

# DragonBot Pro

## User Manual

Version: 05/03/2011



DragonBot Pro by Dragonight

Official website: [www.dragonbotpro.com](http://www.dragonbotpro.com)

Forums: <http://www.dragonbotpro.com/forums>

Downloads: <http://www.dragonbotpro.com/private.asp>

**DragonBot - not only EASY to use, but also FUN to use!**

## Table of Contents

(1) Welcome .....	- 1 -
(2) System requirements .....	- 1 -
(3) How to use DragonBot? .....	- 2 -
(4) Hot Keys .....	- 4 -
(5) Modes / Other Features .....	- 5 -
(5.1) AutoShot (End / Insert): .....	- 5 -
(5.2) Speical Mode (Ctrl+S): .....	- 5 -
(5.3) Nak Underground Mode: .....	- 5 -
(5.4) Backshot Mode (Ctrl+B): .....	- 5 -
(5.5) Screen Mode - Closest Enemy (Alt+1): .....	- 7 -
(5.6) Mirror .....	- 7 -
(5.7) Tornado Aim .....	- 7 -
(5.8) Turtle Fork Shot .....	- 8 -
(5.9) Perfect Trico Balls .....	- 8 -
(5.10) Force Ready .....	- 8 -
(5.11) EasyShot .....	- 8 -
(5.12) Tag Reveal .....	- 8 -
(5.13) Players Info .....	- 8 -
(5.14) LongShot (Screen Mode) .....	- 9 -
(6) Plugins .....	- 10 -
(6.1) Plugin Owners .....	- 10 -
(6.1.1) Commands .....	- 10 -
(6.1.2) Buttons .....	- 10 -
(6.2) Anti - Plugin .....	- 10 -
(6.2.1) Buttons .....	- 10 -
(6.2.2) Features .....	- 10 -
(6.3) Automation – Plugin .....	- 11 -
(6.3.1) Commands .....	- 11 -
(6.3.2) Buttons .....	- 12 -
(6.4) Hacks – Plugin .....	- 12 -
(6.4.1) Commands .....	- 12 -
(6.4.2) Buttons .....	- 20 -
(6.5) Crash – Plugin .....	- 21 -
(6.5.1) Commands .....	- 21 -

## **(1) Welcome**

Congratulations on becoming an owner of DragonBot Pro! You made an excellent choice and we hope you will enjoy all its capabilities.

DragonBot has a long tradition since 2004, so this is the best aimbot in the world. There is no other aimbot in the world that is capable of being better than DragonBot Pro, because it is constantly updated and Dragonight is always adding new functions to it. As the plugins that were added recently and is already making a greater success.

Best of all is that if one or more features are added in the DragonBot Pro or in the plugin that you already own, you pay nothing extra for this, just that you upgrade your DragonBot Pro to the latest version for free.

You can add in your license the following plugins:

**Anti, Automation, Hacks and Crash!**

Each has a set of special functions that I describe later on.

You can buy them here: <http://www.dragonbotpro.com/buy.asp>

If you own the DragonBot Pro and is not happy, please notify us in our [forum](#) and explain what's wrong with it, I'm sure some member will be happy to assist you and answer all your questions.

By the way, there is no report of members who are not satisfied with the DragonBot Pro, the contrary, there are only happy members! ^\_^

## **(2) System requirements**

**Supported Operation Systems:** Windows XP, Windows Vista, Windows 7 (Both 32bit and 64bit versions)

**Supported Game Versions:** Gunbound World Champion (GBWC), Gunbound Latino (GLS), Gunbound Brazil (GBS), Gunbound China (GBCN), Gunbound Taiwan (GBTW).

DragonBot can also work on Screen Mode for any other identical Gunbound interfaces, however it is not officially supported.

### **(3) How to use DragonBot?**

#### **First time users tutorial:**

1. Download the **DragonBot.exe** file and save it to a folder on your computer.
2. Download the **Settings.dbp** file and put it in the same folder.
3. Run the exe file that you have downloaded.
4. It will open a window and will ask you for your license details.  
And then it will **activate your license** and register the program to your computer.



