Functional Mining Drones Vs 2.0 (Dead project)
Posted by Minesalot - 2017/05/20 02:07

This is my first public release external mod of a mod modified by another moder. Use at your own risk.

This has now morphed into On-Grid Booster Project found here: On-Grid Booster Project

DO NOT USE VS 1.ANYTHING!!!! Wait for vs 2.? coming soon.

Vs2.0 is very usable. Please leave feedback if you choose to use.
Broken. Update to come

Leaving this here so you can see where it started
https://www.macrolab-online.com/kuploads/files/MiningDronesV1-20170520.zip

Instructions are in the file, but basically.
- To be used with Innominates Innominates Corp Bookmarking Miners
- Place everything in this zip in your scripts folder for a miner or a looter
- I have included the Looter script that removes duplicate BM's
- I have updated CorpBMV2 to use the mining drones

You must do these things to have it work properly. don't put the '
- Put all combat drones in a group named 'Combat'
- Put all mining drones, doesn't matter what type, into a group called 'Mine'
- Increase the height of your drone window to see all 5 drones in local space with the group open

What is does:
- finds drone window
- closes any open groups in bay
- opens bay and local space if they are closed
- launches mining drones or combat drones as called by CorpBMV2.txt
- if the wrong type is in space, recall them then launches the correct type
- if drones are already in space makes them engage only if they are idle
- if they are engaged already, does nothing

What it does NOT do:
- any type of targeting
- health monitoring
- work 100% perfectly

Have fun!

My todo list. Feel free to do any of this for me.
- Add Stock EPMiner Script functionality??? Prolly not, I don't use base script anymore.
- Add health monitoring functionality
- Add targeting of a roid just for drones ????? maybe
- Figure out how to get miner to log in-and get to mining without going to POS first and wasting time, just
get to mining ASAP

Version 2.0 has been released. Use with caution still applies. Do not use unattended until you are sure it works for you.

New features:
-MinerCorpBMV2.txt EPminer algorithm jet caning- counts the cans in space before BM'ing it. If no cans do not mark. OR if cans less than what number you choose, I chose 2, do not mark, also do not mark sooner than every 10 minutes, might change to 20.
-LooterCorpBMV2.txt EPlooter algorithm. goes from CorpBM to CorpBM looting. before warping to each new CorpBM it checks PnP for each matching CorpBM for approach location and removes it. For this to function for you, you must take a screenshot of your PnP with one of your Bookmark names visible. (CTRL+ALT+PRINTSCRN) then open paint, paste (CTRL+V) trim it down to show only your custom word you use. Then save it in the scripts directory under CORPBM Images as Ready.PNG

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Re: Functional Mining Drones Vs 1.1
Posted by innominate - 2017/05/20 03:12

Awesome man! I like the additions. Great of you to share. If it is okay, I've added a link to this thread at the bottom of my Tips/Tricks/Mods thread?

(Makes mental note to invest in mining drones...)

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Re: Functional Mining Drones Vs 1.1
Posted by Minesalot - 2017/05/20 03:25

Perfectly acceptable.

For the health check thing, would it be easy enough to look for red in the shield portions of the drones? I wouldn't need to do an array or anything tricky like that would I?

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Re: Functional Mining Drones Vs 1.1
Posted by innominate - 2017/05/20 03:31

Yep, that's what I do. The width of the area with the health bars is always the same, starting from the right side of the window. Or you could look for a portion of the HP bar image. Honestly, it doesn't really matter which one has been damaged, does it? If mining drones are getting damaged, dock them and route EP so that the combat drones get deployed...
Re: Functional Mining Drones Vs 1.1
Posted by Minesalot - 2017/05/20 03:33

Well that's odd. I am watching it go, and it finished the last roid, then just warped off without docking drones. At least it dropped a BM so I could go back and get them. But why didn't it 200: DockDrones?

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Re: Functional Mining Drones Vs 1.1
Posted by innominate - 2017/05/20 03:43

You have to check the option in EP that leaves the drones out. Then EP will scoop them for you. ;) Or add another script at every exit point, including WO, that scoops them.

