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Attorneys for Defendants

Vivendi Games, Inc.

and Blizzard Entertainment, Inc.

UNITED STATES DISTRICT COURT

DISTRICT OF ARIZONA

MDY INDUSTRIES, LLC,

Plaintiff and Counter-Claim
Defendant

vs.

BLIZZARD ENTERTAINMENT, INC.,)
and VIVENDI GAMES, INC.)

Defendants and
Counter-Claim Plaintiffs.

Case No.: CV06-02555-PHX-DGC

**DECLARATION OF RUSSELL
M. SHUMWAY**

The Honorable David G. Campbell

BLIZZARD ENTERTAINMENT, INC.,)
and VIVENDI GAMES, INC.)

Third-Party Plaintiffs,

vs.

MICHAEL DONNELLY,

Third-Party Defendant.

1 I, Russell M. Shumway, declare as follows:

2
3 I make this declaration based upon my own personal knowledge and my familiarity
4 with the matters recited herein. I could and would testify to the same under oath should I be
5 called as a witness before the Court.

6 1. I am currently employed as the Technical Director, Forensics and e-
7 Discovery Services, at the law firm of Sonnenschein Nath & Rosenthal LLP, located at
8 1301 K Street, N.W.; Suite 600, East Tower; Washington, DC 20005. I have held this
9 position since December 4, 2006. My job responsibilities include performing computer
10 forensic examination and internet investigations.

11 2. On July 28, 2008, I visited the following pages on the website
12 <http://www.mmoglider.com> and have attached true and correct copies of those pages to this
13 declaration:

- 14 a. A copy of the order/registration page for the Glider software, attached
15 as Exhibit 1.
- 16 b. Release notes for the current version (1.6.8) of the Glider software,
17 attached as Exhibit 2.
- 18 c. A posting from the Glider forums, posted by Hamut on July 18, 2008,
19 at 3:31 p.m., attached as Exhibit 3
- 20 d. An entire thread from the Glider forums, first posted on July 23, 2008,
21 at 10:24 a.m., subject "Idea, probs dumb.," attached as Exhibit 4.

22 I declare under penalty of perjury that the foregoing is true and correct and based
23 upon my personal knowledge.

24 EXECUTED this 28th day of July, 2008, at Washington, D.C.

25
26 

27 RUSSELL M. SHUMWAY
28

EXHIBIT 1



Register: Glider

To pay with a credit card, fill out the form below with your credit card's billing information.

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* **Last name:**

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EXHIBIT 2



Release Notes

1.6.8 July 21, 2008

- Fixed awful deadlock with Stance property causing a bunch of "collection modified" exception popups.
- Fixed awful bug in key editor causing spellid's to be tossed if the spell is not visible during edit.
- Fixed Glider to not get so angry if it can't resolve a spellid in the spellbook.
- Tweaked aura reading to not spam the game with so many reads.
- Tweaked key handling to tolerate references to invalid keys better, logs pretty message instead of imploding custom classes.

1.6.6 July 16, 2008

- Added current help file to deploy - oops!
- Added legacy Hover and Interact methods so old custom classes can compile against new Glider.
- Fixed Glider timing to not get out of sync with game, understands cooldowns better now.
- Removed half-functional Macro option for keytype. Macros should be made as Character keys.

1.6.4 July 16, 2008

- Druid: various fixes with prow, enrage, and other shoddy timing. Smoother play now.
- Added automatic key detection and graphical keys editor! Big stuff. See help file Key Mappings section.
- Added automatic cursor positioning logic - no more pawing at game objects.
- Added hidden config option "TargetWithMouse", good for long-range targeting outside of Tab.
- Added various methods to GUnit and friends for custom-class developers.
- Added SendLine/SendString so custom-class developers can interact with chat.
- Added Quests property to GPlayer for handy questid lookup.
- Fixed glide start to select game properly when not in background mode.
- Fixed bug sending shifted keys as chat in background mode.
- Tweaked reading with new offset to read properly from client patch 2.4.3.

1.6.2 May 22, 2008

- Added stub death knight class.
- Fixed Tripwire to notify better on bad things and not be picked up by changes in 2.4.2 patch.

1.6.0 May 13, 2008

- Fixed bug with reading chat windows in client patch 2.4.2.
- Added Coinage property to GPlayerSelf, returns total amount of coppers for custom class developers.