**(Skip this step if you already activated your license)**

5. You should see a drawing on the screen that says "**DragonBot Pro**".  
This means that everything is working fine!  
If you can't get to this step please take a look at the common problems at the bottom of this page.



6. Enter to Gunbound, enter to a room, choose a mobile, and **start a game**.
7. Press **Alt+1** to lock on the first enemy. DragonBot will find you and the target on the screen and will draw a trace line at your current angle to the direction of the target and will draw a marker at the power bar of how much power you need to put in order to hit the target.
8. Select DragShot mode in Gunbound and press the keyboard key End / Insert - DragonBot will shoot for you. OR use slice or dragshot to put the correct power by yourself.

Note: You can tell DragonBot which mobile do you use, press **PageUp / PageDown** until you find its name. (Armor is default)

That is all you need to know for an easy use! (Simple, ah?)  
The rest are advanced modes and features.

## (4) Hot Keys

<b>Ctrl+F12</b>	Quit DragonBot
<b>Alt</b>	Target (hold for mouse target, <b>Alt+Number[1- 4]</b> for target lock in a enemy)
<b>End / Insert</b>	AutoShot
<b>Shift:</b>	Tornado / Mirror (see below)
<b>Ctrl</b>	Displays some shortcut keys, plugins commands, list of "room delay" and buttons for easy access. (hold Ctrl and click)
<b>Ctrl+Shift</b>	Shows a list of items and thier hotkeys
<b>Ctrl+Shift+HotKey</b>	Free item use (Hacks plugin needed)
<b>Ctrl+P</b>	Change Input Mode [Screen / AutoScreen / Memory]
<b>Ctrl+B</b>	Backshot Mode [ON/OFF]
<b>Ctrl+S</b>	Special Mode [ON/OFF]
<b>PageUp / PageDown</b>	Change móbile
<b>Ctrl+L</b>	Change DragonBot Language. [English / Spanish / Portuguese] Use DragonBot at your own Language
<b>Ctrl+H</b>	Hide DragonBot [ON/OFF]
<b>Ctrl+F</b>	Display/Hide DBP speed related statistics. [ON/OFF] (Draw FPS / Think time / Mouse position)
<b>Ctrl+G</b>	Switch between the new and the old graphics system. (New graphics = less flickering, but takes more cpu, use only if you have a fast computer)

### - For Screen Mode Only –

<b>PrintScreen</b>	Main operation key - press it every time you want to get an aim.
<b>Ctrl+N</b>	LongShot mode [ON/OFF]

### - For Memory Mode Only –

<b>Alt</b>	Smart Target Selector (hold for mouse ground target lock, <b>Alt+Number</b> for enemy target lock) Almost no keys needed for memory mode, once you locked on a target everything is automatic....
------------	--

## **(5) Modes / Other Features**

All these modes are included in the license DragonBot. There is no need to buy any plugin to be able to use them!

It is worth remembering that if you are the owner of the Anti - Plugin, some of these functions are fully automated, such as auto detection/marking of tornados and mirrors. Buy Anti - Plugin [HERE](#).

### **(5.1) AutoShot (End / Insert):**

What is AutoShot? DragonBot will put the exact right power for you, instead of you missing the power mark. It will put the power for you very fast, in less than half a second. **No more delay! No more Misses!**

How to use?

- Set DragShot mode at gunbound (not slice)
- DON'T TOUCH YOUR MOUSE!
- Press **End OR Insert** key
- DragonBot will put the right power for you! **Very fast and Very accurate.**

### **(5.2) Speical Mode (Ctrl+S):**

Some mobiles have more than 1 aiming mode.

This mode act differently on different mobiles:

Nak - Full underground aim. (read below)

Grub - Shot 1 aiming (the aiming is different, shot 2 will be aimed for the 2nd ball from the left).