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Re: Functional Mining Drones Vs 1.1
Posted by Minesalot - 2017/05/20 18:56

That is the plan. Going to add Dock Drones call in a few places. I watched many miners going for a couple hours, and some of them lost their drones while others did not.

Also noticed that on some VM's it is in a FM loop for way too long, like 10 minutes. I have Fight mode set to 120 seconds in EP, and time out at 70 seconds in the EPscript. Need to find a better method of activate FM, launch combat drones, Fight, then dock them and carry on.

This is FUN!

Build it, it breaks, fix it, it breaks in another spot. Fix that, it breaks for some and not others. Weeks of coding saves hours of planning.

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Re: Functional Mining Drones Vs 1.1
Posted by innominate - 2017/05/20 20:37

First of all, so glad you chose a picture!
Minesalot wrote:
That is the plan. Going to add Dock Drones call in a few places. I watched many miners going for a couple hours, and some of them lost their drones while others did not.

Also noticed that on some VM's it is in a FM loop for way too long, like 10 minutes. I have Fight mode set to 120 seconds in EP, and time out at 70 seconds in the EPscript. Need to find a better method of activate FM, launch combat drones, Fight, then dock them and carry on.
That is a new one to me.
Minesalot wrote:

This is FUN!

Build it, it breaks, fix it, it breaks in another spot. Fix that, it breaks for some and not others. Weeks of coding saves hours of planning.

So fun!

Yeah, that is the point I was trying to make about class and object based coding. I know the planning may feel like you're not getting anything done, but once you're done coding it, your done worrying about it as it keeps interaction to a minimum.

Technologic!

Re: Functional Mining Drones Vs 1.1
Posted by Minesalot - 2017/05/21 02:31

I added a bunch of DockDrones just before any warp outs, so that should solve that problem. I'll see if that slows it down too much, but safe is better than faster. Need to test it out.

Also here is the simple code for health checking. Thought of the simple way. Look for that nice separator bar, then check for any red just to the right of it.

;HealthCheck
;Find The tall grey bar first
sleep, %RandomSleep1%
ImageSearch, DronesHealthbarX, DronesHealthbarY, DronesInSpaceX, DronesInSpaceY, (DronesInSpaceX + 200), (DronesInSpaceY + 150), *30 %DronesHealthBar%
sleep, %RandomSleep1%
If(DronesHealthbarX != ""){
If (DebugMode = True){
MouseMove, DronesHealthbarX, DronesHealthbarY, 10
MouseMove, MouseX, MouseY
Tooltip, "18. Found Drone Health Bar", (MouseX+10), MouseY
sleep, 1500
Tooltip
}
}
;Look for any red to the right of the health bar
sleep, %RandomSleep1%
PixelSearch, DronesHealthX, DronesHealthY, DronesHealthbarX, DronesHealthbarY, (DronesHealthbarX + 35), (DronesHealthbarY + 100), 0x9d0b0e, 3, Fast RGB
If(DronesHealthX != ""){
If (DebugMode = True){
MouseMove, MouseX, MouseY
Tooltip, "18.5. Damaged Drone Recall them and start combat", (MouseX+10), MouseY
sleep, 1500
Tooltip
}
How would I go about returning to EP and telling EP we should get our fight on? Use iniwrite I suppose, and use... NVM, think i got it. iniwrite 1 2 3 or 4 based on what i find, then EP will use that to send to different parts of the algorithm.

Which also gives me another idea of making use of the ini file. Using that to determine what type of drone to launch. and a couple other things.

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Re: Functional Mining Drones Vs 1.1
Posted by Minesalot - 2017/05/21 03:09

Why is it when I am sitting here watching this run for a few hours that My drones never take any damage? All I want is one screen shot so I can get the color to search for. I go have a smoke and 1 is dead and another is showing some damage. Woo Hoo I got my color but damnit, cost me a million isk.

