

WoW Glider Help

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Welcome

Welcome to Glider! Since this is your first time using it, here are a few tips to help you get started:

- You can press F1 at any time for help.
- Each class requires that you set up its action bar with shortcuts. So make sure you check the help on your specific class!
- Read up on the introduction or go for the quick start to try it out!

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Introduction

Glider is an automation tool for World of Warcraft. It runs alongside the game and automates the simple task of repeatedly clearing an area ("farming", "grinding", etc).

If this is your first time running Glider, try the quick start guide to get up and running fast. Otherwise, skip to the next topic by clicking the arrow in the upper right and read up!

For more information, please feel free to browse the FAQ at <http://www.wowglider.com/faq.aspx>

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Glider Usage

Starting Up

When Glider starts up, it attempts to attach to World of Warcraft. If you are logged in and Glider attaches successfully, the title bar will change to display <attached> so you can tell.

If you start Glider before the game (or before logging in and selecting a character), Glider will not attach. After you have logged in, you can click the "Attach" button to allow Glider to hook up.

During startup, Glider also verifies your product key and retrieves various memory locations for your version of the game. As the game is patched, we will update the database so that Glider continues to work. In the event of a new version of the Glider application, you will be notified at startup and given an option to open a new browser window to read about the update.

Important: if you have registered Glider, do not share your product key! If we receive too many startup requests from different parts of the Internet, we will lock the key, preventing it from working.

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Main Window

Glider's main window controls all action and configuration. If this is your first time using Glider, please check out the introduction.

Log Window

The scrolling text window on the left side of the Glider application is used to display various information. Keep an eye on this window for important messages.

Note: everything in this window is also written to Glider.log and Glider.LastRun.log (previous run). You can view that file in notepad or any other text editor.

Character Information Health, Mana, Kills, Speed, XP/Hour

These four labels show various information about your character in-game. Note that the mana label will change for warriors, rogues, and druids in bear form to show the appropriate value.

The three values listed next to "Kills" are the number of kills this glide, the number of successful loots this glide, and how many times you have died on this glide.

Speed is shown in yards-per-second.

If you have chat logging enabled, XP/Hour will update after every kill during automatic mode to show your average experience gain per hour.

Target Information T-Health, T-Distance, T-Faction

These fields display information on your current target (if you have one).

New Profile

Creates a fresh, new profile for gliding. For more information, check the section on profiles.

Edit Profile

Edits the level and faction settings for the current profile.

Load Profile

Loads an existing profile from disk.

Save Profile

Saves the current profile to disk.

Add Waypoint

Takes your character's current position in the game and adds it to your profile's waypoint list.

Show Faction

Displays the game faction and range of your current target in the game. This is useful for creating profiles that only attack certain monsters.

Tip: if you click Show Faction twice on the same monster, it will automatically add that monster's faction to the current profile.

Glide

If you have a profile loaded, pushing this button will cause Glider to begin automatically clearing the area. You can halt it at any time by clicking "Stop" or pressing the Escape key (in-game).

If you are too far away from the closest waypoint, Glider will rotate your character in the proper direction and display a short note in the log window. Move closer to the area and try again.

If you have media keys enabled, you can simply push Play to begin gliding.

1-Kill

Glider will manually kill the current target in the game with whatever class options you have configured. This is a handy way to test your action bar settings as well as a convenience when playing normally. You can interrupt the process at any time by clicking "Stop" or pressing the Escape key (in-game).

If you have media keys enabled, you can simply push Next Track to 1-kill.

Attach

When Glider starts, it attempts to attach to World of Warcraft, assuming you have already logged in and selected your character. If it could not attach for whatever reason, you can push this button to attach.

Note that some teleportation and zone changing will cause Glider to lose track of your character and become unattached. If this happens, simply click Attach again.

Configure

Brings up the main configuration window for Glider options.

Waypoints

Switches the Glider window to waypoint mode

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Display Settings

The easiest way to use Glider is to run the game in windowed mode (under Video Options). Select a window size that is just slightly smaller than your maximum screen resolution. For instance, if you have a 1280x1024 LCD monitor, you can run the game in windowed mode with a size of 1152x864.

Ideally, you should be able to see the entire Glider window along with the game at the same time. You can run the game in full-screen mode if you like, but you won't be able to see a lot of what Glider is up to. If you run in full-screen mode, definitely enable media keys so you can at least control Glider without having to switch back and forth

Tip: enable "Auto-hide the taskbar" in Control Panel under "Taskbar and Start Menu". This will give Glider a little bit more room on the bottom to hide beneath the game window.

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Profiles

A Glider profile is a set of information used to repeatedly clear an area of monsters. Something like "kill all the level 55-57 murlocs along the beach" is a profile.

Each profile has all of its information stored in a single XML file in your "Profiles" folder. Feel free to share good profiles with your friends or check <http://www.wowglider.com> for any profiles the team makes available.

A profile has a few core pieces that you can manage when creating or editing one:

Min level / Max level

Minimum and maximum level of monsters that Glider will attack in automatic mode. You can leave this blank if you don't care or the area is pretty safe. If there are any patrolling tough guys of particularly high level, you can use these values to keep from attacking them and only go after the monsters in your level range.

Faction

Each monster has a "faction", which is like a team. To see a monster's faction, target it in the game and then click "Show Faction" on the Glider main window. By entering a list of factions, separated by spaces, you can control what Glider attacks.

Tip: if you click "Show Faction" twice, the targeted monster's faction is automatically added to your profile, if it's not already there.

Blacklist enabled

If you're gliding an area with a number of tight caves or buildings, you can turn this on to keep Glider from getting stuck when it can't target something due to line-of-sight restriction. If a target does not return when the Tab key is pushed, it will be added to a blacklist and Glider will not attempt to target it again. Do not use this in open areas, as Glider may blacklist a valid target and then walk right by it, causing double-pulls.

Note: the temporary blacklist is part of the profile and only resets when a new profile is loaded.

Natural running

This default profile setting causes Glider to run in a human-like fashion, holding down arrow keys while pathing around. If you're gliding an intricate path or an extremely tight area, you can turn this off to keep Glider exactly on your path.

Reverse waypoints

If you want Glider to run your profile in reverse, set this option. This is only available when the waypoints are set to run in a circle.

Beach profile

Enabling this will cause Glider to compare the Z-axis (altitude) when looking for monsters to kill. If a possible target is more than a few yards below you, Glider will not attempt to attack it. This is very useful when patrolling beaches, as it will keep Glider from trying to attack underwater monsters near the shore.

Wander

By default, Glider will not attack a monster if the monster is too far from any segment of your patrol, since a monster has to be within your pull-distance plus walk-to-pull, if any. If you want Glider to go ahead and target monsters that are within your character's range but out of range of the profile, enable this. It looks more human to wander, but Glider may get too far from the profile if there are enough valid monsters spaced out, causing it to run into obstacles when it tries to come back.

Run from avoids

If you want Glider to actively run away from monsters on your avoid list, set this. Otherwise, Glider will simply not target them. Use this when avoiding patrolling elites or other bad guys. If you're just using avoids to skip targetting some monsters, such as pets and demon minions, then leave this off.

Stop after one pass

To have Glider stop running after completing a single pass of this profile, set this option. Glider will immediately stop when reaching the end (or beginning if starting from the end) of the waypoint list. This is handy for creating quick profiles to travel between two points. To keep Glider from attacking monsters on the road, set the faction list to an invalid value such as "999".

Tip: when using this option, also set the profile waypoints to "Wander out-and-back" so you can use the profile to travel in both directions.

Tip: if you are planning to run the profile mounted, use a little extra space between waypoints to keep Glider from overshooting them and circling them during lag or slow rendering.

Fishing

If you want Glider to fish for you, create a profile and set this option. When you push the Glide button, it will begin fishing. A fishing profile does not currently need waypoints, but support may be added in future versions to allow it to move around on the beach/dock/etc and appear more human.

The fishing skill should be set in the- (dash, second from right) slot on your rest bar (Shift+6 by default). Simply drag the fishing icon from the first page in your spellbook onto that slot.

Note: when fishing, camera position and zoom is important. Your character should be about 1/4th as tall as the whole game window. Try to angle the camera down so that the bobber appears near the top of the window, but not so far that it's out of sight or against the very top.

Auto-lure

To have Glider automatically apply lure to your fishing pole during fishing, set the number of minutes here. Glider will assume you have already set fresh lure when you begin the fishing process. Otherwise, lure will be re-applied as long as you fish and still have some. The shortcut to lure items should be in the 9 slot on your rest bar. Be sure to set the timer high enough for the lure to expire, otherwise the game may pause Glider with a popup confirmation on replacing the existing lure.

Avoid

To have Glider avoid certain monsters, enter as many partial names as you want in this field. For instance, if you enter "boar", then Glider will avoid any monster with "boar" in the name. This is useful to keep Glider from getting interested in patrolling elites or packs of monsters that you can't filter out by level or faction. Be careful using this feature, as Glider can also actively run away from monsters in this list, which can cause problems if there are too many or they don't move very far from their patrols.

Waypoints

A waypoint is a single location along a list to patrol. When Glider is running in automatic, it goes from waypoint to waypoint, looking for monsters to kill. Once you have created a profile, you can add waypoints to the list by pressing "Add Waypoint" or, if you have media keys enabled, pushing Previous Track. To make your area, simply move a few seconds and add waypoints as you walk in a big circle or square - be careful there are no trees or other obstacles between two waypoints.

An easy way to experiment with waypoints is to test them in a low-level, non-contested area. Set up a simple circle through an area and watch how Glider runs through it.

Wander circle

The default mode for patrolling, Glider will go to each waypoint, one after the other. When it hits the last waypoint you saved, it will try to walk directly to the first. This mode is used when you trace a big circle or square or other closed shape.

Wander out-and-back

This mode causes Glider to wander your route back and forth. So when it reaches the last waypoint, it simply reverses direction and steps along each waypoint back to the first. This should be used when you create waypoints in a single line without going back to your start position.

Ghost Waypoints

Ghost waypoints are an optional part of a profile that enable automatic retrieval of your corpse during resurrection. For more information, see [ghost waypoints](#) under Advanced Topics.

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Configuration

The configuration window allows you enter Glider configuration that's not specific to your character's class. To get to configuration, simply click the "Configure" button in the lower-right part of Glider's main window.

General

Class

Select your class from the drop-down list. Each class has a number of specific options to the class, so click "Options" below the list to edit your class. Glider will remember configuration for each separate class.

Registration

If you registered Glider (thanks, by the way!), put your product key here. When Glider starts, it uses this key to verify the program and request the current memory offsets where various game data can be found.

If you have not registered, leave this field blank and Glider will run in demonstration mode. While in demo mode, Glider will stop automated gliding after awhile and require a restart.

Remote enabled

If you want to enable Glider for remote control and logging, set this option. You may need to adjust your Windows firewall settings to allow a remote connection. Once you have enabled this, you can access Glider remotely via telnet or a custom application that can talk to it.

Port

This is the TCP port that Glider will listen on for incoming connections. You can use any number from 1024 to 9999 safely here, as long as no other application on your computer is already using it. If in doubt, change to another port and re-test.

Password

This is a simple password that Glider will require when accepting an incoming connection. Do not leave this blank if you are exposing the remote control port to the Internet.

Resurrection

Auto resurrect if profile has ghost waypoints

If enabled, Glider will attempt to resurrect your character upon death. Note that this will only work for profiles that have a list of ghost waypoints. For more information, see the [ghost waypoints](#) section in advanced topics.

During resurrection, Glider automatically tries to back into a safe spot with monsters. It also waits between resurrections if you die twice quickly, to discourage campers.

Max resurrections per glide

Enter a number here with how many times you want Glider to resurrect before giving up and halting automated play.

Limits

Rest Percentages

This is the percentage of health and mana Glider will check when resting. If you have less than either (mana is ignored for rogue/warrior), the Glider will sit down and rest. If you are still

below the percentage line after a few seconds, it will eat or drink as appropriate.

If you are gliding in sparse areas with little chance of extra monsters, you can turn these down to 40-60 to speed up automation. Otherwise, leave them at default or raise them if you're gliding in congested areas where you frequently get extra monsters during combat.

Fast eat/drink

By default, Glider will sit down and wait for a few seconds when your health or mana falls below the percentages you've specified. This gives your character a few seconds to get back to normal, in case your health/mana was just barely below normal. If you enable this option, Glider will begin eating and/or drinking much faster. This is useful to increase glide speed, particularly in crowded areas, but goes through more supplies.

Use bandages

If you want Glider to use bandages, set this option and enter a health percentage. This is checked *before* eating, so should be used when you want to quickly regain health after a close fight. If you want to use bandages more often, adjust this value higher.