### **(5.3) Nak Underground Mode:**

For shot 2 you have to use mouse aim and target the spot that the shot will enter the ground.

If you are in a hole or near a wall and you shoot into the wall, use **Special Mode** to get a full underground aim.

### **(5.4) Backshot Mode (Ctrl+B):**

BackShot is improved, now you only need to activate it on some instances!

For example, if the angle is to the right, and the character to the left. See some examples in the screenshots below (*page 6*)...



Figure 1:  
In this case no longer need to activate BackShot mode!



Figure 2:  
Here too there is no need to activate it because this process has been automated!



Figure 3:  
In this case, the activation of BackShot mode is required. Note the direction of the angle and position of the char/mobile. See the the angle is toward the right and the mobile/char is facing to the left.



Figure 4:  
BackShot activation is also required in this case, because the mobile is turned to the right, but the angle is to the left. A little more attention to mobiles as Aduka or Nak, which defaults to char and mobile are facing the opposite position, but this in no way affects the use of BackShot, you simply think a little!



**(5.5) Screen Mode - Closest Enemy (Alt+1):**

DragonBot will try to find the closest enemy on the screen and target it.

It will not always find a target, but it will find it in most cases.

(Remember, you can always use mouse aim if you have problems with this mode)

**(5.6) Mirror**

*(Ignore this if you are the owner of the Anti - Plugin)*

**Mirror Select:** Hold Shift and click the Right mouse button on the the mirror.

**Remove the selection:** Hold Shift and click again on the same place.

**(5.7) Tornado Aim**

*(Ignore this if you are the owner of the Anti - Plugin)*

DragonBot Pro (since 28/4/2007 release) can help you aim even if there are tornados on your way!

**Selecting a tornado:**

1. Hold the Shift key on your keyboard.
2. Hold your left mouse button and drag in order to mark the tornado.  
(In short: **Shift+Mouse**)

**Removing all tornado marks:**

Just hold Shift and click the left mouse button without moving the mouse.

**Tip 1:** It works with **LongShot** too, mark the tornados on the 2nd screen.

On the first Print-Screen press - the tornado mark will be attached to your player's position, so it will stay on the selected position if the camera is moving.

But if you are moving your player you will have to remark the tornado again.

**Tip 2:** DragonBot can support up to **4** tornado marks at the same time! (I don't think you will need more)

**Tip 3:** Don't be afraid when clicking with the mouse over Gunbound,  
if you are holding 'Shift' the mouse clicks will go only to DragonBot and **not** to Gunbound.

**(5.8) Turtle Fork Shot**

When playing Turtle you will see exactly where the 2 water shots will unite. With DragonBot you will be able to do lots of damage even on close enemies! No more high angles, Turtle become a very good close range mobile with this feature.

**(5.9) Perfect Trico Balls**

You can easily make the 3-in-1 hit with Trico Balls, DragonBot will draw 3 trace lines on the screen, a trace line for each ball.

**(5.10) Force Ready**

Sets all players as ready when you press this button.

To fix a bug in GBWC when you need to ask people to rejoin the room because you can't see them ready while they are.

For the room master only, activate it instead of asking people to rejoin the room. (so let the DBPer to be the room master)

This is not an hack, the game will not start if they are really not ready.

**Tip:** Force Ready auto turns off KeepKey!

**(5.11) EasyShot**

Makes your powerbar not get shaky (In DRAG Mode). That is, you can handle DRAG by the time you want without difficulty.

**(5.12) Tag Reveal**

In the games so TAG, the DragonBot takes care to reveal what is the second car of your opponent. To use it simply lock target (**ALT + Number**) to the opponent and look in the upper right corner of the screen.

**(5.13) Players Info**

Shows interesting info about the other players in game.

### **(5.14) LongShot (Screen Mode)**

*(For screen mode only. No need to know if you are using the memory mode)*

With LongShot mode you can hit a target **outside the screen!**

To be able to calculate the power needed to hit a target outside the screen

DragonBot must know where is the player and where is the target.