1.5.9 May 6, 2008

- Big: automatic mailing added, send stuff to your main easier now!
- Mage: fixed looping bug with conjure mana stone if inventory full.
- Shaman: fixed default key for Stormstrike, should hang less.
- Added tons of objects and methods for custom class developers, see 1.5.8 beta thread and ndoc.
- Added NetCheck logic to failover to other server, much more stable now.
- Added player coordinate display on Profiles tab, click it for quick copy to Windows clipboard.
- Added Z coordinates to all locations. Re-create any profiles that you want Z coordinates for.
- Tweaked vendor finding code to use starts-with instead of exact match on NPC name, so you can enter "Blag" and Glider will find "Blagnorg Stoneeater", etc.
- Tweaked startup code to log Elite status more exactly (PayPal sub, CC sub, pass, lifetime, etc).
- Tweaked glide start logic to only focus Glider if background and game is currently selected.
- Tweaked glide start to do vendor WP if it needs to vend at start, trickery with PGEdit follows.
- Fixed autolog to handle new realm select wizard from client patch 2.4.0.
- Fixed nodename to read properly with client patch 2.4.0, Glider logs herbs/ore that it's going for properly.

- Fixed incorrect year in 1.5.7 release notes, shows 2008 now.
- Removed some busy debug entries that were not needed, should help stop Glider.log from growing insanely.

1.5.7 January 29, 2008

- Tweaked startup process to not require Launchpad or restarting of the game. See [this post](#) in announcements forum!
- Added vendor tab to control what items Glider will vendor on your behalf.
- Added new hidden config option: NoVersionPop to disable Glider update popups.
- Moved SecCheck button to Config/Detection and added option to disable automatic reminder.
- Tweaked various overloads on GUnit.Hover and GUnit.Interact to disable automatic heading correction.
- Tweaked localization to fall through your local strings file and take defaults in en-US.xml, should make for very easy tweaking.
- Fixed typo in hunter log entry if target is too far to shoot.
- Fixed annoying bug with Glider re-adding custom classes to its internal list when configured remotely.
- Fixed nasty deadlocks when closing Glider with outstanding remote connection.
- Fixed vendoring bug that closed backpack if you had no extra bags (who is using vendor waypoints with no extra bags?!).

1.5.5 November 18, 2007

- Fixed awful read failure on certain spells that do not have normal spell data ("unpacking RLE block" bug).

1.5.4 November 14, 2007

- Various tweaks in support of changes to client 2.3.

1.5.3 October 25, 2007

- Mage: only attempts polymorph on beasts and humanoids.
- Mage: tweaked config to allow life threshold for when panic shield (Ice Barrier, Mana Shield, etc) is cast.
- Warlock: tweaked drain channeling to switch over to Drain Soul better, gets shards more often.
- Hunter: major rework and simplification, added option for how many times to allow backup during combat.
- Warrior: tweaked pull-with-range to immediately run in if it detects monster is casting.
- Paladin: fixed default keymapping for Crusader Strike - oops!
- Paladin: wired Lay on Hands back in for panic situations.
- Rogue: tweaked approach code to not blacklist so quickly.
- Rogue: fixed combat toggle while waiting out Gouge before Backstab - oops!
- Major rework of shadow driver, no bluescreens with multiple instances if configured properly with DriverName setting.
- Major rework of messaging between Glider and server, less autolocking on IP's, more autolocking on shared keys.
- Fixed various remote bugs when closing connections or closing Glider with outstanding connections.
- Fixed rest state detection in normal loop, will rest if suddenly need to (walking buff lowered mana, etc).
- Fixed autologin to navigate realm group tabs (Oceanic, US, etc).
- Fixed bug in Launchpad that would lose default account setting when adding a new account.
- Fixed autolog Elite complaint to actually check for autolog.
- Fixed retry logic in Glider after combat, makes rogues less suicidal when vanishing.
- Fixed sneaky deadlock in ReleaseSpin that was causing some Glider freezes.
- Fixed File... Open dialogs to specify proper window parent, should be less combative of some desktop mods.
- Fixed corpse-queueing code to wait for lootable, helps with bad stealthing and twitch-turning after kills.
- Tweaked keystroke injection to add a slight delay after sending returns, helps avoid chat spew.
- Tweaked chat.txt processing to require HandleChatTxt config value, helps avoid chat spew.
- Tweaked auto-add waypoints to turn off if you start gliding.
- Tweaked resurrection to be smarter after accepting and be tighter about distance.
- Tweaked server messaging to use internal HTTP stuff more often, falls back on fatware .NET stack less.
- Tweaked party glide to not require keys of followers.
- Added code to accept when looting bind-on-pickup items.
- Added /account:xxx command-line handling to Launchpad for easy starting.
- Added GConfigWindow for custom classes to easily present their own config windows.
- Added profile wizard to simplify creation of new profiles.
- Added hidden setting for BarCharacters for non-English keyboards, no more en-US.xml tampering required.
- Added creature type logic to allow Glider and custom classes to read creature type (critter, demon, etc).
- Added cursor type logic to allow Glider and custom classes to read cursor type (vendor, mine, skin, herb, etc).
- Added Interact method to GNode so custom classes can click on mailboxes, etc (pun intended).
- Added logic to harvesting to use cursor type intelligently, mines much faster now.
- Added pull filter to never try to pull totems and critters, even if profile is setup badly.
- Added vendor waypoints and functionality to reload supplies, vendor junk, and buy ammo. (requires Elite)
- Added option to relog upon disconnect if you autologged. (requires Elite)
- Added remote command: /grabmouse, used to engage mouse in background mode when not logged in.
- Added "Elite" line in /version command for remote.

