file in MyDocuments->EVE->Overview and import if from EvE. Before importing delete any overview selection types you have. If you don't want to import the provided overview and want to create them manually Go to Filters and press [DESELECT ALL] button.
26. Save this empty overview twice as "1 empty" and "2 empty". If you plan to use Anomalies-Bookmarks mode and want to farm bookmarks from different solar systems, add Gates to the second overview.
27. Next, on overview settings go to Filters->Types->Npc and check Pirate NPC. Also go to Filters->Types->Entity and check the Deadspace Overseer.
28. If you are going to use h-bot in a system where another friendly pilots may be ratting, and you don't want h-bot to ks (kill steal) them, then go to Filters->Types->Ship and check the ships you want h-bot to detect and skip the belt when friendly is there before you arrive. Also go to Filters->Types->Deployable and check Mobile Warp Disruptor. This way if you land on a belt where someone anchored a bubble the bot will detect it and escape from it.
29. Save this overview setup as "3 anything you like". For example "3 NPC" or "3 rats and ships"
30. Press [DESELECT ALL] button again. Go to Filters->Types->Celestial and check Asteroid Belt.
31. Save this overview setup as "4 anything you like". For example "4 Asteroids"
32. Create another overview setup with only wrecks and secure containers in it. In Filters->States uncheck the "Wreck is already viewed" and "Wreck is empty". Save it as "5 something". For example "5 wrecks".
33. Create one last overview showing only big asteroid rocks like Veldspar and save it as "6 anything you like". For example "6 rocks". This overview is used if your ship gets stuck in asteroid rocks and can't warp out. H-Bot will load this overview and try to maneuver it's way out of the rocks.

You just finished preparing your eve's interface. There are some more settings to do in eve if you are planning to use secure containers to store loot and refill ammo. I'll explain these settings in detail below in this guide. Let's move on to H-Bot.

34. Run H-Bot NPC Hunter and login.
35. If you logged in successfully you should see the below window.



36. Alt+TAB to your EVE client and then Alt+TAB to H-Bot to bring it on top or next to eve. I personally like to have the eve client window on top left of my screen and the bot on the right so I can monitor the logs and indications of the bot while it's running.

37. Lets start with **Top ss in P&P** coordinates. Move your cursor over the top safe spot in your people and places.



38. You can see the coordinates for that point on the [mouse cursor (x,y)] box in H-Bot.

39. Put these coordinates in the according boxes

40. **ss#** is the number of safespots you want to use in this system. So if you are going to have let's say 3 different safespots just input **3**. The bot will randomly select a safespot and warp to it when needed.

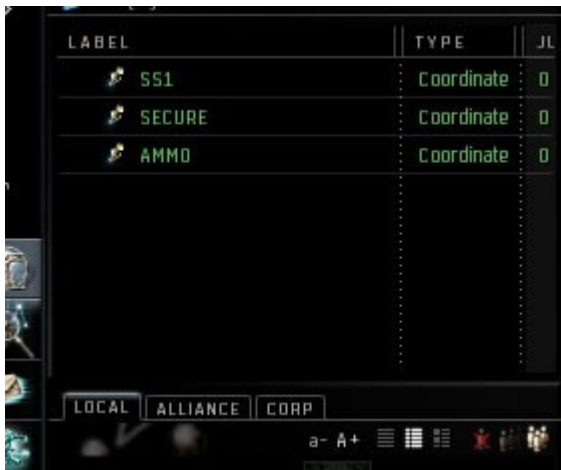
41. **Ammo** are the coordinates of a **non** black area of your ammo icon in My Cargo. So move your mouse above a non black pixel of the ammo coordinate, note the coordinates shown in right bottom corner of the bot and input them in the two boxes on the right of Ammo in H-Bot Hunter. If you don't need ammo, Ignore this setting just make sure to disable "Ammo check".



42. **Active mods** is the number of active modules your ship is fitted (except weapons, cloak dev, sb or ar). Ignore this setting if you are using "mods settings".

43. **step** is the H-Bot's actions frequency. Its minimum value is 600 and max is 4000. You can leave it at default value for now. Later you can tweak it and find a value that works better for you.