Since they are not at the same screen, you need to take 2 'screen shots', and

DragonBot will combine them.

It may sound complicated, but after you master this, you will be able to do this in a very short time.

So... how can you do it?

1. Press **PrintScreen** when you are on the screen (find your position)
2. Move the camera exactly 1 screen to the side
3. Press **Ctrl+N** (enter LongShot mode)
4. Press **PrintScreen** again (find the target)
5. Shoot!

Remember to exit LongShot Mode when you are done (**Ctrl+N**)

If your player has moved you will need to exit longshot mode and repeat the process.

When you move the camera [step-2], be sure that it will be exactly 1 screen away from the first PrintScreen [step-1]. You can use landmarks and ground holes to know where exactly is 1 screen away.

Height: Make sure that the camera will stay on the **same height**.

Don't move it up or down, move it only to the side.

Direction: In order to tell the program to what side are you going to move the camera:

If you are aiming to the left side, then in the first PrintScreen [step-1] you need to target something in the left side of yourself. If it is for the right side, then target something in the right side of yourself.

**Tip:** Use mouse targeting mode, it will be easier.

## (6) Plugins

There are four types of plugin: **Anti**, **Automation**, **Hacks** and **Crash!**

They act as a complement to the DBP, are great tools that can help you greatly in battle.

### (6.1) *Plugin Owners*

#### (6.1.1) *Commands*

- **/check** - Checks connectivity.

#### (6.1.2) *Buttons*

- **Close** - To close gunbound (*useful in case the normal Alt+F4 doesn't work*)  
(Hold Ctrl and click in the **X** button that appears at the top right of the screen)

### (6.2) *Anti - Plugin*

#### (6.2.1) *Buttons*

- **Block Invites** - Blocks the annoying room invites that random people send on when you are on channel. You can turn it on and off.

#### (6.2.2) *Features*

- **Anti-New In-Game-Crash**
- **Anti-Freeze Hack**
- **Anti-Heal Hack**
- **Anti-Crash: TurnsPass2**
- **Anti-Turn-Pass Crash**
- **Anti-Crash: Word List**
- **Anti-Crash: Endgame**
- **Anti-Crash: Access**
- **Anti-Crash: Access3**
- **Anti-Crash: BugRoom**
- **Anti-Crash: Wrong Version** - Anti-Crash will save you from crashing and losing your room
- **Detect 1-Hit-KO hacks**
- **Anti-BG**
- **Anti-Turns-Crash**
- **Anti-Kill (tux)**
- **Anti-Vac**
- **Display the crasher's player name in the crash detection message**
- **Anti-Item: Reversed Bomb I**
- **Anti-Item: Reversed Bomb II** - Anti-Item will save you from evil items. That can be the difference between winning to losing
- **Anti-Item: Manusa Bomb**
- **Anti-Item: Reversed Gauge**

## (6.3) Automation – Plugin

### (6.3.1) Commands

- **/autokick [name]** - DBP will automatically kick this player if he comes to your room.  
(To clear list, hold Ctrl and click on Auto Kick button)  
*[Requires automation+hacks plugin]*
- **/autojoin {RoomNumber} [Pass]** - Automation plugin will spam /join very fast until you enter the room that you want!  
(To cancel, hold Ctrl and click on Auto Join button)  
*[Requires automation+hacks plugin]*
- **/autoroom {MasRoomNumber}** - Automatically create rooms.  
(To cancel, hold Ctrl and click on Room Create button)  
*[Requires automation+hacks plugin]*

#### About Autoroom:

The **Legal** way of getting a low level room.

In this mode it will create rooms over and over until you get a low room number of your choice.

Once a room is available you will be get it.

Useally it takes no more than a few minutes depends on how low you are asking for.