Drag a shortcut from your backpack to the bandages in slot 9 of the rest bar (Shift+6 by default) to use bandages.

Harvest range

If this is non-zero, Glider will attempt to pick up nearby herbs, mines, and treasure chests that match your trade skills. If the object could not be picked up, Glider will blacklist it and not try it again until you load a new profile.

Pickup junk

If you want Glider to also try and harvest items that don't match your skills, such as quest items or other interesting stuff, turn this on. This will cause Glider to pick up items such as Blood of Heroes, which is almost certain death, so be careful using this.

Walk-to-pull

Entering a value here extends your pull range by causing Glider to approach monsters this much further than the pull distance you have configured for your class. For instance, if you have a class pull distance of 30 and "walk-to-pull" at 10, then Glider will attack monsters up to 40 yards away by approaching them up to the regular pull distance, then initiating combat. This should only be used in very wide open areas where monsters are spaced far apart and there is no risk of Glider getting stuck on a tree or falling off of a cliff.

Combat range: melee distance

This value is how many yards away you can be from a monster and still hit it with a melee weapon. Usually, you can leave this at the default value. However, you may find that certain combinations of weapon, character, and monster size cause Glider to stand just a fraction out of melee range and generate "Too far away" messages without hitting. If you are seeing that error, use your arrow keys to approach enough to hit and note the value in the "T-Distance" field in Glider. Change the melee distance to that number.

Combat range: ranged distance

This is the minimum number of yards away you have to be in order to use a ranged weapon. If you find your hunter is sitting a bit too close to shoot or other melee classes aren't detecting runners, back up until you can shoot and note the value in "T-Distance" in the Glider window. Change the ranged distance to that number.

Party

For party limits, check the Party section under advanced topics.

Chat

Enabled

This is the master switch for chat logging. If this is disabled, no other chat functions will be used.

Delete on start

This controls whether Glider clears the chat log when you start automatic mode. If you want the log to be preserved and continue to grow, then turn this off. Note that you may need to manually delete the chat log occasionally to keep it from growing out of control. The chat log is "Chat.log", in `C:\Program Files\WoW Glider` by default.

Play sound on whisper

If you want to have Glider play a sound clip when you get a whisper, enable this. The sound file "Whisper.wav" will be played when you receive a whisper from a non-GM player. You can replace this .wav file with one of your choice if you want to hear a different sound.

Note: to make sure you hear the sound above the game, turn down the "Master Volume" in sound options inside the game.

Play sound on say

Enable this to have Glider play the whisper sound clip when a player says (/say) something near you in the game.

Auto-reply to GM

If your character receives a whisper from a GM (Game Master), Glider will play "GMWhisper.wav" and stop gliding. You can also have Glider automatically reply to the GM and then log out by turning this option on. To avoid detection, enter something believable in this field along the lines of not understanding English or switching computers or something else equally sneaky.

For more information on detection, see its section under advanced topics

Party

If you have multiple computers and wish to use Glider in a party mode, read about it in the Party section under advanced topics.

Keys

Timing

On some computers, Glider may inject keystrokes too quickly, causing them to be dropped. You can tell this is happening if you see partial "/script" commands appearing. If this occurs, enter a value such as "25" here to slow down the typing speed. Once keys are being accepted consistently, you can experiment with lowering this value to the fastest possible speed that works on your computer.

Glider can also paste entire messages into the game via the Windows clipboard, which is very handy for large messages (such as chat) and other commands. If you're having problems with commands being garbled, enable this to simplify the process.

Key mapping

The Load and Save buttons here are used to manage any custom key mapping you have created. For more information on key mapping, check out the [key mappings help topic](#).

Detection

Process renaming

To avoid scanning procedures from Blizzard, if they are being used, you can have Glider rename itself. By default, Glider appears in your task list as "Glider.exe". If you select "Random" here, Glider will randomly copy itself to another name and chain to that new name at startup, removing "Glider.exe" from your task list. You may also specify a task name if you want. You can re-use common names such as "notepad" or "iexplore". Do not append the ".exe" suffix yourself here.

Note process renaming may conflict with some anti-virus or anti-spyware that is triggered when new executables are created. If you are having problems with this, check your configuration for anything that may be preventing it from working. Optionally, you can simply rename Glider.exe to another name yourself - just be sure to update the shortcut in the "WoW Glider" program group to the new name.

Title renaming

Glider can optionally use a different title bar caption than the default "Glider - " to avoid any scanning procedures from Blizzard. If you select "Random", a new title bar will be created each time Glider is launched. Otherwise, you may enter a value here. When the title bar is renamed, the "<attached>" and Glider version number do not appear in the title, to avoid detection. You can easily determine if Glider is attached by checking for the "Attach" button to be visible. The Glider version is always on the first tab of the configuration screen as well.

Followers

Glider can be configured to alert you and optionally log off if another player stays too close to you (within 50 yards) for a certain amount of time. This is very handy for alerting you when another player is following you around to determine if you're there or otherwise trying to get a response from you.

If a player remains within 50 yards for an amount of minutes equal to the alert time, Glider will play the whisper notification clip and log a message that a player is nearby. This action will re-occur as long as the player remains close to you.

If a player remains within 50 yards for as long you specified for the logout time, Glider will stop gliding, use your hearthstone, and log out.

Avoid same faction

Set this box to have Glider avoid players of the same faction as you if you are playing a stealth character (rogue or druid in cat form). If this is set and a player of the same faction comes into range while Glider is stealthed and patrolling, it will stop moving and wait for the player to leave before continuing. This may cause slower experience gains, but can increase safety by a lot.

Avoid other faction

Set this box to have Glider avoid players of the enemy faction if you are playing a stealth character (rogue or druid in cat form). If this is set and a player of the opposing faction comes into range while Glider is stealthed and patrolling, it will stop moving and wait for the player to leave before continuing. This is highly recommended on PvP servers, as it will avoid a lot of punishment.

Jump more

By default, Glider jumps occasionally in play. If you want it to jump more, enable this. Note that extra jumping may cause you to accidentally get too close to a monster in a tight space.

Strafe

If you want Glider to sometimes strafe while moving, enable this option. Note that this uses the default strafe keys of Q and E. If you want to use different keys, edit the key map.

Stop on unexpected teleport

If your character suddenly moves more than a few yards during combat, this may be a sign that your session is being tested for automated play. If this option is enabled and Glider detects such a sudden movement, it will immediately stop gliding and play the GM chime.

Logout on unexpected teleport

If you also want Glider to look confused and log out when teleported, enable this. Otherwise, it will simply stop moving and leave your character in the game idle.

Miscellaneous

Use media keys

If you have a keyboard with media control keys (next track, previous track, play, stop, etc), you can tell Glider to use those keys. When this is enabled, you can easily control Glider without selecting its window. For more information, see the keyboard control help topic.

Skin corpses

If your character has the Skinning tradeskill, set this option. Glider will attempt to skin every monster that it kills, collecting a ton of leather. You can turn this off when gliding non-skinable monsters to save the extra few seconds between kills.

Walk to loot

If a monster dies that's close enough to loot, Glider will always do so. But if the monster is too far away (caster, ranged attacker, runner), then Glider will have to approach the body to loot it. This can sometimes be dangerous, as Glider may walk off a drop and be unable to get back to the gliding area - or simply attract too much attention from nearby monsters. Disable this option if you're having problems with walking to corpses.

Skip all looting

If you want Glider to not loot at all, set this option to disable looting.

Sit when bored

By default, Glider will sit down when it runs a profile a few times without encountering any monsters in order to avoid looking robotic. If you want to defeat this behavior and make Glider continue patrolling anyway, turn this off.

Reset buffs

When Glider starts in automatic mode, it assumes any class-specific buffs have been recently cast, such as Power Word: Fortitude or Ice Armor. If you set this box, Glider will re-cast all buffs when gliding starts. This is handy to get started clean, but it uses a lot of mana for some classes. If you're stopping and re-starting the automatic mode a lot, leave this off.

Use speedy macros

If this is enabled, Glider will expect a macro to be set up for a common function. When turned on, this makes Gliding more efficient by automating commonly-typed commands that it uses. For exact settings, check it out under advanced topics

Clear target with Escape

Glider can be configured to use the Escape key when it needs to clear your current target (select nothing). This may cause the game menu to appear if you're experiencing lag, so disable this option if you have that problem.

Fight back against other players

If Glider is attacked by another player, it automatically plays an alert sound. If you want Glider to also attempt fighting back, enable this option. Glider does not fight players very well, but this can help avoid detection by at least trying.

Rest near monsters

Glider will not normally rest if monsters are too close to your character, as it assumes it will get attacked. If you are gliding an area with a lot of neutral (yellow) monsters, turn this option on to allow Glider to rest even when monsters are close.

Skip sanity on loot

Glider usually only loots kills when combat takes more than 5-6 seconds to keep from trying to loot after combat went wrong or it accidentally helped someone out. To bypass this check and make Glider always loot, even on short fights, enable this option.

Strafe around obstacles

If you want Glider to try and use the strafe keys to get around obstacles, enable this. If Glider gets stuck, it will randomly strafe left or right while running, which can help it get by smaller obstacles. If you enable this, make sure your strafe keys in the game are set to default (Q and E) or re-assign in Glider them through key mappings.

Global cooldown

Most spells and abilities have a simple cooldown while the interface updates to prevent them from being used too quickly. Glider uses this cooldown to know how long to wait after instant-cast spells and other quick abilities before it can execute the next action. If you have a fast Internet connection, leave the default value of 2200 or even turn it down to 2000 or less. If you are seeing a lot of "That spell isn't ready yet" or "I can't do that yet" messages, increase this value a bit. You can experiment a lot with the cooldown to try and make Glider run as fast as possible - without bumping into the not-ready errors.

Auto-Stop

If you want Glider to stop automatically after a certain amount of time, set it here. When the time has elapsed, Glider will use your hearthstone and then exit the game.

Stop when inventory is full

Set this option to enable automatic stop when your inventory is full. Glider will check for the "Inventory is full" error message and stop gliding when it receives that from looting, no matter how much time is left.

Invisible

If you have enabled invisible mode, a new tab will appear in configuration. For specific options on this, see the config section in the invisible mode help page.

Keyboard Control

Glider can be controlled from the keyboard in two different ways: media keys and Ctrl keys. These keyboard controls work no matter what application is selected, so they are very handy for running the game in full-screen and avoiding switching tasks.

To use the Ctrl key shortcuts, tap your Ctrl key twice. Glider will play a short beep, indicating the next keystroke is a command. Then press the letter of the appropriate command. If the command was accepted, you will hear another short beep.

Media Key	Ctrl Key	Effect
Previous Track	W	Adds current location as a waypoint
	Q	Toggles automatic waypoint adding
	-	Removes the last added waypoint.
	N	Create new, empty profile
Next Track	K	Kills the targeted monster in manual 1-Kill mode
Play	G	Starts automatic glide mode
	F	Adds currently targeted monster to profile's faction list
	P	Clear the current profile's faction list
	S	Save the current profile. If the profile is new, it will be saved as "NewProfile.xml".
	0,1,2,3	When running Glider in invisible mode, these number keys can be used to quickly load profiles you've assigned in configuration. <i>Note:</i> 0 reloads the initial profile.
	Enter	Send a chat message.
	M	Log the current mouse pointer position as a percentage of the game window (used for various tweaks)
	X	Exit Glider (send this command twice to confirm)

Pressing Escape at any time will stop gliding or 1-Kill activity, regardless of your configuration.

Note: when adding waypoints automatically, Glider will play the command acknowledgement beep each time it adds a waypoint. Listen for that when plotting your waypoints to know when it's safe to turn.

To send a chat message while Glider is running in automatic, press Enter after the Ctrl, Ctrl tap. You can type in a chat message that will be shown in Glider's title bar. When you are ready to send the message, hit Enter and it will be sent as soon as Glider exits combat or has a few spare seconds to get the message off. To abort sending a message, hit Escape to cancel entry.

Quick Start

1. First, make sure Glider is attached to the World of Warcraft process. Log in as your character and then push the "Attach" button. Or, simply start Glider after logging in. Once attached, you will see <attached> in the Glider title bar.
2. Select your class by pushing the "Config" button in the Glider window. Specific options for your class can be specified as well.
3. Set up your action bars! Glider uses action bar 5 for normal combat and action bar 6 for various resting and buffing purposes. The actual buttons on the bar depend on your class, so browse to it in the contents to the left or just push F1 while looking at your class options.
4. Load up one of the two test profiles: Crossroads for Horde or Darkshore for Alliance.
5. Go to the flight point for the city in question and then click the "Glide" button to enable automatic! Press Escape any time in the game to stop gliding.
6. Read up on all the options and settings Glider has to get the most of it! Begin with Starting Up.

