

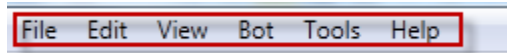
# **The UBot Studio**

## **SCRIPT REFERENCE**

### **The UBot Studio Dev Tool Menus**

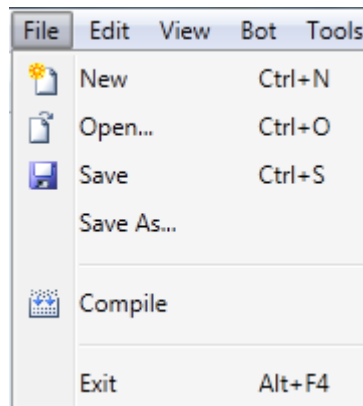
# The Version Dev Tool Menus

This reference will explain all the options available in the tool bar menus:



## 1) FILE:

The File menu consists of 5 items:



**NEW** – Opens a new project in your dev tool. (The keyboard shortcut is Ctrl+N)

**OPEN** – Opens a previously saved project. Just navigate to its location and choose a project to open. (The keyboard shortcut is Ctrl+O)

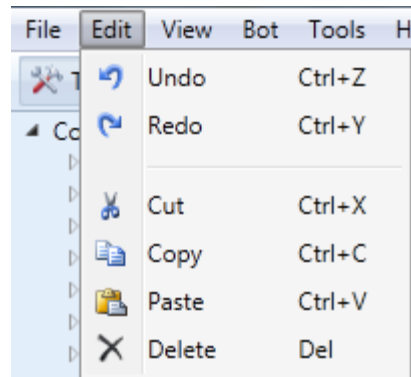
**SAVE** – Saves the current project. If not already saved you will need to provide a name for your project, otherwise it will save it with the name already provided. (The keyboard shortcut is Ctrl+S)

**SAVE AS** – Saves the project with a specified name.

**COMPILE** – Compiles the current project into a standalone .exe file for distribution.

EXIT - Exits Ubot Studio (The keyboard shortcut is Alt+F4)

2) **EDIT:**



UNDO - This option allows you to undo the last thing you did in your UBot script. (Keyboard Shortcut is Ctrl+Z)

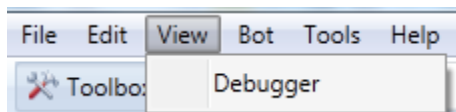
REDO - If you undid something, this allows you to bring it back. (Keyboard Shortcut is Ctrl+Y)

CUT - Deletes an item from view and places the contents on the clipboard for pasting elsewhere. (Keyboard Shortcut is Ctrl+X)

COPY - Copies the contents of an item to the clipboard for pasting elsewhere (Keyboard Shortcut is Ctrl+C)

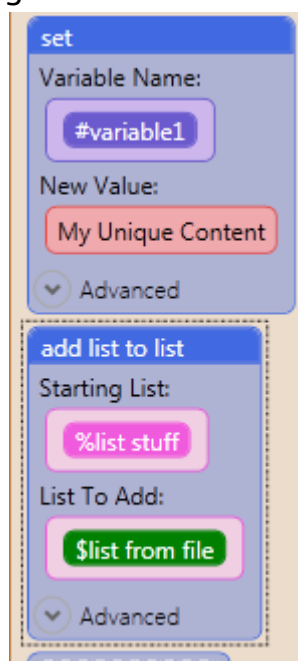
DELETE – Deletes an item (Keyboard Shortcut is the Delete key)

3) **VIEW:**

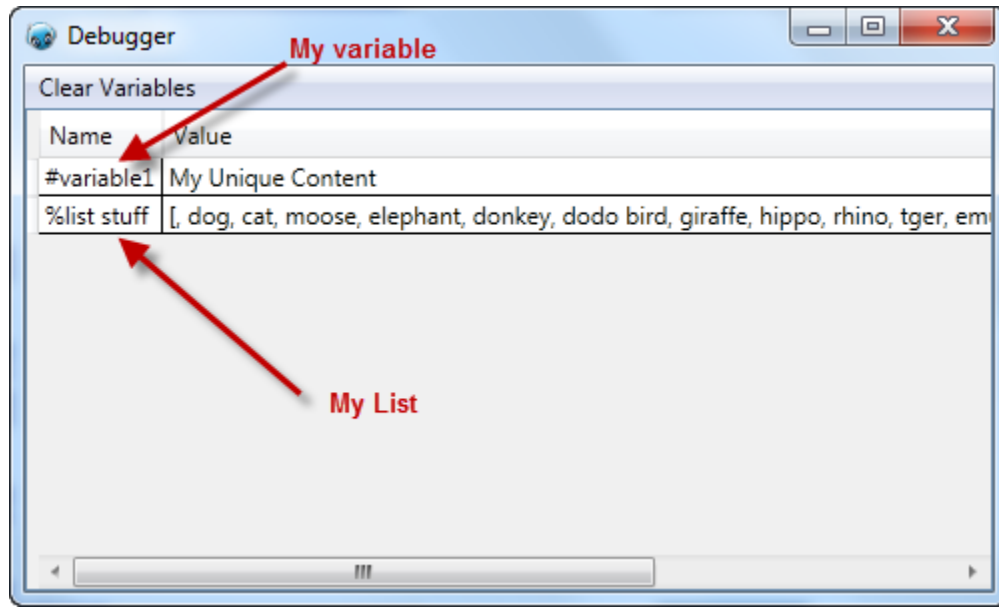


DEBUGGER – The contents of any variables or lists created in your script will be shown in the debugger.

