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Enter the amount of troops you have. Check the raids available. (FF, BB, SS or RR.) FF is also known as LR) and click Send. This table shows which troop allocations should be used to achieve the maximum amount of resources per hour or the maximum amount of resources per run. Due to rounding, some troops may have been left unused. Use them as you like. World Speed: 1.00 (NL72, NLP9, NL75) 1.20 (NL73) 1.25 (ZZ1, DE184) 1.80 (UK52) 2.00 (NL71, NL76) Maximum time: : Optimize resources per hour Optimize resources per hour So that all cleaning takes equally long integrations (approved under T13915666) Select the troops you want to send with the checkbox and automatically press Open Calculator to meet your troops. Copy the generated JSON below to Calculator Output and click Plaats Calculator Output in the template to place the army from this calculator into that template. JSON representation of the result: Iteration to achieve the result: This calculator was approved at tribalwars.nl under ticket number T13900636. If your world (speed) is not here: leave a comment below. In order for me to add the world, I need the following information: – name of the world (top of the URL). – In the javascript of a given world game speed.game, if iCap * iRatio is the total capacity of the first hunt, iCap * iRatio is 10% in the first hunt, 50% if the second is the second, and 75% in the fourth, you will find the following formula: The following expression is found in the duration of the scavange: (Math.pow (Math.pow (iCap, 2) * 100 * Math.pow (iRatio, 2), 0.45) + 1800) * df) df) In this equation, df represents the period factor. This seems to be based on the speed of the world. 0.9045869428 for NL73 and exactly 1 for NLP9. duration_factor data from the data game_speed into the data sheet and have the sheet calculate the power trend line, we found that the formula was game_speed^(-0.55). Worldduration_factorgame_speedunit_speedzz10.88450337191.250.8nlp911nl710.683020128420.5nl7211nl730.90458694281.20.8World duration_factor. This gives the following formula for resources per hour: iCap * iRatio / (Math.pow (iCap(iCap)*100*Math.pow(iRatio, 2), 0.45) +1800) *df) This function can be summed four times with iCap (or capacity) spread for all different ratios. Suppose the sum of the four elements is <= 1, and then assume a as an array representing the spread of carry capacity on top of the four sc cleanings. This shows the following example: iCap * a[0] * 0.10 / (Math.pow (iCap * a[0], 2) * 100 * Math.pow (a[0], 2) 0.45) + 1800) * df) + iCap * a[1] * 0.25 / (Math.pow (iCap * a[1], 2) * 100 * Math.pow(a[1], 2), 0.45) + 1800) * df) + iCap * a [2] * 0.50* a[2], 2) * 100 * Math.pow(a[2], 2) 0.45) + 1800) * df) + iCap * a[3] * 0.75 / ((Math.pow (iCap * a[3], 2) * 100 * Math.pow (a[3], 2), 0.45) + 1800) * df) Now this is an expression that allows us to start brute Once we find it, we can simply hang a individual element of a on the total capacity to find out how much capacity to send in a particular scavange hunt. This first a calculates the amount of acquisition per hour and stores it in a variable. Then move half of [0] to [1]. We also do the opposite. See which of these three options will make the highest revenue and keep one of them. Start with [0.25,0.25,0.25,0.25.25], given that all cleaning is enabled. Our second attempt is [0.125,0.375,0.25,0.25], and the third attempt will be [0.375,0.125, 0.25, 0.25.25]. Then we do the same thing, but with [1] and a[2]. Then do it with a[2] and a[3]. And we start all over again. We will continue to do this until our total revenue does not increase further. At that point a is distributed to give the ratio of carry capacity required to get the maximum resource amount per hour. It then calculates the number of troops that need to approach the required carry capacity and shows this as output. The script here didn't work, so doesn't it make sense how it works? screenshot i'm glad I'm not the only one who doesn't know what this does. I've added it to the quick bar, but I can't solve it how it works aslo, use the script at rally point - the idea doesn't throw up and that's all, to explain, we're all Java programmers) Is this script legal here? If so, have you tried using this script?^ Last updated: March 17, 2019 Here the script doesn't work and you need some scripts here or from Inno. Come back to cheesasaurus TW and sort out this mess. Cheesasaurus was last seen: April 3, 2016 returns, wait!) Does it not work?- Say ban? staff also leave the game. lol I thought I was heck if this was still resolved, but I heard that my cleaning script was considered illegal here despite having permission for .net, so no luck? .us, .nl, .de, .es, .beta, from all of the .net First off I thought I'd see what's wrong with this one by the request of someone I know, this script uses some of my code, idk bans my version where you got it, or why you're not using half of it, but it doesn't matter. I'm here to help people use it. This is what your array looks like after the math you've stood up on: a simple console log will show you're doing something wrong with math. It also doesn't limit the runtime you have at all, so you get a crazy runtime in a big village. Here is the same script that added variables and math. This is not a blocked versionFrom.net There is no obvious reason, because it is much more powerful than this. For those using it, adjust var hours=6; during the period when your army runs out. If you don't have enough troops to fill all of them, it prioritizes sending them to more efficient cleaning options. javascript: // Sophie New child to bear //declaration