- Added remote commands /getgamews and /setgamews to manipulate game window state.
- Added remote command /escapehi to toggle escaping of hi-bit characters in chat and names.

1.5.1 August 21, 2007

- Warlock: ported to new model, added kiting and tons of other stuff. Check keys and help!
- Warrior: ported to new model, check your keys!
- Hunter: ported to new model, check your keys and help!
- Hunter: fixed bug with Feign Death using up too much CPU time.
- Rogue: fixed stealth code to not be stupid about stealthing when looting.
- Developers: added GScript hooking (currently only in OnGliderStart, see DefaultScripts folder).
- Developers: added GMerchant and tons of other new objects, see ndoc.
- Added turbo loot option to handle corpses with nobody nearby, also harvests/mines corpses when appropriate.
- Added nifty new auto-log feature for Elite (free for now, not much longer!), see help.
- Added hidden config option: MaxStartDistance to override maximum starting distance from profiles.
- Tweaked mouse spin to be smoother.
- Tweaked shadow driver to work smarter, not harder.
- Tweaked interface cooldown detection to fumble over itself less.
- Tweaked target filtering to never attack your pet, no matter how badly the profile is configured.
- Tweaked mount/dismount to wait a bit to avoid fumbling keys.
- Tweaked "spell lead delay" config option from Miscellaneous over to Keys.
- Fixed skip waypoints to be much smarter about not looping back.
- Fixed file open dialog to avoid rare lockup when opening profiles with game open.
- Fixed annoying false-positive bug in Tripwire code.
- Fixed various combat bailouts (Vanish, etc) to not freak and go back into combat stupidly.
- Temporarily removed shadow read handling. It's better this way.

1.4.8 July 12, 2007

- Fixed Tripwire pointer bug that would miss updates or cause bluescreens.
- Added sanity check for Tripwire hook at startup.
- Added warning for Tripwire disable.
- Added awesome new behavior checking in Tripwire, even smarter now.

1.4.6 June 15, 2007

- Shaman: brought over to new model, check keys and help!
- Rogue: brought over to new model, check keys and help!
- Added Tripwire functionality.
- Added *much* better security on Vista with UAC support.
- Added timer option for lead delay on spells to help avoid keys going in too fast, replaces global cooldown.
- Tweaked driver to keep an eye on orphan copies of game better.
- Tweaked SecCheck to look for new stuff - you should run it!

1.4.4 June 4, 2007

- Priest: fixed numerous pull-related bugs and buff timers.
- Hunter: changed Mend Pet casting to work better with new HoT.
- Fixed buff detection for various classes; handles stealth, forms, and other important buffs better.
- Fixed small party bug in follower syncing targets with leader.
- Fixed title bar rendering for Ctrl,Ctrl,Enter sequence in horizontal layout mode.
- Added NetCheck option to detection tab, see help file. Default setting is enabled.
- Added check for resurrection popup when positioning near corpse.
- Added intelligence in popup detector to not freak over benign popups like BoP warnings, resurrection, etc.
- Added warning when ForceVersion is used.
- Added support for Windows 2000, foreground-only.
- Tweaked Glider popup window to resize based on content length.
- Tweaked "missing offsets" popup to link to handy announcement.
- Tweaked Glider to clean up Shadow automatically on clean exit.

