

# BankStander (High Risk Plugin)

## General Info

- Most banks are supported, but not all of them are, such as Culinaromancer's Chest, Pest Control, Lunar Isle, or the TOA Camel
- Anvil smithing supports Varrock West bank and Prifddinas
- Item IDs can be found by using the Gsoft Manager plugin, enable the "Examine Debug" or "Inventory IDs" setting

## Enable

- Click "not set" and choose a hotkey to toggle the plugin on/off

## Cooking Config

- To Cook (Basic Cooking method)
  - Format is raw food id:quantity to withdraw (eg cooking Raw Sharks `383:28`)
  - Option - Which option in the chatbox popup to select (Usually 1)

## Lunars Config

- Logs - ID of the log you're using for Plankmake
- Jewelry - ID of the unstrung jewelry for String Jewelry
- Leathers - ID of the untanned hide for Tan Leather
- Seaweed/Sand - IDs of the Seaweed, or Giant seaweed and buckets of sand for Superglass make, followed by quantity
  - Example below for giant seaweed and buckets of sand

```
21504:3
```

```
1783:18
```

## Potion Config

- Herbs to Clean - ID of grimy herb
- Herb for Unfinished - ID of clean herb you're combining with vials of water
- Potions to Craft - ID:Quantity to withdraw for each ingredient, a new line for each
  - Prayer pots example:

99:14  
231:14

- Super Combats example:

2436:7  
2440:7  
2442:7  
269:7

## Fletching Config

- Logs to Fletch - ID of the log you want to fletch
- Bow to string - ID of the unstrung bow you want to string

## Crafting Config

- Orb to combine - ID of the charged orb you want to use on battlestaves
- Gems to cut - ID of the uncut gem
- Hide to thread - ID of the tanned hide
- Jewelry - Which gem/bar to smelt at Edgeville to craft jewelry
- Mould - Which mould to use

## Options

- Fletching Option - Which interface number to select (eg 1 for arrow shafts, 2 for shortbow, 3 for longbow)
- Glassblow - What to glassblow
- Hide - What to craft with hides
- Bars - What bar to use for Anvil smithing
- Smith - What to smith for Anvil smithing

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