If you set variables and/or create lists you will always be able to monitor their values (contents) using this menu item:



When the script containing these two nodes is run, their contents will be available in the debugger:

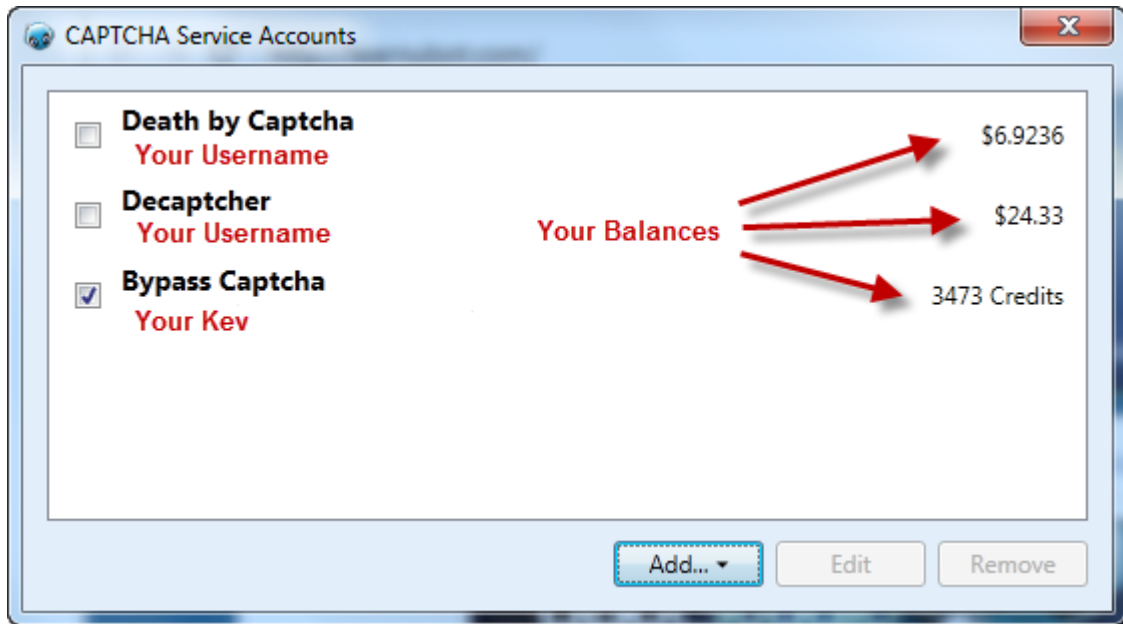


4) **BOT:**

[Botname] Bot Properties – Currently this item only contains the ability to choose a table delimiter for the current bot. More features will be added in the future.

5) **TOOLS:**

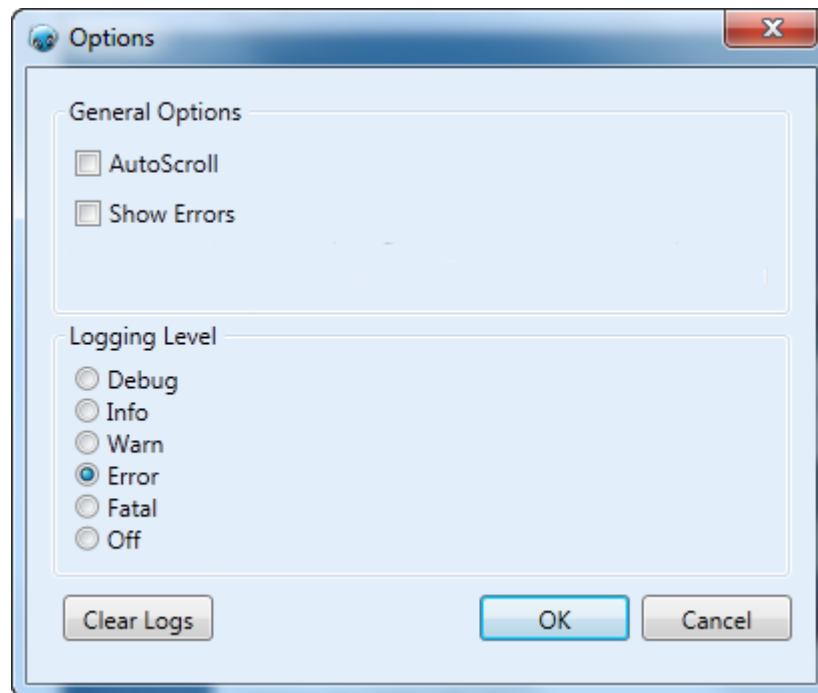
Captcha Service Accounts – This is where the user enters their account information for any one of the three integrated captcha solving services (Bypasscaptcha, Death by Captcha and Decaptcher). Your credentials are then stored as system settings and there is no need to enter them in the script itself:



Once you enter your credentials your account balance will be displayed on the right.

The captcha decoding service that gets used by the script is the first service it comes across that has a checkmark in the box. If no services are checked, or if no services are entered it will default to manual captcha solving. Looking at the image above, Bypasscaptcha would be the service used by the bot.

OPTIONS - This item allows you to set two preferences in your dev tool (Auto scroll and Show Errors):



If you do not wish for your scripting area to scroll to the top after making additions or changes, simply uncheck the box next to it. If you do not wish for error messages to pop up when they are discovered in your script, then simply uncheck the box next to it.

The logging level section is for the dev team and does not need to be changed unless you are specifically asked to do so by a developer.

## 6) **HELP:**

**ABOUT** - This item displays your current version and username (email that is licensed by UBot Studio)

There are also three links in the Help Menu: (Tutorials, Script Reference and Forum...simply click on any of them to navigate there):