variable var time = 6;var scavengelInfo = JSON.parse("html") search (script: including) .html({*.Vg). var duration_factor = scavenge information[1].duration_factor. var duration_exponent = scavenge information[1].duration_exponent. var duration_initial_seconds = scavenge information[1].duration_initial_seconds. var Missing loot = document.getElementsByClassName (title)[0].innerHTML;var Humble Howler = document.getElementsByClassName (title)[1].innerHTML;bar clever collectors = document.getElementsByClassName (title)[2].innerHTML;bar great gather = document.. get element byclass name (title)[3].innerHTML;find value = \$(' .units-entry-all[data unit=spear]);text()match(/(d+)/)[1];seward = \$(' .units-entry-all[data unit=sword]) text() match (/ (d+) /) [1];Axis = \$(' .units-entry-all[data unit=axe]) text()match(/(d+)/)[1];light C = \$(' .units entry) All [data unit = light]) text () match (/ (d+) /) [1]; heavy C = \$(' .units-entry-all[data unit =heavy]) text() match (/ (d+) /) [1];if (\$(' .units-entry-all[data unit=archer]) .text()) { Archer = \$(' .units-entry) -all [Data Unit = Archer] .text()Match(/(d+)/)[1]Other Archers = 0;if (\$(' .units-entry-all[Unit of Data= ()], text ()) { marcher = \$(' .units-entry-all[data unit=marcher]), text (/ (d+) /), other marchers = 0;totalLoot = spear * 25 + Sword * 15 + Axis * 10 + lightC * 80 + Heavy C * 50 + Archer * 10 + Marcher * 50; Total SpSwLoot = Spear * 25 + Sword * 15; Possibilities One battle object = spear * 25 + sword * 15 + axis * 10 + lightC * 80 + heavy C * 50 + archer * 10 + marcher * 50; spear Ratio = spear / (spear) * 25 + sword * 15); sword ratio = sword / (spear * 25 + sword * 15); time = time * 3600; haul = (time / duration_factor - duration_initial_seconds) ** (1 / (duration_exponent)) / 100) ** (1 / 2); haulage / 0.1; haul2 = haul / 0.25; haul 3 = haul / 0.5; haul4 = haul / 0.75;totalHaul = haul1 + haul2 + haul3 + haul4;var scavenge option = }Scavenge [Great Gather] = [Spear', Count: (Haul 4 * (Spear / Possible Battle)), {Type: 'Sword', Count: (haul4* (Sword/Possible Fight))}, {Type: 'Axe', Count: (haul4* (Axis/Possible Route))},{Type: 'Light', Count: (haul4* (lightC / Possible Battle) } } {HEAVY', COUNT: (haul4 * (Heavy C / Possible Fight) } }},];Scavenji Options[cleverCollectors] = [{Spear', Count: (haul3 * (Spear / Possible Battle)) }, {Type: 'Sword', Count: (haul3* (Sword / Possible Fight) } { Type: 'Light', Count: (haul3 * (lightC / Possible Fight)) }, {Heavy', Count: (haul3* (Heavy C / Possible Fight) } Scavenge Option [Humble Howler] = [{Type: 'Spear', Count: (Haul 2 * (Spear / Possible Fight)) }, {Type: 'Sword', Count: (haul2 * (Sword / Possible Fight)) }, {Type: 'Axe', Count: (haul2* (Axis/ Possible Battle) }, { Type: 'Light', Count: (haul2 * (lightC / Possible Fight)) }, { Heavy', Count: (haul2* (Heavy C / Possible Fight) } Scavenge[lackadicalLookers] = [{Type: 'Spear', Count: (Haul 1 * (Spear/Possible Fight))}, {Sword', Count: (Haul 1 * (Sword/ Possible Fight)) }, {Type: 'Axe', Count: (Haul 1* (Axis/Possible Battle) { Type: 'Light', Count: (haul1 * (lightC / Possible Fight)) }, {Heavy', Count: (haul1 * (heavy C / possible fight) } var units capacity = {spear': 25, 'sword': 15, 'archer': 10, 'axe': 10, 'heavy', 'light': 80, 'marcher', 'knight': 100 } check CorrectPage();run(); function run() { let btn = null; (const option for scavenge option) { btn = findNextButton (optional); (btn) { fillIn army (optional, getAvailableUnits). button() { Scavention Options Options .forEach (Unit => { Constant Type = Unit.Type; Constant Count = Unit.Count; Let Required Capacity = Available Units [Type] <Count ? Available Units [Type] : Number;); } Function findNextButton (optional) { Let btn = \$('sca Revenge Option: contains(\$(option)), find('a:) included (start), (btn.length > If you return 0 &&!(btn) } function getAvailableUnits() { let availableUnits = {}; \$(' .units-entry-all'), each ((i, e) => { constant unit name = \$(e)attr (data units); Constant count = \$(e)text(replace (/ /) /, ' : availableUnits[unitName] = parseInt (count); return available units;}; Return available units;} Function check CorrectPage(){const doc = document; if (window.frames.length>0&&window.main!= null) document = window.main.document; URL:(url.indexOf(screen=location&mode=scavenge) ==-1) alert ('Use script at rally point - sc cleaning page!'). } Last edit: March 19, 2019 Its automatic ban because your script is hosted in a drop box It works for me.itBut you can have better control of the unit with the time to send. Thanks Sophie it works for me. It would be nice if you had better control of the time and unit to send. Thanks Sophie TW .net mod according to my version is legal here and now for 2 days. Post the confidence version that works from the quick bar. Putting the type of troop to disable keeps it at home, enabling it. The script will try to prioritize spears and swords to reach the desired runtime. If the UK mod wants to upload the full version in the UI, I'd give a link, but I'd cba to make a support ticket for every single server. Last edit of that legal 7 version: March 19, 2019 Altho I have an axe and lc it doesn't add a number of troops I have to do it manually TW.net mod my version has been legal here for two days now. Putting the type of troop to disable keeps it at home, enabling it. The script will try to prioritize spears and swords to reach the desired runtime. If the UK mod wants to upload the full version in the UI, I'd give a link, but I'd cba to make a support ticket for every single server. Thanks for that legal of the 7 versions, my hero, I know where to send my ???) Money ???)

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