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Tips

Pick good monsters!

This is the most important tip of all. The dumber the monster, the easier it is to automate.

Here are some monster attributes to avoid or at least be careful of:

- Healers: don't glide these unless your class has a good way to prevent their healing. Warrior, Rogue, Shaman, Mage, Warlock are good, but healers create big problems for Hunters, Paladins, Druids, and Priests.
- Casters/ranged: they often don't approach to loot, so Glider has to go get the corpse. Since they stay in-place, they'll often attract additional patrolling monsters, too. If you're a melee class, avoid these guys when possible. Even if you're a Hunter or caster, you may need to turn off "walk to loot" to avoid wandering into packs.
- Runners: monsters that run away when hurt can be a real pain, as Glider has to find the body (if it can). They also bring friends and they sometimes run in a direction that causes Glider to lose line-of-sight.
- Noisy monsters: monsters that call for help or howl or otherwise draw friends can be tricky.
- Special weird effects: oozes that split, giant snakes that knock you around, undead women casting fear are all tricky, so beware.

Glider isn't a miracle tool that can magically wreck any kind of monster. It's up to you to pick a good area where Glider can make the most of its targets without getting killed.

Empty your bags!

During automated play, Glider will loot most corpses. The longer it runs, the more loot it will collect! At most, carry your hearthstone, food, drink, a few healing potions, and any class-specific stuff you need. Every time inventory is full, that's some loot you didn't get. If skinning is enabled, that's even more loot!

You can easily swap bags at the bank by dragging a bag icon directly from your bag bar in the lower-right to the bank bag slot. Beats swapping the contents, one-by-one.

Use big bags, too.

If gliding with an alternate character, have your main buy a bunch of big bags and mail them to the lower-level guy. More loot that way.

Bring lots to eat... and drink

Glider tries to be as efficient as possible, sacrificing individual killing speed for overall speed with downtime. Still, you are going to get hit and use mana (if your class uses mana). So load up on food and drink. Make sure you take at least 40 of each for extended sessions.

If you're a mage, don't worry about it. Conjure initial food and water and put shortcuts on the rest bar. Glider will make more of whatever it eats or drinks.

Bring a few potions, too.

As a last resort in combat, Glider will attempt to drink a potion. This is enabled by dragging a potion on your main combat bar in the "-" (dash) slot. Glider will only try to drink when it can't heal/shield/sacrifice or any other tricks, so it won't use them often. If you find that Glider is using a lot of potions, you might be fighting monsters that are too difficult to automate, so keep an eye on that.

Pick a quiet place.

Don't try to glide the busiest parts of the map. You don't want other players around messing with your action, particularly on PvP servers. Glider also won't pick an injured mob to attack, so if there are too many other players around, you won't get much killing done.

Pick a good route.

When picking your waypoints, click "Add Waypoint" a lot - individual waypoints don't slow Glider down at all and make it easy to get around obstacles. Try to avoid areas with lots of sheer faces and other things that block monsters, as Glider can get caught on these trying to loot. Optionally, disable "Walk to loot" to keep Glider from wandering into bad places when monsters die too far away to loot.

Glider seems to miss a lot of loot - what's up?

Glider assumes the corpse will be in the middle of the screen after approaching the body for looting. If you have the camera zoomed too far out, it won't be able to click it. Zoom in the camera some more and keep an eye on Glider when it's looting so you can see where it's clicking.

Use media keys for waypoints.

It's a lot more convenient to just push Previous Track when making waypoints. You can just tap it every 2-3 seconds while walking to get a nice, smooth curve.

High density vs low density.

It may seem like a good idea to glide a super-packed area for lots of kills. This can result in a lot of deaths and downtime, though, for the benefit of gaining experience faster. If you're gliding in a dense area, keep an eye on the Glider more often. Otherwise, a more sparsely-populated place like a beach is better for long periods of gliding. It may take an extra 8-10 seconds between guys, but there are never ambushes and you can sleep knowing that you'll wake up to a couple levels and bags of loot.

Yellow is good.

Neutral (yellow) monsters are good to glide around. They won't jump into combat as extra attackers and they can be pulled safely. Gliding areas that are 100% yellow is great, but even just going in an area with half yellow beasts can really make it smooth. Keep in mind that some abilities will indirectly anger yellow monsters, like Frost Nova, Demoralizing Shout/Roar, so you may still get extra attackers unless you turn those off.

Use factions!

Normally, you should be gliding a small area with a few factions of guys you want to kill. Use the "Show Faction" button to see their factions and save those in the profile. If you leave factions blank, Glider will attack all kinds of crazy things, like critters, other players' pets, wandering elite tough guys, etc.

Oh, those clams.

If you are gliding monsters that drop clams, take things a bit differently. Clams don't stack and they drop a ~~lot~~, so they'll fill up your inventory fast. The good thing is that clam meat and pearls do stack. So pop in once in awhile and auto-loot (Shift + Right-Click) all those clams in your inventory, then resume gliding.

Anti-clams: stackable loot!

Monsters that drop stackable loot are good to glide because you can carry a ton. Specifically, humanoids and spiders are very good because almost everything they usually drop can stack. Many other monsters drop stackable loot, so keep an eye out for them.

Rest state doesn't matter... except it does.

If you are gliding a single character, don't worry too much about being rested. That blue part of the experience bar will get used up in a hurry. On the other hand, if you're going to be near your computer to switch characters regularly (every hour, say), then you can have a few characters "in the pipe" and they'll level twice as fast if you switch when the blue bar turns purple. If they're all the same approximate level and faction, you can even use the same profile to maximize your speed with minimal effort.

Waypoints

Selecting the "Waypoints" button on the main Glider window will cause Glider to go into waypoint display mode. In this mode, Glider shows the distance and relative heading (left or right, how many degrees) of the closest, next, and previous waypoints. This is useful during profile creation to close circles or otherwise keep track of your most recent waypoint additions.

Add waypoints as

With the default setting of "Automatic", Glider will add regular, patrol waypoints when you push the "Add Waypoint" button or use auto-add waypoints. If your character is dead when you add a waypoint, Glider will instead add it to the ghost waypoint list, which is used to retrieve your corpse if you die. For more information on ghost waypoints, check out it out under ~~advanced~~ topics.

If you select "Normal" under this option, waypoints will always be added to your normal patrol, even if you are dead. This can be handy to trace out a large patrol as a ghost, where you will not be interrupted.

If you select "Ghost" under this option, waypoints will always be added to your ghost waypoints, even if you are alive. Use this if you know exactly where your graveyard is and want to create ghost waypoints without having to die first.

Auto-add waypoints

Selecting "Auto-add waypoints" will cause Glider to automatically add a waypoint to your current profile every time you move around 10-15 yards, resulting in a very smooth run. When using auto-add, be sure not to move too close to trees or other obstacles. Or, if you do, manually add a waypoint as you move around the object so that Glider doesn't accidentally path through it.

Auto-add waypoints can be used to automatically add ghost waypoints, making it very convenient to turn on at the graveyard.

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Game Settings / Keys

Because Glider relies heavily on keyboard input to appear as a human, it expects a number of keys to work as default in the game. The following table lists the keys used by Glider:

Keys	Usage
Up/down/left/right	Move character
X	Sit
T	Toggle melee combat on/off
Space	Jump
Tab	Select next target
F1	Target self, pet
Ctrl-1	Pet: Attack current target
Ctrl-2	Pet: Return to follow mode
Ctrl-5	Pet: default ability 5 (sacrifice voidwalker)
Shift+5, Shift+6	Select action bars (note: 5/6 can be configured)
0-9, -, =	Perform action from current action bar
Alt + (0-9, -, =)	Self-target perform action (buff, heal)
Shift	Held down during looting for auto-loot
F6, F7, F8	Speedy macros, if enabled
Left-click	Select object/monster
Right-click	Context action (loot, kill, skin, etc) on object/monster

If you're having gameplay problems with Glider, the easiest test is to simply disable any mods you have and put the keys back to default. If this fixes your problem, then you can put your customizations back one-by-one and troubleshoot as you go.

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Classes

Druid

Glider executes druid combat in either bear form or cat form. When using bear, Glider stays in caster mode out of combat and pulls with Starfire (or Wrath), then throws on a Moonfire and armor debuff, then melee. During melee, Glider will use abilities as appropriate for the amount of rage you have.

If you are using cat, Glider will stay in cat form all the time except to heal and re-cast buffs. Glider will automatically use the correct opener if it is behind the enemy, starting with Pounce/Ravage (whatever you put in slot 7). If you don't have either of those skills, you can simply place Claw or any other attack there to open with that.

Druid action bar

Druid Options

Pull distance

This is the number of yards away that Glider will attempt to "pull" monsters while patrolling. When a monster within this range is encountered, Glider will attempt to initiate combat with Starfire. If you have talents to increase your range, you can enter a higher value here. Glider will not approach the monster to pull, so if you increase this number too high, it will simply stop and generate "Target is too far away" messages trying to pull.

Use Faerie Fire

This controls whether Glider will apply Faerie Fire during the pull process. If you don't have it or don't want to use it (easy monsters and casters don't require it), leave this off.

Use Barkskin

If this is set, Glider will attempt to use Barkskin when casting a big heal in combat. This only happens when your health is very low, so it's infrequent. If you don't have the skill or would rather Glider use Nature's Swifttness, leave this blank.

Nature's Swifttness on heal

If you have that talent, turn this on to allow Glider to use it when casting heal spells. This helps Glider survive quite a bit.

Shoot runners

If you want your druid to come out of animal form to shoot fleeing monsters, set this. It uses up extra mana, slowing you down, but may prevent humanoid/demon runners from bringing back friends. Otherwise, leave this off and Glider will chase them in form to finish them off, or use Feral Charge (if enabled and using bear form).

Cure Poison/Remove Curse

Turn this on if you are fighting monsters that frequently curse or use poison. At the end of combat, Glider will cast Remove Curse or Cure Poison, depending on which shortcut you have placed on the rest bar (Shift-6).

Use Bear Form

Enable this to have Glider fight with bear/dire bear form.

Maul cost

This is the cost of the bear's maul ability in rage points. By default, this is 15. If you have talents to lower the cost, enter the correct value here to get faster mauling.

Use Demoralizing Roar

If this is set, Glider will use a single Demoralizing Roar in melee combat once it has enough rage. Normally, this isn't required, but if you are fighting monsters that are hitting hard, turn it on. Keep in mind that it will slow down combat by using up rage. If you find you are finishing combat with a lot of mana and low life, turn this on.

Use Enrage

If this set, Glider will use a single enrage at the beginning of combat to rapidly accumulate rage.

Use Bash

This controls whether Glider uses the Bash ability when rage is available (and it's cooled down). This helps gliding efficiency by getting in a free hit and sometimes interrupting attacks.

Use Feral Charge

When a monster doesn't approach, Glider can use Feral Charge to close the gap and engage in melee. This has a few risks in that it may put you in the middle of a pack of monsters. It is very useful when fighting casters and ranged attackers, however.

Use Cat Form

Enable this to have Glider fight and patrol with cat form.

Claw cost

This is the energy cost of the cat's claw ability. By default, this is 45. If you have talents to lower the cost, enter the correct value here to get faster clawing.

Bite multiplier

This value is used by Glider to determine when to use the Ferocious Bite skill. To determine when to bite, Glider multiplies your combo points by this number and checks it against the monster's health. For instance, if you leave this at the default value of 12, then Glider will bite a monster with 48% health at 4 combo points, 36% at 3 combo points, etc. If you raise this number, Glider will bite more often with fewer combo points. If you lower this number, Glider will wait for the monster to be closer to death, biting less often with more combo points.

If you don't have the Ferocious Bite skill, set this value to zero.

Note: Glider always bites at 5 combo points, regardless of monster health.

Use Rip

Enable this to cause Glider to use a single Rip at the beginning of combat with whatever combo points were scored from the initial pull and first attack. If you want to save all your combo points for biting, disable this.

Use Tiger's Fury

Enable this if you want Glider to use Tiger's Fury at the beginning of combat before the first attack.

Use Stealth

Disable this if you want your druid to patrol without stealth. This can greatly speed up gliding if you are in party mode or gliding mobs of a much lower level to farm a particular item. Note that Ravage and Pounce do not work without stealth, so place a different attack in the opener slot (7), such as Claw.

Stealth only on pull

Enable this option to cause your druid to only use stealth when it's about to attack. Otherwise, it will move around without stealth.