44. **Wait in SS** is the approximate number of seconds that H-Bot will stay in safe spot after a hostiles leaves the system, or after a tank low event.
45. **Wait spawn.** When the bot lands on a belt it will wait the rats to spawn for (wait spawn) seconds.
46. **Wait bef.targeting.** If you check this the bot will wait for the whole spawn to warp in before it starts targeting. If you are going to use "Loot faction/officers" or "Chaining" feature then have this checked.
47. **Alarm on Events.** If you want the bot to sound alarms on important events check this box.
48. **Friendly check** is used if you want h-bot to skip belts with a friendly pilot on it and don't kill steal the rats.
49. **Tractor(F7).** If you want the bot to use a tractor beam when looting then check this box. Fit the tractor beam to F7 position. You must check "mods settings" to be able to use the tractor and in menu Modules->settings set the F7 position as Empty.
50. **Ammo check.** If you want the bot to monitor the ammo icon in cargo you should check this box. When ship runs out of ammo the bot has two options. Logoff eve or refill ammo from secure container.
51. **Ov Lines** is the number of lines that your overview is able to show
52. **Local Max** is the maximum number of players your local channel can show (without scrolling).
53. **NoKill sec** is a number used to prevent H-Bot from staying too long on difficult or buggy spawns. If it can't kill a rat for NoKill seconds then it will warp to the next belt ignoring the rats on current. It's useful when rats jam you all the time or when they spawn too far away from your ship.
54. **NumOfBelts** is the number of belts your overview can show. You can ignore it and check the count belts box and H-Bot will count belts automatically.
55. **logoff on Low Armor.** This is very important and should be enabled unless you are near the bot when it runs. The bot will Logoff eve client if the ship tank is broken and the low armor point is reached. Configure the low armor in "quit EVE amor %" setting. If this option is unchecked the bot will just sound an alarm when it detects low armor.
56. **Chaining.** Check this setting if you want the bot to chain BS rats. I'll explain chaining in more detail bellow in this guide.
57. **Drones** is used to enable / disable drones usage. If you want to use drones keep in mind the bot does not support drones grouping. So you should not have drones groups under drones in bay folder.
58. **Use belts list.** It's strongly recommended to use belts list. This way you can make the bot to warp to belts in shuffled order. This is very important as there are bot hunters out there who manage to calculate the next belt the bot will use when the bot warps from belt to belt in alphabetical order. If you check this option then go to menu->Other->Belts list and input the belts you want to use in any order. You can even leave some belts out (for example belts near the stargates).
59. **Cloak.** Use cloaking device or not.
60. **sort belts by name** is used to enable / disable automatically sorting overview by name when warping from belts to belts. This way you'll assure H-Bot visits all the belts by name order and avoid warping to the same belts cause of strange eve's overview changes when using IC sorting.
61. **Haulers** is used to enable / disable monitoring overview for Hauler spawns and alarm when certain npc names are found. To configure the haulers names, go to menu->OCR->Haulers and input them there.
62. **Reversed IC Sort** is used to automatically reverse IC sort after sorting is changed.
63. **Looting limit** is the number of seconds h-bot waits for the looting procedure to finish. This is used in looting faction/officers only. If the looting is delayed it is canceled. To calculate this value do the following. Estimate the distance of the most far away wreck to loot, divide it with your ship's max velocity and add a minute or two to be sure. For example estimated distance 60.000 meters, Ships max velocity = 150 m/s → you'll need 400 seconds to get to the loot so add 60 seconds for the clicks and drag&drops and you have Looting limit=460.
64. **Loot(faction/officers)** is used to enable / disable looting faction and officer npcs. To configure which npcs you want to loot, go to menu->OCR->Looting and add the desire names there. Remember h-bot will loot only 1 wreck if it detects a faction or officer in overview. Add only the faction and officers and NOT common npc names. You can find all the faction and officers of the rats you are fighting from <http://eveinfo.com/npcships/>
65. **Loot all wrecks.** This is mainly added to support ratting in Drones regions. H-Bot Hunter is able to loot all wrecks after it kills the rats. It will load the wrecks overview and approach/loot all your wrecks one by one. It will not loot wrecks not belonging to you (shown in yellow).
66. **Use secure cont.** This is an important feature to be combined with "loot all wrecks". Once the cargo of your ship is full the bot will warp to a special safespot and empty the cargo (except ammo) to secure containers anchored in space. To use this feature create a safespot containing the word "SEC". This bookmark should be visible under your safespots in people & places folder. Check the following image.