- **/passbreaker {RoomNumber} [Mode=1-2] [Speed=1-99] [StartPass]**  
(To cancel, hold Ctrl and click on PassBreaker button)  
*[Requires automation+hacks plugin]*

#### About Auto Room Pass Breaker:

Yes, it will kick you out if you do it too fast so try to slow down. On the other hand, if you go on fast speed you can do more work until you get kicked out.

In any case, you can continue where you reached if you stop, no need to start over.

If no "wrong password" screen appears it means you got disconnected already and it is not really doing anything, so stop it relog and continue from the last time you saw the wrong password window appears.

Play with the speed setting and see what is the best for you.

Because you can start from any password you want - You can split the work with your friends or other computers, where each one is working on a different passwords area for much faster break.

2 modes currently available at this first version. Please keep what they exactly do as a secret, so people who don't have DBP+3Plugins will not know which passwords will be easily broken and which ones will take a while.

This feature may be considered a "testing" feature, it is not fully working yet, it is just a preview first version, and may be improved in the future. So there is no need to complain about how it works. I'm releasing it early so you can have fun with it and see how it works.







### (6.3.2) Buttons








- **DragonBotter2** - This feature will automatically generate GP for you while you're away or sleeping!  
*[Requires automation+hacks plugin]*
- **Auto Kick All** - Automatlally kick everyone who enters your room.  
*[Requires automation+hacks plugin]*
- **Keep Key** - It makes the other players remain "Not Ready" (client side), so you will not lose the key as time.
- **Auto Join** - Use the command described above.
- **Room Create** - Use the command described above.
- **PassBreaker** - Use the command described above.
- **Auto Pass Turns** - Automatically pass your turns.
- **Auto Game Start** - Automatically start the game when everyone in your room are ready.
- **Auto Close Scores Screen** - When the game ends, the screen of wins and losses is closed automatically.
- **Auto Ready** - Automatically be ready when the last game ends.

### (6.4) Hacks – Plugin





#### (6.4.1) Commands




- **/pet {Type} [Name]** - Pet Change+MaxLevel+Name (*see list below*)
- **/skill {Skill#}** - Pet Skill (in game) (*see list below*)

Pet / name	Command	Lvl / Skill / Command
 1 – CHIHUAHUA	<b>/pet 1 [name]</b>	Lv. 15: Fithing <b>/skill 2</b>
 2 – JINDO DOG	<b>/pet 2 [name]</b>	Lv. 15: BOE <b>/skill 2</b> Lv. 30: HOMING <b>/skill 12</b> Lv. 50: POA <b>/skill 21</b>
 3 – STRAY DOG	<b>/pet 3 [name]</b>	Lv. 15: RECOVERY <b>/skill 1</b> Lv. 30: STUN <b>/skill __</b> Lv. 50: FF <b>/skill 24</b>
 4 – MALAMUTE	<b>/pet 4 [name]</b>	Lv. 15: BOF <b>/skill 4</b> Lv. 30: SA <b>/skill 8</b> Lv. 50: LH <b>/skill 11</b>
 5 – SHIH TZU DOG	<b>/pet 5 [name]</b>	Lv. 15: RUST <b>/skill 5</b> Lv. 30: FROZEN <b>/skill 13</b> Lv. 50: TEL <b>/skill 25</b>
 6 – COCO	<b>/pet 6 [name]</b>	Lv. 15: BOE <b>/skill 3</b> Lv. 30: BOL <b>/skill 16</b> Lv. 50: POA <b>/skill 21</b>