Druid Action Bar

Before gliding, set up two action bars with the following skills on each bar.

Important: set up the main combat bar correctly for whichever shapeshift form you're using!

Main Combat Bar (Shift + 5)

	Bear Form	Cat Form
1	Starfire / Wrath	Rip
2	Moonfire	Moonfire
3	Faerie Fire	Faerie Fire
4	Bear/Dire Bear Form	Cat Form
5	Bash	Prowl
6	Demoralizing Roar	Tiger's Fury
7	Maul	Ravage/Pounce
8	Nature's Swiftness	Nature's Swiftness
9	Barkskin	Barkskin
0	Feral Charge	Claw
-	Enrage	Ferocious Bite

Rest Bar (Shift + 6)

1	Eat
2	Drink
3	Thorns
4	Mark of the Wild
5	Rejuvenation
6	Healing Touch
7	Regrowth
8	Cure Poison/Remove Curse
=	Hearthstone

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Hunter

For the Hunter class, Glider employs a basic shoot/pet/melee combination. When using a Hunter, you should have your pet's Growl set to autocast in slot 4 of the pet bar (Ctrl-4). If you find the pet is holding onto the monster for too long and getting killed, turn it off. If you want your pet to hold aggro, but it's being pulled off with your shots, use lower ranks of the special shots. Optionally, you can leave growl off and use the "set trap before pull" to engage melee faster, if your hunter works better with traps and melee.

The Hunter is one of the best classes for fighting ranged and caster opponents, because of the very high damage-per-second with its ranged attacks and pets. When possible, glide areas with many of these opponents to get good kills.

Because the Hunter's pull is complex, you should glide in a wide-open area as much as possible to get the full effectiveness of the ranged attacks. Tight places or small caves will result in a lot of melee, slowing down the clearing process.

Slot 3 of the rest bar should contain whichever aspect you want to use while gliding, which will be automatically recast if you die and resurrect. You should use whichever aspect balances your character here. If your ranged attack is better than melee, use Aspect of the Monkey. If you have strong melee, use Aspect of the Hawk to balance in a bit more ranged damage. For more on balance, check it out under advanced topics

Hunter action bar

Pet Feeding

To feed your pet, Glider makes a few assumptions about the location of the food. Specifically, Glider expects to find food by picking through your main backpack, starting from the top left and going to the right. If you are gliding in an area that contains valid food for your pet, split up several stacks of food into your backpack along the top row so that the game will automatically loot the food into the backpack. Otherwise, if your backpack fills up with extra items, looted food won't be placed there for feeding.

If you want to control feeding yourself, you can create a macro or use a UI mod to do the feeding. In that case, turn on "Feed pet with macro" in hunter configuration and create a shortcut to your feeding macro in slot 7 of the rest bar (Shift+6 by default). When Glider detects the pet's happiness is below the level you set, it will simply fire off the macro.

Hunter Options

Pull Distance

This is the number of yards away that Glider will attempt to "pull" monsters while patrolling. When a monster within this range is encountered, Glider will begin shooting. If you have talents to increase your range, you can enter a higher value here. Glider will not approach the monster to pull, so if you increase this number too high, it will simply stop and generate "Target is too far away" messages trying to pull.

Feed pet happiness

This is the percentage happiness at which Glider determines the pet needs more food. When your pet's happiness falls to this level, Glider will initiate feeding either automatically or with a macro, as configured below. If you want your pet to always be "Happy", set this value to 70.

Set trap before pull

If you want to use a trap to help with damage, set this option. Glider will lay a trap before

pulling the monster. Note that you should not use this option if your pet is holding monsters' attention, as the monster will never approach close enough to set off the trap.

Tip: when using traps and heavy melee, replace the Concussive Shot shortcut with Serpent Sting and disable the two-shot pull. This will draw the monster to the trap (and melee) faster, as well as get more from the two damage-over-time effects.

Two-shot pull

After the initial Concussion Shot on pull, Glider will either fire one more special shot or begin looping Arcane Shot right away, depending on this setting. Enable this to fire Serpent Sting or whatever is in your slot 3 of the combat bar.

Approach on long pull

If a target monster walks out of pull distance after the initial Hunter's Mark is cast, Glider will normally give up on the target and continue patrolling. If you enable this option, Glider will take a few steps towards the target before firing, to complete the pull. This also has the advantage of making Glider look very human. Disable this if you're clearing a tight area where a few steps may lead to trouble.

Feed pet with macro

If this option is set, Glider will simply send a keystroke to feed your pet, assuming you have a macro set up and a shortcut placed in the correct slot (7) of the rest bar. Otherwise, Glider will attempt to feed your pet itself.

Use Intimidation

If you have Intimidation talent, enable this option. Glider will use it when cooled down in the beginning of combat to help establish hate for your pet and get a free 3-second stun in as well.

Use Bestial Wrath

If you have the top-tier Bestial Wrath talent, enable this option. Glider will set it off at the beginning of combat when available to help your pet quickly rack up damage. This is also very handy when gliding casters.

Try to separate groups

If this is enabled, your hunter will look for monsters that are close to other monsters and pull differently. When it finds a monster with a friend, it will pull with a regular shot and then wait for the monster to approach before sending the pet and backing up. This is handy when gliding camps, but should not be used on ranged attackers, as they'll never get close and cause Glider to waste a few seconds waiting.

Pet attack

By default, Glider will attack with your pet during combat. If you want Glider to not send the pet, clear this option. This can be used with your pet in defensive mode to get more effective traps and melee.

Avoid melee when possible

If this option is set, Glider will back out of melee range if your pet gets the attention of a monster that's too close to shoot. It will also cause Glider to try and back up when a monster is in the dead zone (between melee and ranged) instead of walking up to melee distance.

Play without pet

Set this option to have Glider ignore your pet (or lack thereof). Glider will not try to call, resurrect, or otherwise manage your pet in combat.

Hunter Action Bar

Before gliding, set up two action bars with the following skills on each bar.

Main Combat Bar (Shift + 5)

1	Hunter's Mark
2	Concussive Shot (first shot)
3	Serpent Sting (second shot, if enabled)
4	Arcane Shot (repeating shot as long as range allows)
5	Raptor Strike
6	Ranged attack (regular)
7	Immolation Trap (or any other trap)
8	Intimidation
9	Bestial Wrath
-	Potion

Rest Bar (Shift + 6)

1	Eat
2	Drink
3	Aspect of Monkey/Hawk
4	Revive Pet
5	Mend Pet
6	Feed Pet
7	Feeding macro (optional)
8	Call Pet
=	Hearthstone

Mage

Glider plays a basic fire mage for automatic mode. You can, however, use a different spell shortcut for Fireball and Fireblast if you like. Just be sure to enter the proper cooldown time for whatever spell you use in place of Fireblast.

Its normal combat progression is to pull with Frost Bolt, then loop Fireballs until the monster is dead. When the Fireblast cooldown is available, it will use that spell in between Fireballs. Glider will also initially lead with Fireblast if the monster is very close (ambush, add, re-spawn) when combat begins.

Some of the mage defensive spells can be put on the rest bar in place of a potion. Ice Shield has the same cooldown as a potion, if you have the talent. And Mana Shield can be as effective, if your mage has a large mana pool.

Mage action bar

Mage Options

Pull Distance

This is the number of yards away that Glider will attempt to "pull" monsters while patrolling. When a monster within this range is encountered, Glider will attempt to initiate combat with Frost Bolt. If you have talents to increase your range with frost spells, you can enter a higher value here. Glider will not approach the monster to pull, so if you increase this number too high, it will simply stop and generate "Target is too far away" messages trying to pull.

Fireblast distance

This is the range of your Fireblast (or other instant spell you use). Glider will attempt to use Fireblast when it's cooled down and your target is within range.

Pull max cast time

This is the number of seconds Glider will allow the pull spell to cast before giving up. Glider normally detects when the spell cast is complete automatically, but it will give up if more than this time goes by. If you change the initial pull spell to a longer casting spell, adjust this up to give Glider more time to let it complete.

Fireblast cooldown

This is the number of seconds Glider will wait between casts of Fireblast. If you are using a different spell or have a lower timer, enter the appropriate value here. Or, if you want it to use the spell less often, enter a higher number. If you enter 0 for this value, Glider will not use Fireblast at all during regular combat. It will still use it to shoot runners, however, if you have that option enabled.

Melee spell cooldown

If you want Glider to periodically cast an instant when monsters are in melee range, such as Blast Wave or Cone of Cold, enter the spell's cooldown here and place the spell on your action bar. Glider will wait at least this many seconds in between casts.

Food per conjure

Enter how many pieces of food you get when conjuring food. Glider automatically conjures food as necessary and needs to know how much it gets per. Entering the wrong value may cause Glider to run out of food or conjure too much.

Water per conjure

Enter how much water you get when conjuring water. Glider automatically conjures water as necessary and needs to know how much it gets per. Entering the wrong value may cause Glider

to run out of water or conjure too much.

Scorch percent

When a monster goes below this percentage in health, Glider will switch over to Scorch (or other fast-cast spell you assign in that slot). If you want Glider to never switch spells, put this value to zero.

Counterspell life

If you have Counterspell enabled, Glider will only interrupt spells when monsters have this much life or less. This can be used to make sure Counterspell is cooled down when fighting healers, so it's not wasted on other spells. If you want Glider to always interrupt spells, regardless of monster life, put this value to 100.

Auto-detect food/water

By default, Glider detects the amount of food you have left by looking at the rest action bar. If you find Glider is conjuring too much food/water or otherwise behaving badly, it might be reading this value incorrectly. In such a case, disable auto food and Glider will count food on its own. It will assume you start with at least 10 food and 10 water at the beginning of a glide.

Arcane Missile on pull

If this is set, Glider will attempt to use Arcane Missile during pulls. It only casts Arcane Missile if the target is at least 10 yards away and less than 30. If you want to disable this feature, leave this off and Glider will immediately begin casting Fireball after the initial pull.

Arcane Missile in combat

If this is set, Glider will use Arcane Missile in combat rather than fireball. It will continue to cast Fireblast (or whatever instant spell you have in that slot) when cooled down. Do not use this option unless you have talents that prevent interruption during Arcane Missiles.

Use mana stones

If this is true, Glider will create and use mana stones (agate, jade, etc) in combat, which is very helpful to avoid death. If your mage is of a high enough level to conjure mana stones, this should always be on. Otherwise, turn it off to avoid having low-level mages waste time trying to make stones.

Use melee-range spell

Turn this on to enable Glider to periodically cast Blast Wave or Cone of Cold or some other spell of your choice when monsters are within melee range.

Wait for approach on pull

Turn this off to have Glider immediately approach to pull distance after the first cast at a monster. You should turn this off when fighting casters that have a longer range than you, as Glider will wait for them approach. Otherwise, leave this on when fighting melee monsters or ranged/casters that approach within your pull distance normally.

Save Fireblast for runners?

If this option is set, Glider will not Fireblast monsters below 70% health. Instead, it will save the spell and use it if it detects the monster is running. This is handy for humanoids that flee, but should be turned off otherwise.

Use Frost Nova

If this is enabled, Glider will Frost Nova when in melee. If the Frost Nova isn't resisted, Glider will back up out of melee range and then cast a fireball on the monster. This uses up a bit more mana, but saves a lot of health.

Use Polymorph on adds

If you get attacked by a second monster while fighting, Glider can optionally use the Polymorph spell to temporarily deal with the extra attacker. Because Polymorph only works on humanoids and beasts, make sure to enable this spell only when fighting those types of monsters.

Approach for Fireblast

By default, Glider will only Fireblast when monsters are in range. If you want Glider to approach monsters when Fireblast is cooled down, set this option.

Use Counterspell

Turn this on to allow Glider to use Counterspell to interrupt enemy spellcasters. This can help gliding speed a great deal, particularly when fighting healers.

Mage Action Bar

Before gliding, set up two action bars with the following skills on each bar.

Main Combat Bar (Shift + 5)

1	Frost Bolt
2	Arcane Missiles
3	Fireball
4	Fire Blast
5	Frost Nova
6	Polymorph
7	Scorch
8	Blast Wave / Cone of Cold
9	Counterspell
0	Mana stone (item, drag from backpack after creating one)
-	Potion

Rest Bar (Shift + 6)

1	Eat
2	Drink
3	Conjure Food
4	Conjure Water
5	Arcane Intellect
6	Frost Armor
7	Dampen Magic
0	Create mana stone (spell, drag from spellbook)
=	Hearthstone

Paladin

Glider plays the paladin as a melee + holy damage character. It will attempt to judge a Seal of the Crusader onto enemy monsters, if mana allows, then switch to a +holy seal, such as Command or Righteousness.