============================================================================
Re: Functional Mining Drones Vs 1.1
Posted by innominate - 2017/05/21 04:55

I just shot a drone. ;)

============================================================================
Re: Functional Mining Drones Vs 1.1
Posted by Minesalot - 2017/05/21 15:34

I just shot a drone.
Damn you for your awesome thinking skills.

Using ini read and write for some stuff now.

IniWrite, 2, EPVars.ini, Drones, Type ;Tell AHK to work with Combat drones
IniWrite, 4, EPVars.ini, Drones, EPControl ;Report 4 to start fight moduel
sleep, 4500
ExitApp

How exactly do I exit AHK and let EP know it was ExitCode: 4?

371: AutoHotkey(DroneControl.ahk;25;False;False;CorpBMImagesEPVars.ini|Drones|EPControl)

That should do it right?

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Re: Functional Mining Drones Vs 1.1
Posted by innominate - 2017/05/21 17:20

_____________________________________
Looks good.

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Re: Functional Mining Drones Vs 1.1
Posted by Minesalot - 2017/05/22 02:57

_____________________________________
Getting close to dropping release 2.0
-added health reading for mining drones
-consolidated mining script and combat script to "DroneControl.ahk"
-added ini read functionality to go into fightmode, track what drones are out, 'n' stuff

To do:
-Test
-Test
-More test
-Then run yield comparison tests. Was it worth my time?

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Re: Functional Mining Drones Vs 1.1
Posted by Minesalot - 2017/05/23 05:22

_____________________________________
Looks like I got it working properly enough now, I'll post up tomorrow when done cleaning it up.

Made it so Corp Book marker counts your cans in space before BM'ing, so it won't mark an empty belt.
and you can control how many cans in space before marking easier. It ignores blue and yellow cans too,
so that's good.

Might need to work on Drones combat a little more, so willing to accept any tips.

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Re: Functional Mining Drones Vs 1.1  
Posted by AbbadonDespoiler - 2017/05/23 12:05

Minesalot,

I'm sure I speak for many when I say your progress is deeply impressive! Have you given thought to making an EP Algorithm that leverages your scripts for drone-only miners, like the Porpoise/Orca/Rorqual? Many would benefit from it. Great job on the Mining Drones script so far :)

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Re: Functional Mining Drones Vs 1.1  
Posted by innominate - 2017/05/23 16:32

Minesalot wrote:
-Then run yield comparison tests. Was it worth my time?

(Know that I no longer mine, so this doesn't affect me.)
Okay, a note of caution... I'm not sure if you've noticed, but there are over 24,000 members of this forum and usually over 150 people viewing it. Of course, far fewer than 24k actually still bot. But most of the people that still bot probably do so with more than 1 account. And the Russian forums have a thread with over a hundred pages talking about how to run lots of bots on servers or in the cloud.

You've released enough for 0.0 miners to greatly benefit, because those roids are so large that it can take a team of miners a few hours to mine out one roid. (One lost cycle doesn't matter much in that case.)

In Empire, mining drones mining the same roid as lasers could increase yield by around 10% to 15%.

============================================================================

Re: Functional Mining Drones Vs 1.1  
Posted by Minesalot - 2017/05/23 17:05

AbbadonDespoiler wrote:  
Minesalot,

I'm sure I speak for many when I say your progress is deeply impressive! Have you given thought to making an EP Algorithm that leverages your scripts for drone-only miners, like the Porpoise/Orca/Rorqual? Many would benefit from it. Great job on the Mining Drones script so far :)

It is very convertible. I would think. Just remove the ability to mark for combat, or go into combat mode. Since I don't do that, yet, I am not sure exactly what to look for. Give me some examples and I'll see what changes need done.

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innominate wrote:
Minesalot wrote:
-Then run yield comparison tests. Was it worth my time?