 <p>7 – DIOR</p>	<p>/pet 7 [name]</p>	<p>Lv. 15: Fithing /skill 2</p>
 <p>8 – NITRO</p>	<p>/pet 8 [name]</p>	<p>Lv. 15: BOF /skill 4 Lv. 30: ROI /skill 14 Lv. 50: BOB /skill __</p>
 <p>9 – VERNE</p>	<p>/pet 9 [name]</p>	<p>Lv. 15: LOI /skill 0 Lv. 30: BOM /skill 9 Lv. 50: BOT /skill 27</p>
 <p>10 – RASCAL</p>	<p>/pet 10 [name]</p>	<p>Lv. 15: LOI /skill 0 Lv. 30: SP /skill 8 Lv. 50: FF /skill 24</p>
 <p>11 – BRUNO</p>	<p>/pet 11 [name]</p>	<p>Lv. 15: BOF /skill 4 Lv. 30: SP /skill 8 Lv. 50: LH /skill 11</p>
 <p>12 – OBSERVADOR</p>	<p>/pet 12 [name]</p>	<p>Lv. 15: BOE /skill 3 Lv. 30: LOP /skill 30 Lv. 50: LOS /skill 32</p>
 <p>13 – XENA</p>	<p>/pet 13 [name]</p>	<p>Lv. 15: FIGHTING /skill 2 Lv. 30: BOM /skill 9 Lv. 50: MW /skill 31</p>



 <p>14 – RAFFLE</p>	<p>/pet 14 [name]</p>	<p>Lv. 15: LOI /skill 0                  Lv. 30: ROI /skill 14                  Lv. 50: FF /skill 24</p>
 <p>15 – SNAP TRAP</p>	<p>/pet 15 [name]</p>	<p>Lv. 15: LOI /skill 0                  Lv. 30: ROI /skill 14                  Lv. 50: FF /skill 24</p>
 <p>16 – GALLO</p>	<p>/pet 16 [name]</p>	<p>Lv. 15: RUST /skill 5                  Lv. 30: HOMING /skill 12                  Lv. 50: BOB /skill __</p>
 <p>17 – CAME</p>	<p>/pet 17 [name]</p>	<p>Lv. 15: BOE /skill 3                  Lv. 30: DELAY UP /skill __                  Lv. 50: FF /skill 24</p>
 <p>18 – LEO</p>	<p>/pet 18 [name]</p>	<p>Lv. 15: RECOVERY /skill 1                  Lv. 30: STUN /skill __                  Lv. 50: BPM /skill 33</p>
 <p>19 – GRIM REAPER</p>	<p>/pet 19 [name]</p>	<p>Lv. 30: SHADOOW /skill 45                  Lv. 50: THEDEATH /skill 44</p>
 <p>20 – MARCH HARE</p>	<p>/pet 20 [name]</p>	<p>Lv. 15: FASTER /skill 37                  Lv. 30: SLOWER /skill 36                  Lv. 50: BOM /skill 9</p>

 <p>21 – DRYAD</p>	<p><b>/pet 21 [name]</b></p>	<p>Lv. 15: FIGHTING /skill 2                  Lv. 30: GLORY /skill 38                  Lv. 50: AEGIS /skill 35</p>
 <p>22 – PUSS</p>	<p><b>/pet 22 [name]</b></p>	<p>Lv. 15: PEACE /skill 38                  Lv. 30: EASYG /skill 35                  Lv. 50: ANGRY /skill 40</p>
 <p>23 – WEREWOLF</p>	<p><b>/pet 23 [name]</b></p>	<p>Lv. 15: HOWLING /skill 41                  Lv. 30: AWAKE /skill 42                  Lv. 50: BERSERK /skill 43</p>

- /i [Item2 Number] - Use any item2. (see list below)

(Official tested items list for the hacks plugin of DragonBotPro.)

IMG	Number	Name
	0	SS+
	1	Shield / Defense
	2	Damage Up
	3	Delay Reduce
	4	Items Lock (X)
	5	Items Unlock
	6	Fast Gauge / Quick Bar (X)
	7	Team Defense Up
	8	Team Offense Up
	9	Homing Missile
	10	Rokkie Radar
	11	Rokkie Radar
NO IMG	12	Miss Fire (?)
	13	Dual Thor
	14	Caterpillar (X)
	15	Crazy Wind
	16	Moon Pass
	17	Vampire
	18	Jet Engine (X) (Use 105 for Jet)
	19	Poison Gas
	20	Nuclear
	21	Giantism