Paladin action bar

Paladin Options

Pull Distance

This is the number of yards away that Glider will attempt to "pull" monsters while patrolling. When a monster within this range is encountered, Glider will attempt to initiate combat by walking up and attacking it.

Lay of Hands cooldown

This is the number of minutes your Lay of Hands ability requires between uses. If you have talents to reduce the time, change it from the default value of 60.

Use Divine Favor

If you have this skill, Glider can use it during combat to get big heals when it's cooled down. It will not use it out of combat. This combines well with Illumination to conserve mana.

Save Hammer of Justice

Glider normally saves your Hammer of Justice for monsters that run, casting it as soon as it detects them fleeing. If you are fighting monsters that don't run, turn this off to allow Glider to use the hammer normally during combat when available.

Use Hammer of Wrath

If your paladin is of the correct level to have the spell, turn this option on to enable Hammer of Wrath to be cast automatically when monsters go below a certain level of health. When using this option, you can disable the Save Hammer option above, as this will typically kill runners.

Blessing of Protection cooldown

This is the number of seconds between casts of Blessing of Protection. If you have talents to lower this time, enter the correct value here.

Paladin Action Bar

Before gliding, set up two action bars with the following skills on each bar.

Main Combat Bar (Shift + 5)

1	Judgment
2	Hammer of Justice
3	Seal of the Crusader
4	Seal of Command/Righteousness
5	Divine Protection/Shield
6	Divine Favor
7	Lay on Hands
8	Hammer of Wrath

9	Blessing of Protection
-	Potion

Rest Bar (Shift + 6)

1	Eat
2	Drink
3	Holy Light
4	Flash of Light
5	Devotion Aura
6	Blessing of Might
7	Blessing of Wisdom (only used in party mode)
=	Hearthstone

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Priest

Glider assumes your priest is a shadow priest for purposes of play. Although you can use a non-shadow spell for the main damage dealer, Mind Blast is the most effective one. It pulls with Mind Blast, then loads on Shadow Word: Pain, and optionally uses Mind Flay. During combat, it will re-cast Mind Blast as necessary while meleeing or using a wand. Also, it will use Mind Flay to shoot runners.

As a priest, Glider will automatically use shields and healing spells.

Priest action bar

Priest Options

Pull Distance

This is the number of yards away that Glider will attempt to "pull" monsters while patrolling. When a monster within this range is encountered, Glider will attempt to initiate combat with Mind Blast. If you have talents to increase your range with shadow spells, you can enter a higher value here. Glider will not approach the monster to pull, so if you increase this number too high, it will simply stop and generate "Target is too far away" messages trying to pull.

Important: the tooltip in the game for Mind Blast often lists an incorrect range, particularly if you have talents to extend your range. To determine the real maximum range of Mind Blast, target a monster in game and approach it slowly, watching for the button to enable on your action bar. When it does, look in the Glider window to see the value of "T-Distance". That is your true pull distance.

Mind Blast cooldown

This is the number of seconds Glider will wait between casting Mind Blast spells during combat. The default value is 8 seconds, but you can lower it depending on your particular talents. Also, you can raise this value if you want to create extra time for melee/wand in between Mind Blasts, which you may find to be more mana-efficient against lower level monsters.

SW:Pain cooldown

This is the number of seconds Glider will expect Shadow Word: Pain to last. If you have talents that change the duration of the spell (or you use a different instant spell in that slot and want to adjust casting rate), enter the correct value here in seconds.

PW:Shield cooldown

This is the number of seconds between casts of PW: Shield that Glider will wait. If you have talents to change the length of the "Weakened Soul" debuff, enter the correct value here in seconds.

PW:Shield at combat start

If you want Glider to cast PW: Shield during pull or immediately on ambushes, select this. This uses up more mana during combat, but can increase safety. By adjusting the Mind Blast cooldown to a high value (30 seconds or so), you can use this option to have Glider quickly cast a bunch of spells at the beginning of combat, then finish off the monster with wand/melee. This allows mana regeneration during combat and can greatly reduce downtime.

PW:Shield always on

Enable this if you want Glider to re-cast the shield during combat all the time when it's ready. This will also cause Glider to shield *before* pulling, instead of after the initial round of pull spells.

Wand between Mind Blasts

By default, Glider will melee between spell casts in combat. Setting this option causes Glider to

use your wand instead, firing it repeatedly until another Mind Blast is ready. Use this option if you have a good wand or are fighting ranged/caster opponents or just want to skillup your wands.

Mind Flay on pull

If this option is checked, Glider will attempt to cast Mind Flay on monsters as they approach from the pull. Mind Flay is only cast when a monster is at about 2/3rds of your pull distance, so it will not always be used.

Skip flay if too far

By default, Glider will wait for monsters to approach flay range when pulling, which is very handy against melee attackers. If you are fighting casters or ranged attackers, turn this on to bypass that wait, since they often won't approach. Glider will check once for flay range at the beginning of combat and skip the flay completely if the target is too far away.

Mind Flay runners

Turn this option on to have Glider cast Mind Flay when it detects a monster is running away. If you want to just continue the usual combat (wand, Mind Blast, etc) instead of flaying, turn this off.

Use Shadowform

Enable this if you have the talent for Shadowform, as it can greatly increase experience/hour.

Use Vampiric Embrace

Enable this if you have Vampiric Embrace. When Glider begins a fight with health below 85%, it will throw on a Vampiric Embrace to help top off your health. If you are fighting ranged attackers or casters, disable this or set your pull distance to 30 yards or below, as Glider will wait a few seconds for the monster to enter the 30 yard fixed range of Vampiric Embrace, causing you to take a few extra hits on long pulls.

Priest Action Bar

Before gliding, set up two action bars with the following spells on each bar.

Main Combat Bar (Shift + 5)

1	Shadow Word: Pain
2	Mind Flay
3	Mind Blast
4	Shoot (wand)
5	Power Word: Shield
6	Renew
7	Flash Heal
8	Fade
9	Shadowform
0	Vampiric Embrace
-	Potion

Rest Bar (Shift + 6)

1	Eat
2	Drink
3	Power Word: Fortitude
4	Inner Fire
5	Heal
6	Dispel Magic
=	Hearthstone

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Rogue

For Rogue play, Glider pulls with a ranged attack and then uses the normal Sinister Strike/Eviscerate combination to build up combination points and damage. At the beginning of a fight, it can also attempt to Gouge, then sneak behind the monster and Backstab. This helps keep your damage down while building up combination points quickly. Glider uses Evasion when you are taking too much damage.

Glider reads the number of combination points you have from the game and doesn't rely on counting its own Sinister Strikes or other skills. If you have talents that reward extra combination points on certain moves, they will help speed the killing process by causing Glider to fire big Eviscerates more often.

A note on poisons: you can drag the same poison into both poison shortcut slots if you want Glider to apply the same poison to both weapons.

Rogue action bar

Rogue Options

Pull Distance

This is the number of yards away that Glider will attempt to "pull" monsters while patrolling. When a monster within this range is encountered, Glider will pull the monster with a ranged attack or approach for Cheap Shot, depending on your choices. If you are using a ranged attack, this number should be the maximum range of your attack. If you're opening with Cheap Shot, this is how far you want to wander from your waypoints to pick a fight.

Sinister Strike cost

This is how much energy is needed for a Sinister Strike. If you have talents that change it from the default value of 35, enter the appropriate number here.

Eviscerate multiplier

This value is used by Glider to determine when to use the Eviscerate skill. To determine when to Eviscerate, Glider multiplies your combo points by this number and checks it against the monster's health. For instance, if you leave this at the default value of 10, then Glider will Eviscerate a monster with 40% health at 4 combo points, 30% at 3 combo points, etc. If you raise this number, Glider will Eviscerate more often with fewer combo points. If you lower this number, Glider will wait for the monster to be closer to death, Eviscerating less often with more combo points.

Note: Glider always Eviscerates at 5 combo points, regardless of monster health.

Evasion cooldown

This is the number of seconds that Glider has to wait between using the Evasion skill. If you have talents to lower this time, enter the correct value here.

Kick below life

If you have Kick enabled, Glider will only interrupt spells when monsters have this much life or less. This can be used to make sure Kick is cooled down when fighting healers, so it's not wasted on other spells. If you want Glider to always interrupt spells, regardless of monster life, put this value to 100. Note that Glider won't start saving energy for the kick until this level is reached, so if you find that healers are still getting their spells off, increase this value to give yourself more time to save energy.

Poison main hand

If you want Glider to automatically apply poison to your main hand weapon, set this option and

drag your poison from your inventory to the main hand poison slot as described below in action bar settings. Glider will automatically put more poison on your weapon when it has worn off, as long as you still have some.

Poison off-hand

If you want Glider to automatically apply poison to your off-hand weapon, set this option and drag your poison from your inventory to the off-hand poison slot as described below in action bar settings. Glider will automatically put more poison on your weapon when it has worn off, as long as you still have some.

Use Stealth

Disable this if you want your rogue to patrol without stealth. This can greatly speed up gliding if you are in party mode or gliding mobs of a much lower level to farm a particular item. Note that Cheap Shot does not work without stealth, so either pull with a ranged attack or place a different attack in Cheap Shot's slot, such as Sinister Strike.

Stealth only on pull

Enable this option to cause your rogue to only use stealth when it's about to attack. Otherwise, it will move around without stealth.

Use Cold Blood

If this option is set, Glider will attempt to use your Cold Blood talent, when cooled down, before Eviscerates and Backstabs. This can result in spectacular damage, so enable this if you have Cold Blood.

Use Blade Flurry

Set this if you have the combat talent Blade Flurry and want Glider to use it during combat. Glider will set it off when it's cooled down and you have enough energy.

Save Blade Flurry for adds

If you're using Blade Flurry and want Glider to save it for additional attackers, enable this. Glider will only set off Blade Flurry when a second monster attacks you while you're fighting.

Use Adrenaline Rush

Set this if you have combat talent Adrenaline Rush and want Glider to use it. Glider will set it off when cooled down at the beginning of melee combat, resulting in a very fast kill every six minutes.

Save Rush for adds

If you want to have Glider only use Adrenaline Rush when attacked by extra monsters, enable this. This is not normally required if you're using Blade Flurry for adds, but may be necessary if you're gliding particularly difficult or dense areas.

Chase runners

By default, Glider will use the ranged attack to try and finish off runners. If you'd rather chase them and melee them down, set this. It can help kill them before they get too far, but some monsters are too fast and will lead you into trouble.

Use Backstab

If this is set, Glider will use Gouge + Backstab at the beginning of combat to pile up combo points and damage. If you don't have a dagger or otherwise don't want to use that combination, turn this off.

Use Vanish

Enable this option to allow your rogue to vanish in dangerous situations. If Glider detects your health is getting too low, it will vanish and try to run to a safe spot. Make sure you have plenty

of Flash Powder on hand when using this option. Also, do not use this when gliding in areas with drop-offs or lots of obstacles, as Glider may run off a cliff or get stuck trying to escape. Lastly, do not use this option when gliding against monsters that apply damage-over-time effects or the Faerie Fire debuff, as vanish will not work in those situations.

Use Kick

Turn this on when fighting casters to have Glider automatically interrupt their spells. This slows Glider down a bit, because it will save energy to have the kick available when the spell casting starts, so disable this when gliding non-casters.

Use Riposte

If you have the talent combat Riposte, enable this to allow your rogue to use it after a parry. This increases kill speed and lowers the damage you take when fighting armed opponents.

Open with Cheap Shot

Instead of pulling with a ranged attack, Glider can sneak up to the target and open combat with a Cheap Shot. This helps efficiency with the stun and extra combo points, but should not be used in congested areas or regions with a lot of walls, trees, or fences. If you don't have Cheap Shot, leave this off.

You should always open with Cheap Shot when fighting casters or ranged attackers, as the pulling ranged attack will not bring them within melee range, causing you to take a few extra hits before Glider figures out it needs to approach.

Use Kidney Shot

If you want Glider to stun more, enable this. Glider will use a single Kidney Shot during combat when enough combo points are available. Note that this may slow down killing speed when fighting monsters that are easily killed or loosely-grouped, so disable this if you find you are ending combat with little or no health loss.

Rogue Action Bar

Before gliding, set up two action bars with the following skills on each bar.