1.4.2 May 28, 2007

- Druid: fixed annoying rebuffering bug with cat form.
- Fixed combat detection, doesn't toggle madly now.
- Fixed combo point reading, uses finishers properly now.
- Fixed random attachment issues.

1.4.1 May 25, 2007

- Big change: rework of internal object model to nix old code - huge stability increase.
- Updated to work with client patch 2.1.
- Druid: ported over to new class model, **some keys are changed!** See help and druid config.
- Druid: added time buffs option and better Mangle support.
- Mage: ported over to new class model, **some keys are changed!** See help and mage config.
- Mage: better Combustion support, checks buff now.
- Mage: fixed annoying looping Frost Nova bug.
- Priest: ported over to new class model. Same keys still.
- Paladin: fixed brutal looping heal bug.
- Rogue: tweaked vanish logic to stay sneaky a bit more and not wade back into combat stupidly.
- Hunter: added longer casting code to handle pet resurrection without giving up so fast.
- Added new bar options Bar1 through Bar6 for manual bar selection, see key mapping in help file for details.
- Added new mouse spin option.
- Added logic in extra attacker detection to filter out bogus targets.
- Added options for controlling behavior near red mobs for looting/resting/harvesting, etc.
- Added sitting detection to party member: won't walk away from sitting party members now.
- Added run/spin check when seeing Common.PreCombat, keeps Glider from stumbling on that key now.
- Added combat option for debuffs, used by new (priest/pally/mage) classes, see help file.
- Tweaked debug logging to also spit out milliseconds in time stamp.
- Tweaked warlock code to try harder to get soul shards.
- Tweaked Classes window to auto-reload a class if you test compile one that's loaded, very handy.
- Tweaked input to have a very slight delay in between keystrokes, should soften the "Spell not ready yet" errors.
- Fixed popups when exception is caught on glide thread, no more annoying windows coming up.
- Fixed resurrection field enabling in config window.
- Fixed monster evade detection to pay more attention to who is evading.
- Fixed action bar checking to handle "bonus" buttons much better (stances/stealth/forms).
- Fixed various minor bugs with identifying and removing debuffs.
- Fixed various deadlocks in Glider when cancelling with Escape right during start or during mouse spin release period.

1.3.0 Apr 9, 2007

- Fixed race condition causing various exceptions when checking for nearby monsters, harvestables, or corpses. Big bug.
- Fixed bug with re-attaching after screen resolution change and some other contexts. Big bug.
- Removed unused window hook option in Launchpad.
- Changed key parsing to accept empty strings for Char and VK to indicate undefined keys.

1.2.8 Mar 29, 2007

- Big: added new instant-compile custom class functionality, see <http://mmoglider.com/customclasses>.
- Big: added interface cooldown detection, plays much faster and looks more human.
- Paladin: major rework, check config and help file for new keys/options.
- Hunter: lowered deadzone detection time limit.
- Druid: leaves form properly to hearth now.
- Warlock: added felguard pet option.
- Fixed spin detection in main running loop, was wasting a lot of CPU time.
- Fixed spell name reading to work properly for non-English clients.
- Fixed sound problems on Vista and XP.
- Fixed Ctrl, Ctrl, X to work properly when started without Launchpad.
- Fixed profile to leash properly when wander is not set and monster is slightly out of range.
- Fixed Launchpad to clean out any partially-started game instances when it loads.
- Fixed ghost waypoint queueing to respect out-n-back profiles when resurrecting.
- Fixed auto-add radio buttons to add right waypoint type (d'oh!).
- Fixed internal HTTP getter to be smarter, runs faster and falls back to IE less often.
- Fixed stupid bug when LogMonsterChecks is set to true and nobody worth killing is around.
- Added logic to select targets while still running, very useful addition.
- Added smarter popup (duel/trade/invite) detection with more human cancellation and options to log out, see Detection tab.
- Added sound clip when looting an epic or rare item.
- Added logic to detect if gliding is started while autorunning, takes over properly.
- Added /exitglider remote command.
- Added shrink/hide buttons on normal interface to change game window while background gliding.
- Added logic to remember game window position and put it back where it was, see Miscellaneous tab to control.
- Added new hidden config options: StuckLimit, WaypointCloseness, LootNearHostiles, LootSafeDistance.
- Added logic in looting, harvesting, and resting code to be more careful of red (hostile) monsters.
- Removed rest near mobs option, not needed with red monster detection.