(Know that I no longer mine, so this doesn't affect me.)
Okay, a note of caution... I'm not sure if you've noticed, but there are over 24,000 members of this forum and usually over 150 people viewing it. Of course, far fewer than 24k actually still bot. But most of the people that still bot probably do so with more than 1 account. And the Russian forums have a thread with over a hundred pages talking about how to run lots of bots on servers or in the cloud.

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In Empire, mining drones mining the same roid as lasers could increase yield by around 10% to 15%.

Good point.

Why you no mine? Hunter module in NullSec more profitable? or you running trader with wealthy mode active?

I mine in High-sec, not telling where lol. I have changed back to using a roid scanner. I see that it is far more efficient than just blind mining, no calculation tests needed.

I have thought about moving to NullSec, but it scares me. Not sure where to look, do i rent a system? do I join a corp and hope they dont ban me. It would be awesome if we had a BOT friendly corp several of us could join. But how could we trust anyone in it?

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Re: Functional Mining Drones Vs 1.1
Posted by AbbadonDespoiler - 2017/05/23 17:14

I would add to what innominate said here, you might want to wait to release more code. If everyone who bots starts using mining drones, the price of minerals/ore will go down. If you enable Rorqual bots, the price would plummet even more. Just something to consider...

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Re: Functional Mining Drones Vs 2.0
Posted by Minesalot - 2017/05/23 17:15

Version 2.0 has been released!
Updated OP (original post) with the updated 2.0 files.

Please feel free to play, test, use, don't use. I made this for me, but if you can make use of it... go for it.

If you see any bugs, please tell me. If you have any suggestions, please tell me.
-Where it is failing you. The code is mostly marked so you can debug mode it and tell me what section.
-Where you see room for improvement on the code.
-Any features you think this should have, but doesn't.

If you have any complaints, message them directly to Innominate, he runs the complaint department.

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Re: Functional Mining Drones Vs 1.1
Posted by Minesalot - 2017/05/23 17:34

AbbadonDespoiler wrote:
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Valid argument. But some of us just want to watch the world burn. Just kidding. I don't want the market to crash.

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Re: Functional Mining Drones Vs 1.1
Posted by innominate - 2017/05/23 18:35

Minesalot wrote:
Why you no mine? Hunter module in NullSec more profitable? or you running trader with wealthy mode active?

I've been working on this framework for over a year. So I'm not telling either!

I took a look at the EP Hunter, but it didn't make much more. It doesn't recognize when it is being scrambled, so when it crashes whenever it can't MJD or warp.

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Re: Functional Mining Drones Vs 1.1
Posted by AbbadonDespoiler - 2017/05/23 19:01

Minesalot wrote:
I have thought about moving to NullSec, but it scares me. Not sure where to look, do i rent a system? do I join a corp and hope they dont ban me. It would be awesome if we had a BOT friendly corp several of us could join. But how could we trust anyone in it?
Renting a system for yourself would be your safest bet for nullsec, but then you have to be prepared to have your own logistics and infrastructure (Citadels, POSes, Jump Freighters to take your ore to market...). I would not recommend hoping that a random corp is ok with botting, since CCP will crush any corp/alliance that knowingly allows bots. A corp for botters would just make CCP's job swinging the Banhammer that much easier ;) I don't think any of us should or would trust each other... too much to lose.

Re: Functional Mining Drones Vs 2.0
Posted by Minesalot - 2017/05/26 02:38

Any idea how I would go about having the Orca looter warp to 20K instead of warping to zero? I notice its fat ass getting stuck a lot and having to run unstuck.

With T2 tractors it can actualy park out 80km and be really safe from stuck, but that takes time to pull in from that far. I think 20-30KM should be enough.

I guess I could make a custom AHK script to find top BM and warp to 20. Then replace warp to CPBM algorithm with the AHK script.

Re: Functional Mining Drones Vs 2.0
Posted by innominate - 2017/05/26 05:07

"Orca looter warp to 20K..." Place BM 5km away from stuff. It'd be nice if EP's WarpingToLocation let you set the warp distance in addition to the line.