Main Combat Bar (Shift + 5)

1	Stealth
2	Ranged attack
3	Sinister Strike
4	Eviscerate
5	Gouge
6	Backstab
7	Cold Blood
8	Cheap Shot
9	Evasion
0	Kick
-	Potion
=	Vanish

Rest Bar (Shift + 6)

1	Eat
2	Main hand poison (drag item from backpack)
3	Off-hand poison (drag item from backpack)
4	Riposte
5	Blade Flurry
6	Kidney Shot
7	Feint
=	Hearthstone

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Shaman

Glider plays a melee-focused shaman, pulling with a single ranged spell, casting Lightning Shield, and only shocking when mana is plentiful or the monster is running away or casting a spell. Glider can optionally lay down an offensive totem at the beginning of combat as well.

If your health gets too low and Glider casts a heal, it can also drop a totem before healing (assuming a panic situation). You can use any totem you think will help avoid further damage. The defensive totem goes in slot 2 of the action bar.

Shaman action bar

Shaman Options

Pull Distance

This is the number of yards away that Glider will attempt to "pull" monsters while patrolling. When a monster within this range is encountered, Glider will attempt to initiate combat with Lightning Bolt. If you have talents to increase your range, you can enter a higher value here. Glider will not approach the monster to pull, so if you increase this number too high, it will simply stop and generate "Target is too far away" messages trying to pull.

Totem duration

If you are starting fights with a totem, this is the number of seconds the totem lasts. Glider uses this time if a new pull begins near an existing totem. If the totem is younger than this time, then Glider doesn't lay a fresh totem. For best results, this should be 10-15 seconds shorter than the actual duration of the totem, otherwise Glider may skip a new totem and the old totem will expire near the beginning of the fight.

Shock mode

Glider can be configured to use your shock in three different modes, depending on the types of monsters you are fighting.

- Spam: Glider simply casts Earth Shock at the monster every time it is cooled down and your mana percentage is above the value you specify. This is the simplest mode and should be used when fighting beasts or monsters that do not cast spells or run.
- Runners: similar to Spam, but Glider will not Earth Shock the monster any more once it goes below medium health. Instead, Glider will keep the Earth Shock ready for when the monster runs. The mana limit you configure is used to control whether Glider will shock the monster before running, but this value is ignored when the monster runs. In other words, Glider will *always* cast Earth Shock at the runner, even if your mana is below the mark.
- Interrupt: Glider will not use Earth Shock at all, unless the monster begins casting a spell. If the monster is below the life threshold you specify, then Glider will interrupt the spell with Earth Shock. When interrupting, the mana limit is ignored - Glider will *always* try to interrupt a spell if the monster's health is within range.

Shock mana

When using Earth Shock in Spam or Runners mode, Glider checks this value to see if you have enough mana to cast a shock. If your mana is below this percentage, no Earth Shock is cast. Note that when a monster actually does run, this value is ignored and the shock is always cast.

Interrupt below life

When using Earth Shock in Interrupt mode, Glider will only interrupt monsters below this

percentage of life. Set this to a low value if you find your shaman is interrupting healers when they cast offensive spells and then is unable to interrupt heals. If you want to interrupt every spell, regardless of the monster's life, set this value to 100.

Start fight with totem

Glider can be configured to throw down a totem at the beginning of each fight. If you enable this option, put your desired totem in slot 5 of the combat bar (Shift+5 by default). Use whatever totem you prefer in normal combat to complement your fight - Searing, Strength of Earth, Windfury, etc. Keep in mind that totems can use a lot of mana, so be careful not to cause yourself downtime by throwing out huge totems all the time.

Earthbind runners

If this option is enabled, Glider will automatically drop an Earthbind totem when the monster's health gets low. This is very useful to keep runners in place. Be sure to turn this off if you're fighting monsters that do not run. You should also turn off shoot runners, since running monsters will probably not get very far and are safe to melee down.

Tip: Earthbind is an earth totem, of course, so if your shaman lays down a different earth totem at the beginning of combat, then this totem will overwrite it. Use a different element (or no totem) at start of combat if using this option.

Shoot runners

If you want Glider to cast a Lightning Bolt (if Earth Shock is down or configured off) at runners, set this option. Otherwise, it will chase them down and continue melee.

Nature's Swiftmess on heal

If you have that talent, turn this on to allow Glider to use it when casting heal spells. This helps Glider survive quite a bit.

Fast melee

If this is set, Glider will not wait for monsters to approach when pulling and will charge right in. Use this when gliding casters and ranged attackers to avoid standing around for a few seconds after the first cast.

Pull with shock

If you'd rather pull with a shock, set this and Glider will not wait around casting Lightning Bolt to pull. If you enable this and fast melee, Glider will rush in immediately while shocking. Be sure to adjust your pull distance (and walk-to-pull, if applicable) accordingly, since Earth Shock has a shorter range.

Use totem when healing

By default, Glider will drop an extra totem when it needs to heal, as it assumes the combat is going bad. If you want to disable this behavior, simply clear this checkbox.

Shaman Action Bar

Before gliding, set up two action bars with the following spells on each bar.

Main Combat Bar (Shift + 5)

1	Lightning Bolt
2	Stoneskin Totem (or other defensive totem, cast when healing)
3	Earth Shock

4	Lightning Shield
5	Searing Totem (or other attack totem)
6	Earthbind Totem
-	Potion

Rest Bar (Shift + 6)

1	Eat
2	Drink
3	Rockbiter / Windfury (or other weapon enchant)
4	Healing Wave
5	Nature's Swifttness
=	Hearthstone

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Warlock

Glider assumes an affliction-spec'd warlock for solo-grinding. Its mode of operation is to load up with Curse of Agony, Corruption, and Immolate; then it will drain-tank until the monster is dead. You can use any of the standard pets. It will automatically let the pet take initial aggro at the beginning of combat to unload curses and a quick Lifetap, resulting in a very efficient kill.

Depending on the pet you have chosen, Glider will use some of its special abilities as follows:

Voidwalker: Glider will sacrifice the voidwalker in emergencies. Also, put Suffering on auto-cast to have your demon automatically use it when you get an extra attacker.

Succubus: put Seduce on auto-cast to have your demon automatically seduce extra humanoid attackers.

Felhunter: Glider will automatically Spell Lock enemy casters to try and interrupt their spells when they reach a certain health percentage. Note: disable autocast on Spell Lock for this to work properly.

Glider assumes the pet action bar is set to default for these abilities. If you have re-arranged the bar or remapped your Ctrl-# keys to other functions, edit the key mappings to the correct values.

If the pet is killed in combat, Glider will re-summon it and collect a shard as necessary.

Warlock balance: if your warlock is demonology-spec'd, you might want to use lower ranks of Curse of Agony, Corruption, Immolate, and Drain Life. This can help your voidie maintain aggro from the monster being attacked and results in very smooth, uninterrupted gliding. If you're affliction-spec'd or don't mind using up a bit of extra water/food, load up the action bar with the highest rank of all your damage spells and let it fly.

Warlock action bar

Warlock Options

Pull Distance

This is the number of yards away that Glider will attempt to "pull" monsters while patrolling. When a monster within this range is encountered, Glider will attempt to initiate combat with a curse. This number should be the maximum range you can cast a curse. If you are using the imp and allow it to attack, you can enter a higher value here to cause the imp to move forward and attack, pulling the target close enough to you to be hit with your spells. Be careful in heavily-populated areas when doing this.

Pet

Specifies the pet being used.

Pet attack

If this is true, Glider will order your pet to attack during combat. When using the voidwalker, this should be true. For the imp, you can leave this false if you're relying on it for Dark Pact and don't want it to use up all its mana in combat.

Dark Pact

If this is true, Glider will use Dark Pact to regenerate mana between fights. This saves a lot of water and downtime, if you have the skill. If you're using the imp, disable pet attack to keep it from running out of mana.

Prevent runners

This allows Glider to automatically cast Curse of Recklessness on monsters as they approach low health. This is incredibly useful for gliding areas with monsters that run, but should be turned off when fighting regular opponents.

Farm Shards

Glider can be configured to automatically farm a certain number of shards and then hearthstone. By entering a value here, you can tell it how many shards you want to collect. As it kills, it will attempt to drain the soul of each monster it kills. After this number of drain souls, it will automatically use your hearthstone and stop automatic processing, then exit the game.

To disable farming, leave this field blank.

Shard on 1-Kill

Controls whether Glider will attempt to create a shard when you use the 1-Kill command (or Next Track, if media keys are enabled).

Fear additional attackers

If this is true, Glider will automatically cast Fear if it detects an extra attacker. Do not use this if you are gliding areas where scared monsters will bring back friends. You should also disable this if you're using the Succubus in an area with humanoids and just enable auto-cast in the game on Seduce instead.

Detect Nightfall

If you have the Nightfall talent and you want Glider to use it when it goes off, enable this option and Glider will cast a Shadowbolt every time it can. Note that this uses up a lot of mana, so it may actually slow down gliding unless you have Dark Pact also. It does make gliding safer, however, by getting done with combat faster.

Use Death Coil

If you have the skill and want to allow Glider to use it in combat, enable this option. Glider will automatically cast Death Coil when your health gets somewhat low (under 50%).

Use wand

If you want your warlock to use a wand for the bulk of combat, select this. Instead of using Drain Life/Life Tap, your warlock will switch to the wand after pulling. Other combat spells will still be cast as appropriate, such as renewing DoTs, Drain Soul, and Shadowbolt (if using Nightfall).

Use Immolate

By default, Glider will cast a single Immolate at the beginning of combat after applying Corruption and the Curse. If you wish to skip this, turn this option off.

Use Soul Link

Enable this if you want Glider to keep your Soul Link effect (if you have it) active.

Warlock Action Bar

Before gliding, set up two action bars with the following skills on each bar. Glider will use your healthstone if you get low on health, so be sure to set up the combat and rest bars with the healthstone and spell, as described below.

Main Combat Bar (Shift + 5)

1	Life Tap
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2	Curse of Agony
3	Corruption
4	Immolate
5	Drain Life
6	Drain Soul
7	Curse of Recklessness
8	Fear
9	Shadowbolt
0	Healthstone (item, drag from backpack after creating one)
-	Potion
=	Wand

Rest Bar (Shift + 6)

1	Eat
2	Drink
3	Dark Pact / Soul Link
4	Demon Armor
5	Summon Imp
6	Summon Voidwalker
7	Health Funnel
8	Summon Felhunter
9	Summon Succubus
0	Create Healthstone (spell, drag from spellbook)
-	Death Coil
=	Hearthstone

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Warrior

Glider plays a basic battle stance warrior with a few different skills. When no other action is available and rage permits, Glider uses Heroic Strike. You can put any shortcut you want on your main combat bar (Shift + 5) to replace Heroic Strike, such as Mortal Strike. Cooldown between strikes is configurable.

Warrior action bar

Warrior Options

Pull Distance

This is the number of yards away that Glider will attempt to "pull" monsters while patrolling. When a monster within this range is encountered, Glider will attempt to initiate combat with a ranged attack. This should be the maximum range of your ranged weapon. Glider will not approach the monster to pull, so if you increase this number too high, it will simply stop and generate "Target is too far away" messages trying to pull.

Heroic Strike cooldown

This is the number of seconds between usage of Heroic Strike (or other common move in its place on the action bar). Once this amount of time has gone by, Glider will execute Heroic Strike, rage permitting. If you set this value to zero, Glider will continually spam Heroic Strike each time it has enough rage, effectively preventing Sunder Armor from being used. You can set this to a higher value to create a delay between usage that allows rage to build for Execute and other moves.

Heroic Strike cost

This is the amount of rage you need to have for Glider to use Heroic Strike - or whatever skill you've specified. If you have talents to lower the cost of Heroic Strike, put the correct value here. If you're using a different attack instead, such as Mortal Strike, put its rage cost here.

Shield Bash below life

If you have Shield Bash enabled, Glider will only interrupt spells when monsters have this much life or less. This can be used to make sure Shield Bash is cooled down when fighting healers, so it's not wasted on other spells. If you want Glider to always interrupt spells, regardless of monster life, put this value to 100.

Use Shield Bash

Turn this on when fighting casters to have Glider automatically interrupt their spells. Shield Bash only uses a small amount of rage, so this should always be on if you have a shield.

Pull with Charge

Instead of using a ranged attack, Glider can simply charge the target. This has the advantage of generating rage and the brief stun. It also can move Glider off its route if the charge takes it down a hill - or it can charge into a group. Use this option carefully and only on monsters that are loosely-grouped in flat areas, if possible. Also keep in mind that Charge is limited to a 25 yard range, so enter the correct pull distance above when using Charge.

Use Concussion Blow

If you have the skill, put it in your action bar at the appropriate spot and check this box. Glider will automatically stun enemies when the cooldown is up and rage is available. This helps gliding efficiency quite a bit.

Use Execute

Similar to above, Glider will attempt to execute when rage is available and monster is below

20% health. If you don't have the skill, leave this unchecked.