	22	Thunder Storm
	23	Lava
	47	Dwarf Mobile / Shrink
	48	Super Dual
	49	Invisible (?)
	51	Team Moon Pass
	52	Team Items Lock
	53	Team Vampire
	60	Buglaur (?)
	62	Frozen Angle
	63	Reverse Gauge (X)
<b>NO IMG</b>	71	Help Pet ( <i>Warning: It will CRASH yourself if you don't have a pet!!</i> )
	83	Anti Cave
	84	Team Anti Cave
	85	Blood Curse
	86	Trash Avatar
	87	Devil Thor / Thor Lv.5
	88	Heaven's Eco
	89	Angel's Eco
	90	Heaven's Fall
	101	Invisible Bomb II
	102	Umbrella
	103	Moe Drill
	104	Over-Angle

	105	Double Jeopardy (Jet Engine + Nuclear)
	107	Reversal Bomb I (Vertical)
	108	Reversal Bomb II (Horizontal)
	109	Nausea Bomb
	110	Anti Storm
	111	Anti Lava/Fire
	112	No Move
	113	Landmines
	114	All Items Lock
	115	Shoving Wave
	116	MagicStick
	117	Golden Moai
	118	Devil's Eco
	119	Invisible Mine
	157	Jet Engine [R] (X)
	158	Juni Nuclear I
	159	Juni Nuclear II
	160	SS+ super dual

(X) - Currently not working (For items that you have to select a target player), will be fixed in the future.

(?) - Not tested.

I didn't include the Gold-Item2 items in the list since they are weaker than the cash ones and there is no reason to use them. (By DN)

- **/power** - Set max power (*Max = 30. if no value is specified, /life is a shortcut to the 30 value!*  
(To cancel, hold Ctrl and click on Extra Power button)
- **/life** - Set max life (*Max = 30. if no value is specified, /power is a shortcut to the 30 value!*  
(To cancel, hold Ctrl and click on Extra Life button)
- **/lvl {0-30}** - Set Mobile Level, use in wait room (*no number = 255*)
- **/heal** - It makes your life is full. (*Does not work on recovery blood, like blue life of Mage*)
- **/join [Room Number] [ Password]** - Fast join in room. If not password protected, use only **/join [Room Number]**.  
\*\*\* *Tip: /join command also used to return to a room that you've been kicked out (like anti-kick)! \*\*\**
- **/leave** - Quickly exit a room, in-game or not. Useful when the command **/check** not responding!
- **/kickall** - kicks all players out of your room at once.

#### **(6.4.2) Buttons**

- **Turn Notify** - If you are doing other stuff on your computer while playing Gunbound and your turn comes - DBP will tell you it is your turn (with a lot of different signs that you can't miss)
- **Extra Power** - Use the command described above!
- **Extra Life** - Use the command described above!
- **Speed Hack** - Mobile speed. (*Same as special item **Speed UP***)
- **Power User (1+2) Hack** (*lets you choose text color for free too!*)
- **Enemy Team Chat Spy** - See what the enemy team is talking in private (ingame)
- **Low Rank** - Get random low rank (*Camouflage [Noob]*)
- **High Rank** - Get random high rank (*Camouflage [Pro]*)
- **Super Raon Hack** - When playing with Raon mobile it gives you an extra shot (*S1=4 Shots instead of 3, S2=3 Babies instead of 2*)
- **Leave Room** - Quickly exit a room, in-game or not. Useful when the command **/check** not responding!

## **(6.5) Crash – Plugin**

### **(6.5.1) Commands**

- **/endgame [#]** - Send player to the channel (*use in-game, no number = all*)
- **/access3** - Cause error in GB client of the master forcing him to close game client (*use in wait room*)
- **/freeze1** – Freeze player ingame
- **/wl [#]** - Send player to Word List (*use in wait room, no number = all*)
- **/tp** - In-game Crash (*use in his turn*)