The problem with making a script warp to a BM is that EP no longer knows what BM# the bot is at, which negates all the benefit of how Slav makes it remember where the bot has been and whether there's roids there... (Another module that'd be nice.)

Re: Functional Mining Drones Vs 2.0
Posted by AbbadonDespoiler - 2017/05/26 14:09

The actual in-game bookmarks for asteroid belts (like, when you warp to "System I - Planet II - Asteroid Belt IV" directly) should land you about 10-15km away from all the rocks. The asteroid belts extend around that point in a semi-circle, so if you just use that as your warp-in, you won't collide with anything and you'll be in range of the whole belt.
The Orca is the looter. He/she/it is warping to CorpBMVs created by the miners using CorpBMV2. Since they are approaching to 5KM to maximize drones, that sometimes puts them right up on some roids. So the Orca gets stuck.

I am working on the looter BMapproach method. After it wipes the "Approach Location" duplicates, it picks the top one and...

It is not finding the "Warp to Location >" I have tried every method i can think of, look for the whole line, look for the >. imagesearch cant find it like the rest of the code does. So I have resorted to moving the mouse to known locations to hit warp to, open menu, move to warp to 10, then click. and after watching it go, it misses more often than it lands due to lag. But i have it reading and writing to ini so if it errors, it will go ahead and warp via warptocorpbm.

Re: Functional Mining Drones Vs 2.0
Posted by innominate - 2017/05/26 22:22

I made a right click method that does it for me automatically. I feed in an array of images and it clicks them as needed, even 3 images deep. If it is there it is found and clicked. (I rarely have problems with the PnP not being found, but that is a different story.)

Have you made a MsgBox displaying all the ImageSearch Inputs to make sure they are good? If you try to search for something else in the menu, does it work then? Also the right click menu is a little bit transparent. Have you tried bumping up the Variation? Making a loop that keeps searching for it until time expired or found, then sleeping a moment before clicking on it?

Re: Functional Mining Drones Vs 2.0
Posted by Minesalot - 2017/05/27 00:20

Got it working, don't know what I was doing wrong, but it is working.

;Warp to top CorpBM to 10 or 20 KM
varY := 220 ;reset Y to top of PnP list
while (1){
    Random, RandomSleep, 333, 450
    Random, RandomSleep1, 95, 150
    Random, RandomXY, 3, 8
    sleep, %RandomSleep1%
    ImageSearch, FoundX, FoundY, 70, varY, 380, 760, *30 %BMName% ;Only look in the expanded PnP section
    If(FoundX != ""){
        MouseMove, (FoundX + RandomXY), (FoundY + RandomXY), 8
Click Right
sleep, %RandomSleep%
ImageSearch, tempX, tempY, FoundX, (FoundY + 20), (FoundX + 300), (FoundY + 50), *30
%WarpToLoc%
If(tempX != ""){
    MouseMove, (tempX + (RandomXY*RandomXY)), (tempY + RandomXY), 8
    sleep, %RandomSleep1%
    ImageSearch, temp2X, temp2Y, tempX, tempY, (tempX + 300), (tempY + 100), *30
    %WarpToDistance%
    If(temp2X != "".vaadin6thj2j343634
    MouseMove, (temp2X + (RandomXY*RandomXY)), (temp2Y + RandomXY), 8
    sleep, %RandomSleep1%
    Click
    IniWrite, 1, EPVars.ini, Looter, EPControl ;Warping to BM report 1
    sleep, %TimeToWarp%
    ExitApp
}
}
Else{
    IniWrite, 0, EPVars.ini, Looter, EPControl ;CorpBM not found report Error, and return home
    ExitApp
}
Minesalot, how much were you affected by the accidental kerning changes?

I found that any images with numbers in them were impacted. In addition were capital Bs and Rs.

The number thing is crazy. Number alignment (right/left) within each number's allotted pixel space now can change based on things like whether the line is left or right justified... I won't be surprised when this is reversed, as market currency alignment is all screwed up.