You can see I use only 1 safespot in this example and I use a bookmark named "SECURE". In this safespot you should anchor some Giant secure containers and give them different names. You can even have them password protected. Just go to menu->Settings->Loot&Store and input there how many GSC you have in your SEC safespot (Sec.Containers #), when the bot should consider that the GSC is full and start using the next one (Sec cont cargo full at %) and the password you want to use in GSCs.

67. **mods settings** controls whether ship fitting is used from the Menu->Modules->Settings or you are using classical h-bot fitting described in step 12.
68. **navigation** controls whether you want h-bot to navigate you ship according to settings found in Menu->Settings->Drones&Navigation->Ship Navigation
69. **Antidle** is used to enable / disable random speed changes when waiting in safespot to avoid being disconnected for idling. Don't check this box if you are using a friendly POS as a safespot, cause your ship will end up sitting outside the POS's forcefield.
70. **ignore local** can be used if you are testing h-bot in high sec and don't want local channel monitoring
71. **Ammo refill.** If you want the bot to refill ammo from a secure container you've anchored in a safespot you should check this box. The safespot bookmark should contain the word "AMM" and should be visible under your safespots in People & places folder as shown in the image above. As you can see I use a bookmark named "AMMO" in that example. In this safespot anchor a GSC with stacked ammo of the same type your weapons are charged with. This safespot should not have any other secure containers anchored. If you are going to use this feature and you use grouped weapons modules then you must follow one rule. The rule is that you must have at least one ungrouped weapon and it should be the on the left of the grouped. This is very important because if you have all your weapons grouped, eve will not use the last missiles/charges unless they match exactly the number of grouped weapons. This way there will be ammo icon left in cargo and the bot will not detect that the ship actually run out of ammo.
72. **No target sec.** This is used as anti-jamming tool. If the bot will not manage to target anything after (no target sec) seconds it will skip this belt and warp to the next one as most probably there are jamming rats keeping the ship almost perma-jammed.

Now I'm going to explain the menu items found in H-Bot Npc Hunter. Most of them are self-explanatory so if you want you can skip reading this for now and come back if you don't understand something.

1. **Profiles->Manage Profiles.** You can save/load different profiles for each ship or character. The "load settings" and "save settings" are something like quick load/save so it will not affect the profiles.
2. **Statistics->Show.** This will bring up a window showing some statistics for the last run of H-Bot Hunter. There you can see how many times the system turned hostile, how many times the ship warped to safespot, how many warpouts were due to a low tank event, how many times the ship skipped a belt because of NoKillTime event, how many npcs the bot encountered (not killed) and how long the bot was running.
3. **Statistics->Reset.** You should press this if you pause the bot at some point and then want the statistics to be reseted
4. **OCR->Looting.** This will bring up a window where you should input faction and officers npc keywords for the Looting(faction/officers) feature. Keywords can be part of npc names but must be the starting part. So for example if you are fighting Guristas, the correct key words list is the following: Dread, Kaikka, Estamel, Thon, Veppas, Dread. Same goes for the other races, meaning you don't have to input all the faction npc names like "Dread Guristas Obliterator", "Dread Guristas Eliminator" etc, only the keyword "Dread" is enough. Visit website <http://eveinfo.com> to create the correct key words list for your race.
5. **OCR->Chaining.** This will bring up a window where you should input the keywords of BS npcs worth chaining. If you don't know what chaining is, I'll explain it in a few words. In eve common (non faction, non officer, non hauler) spawns can be farmed by leaving at least one npc of the spawn alive. This way the killed npcs of the spawn will reappear after some minutes. So if you have a good spawn with high bounty BS rats you can farm this spawn by killing only the BS rats and leaving the rest. The Battleships will respawn after some minutes and you will keep killing them and leaving the worthless npcs alive. This dramatically increases the ISK income so it's highly recommended to use the chaining feature. Keywords follow the same rule as in Looting so you should input the starting parts. Again use <http://eveinfo.com> to create the correct chaining keywords list. If in a chaining spawn there is a scrambler you can select whether you want to wipe out that spawn or just kill the scrambler.