Use Sunder Armor

This causes Glider to automatically sunder the enemy's armor when rage is available and no better skill has cooled down. It will only sunder twice, since fights are not usually very long. If you wish to disable this behavior, leave it unchecked. This option should not be used when gliding casters or when using Execute.

Chase runners

By default, Glider will use the ranged attack to try and finish off runners. If you'd rather chase them and melee them down, set this. It can help kill them before they get too far, but some monsters are too fast and will lead you into trouble.

Hamstring at low health

Turn this on to automatically hamstring enemies when their health is low. This is very handy against runners.

Use Bloodrage

Turn this on to use Bloodrage when it's cooled down. Glider will set off Bloodrage before pulling, resulting in rapid rage gain. Note that Glider will not use the Bloodrage when your health is below 70%, regardless of this setting.

Use Demoralizing Shout

Turn this on to use a single Demoralizing Shout at the beginning of combat to slow down damage. Do not use this if you're gliding in an area with a lot of yellow (neutral) monsters that may be within range of your shout, as it will cause them to attack.

Use Cleave on adds

Enabling this option will cause Glider to use the Cleave (or other multi-target skill of your choice) when it detects an extra monster within melee range. If you'd rather have Glider continue to focus on the original target, leave this off.

Use Overpower

Turn this option on to have Glider automatically use Overpower when monsters dodge your attacks. This makes a huge difference in speed, particularly if you have talents that raise your crit percentage with Overpower.

Warrior Action Bar

Before gliding, set up two action bars with the following skills on each bar.

Main Combat Bar (Shift + 5)

1	Ranged attack
2	Rend
3	Battle Shout
4	Charge
5	Concussion Blow
6	Heroic Strike / other strike
7	Sunder Armor
8	Execute
9	Hamstring

0	Bloodrage
-	Potion
=	Demoralizing Shout

Rest Bar (Shift + 6)

1	Eat
2	Thunderclap
3	Cleave
4	Overpower
5	Shield Bash
=	Hearthstone

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Advanced Topics

Balance

Gliding is all about balance. Specifically, you want to make sure Glider ends each fight with the most amount of health and mana. The actual time in combat doesn't matter that much, since it's running unattended. But eating and drinking is bad, since you will eventually run out of supplies and you're vulnerable to being killed by a wandering monster.

You can replace any of the spells that Glider is using with other spells. For instance, the Druid class normally pulls with Starfire. That hits hard, but uses up a lot of mana and may cause you to end the fight with full health and 1/2 mana. It would be much better to have the fight go a bit longer and end with 3/4 health and 3/4 mana, since both will probably regen by the next fight. In the Druid case, you can put Wrath in the place of Starfire on the action bar, or just use a lower-rank of the same spell that takes less mana. Or if you have a ton of caster gear, just run with Starfire.

As a second example, consider the Hunter. If you stack up too many ranged skills and equipment, Glider will finish each fight with half mana from all the powerful shot attacks. But if you rely too much on melee, you'll be down on health. With a balance, Glider will finish the fight at 3/4 on each bar and move on to the next kill without resting.

Experiment with different spells or lower ranks of spells to try and make Glider finish each fight with some balance. This is pretty easy to do if you watch it run in automatic for a few minutes and then make your changes. If it's drinking a lot, tone down the spells/ranged. If it's eating a lot, beef up the spells/ranged.

There are three exceptions, however...

Exception #1: Mana-less classes. Rogues and warriors, specifically. Since all you can lose is health, you want the fight to be over as quickly as possible.

Exception #2: Mage. The mage class is all about nuking. And, since it can create its own food and water, the downtime doesn't really hurt. You should always have your best, most-damaging spells configured for Glider to use.

Exception #3: Tough guys. If you are gliding in an area of equal or +1 level monsters, you want to make sure Glider gets the kill before you die. In this case, load up with your best spells and accept the extra consumption of food/drink. Of course, you could just find a better place to glide with -1 to -3 level monsters...

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Chatting

Since Glider uses the keyboard to control your character, you cannot chat or otherwise type during automatic mode. Glider does support a simple chat interface or you can use a second computer to chat.

Chatting with Glider

While Glider is running, tap Control twice to tell it a command is ready. Then press Enter. Glider will begin intercepting your keystrokes and displaying them in its title bar, like an input field. You can type in some text you wish to say or whisper, such as "/g Hey, guys, ready to summon me yet?". Hit Enter when done and Glider will queue the message to be sent when it's out of combat.

Using a second computer

To do this, create a file named chat.txt wherever Glider is installed, which is: `\Program Files\WoW Glider` by default. If Glider sees this file while gliding, it will open it up and send the contents of the file as keystrokes, and then delete it.

Depending on how you have your operating system configured, it should be very easy to share that folder and then access it from your second computer. Check your operating system documentation - we can't answer questions about Microsoft networking.

Keep in mind that the whole file is sent as keystrokes, so begin your messages with the appropriate command. So remember to use the appropriate prefix for the channel you want. For example:

```
/g Yeah, that's way too much for a cracked sash! Just farm one, man.
```

The easiest way to chat is to use notepad on the second computer and re-save the file each time you want to send another message. You can use Ctrl-S to save the file and then Ctrl-A, Delete to quickly clear the contents of the window so you can type another message. With a little practice, you can chat as quickly as in-game - except you're gaining experience and loot while your guildmates are standing around the auction house!

Note: don't use a program that holds the file open, like Microsoft Word. If you do, Glider will be unable to delete it. In such a case, it will complain in the log window and then ignore the chat file until you restart the gliding process.

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Ghost Waypoints

Ghost waypoints work like regular waypoints, but they're only used when you're dead. If you want Glider to automatically resurrect your character when gliding a profile, you have to give it a path from the graveyard to where your gliding area is. This is done by adding ghost waypoints.

To add ghost waypoints, you have two options: the simplest is just to die somewhere on your patrol, which will make the game transport you to the proper graveyard. If you do this, be sure to unequip your items first to avoid durability loss. The other option is to click the "Waypoints" button on the main Glider window and change the waypoint mode to "Ghost", which will allow you to add ghost waypoints while still alive. Make sure you know which graveyard is the correct one for your patrol and walk to it before adding any ghost waypoints.

Once you are at the graveyard, move to your gliding area, adding waypoints with the regular button or media key every so often along the way. Be careful to add lots of waypoints near turns around obstacles or hills, so Glider won't get stuck. The path should go from the graveyard to fairly close to your gliding area. When you die, Glider will walk from the graveyard through this ghost path to the closest regular waypoint. Then it will circle around the waypoints until it finds your corpse and resurrects.

When using ghost waypoints, make sure you go into the main configuration window and turn on automatic resurrection.

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Speedy Macros

If speedy macros are enabled in configuration, Glider will expect a hotkey to be bound to a macro. Instead of typing out its commands, it will simply push a function key. This makes Glider run faster and lessens the chance that it will spew out a script command if you try typing in between commands. If you're not familiar with macros in the game, this may be a little new, but it's not impossible.

Creating the macros

- 1) From inside the game, press Escape.
- 2) Select the "Macros" button on the menu.
- 3) Click the "New" button to create a new macro.
- 4) Pick any icon you like from the list.
- 5) Name the macro "ClearTarget".
- 6) Click "OK".
- 6) For the macro text, enter:

```
/script ClearTarget()
```

Tip: you can copy & paste directly from this help file into the game. Mark the text, press Ctrl-C, then click in the macro window and press Ctrl-V.

- 7) Click the "Complete" button.

Assigning keys

To make it work, you need to bind the macro to F6. The easiest way to do this is enable your right action bar and just drag the shortcut from the macro window to the top slot. Then edit your keybindings to assign F6 to right action bar slot 1.

Test the keys

Make sure you did it right before walking away! To test the macro, simply target anything in the game and press F6. It should clear the target, as if you pressed Escape.

Avoiding Detection

Blizzard frowns on the use of automated tools to play your World of Warcraft character. Since Glider cannot be detected by software currently, it is up to in-game staff (Game Masters) to determine if you are playing the game unattended. They normally do so if a player reports robotic behavior or they otherwise stumble upon you. If you are suspected, the GM will ask you questions and expect a response. If you don't respond, your account will be suspended and, most likely, banned.

Glider can be configured to auto-reply to GM queries and exit the game, but the effectiveness of this is unknown. Your best option, by far, is to be around to respond to such queries and talk to the GM and/or players in question.

Some tips to avoid detection:

Avoid players

Try to glide in quiet areas. There are several areas in the game that are unfinished or otherwise quest-less. Isolated beaches, caves with no treasure or named monsters, and boring open areas are best. It may seem like a convenient idea to have Glider farm for your whelping, but there are many other players also farming for those items. If you want to use Glider in a super-busy area, then use the 1-Kill mode and drive the game yourself. It's still a lot better than grinding fully manual.

Avoid busy times

Business and school hours are the slowest times during the game. Less players on the server = less people to notice you.

Use follower detection.

The more paranoid you are in this respect, the less likely you are to be detected and reported. Setting the automatic logout to 1 minute will cause you to stop a lot of glides, but may save your account.

Stick around

With the chat log alert system, you can be pretty far from the game and still react quickly if a player or GM whispers to you. Just turn down the master volume in the game and turn up your PC's volume. If you hear the tell-tale sounds, come in and deal with the situation yourself. You can even use this to run over night, if you don't mind waking up to the sirens of a GM whisper.

Disable auto resurrection on PvP servers

This may slow you down quite a bit, but it's the safest option. If a player attacks and you don't fight back, it looks a bit suspicious. If you resurrect and don't fight back again, it's ~~very~~ suspicious.

Use auto-stop

Once you gain a few levels in an area, it's not productive to automate there, anyway. You can leave Glider in auto-stop mode for a handy value, such as two hours. Then if you forget about it or get distracted, it won't sit there forever drawing attention. Each time you stop and restart the automatic mode, it resets the stop timer, so it won't stop if you're checking on it regularly and emptying backpacks, repairing gear, etc.

Make a huge list of waypoints

Patrolling in a small circle or line is very suspicious. Glider will attempt to look human by stopping and sitting down if it finds no monsters after a few passes, but this isn't perfect. If you trace out a very large circle to patrol, casual onlookers won't notice the repetition. With a Rogue or Druid, use stealth to trace out a really long path of waypoints. You can also use a higher-level character to make the waypoints (just ignore the monsters as you run), then switch

to your lower guy to run them, too.

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Party

Glider can be configured to run in "party mode", which is useful if you have multiple computers to run a party. Note that you will require one Glider key and one registered World of Warcraft account per computer for party mode. If you wish to use party mode to have a single Glider following you as you play, you do not need a second Glider key.

Important: when running in party mode, set the loot option to "free-for-all" if you want all Gliders to be able to loot.

Mode

Solo

When in solo mode, Glider assumes no other party members are around. This is the default, non-party mode.

Follower

When Glider is set up this way, you tell it the name of a leader character. It will automatically stay near that leader character and engage in combat when the leader acquires a target or gets attacked by a monster. It will continue to defend itself as normal. If the follower dies, it will attempt to run ghost waypoints for whatever profile is loaded, so be sure to load the same profile as the leader, if the leader is a Glider.

If the leader is a human player and you're just using the follower mode to allow you to direct the character, it doesn't need any particular profile loaded.

Leader

When Glider is leading, it assumes all other party members are also Gliders, thus requiring a key for each member. Enter the character name and the Glider product key of each follower when setting up the leader. It will automatically wait for the other party members to stay close and manage targetting when in leader mode. If a party member dies, the leader will wait for it to resurrect before continuing.

Options

Handle extras

If you want this character to handle extra attackers, set this option. If another monster engages the party, this character will break off combat with the current one and engage the new monster. Do not use this option on any character if you are using a form of crowd-control (polymorph, fear, etc). In general, this option should be set on survivable characters such as hunters, warriors, paladins, druids, and shaman.

Buff others

By default, Glider will attempt to buff other party members with applicable spells such as Arcane Intellect and Mark of the Wild. If you want to disable this for any reason, such as having two party members of the same class, then turn this off. Note that a character will always buff itself, regardless of this setting.

Heal: Dedicated

If this is set, healing other party members will take priority if this character is a shaman, druid, paladin, or priest. Instead of engaging monsters, this character will simply tag along with the party, healing and buffing as necessary. If a monster targets the character, it will simply melee back and heal itself, so be sure your other party members are around. In dedicated healer mode, the character will still contribute a bit to combat when mana is available, such as using a single DoT or helping to slow runners. If you want your healer to not use any of those spells,

simply remove them from your action bar when you see them being cast.