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Re: Functional Mining Drones Vs 2.0
Posted by Minesalot - 2017/08/17 21:50
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Honestly I haven't been playing in the last few weeks. I like watching bots do their thing instead of fully unattended. I have about 6 months plex on standby for each account, so not worried.

That being said, I don't think I am scamming for any numbers.
When did the changes happen?
I guess I could fire them up and see how fubar they are.

============================================================================
Re: Functional Mining Drones Vs 2.0
Posted by innominate - 2017/08/17 22:03
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It went in on the 16th. A few letters are affected, like I said, and in People & Places the & is a bit different.

============================================================================
Re: Functional Mining Drones Vs 2.0
Posted by dynamikpt - 2017/08/18 01:19
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Hi there,
Just returned to Eve and EP and saw this mod.
A question... if I want to use the drones but without a fleet, what should be my best approach?
Thanks,
Dy

============================================================================
Re: Functional Mining Drones Vs 2.0
Posted by Alur71 - 2017/08/20 03:48
============================================================================
Hey. Decided to try this mod. But I did not succeed. The bot does not distinguish which drones should be launched, presses on "Drones in Bay" and does not control which drones it launched.

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Re: Functional Mining Drones Vs 2.0
Posted by Alur71 - 2017/08/21 21:58

Minesalot, innominate - professionals tell me, can I do something wrong, or just does not work because of the last update?

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Re: Functional Mining Drones Vs 2.0
Posted by Minesalot - 2017/08/21 22:04

Alur71 wrote:
Minesalot, innominate - professionals tell me, can I do something wrong, or just does not work because of the last update?

I am guessing because of the last update. Maybe they got a hold of this code and decided to Kern the text in a few spots to disrupt ocr bots.

May have to do a work around of having a couple images of the text and run a quick loop looking for version 1 2 3 of text images.

Been busy getting my real Estate job off the ground, so not much time to play.

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Re: Functional Mining Drones Vs 2.0
Posted by Alur71 - 2017/08/21 22:09

I did it that he does not see a folder with drones in the cargo, he starts not selecting combat or miners drones. But the running drones, he seems to see that he ran the wrong ones and immediately collect them back. And so fixated.

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Re: Functional Mining Drones Vs 2.0
Posted by Minesalot - 2017/08/21 22:10

You did set up correctly right? 2 groups named mine and combat?
Minesalot wrote:
You did set up correctly right? 2 groups named mine and combat?

Oh sure https://www.macrolab-online.com/kuploads/images/Screenshot_1-20170821.png
https://www.macrolab-online.com/kuploads/images/Screenshot_24.png

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I may have some time tomorrow night to take a peak at it and see what it’s doing.

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look forward to =)

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Minesalot hello, it turned out to be updated?

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Mining drones module has been absorbed into on-grid booster project.

If you are at all handy, and would like to adjust the algorithm to just use drones, you can rewrite the algorithm and take out the other parts and leave the drones in there.

============================================================================
Then this project can be used as a booster, and separately miners with miners’ drones?

Re: Functional Mining Drones Vs 2.0
Posted by Minesalot - 2017/08/25 04:42

Alur71 wrote:
Then this project can be used as a booster, and separately miners with miners’ drones?

Here is where you will find the On-Grid Booster project.
On-Grid Booster Project

The separate Mining Drones bloated into a full blown booster that uses mining drones, and salvage drones and combat drones, and tractors in loot and hauls it to POS/station...i think. i dont use a station.

It will support as many miners as you can run. The miners can use 1 2 3 or 4 different mining crystals and combat and mining drones.

The Separate Mining Drones mod is no longer going to be supported.

Slav, can you go ahead and lock this thread?

Re: Functional Mining Drones Vs 2.0
Posted by Alur71 - 2017/08/25 04:44

Minesalot писал(а):
Alur71 wrote:
Then this project can be used as a booster, and separately miners with miners' drones?

Here is where you will find the On-Grid Booster project.
On-Grid Booster Project

Excellent, I will test that mod. Thank you so much for your work.