6. **OCR->Haulers.** This will bring up a window where you should input the keywords of Hauler Npcs. The bot will sound a specific alarm when it detects any of these keywords in overview. The keywords follow the same rule with Looting and Chaining.
7. **OCR->Refresh.** If you add keywords to any of the tables you should press Refresh so the new keywords are used.
8. **OCR->Settings.** Here you can change the tolerance of the Optical Character Recognition functions used by H-Bot Hunter. The higher the values the more tolerant the functions will be with color differences and shades but at the same time the functions become slower. In general leave it at default values unless you get error messages like "Couldn't find launch drones text" etc.
9. **Settings->Drones&Nav.** This brings up a window to configure Drones and Ship Navigation. Most settings are self-explanatory but I'll point out some important ones. Don't use too high scooping timeout cause when a hostile jumps in you don't want your ship to wait too long for the drones. It will give the drones the Return To Bay command so it can start the warp to safespot function and the drones will most probably make their way to the bay. Also if you using a ship where drones are very important, a gun ship for example like Tempest. Then you must check the "Log off EVE on drones disable due to errors". This way if your drones are lost or disabled because of some error the bot will warp your ship to safespot and logoff. A gun ship usually cant kill frigates so if you run on a scrambler without drones...
10. **Settings->Escape manoeuvres.** Here you can configure how the bot reacts when it detects the ship is caught in something and needs to escape. All options are self-explanatory.
11. **Settings->Alarm settings.** If you want to hear only some of the alarms then check only these ones and leave the other unchecked.
12. **Settings->Belts List.** The belts list is a very important feature and should be used by all the pilots. Input here the numbers of the belts you want to use but in shuffled order. So input something like 4,6,1,8,10,14,3 etc. This way the bot will warp to belt 4 then to 6 then to 1 and so on. This is a great way to prevent bot hunters catch your bot. Of course you should check the "Use Belts List" in main H-Bot Hunter's window as well as "sort belts by name" so it works properly.
13. **Settings->Email alerts.** The bot is capable sending email alerts on important events. This way you can approach your pc and make sure you don't loose officer loot etc because of some minor issues like looting timeout etc.
14. **Settings->Loot&Store.** I've already explained some of the settings in step 62 of the setup guide. Ammo refill amount is the amount of ammo the bot will drag and drop from secure container to your cargo when the ship runs out of ammo. Note that the "Sec cont. password" is used for bot AMMO and SECURE GSCs.
15. **Settings->Anomalies.**
16. **Settings->Modules.** If you 've checked "mods settings" in main H-bot Hunter's window you should configure your ships setup here. Remember if you using a Tractor beam configure the F7 position as empty and check Tractor(F7) in main window.
17. **Settings->Misc Settings.** Again settings are self-explanatory here so I just point out the "modules activation delay" which is a delay used after she ship decloaks and the "activate weapons dist" which is used to save ammo if you are using navigation to approach or orbit npcs. This way the bot will only shoot at npcs when the distance to the target is less than that value and won't waste ammo firing a rat too far.

**That was it! I know it was quite some info but the better you configure the bot the best it will operate and the more ISK it will earn.**

**You have successfully setup H-Bot NPC Hunter and can now earn millions of isk while being afk.**

**Load belts in overview and select one so that the buttons on the selected item window are appeared. If you are using drones make sure the drones window is visible and the two folders (Drones in bay and Drones in local space) are visible, Drones in bay folder is closed and Drones in local space is open. Also drones window has enough height to show the drones hp boxes when they are launched in space. Then press Auto Config wait until h-bot analyzes your display and auto configures coordinates (this can take up to 10 seconds on some computers especially on vista OS). To speed up autoconfig wait 1 second after pressing AutoConfig and then alt tab or press the title bar of H-BOT Hunter. You can press SPACE at any time to cancel auto configuration process. After auto configuration press [BEGIN RATTING] and let the H-Bot take over.**

If H-Bot doesn't seem to work, most probably you haven't configured it correctly. Hundreds pilots are using H-Bot Npc Hunter every day. Follow this guide from the beginning as accurate as possible. If you have any problems do not hesitate to contact me at [support@reboot.gr](mailto:support@reboot.gr) or check out the forum at <http://www.reboot.gr> where you can send a direct personal message to admin H-BOT. Use the search button before posting.

**Thank you!**

**REBOOT admin H-BOT**