

# Advanced Swapper

## General Info

- This plugin has its own sidebar icon for creating and managing swaps
- Click on the "Help" tab to see all the valid swaps - They are also listed at the bottom of this guide
- Strings support both item IDs and Names
- Item IDs can be found using the Gsoft Manager Plugin's "Examine Debug" or "Inventory IDs" settings
- Item identifiers and opcodes can be found using the Gsoft Manager Plugin's "Menu Debug" setting
- Ability to drop all of an item in your inventory using the argument: `drop:ItemID` or `drop:ItemName`. Bind it to a hotkey or press the 'equip' button in the sidebar, and watch it drop all of that particular item in a flash!

## Starter Guide

1. Navigate to the Advanced Swapper sidebar icon
2. Wear the gear you want to swap to
3. Press Save Equipment as Swap
4. Give the set a name/hotkey
5. Make any changes, such as adding prayers, or spec (see "Help" tab to see all valid args, changes are saved automatically)
6. Repeat for new sets

## LMS Swaps

*These are some helpful LMS swaps provided by the community*

### [LMS Swaps Configuration](#)

- Tips for LMS
  - Drop lower tier gear as you upgrade
  - Don't have multiple spec weapons
  - [Adding the swaps example video](#)

## Video Guides

- [Kala's Video guide showing the basics](#)

# Opcode/Identifier Examples

Use the Gsoft Manager Menu Debug setting to find opcodes and identifiers

## Equip Item name or ID

`e:Item:identifier`

- Example clicking a specific item option `e:amulet of glory(:65542)` would teleport to Edgeville when the glory is in your inventory

## Remove Item name or ID

`r:Item:identifier`

- Example to teleport with equipped jewelry `r:amulet of glory(:2)` would teleport to Edgeville when the glory is equipped

## Use Item name or ID

`u:item:opcode:identifier`

- Example using an item on another item

`u:arrow shaft:25:0`

`u:feather:58:0`

The first being the "use" option on the right click of the first item and then the "use item -> item" opcode and identifier for the second item

This can also be used for something like enchanting jewelry, manually cast the spell first and then have the below for something like lvl 1 enchant

`u:sapphire ring:58:0`

## Drop Item name or ID

`drop:Item:opcode:identifier`

- Example opening rune/feather packs `drop:pack:57:2`

## Object Object name or ID

`o:Object:opcode:distance` distance is optional, do not add the `:distance` if not using it

- Example clicking the smelt option Edgeville furnace `o:16469:4`

If we wanted it to only click the furnace if we were within 3 tiles of it, we'd do `o:16469:4:3`

# Valid Arguments

Below is a list of all valid arguments

Comments are supported with:

/ or // or # or ##

a:last

a:cast

a:player  
a:id:### (replace ### with the npc ID)  
attack:last  
attack:cast  
attack:player  
attack:id:###

c:Spell Name  
cast:Spell Name

e:id  
e:Item Name  
equip:id  
equip:Item Name

o:name  
o:name:opcode

r:id  
remove:id

p:Prayer Name  
p:disable  
p:disable:Prayer Name  
prayer:Prayer Name  
prayer:disable  
prayer:disable:Prayer Name

u:id  
eat:id  
use:id  
eat:Item Name  
use:Item Name

drop:id  
drop:Item Name

spec  
walkunder

Equip, Remove, and Use arguments support | (or) operators, for example

e:25865|12926

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