Heal: Normal

In normal mode, healing classes will heal other party members when necessary, but will not focus on it. They will still attack normally. Note that the actual trigger levels of healing change in this mode, so that a healing class will wait for another party member to reach a lower health before breaking off the attack to heal. For example, a priest will cast Flash Heal on an injured party member at 75% health in dedicated mode, but 65% in normal mode.

Heal: Never

In this mode, the class will never heal others. This can be used to keep druids in cat form or if you have two healing classes and don't want them slowing each other down healing.

Looters

This is the number of characters that you have in the party that you want to loot and can be a number from 1 to 5. This should be set to the same value across all Gliders in the party.

Loot position

This is a number from 1 to the number of looters in the party. For example, if you have a party of 2 Gliders, then both should be configured with the "Looters" set to 2. One of the Gliders should have "Loot position" of 1, the other should have "Loot position" of 2. If you also added a third, non-Glider party member, simply set the looters to 3 for the Gliders and that person should know to go pick up whatever the Gliders leave.

Leader

For the leader mode, enter each party member's name and the party member's Glider product key. If you wish to have human, non-Glider players also following the leader, simply leave them out of the list and stick near the leader.

Follower

Leader name

This is the name of the leader of the party as it appears to other players in the game. Be sure to enter this properly or Glider will not be able to find and follow the leader.

Attack delay

This is a delay, in seconds, that this character will wait before engaging new targets that the leader sets. Use this if you need a few seconds for your leader to build up the monster's hate, otherwise set it to zero.

Use /follow

If this is enabled, Glider will issue a /follow command after approaching the leader to stay close automatically.

Limits

(these fields are in the "Limits" tab of configuration)

Leader wait for followers

This is how many yards away the leader will allow all of the followers to be before moving on. When running in Leader mode, Glider uses this to know when it's ready to move on to the next monster. If any followers are outside of this range, the leader will stand still and not select any targets until all of the followers are within range.

Follower walk start

When running in follower mode, Glider will begin walking towards the leader when it is this many yards away. If your character is within this number of yards of the leader, it will simply stand and wait for the leader to walk out of range or select a target.

Follower walk end

Once a follower begins walking, it will continue walking until it is this close to the leader. Make sure this value is a few yards lower than walk start, otherwise the follower will become jerky by stopping and starting too often.

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Invisible Mode

When running Glider in "invisible mode", all interface options are bypassed. Glider does not create a window at all, which makes it very hard to detect. Of course, with no window, there is no visible interface, so you must be fairly familiar with Glider to use this.

Suggested operation is to use Glider as normal when you are creating a new profile or tinkering with setup options that require a lot of changes. Once you have it working properly, shut everything down and restart in invisible mode for gliding.

Using invisible mode requires extensive use of the hotkeys. In addition, you can get some feedback from Glider by examining Glider.log while running, since entries are written there in real-time.

Once you have become used to working with Glider, you'll find that you can run it in invisible mode all the time. Simply use the hotkeys to create a new profile. You can record your waypoints and faction list normally, then use the save hotkey to save it. Other profile options can be easily edited with Launchpad after you save and exit. Note that waypoint adding mode in invisible mode is always automatic, so regular waypoints will be added when you are alive, ghost waypoints when you are dead.

Note that the remote control interface still works normally with invisible mode, so you can use telnet or other admin tools for some extra functionality as well.

Configuration Options

When using invisible mode, a new tab will appear in the configuration window for setting some options.

Profiles

To set Glider's initial profile, click the "Set" button next to it here. You can also set 3 profiles that can be easily loaded via keyboard shortcuts as well here.

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Key Mappings

Introduction to Key Mappings

Changing the key mappings enable you to control exactly what keys and action bars Glider uses for all functions. You can move keys to different bars, add/remove shift state (Ctrl/Shift/Alt), even disable keys. Once you've made changes to the key mappings, remember that the help file's examples might be incorrect, since they may refer to keys you've changed.

When Glider starts, it will automatically look for a file named "Keys.xml". If this file exists, Glider will load it and process its contents as a set of keymaps. If the file is not there, Glider simply runs with the default key settings listed in the help file.

Creating the keys file

To create the keys file, simply go into the Configuration window for Glider, select the Keys tab and click "Save" in the key mappings panel. You can do this any time to cause Glider to save its key settings. This is particularly useful when new keys are added to Glider and you want to change them: load the new version of Glider, click "Save" for the keys, and the new ones will be there along with all of your existing changes.

Loading the keys file

As mentioned, Glider loads the key file when it starts. You can also click the "Load" button in Configuration to force a reload of the keys. This should normally be done after you've made some changes to the file.

Editing the keys file

The keys file is an XML that can be edited with any editor, such as notepad. For specifics on editing, check out the next topic.

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Editing Key Mappings

Each key mapping in Keys.xml is a single <Key> element. Here are a few examples:

```
<Key KeyName="Common.BarCombat" BarState="Indifferent" ShiftState="Shift" Char="5" />
<Key KeyName="Common.BarRest" BarState="Indifferent" ShiftState="Shift" Char="6" />
<Key KeyName="Common.ClearTargetMacro" BarState="Indifferent" ShiftState="None"
VK="F6" />
<Key KeyName="Common.PetAttack" BarState="Indifferent" ShiftState="Ctrl" Char="1" />
<Key KeyName="Mage.ConjureWater" BarState="Rest" ShiftState="None" Char="4" />
<Key KeyName="Priest.Renew" BarState="Combat" ShiftState="Alt" Char="6" />
```

The <Key> element has three required attributes and two optional ones.

KeyName

This is set by Glider and should not be changed, as it is the key being edited. Each class has its own set of keys, which you can easily find by checking the file.

BarState

This is the action bar state that the key requires. When Glider sends the key, it will switch action bars if necessary, depending on the value here. Possible values:

Indifferent - the key can be pressed regardless of what action bar is current.

Combat - Glider will select the combat bar, if not already selected, before sending the key.

Rest - Glider will select the rest bar, if not already selected, before sending the key.

ShiftState

This is any extra keys that should be held down when Glider presses the key. It can be a combination of multiple values separate by commas such as "Shift,Ctrl" if you want Glider to hold both keys down. Possible values:

None - Glider simply sends the key.

Shift - Shift is held down while sending the key.

Ctrl - Ctrl is held down while sending the key (normally used for pets).

Alt - Alt is held down while sending the key (normally used to self-target).

Char

If you specify the Char attribute, Glider expects the key to be a regular character: one that can be displayed on the screen. Letters, numbers, and punctuation all fall into this category.

VK

If you specify VK, Glider will expect a virtual key code to be provided. This is normally used for non-printable keys, such as function keys, arrow keys, backspace, etc. When using a VK, you must provide the numeric VK value, with the exception of function keys, which can be referred to as "F1" through "F12". You can easily find virtual key codes by searching the web for "virtual key codes".

Important: Glider is expecting the virtual key code in decimal. If you are using a list containing hexadecimal values (numbers + A, B, C, D, E, F), then convert the value to decimal first. You can use the windows calculator to do this if necessary.

Selecting Rest/Combat Bars

Controlling which action bars are used by Glider for combat and rest is done through keymapping. To change the bars, simply put different numbers in for the BarCombat and BarRest keys and reload the key mappings.

In order for inventory detection to work for various functions (rogue poison, bandages, mage food/water), make sure that you specify a numeric value (1-6) for the action bars and not a letter, if you're using custom UI mod to change your action bars.

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Event keys

Glider comes with six keys that you can configure for certain events. By default, all of the event keys are set to "Undefined", meaning Glider will never send them. By editing the Char or VK values for these keys in Keys.xml, you can cause Glider to send a keystroke at certain times. This is normally used to fire off a macro or UI mod to do whatever you want. You should only define these keys when using them, as it will cause slight delays in gliding.

When sending these keys, Glider will wait until your character finishes any animation before moving on, so you can cast channeled spells or use items that channel (oil, poisons, etc).

To use them, simply change the key in Keys.xml to a valid Char or VK value. If you want to stop using a key, set it to Char="Undefined" to keep Glider from trying to press it.

Non-Spell Events

There are three keys that Glider will press around combat and looting. The three are:

- Common.PreCombat: Sent after selecting a target, but before the first pulling action.
- Common.PostCombat: Sent after successful combat with a target.
- Common.PostLoot: Sent after successfully looting a corpse.

Tip: you can use ShiftState="Shift" to force Glider to hold down the Shift key while sending the key. This is very useful for firing macros that automatically open items, since it will cause the game to autoloot.

Spell Events

If you want to make macros to automatically drink buff potions, use scrolls, or other custom activity, you can use the three timered events. When one of these keys is defined, Glider will stop running and press the key every so often, according to the key definition.

The timed keys are checked out of combat, so there can be a gap longer than the specified time. For instance, if Glider begins combat with 10 seconds left before checking Common.Time1 and the combat lasts 30 seconds, then a bit more than a minute will have elapsed between keystrokes.

Note that the timers are always reset when a glide is started.

- Common.Time1: Sent approximately once every minute (55 seconds if uninterrupted).
- Common.Time5: Sent approximately once every 5 minutes (4:30 if uninterrupted).
- Common.Time30: Sent approximately once every 30 minutes (29:00 if uninterrupted).

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Launchpad

Starting Up

When starting the game and Glider, always use the Launchpad tool to launch both programs. Once you have logged into the game and selected your character, click the "Attach" button to have Glider attach to the game. You can log out and switch characters/accounts and continue to re-use the "Attach" button without having to restart the game.

For maximum safety, do not restart either the game or Glider outside Launchpad. If you stop either one, then kill the other and start fresh from Launchpad.

Updating and Versions

When you start Launchpad, it will show your installed versions of Glider and Launchpad versus the current ones available at www.wowglider.com. If either is out of date, you can click "Update" to automatically install to the current rev. Note that if your version is newer than the current production version, which means you are beta-testing a pre-release, the download button will not be available.

Shadow enable

Launchpad can be configured to install a tiny kernel-mode driver when running in order to prevent other processes (specifically WoW) from seeing Glider. Enable this option for the most security. Because the software requires running as a driver, there is a slight risk of a system crash. If you experience a blue-screen or sudden reboot, disable this option.

As a driver, many anti-virus and anti-spamware tools will assume it's a rootkit being installed by malicious software. If you get error messages from Launchpad or your anti-virus toolkit, add Launchpad.exe to its trusted or exceptions list, if possible.

To remove the driver, simply start Launchpad and turn off shadow enable.

Important: shadow options are currently not supported on Windows XP 64, as the method for hooking kernel calls is no longer supported. These options work fine on standard 32-bit Windows XP, even if you are using a 64-bit processor such as an Athlon64 or newer Pentium.

Shadow process

Launchpad can also remove the Glider process from the process list by altering a small kernel structure through the Shadow driver. This option enhances security but, as with any rootkit-like technology, adds risk that your system may encounter a blue screen. Disable this option if you are seeing system crashes.

Glider debugging

Enabling this will cause Glider to write extensive debugging information to Glider.log while running. This should be enabled when troubleshooting strange behavior or problems, as the information in the log will often indicate what's going on. Disable it at other times, since it wastes disk space and makes Glider run slower.

Use WoW Launcher

To have Launchpad run the WoW Launcher instead of the game directly, enable this. This is useful for the WoW Launcher's virus-scanning functionality and news display, but may cause Glider to have difficulty attaching to the game. It also creates a slightly higher risk of detection by forcing Glider to alter permissions on the game's process object when opening it, so do not use this option for extended periods of time.

Invisible mode

Enable this option to run Glider without an interface. When this is set, the Glider window is not created at all, hiding Glider from various checks that could be used to find it in the insecure

Windows structures. All control for Glider must be done via the keyboard, so be sure you're comfortable using Glider before enabling this. For more information, check the specific invisible mode help topic.

SecCheck

To have Launchpad check Glider for common misconfigurations or other possible detection risks, click this button. A new window will appear with details of the check. Note that Launchpad will automatically remind you to check every seven days or every time you update Glider.

Launch!

This button starts Glider and the game, which should be your normal process of startup.

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Registration

If you like the demo mode of Glider and want to register it to run forever, you can do so here for \$25:

<http://www.wowglider.com/Register.aspx>

We currently accept payment via PayPal.

When you register, you will receive an 8-digit or 12-digit product key that you can enter into the configuration window. Once you have entered the key, Glider will not stop after a few minutes. Also, the annoying delay at startup is removed for registered customers.

Your product key will continue to work with future versions of Glider as we add more features or just patch it to keep up with the game.

Important! Your product key is used when Glider starts to retrieve various information about your copy of the game. If you share your key with other players and too many startup requests are made from it, we will lock the key! So, for your sake, don't share it.

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