- Removed StopOnVanish from help file, option is visible in Detection tab now.

1.2.6 Mar 9, 2007

- Fixed small timing issue at startup to avoid possible exposure and bog system less when loading.

1.2.5 Mar 7, 2007

- Updated Glider to read from client patch 2.0.10 properly.

1.2.3 Feb 13, 2007

- Adjusted monster name read to handle tweaked structure in client patch 2.0.7.

1.2.2 Feb 8, 2007

- Fixed horrendous bug with adding factions to bare profiles.
- Tweaked Glider app protection to be much less twitchy, should support more systems and setups.

1.2.1 Feb 5, 2007

- Background mode added for Elite subscriptions (currently open to all).
- Passive auto-attach handles continent switching and logging much better.
- New window layout.
- Glider remembers its window position when started.
- Added "beep on kill" misc config option.
- Looting pattern expands, tries harder, generally loots a lot more.
- Added skillid for master skinner, skins without ForceSkin option.
- Fixed profile group bug with tiny profiles in group at load.
- Fixed loading problem for custom classes via GliderExtensions.dll.
- Added /noclean option for Launchpad startup, can be used to start multiple Gliders.
- Shaman: added support for dual wield, Stormstrike, and extra Lightning Shield in combat.
- Shaman: fixed annoying bug trying to pull sometimes with global cooldown not up.
- Druid: fixed class to respect stealth, stealth-on-pull, and use faerie fire in forms.

1.1.1 Dec 12, 2006

- New option: "Install keyboard hook" in Keys tab, see help file for specifics.
- New option: "Shift to autoloot" in Misc tab, see help file for specifics.
- Hunter: updated pet feeding to avoid macro use forbidden in WoW client 2.0.1.
- Rogue: updated poison application to avoid macro use forbidden in WoW client 2.0.1.
- Tweaked fishing lures to avoid macro use forbidden in WoW client 2.0.1.
- Big restructure: no more Glider folder. See the thread in Announcements forum for more info.
- Fixed annoying bug with Glider rechecking key every time it configures.
- Added exception catching in Launchpad to not freak if config is bad.

1.0.8 Oct 25, 2006

- Tweaked net code at startup to be less hostile to some configurations.
- Wired party healing back up to paladin code (oops!).
- Added new hidden config option: LogMonsterChecks to help debug pulls, see Hidden Settings in help file.
- Added new remote commands: /queryconfig, /capturescale, /capturequality (see /? menu in remote).

1.0.6 Sept 28, 2006

- Fixed two small bugs in Shadow driver with window hooks.
- Fixed annoying bug in Launchpad that dropped shadow config in many situations.
- Added /quickstart command-line option for Launchpad.exe. If specified, auto-launches game immediately if no versions or server messages waiting.

1.0.5 Sept 25, 2006

- Moved Shadow driver into Launchpad.exe for easier deploy and less virus false alarms.
- Added new Shadow options and other internal driver tweaks for less visible surface area.

1.0.4 Sept 20, 2006

- Fixed small bug in Launchpad getting version on some systems - should try harder now.
- Fixed some targeting issues, added trace code for others.

1.0.3 Sept 12, 2006

- Warlock: soul shard management redone, check help file to configure it right.
- Added several new SecCheck pickups, running it again is recommended.
- Added option to toggle custom class loading for security.
- Added Warden logging and other internal detection changes.
- Added faster evade checking in combat to skip out and blacklist.
- Added check for vanishing target as catastrophic warning/error.
- Fixed bug in chat reading that would bail out with an exception randomly.
- Fixed small combat toggle bug in 1.12 that would stop combat after stun/knockdown/fear.
- Tweaked Launchpad to also avoid detection better. (blackgate's exploit)

1.0.1 July 25, 2006

- Quick release to fix stupid bug in Launchpad with fresh install.

1.0.0 July 25, 2006

- **Action bar changes: druid, hunter, mage, paladin, priest, rogue, shaman.** See help file for settings.
- **Big:** Glider reads chat without logs, check help under "Reading Chat" if you're using Kick/Shield Bash/Counterspell!
- **Big:** Glider doesn't need speedy macro or /script ClearTarget() any more. Turn on "Clear target with Escape" in misc config!
- **Big:** Glider can detect when another player tags your monster and automatically disengage or logout after too many.
- **Big:** Glider can learn which debuffs are poison/curse/etc and automatically remove them, see help under "Debuffs".
- **Big:** Glider loots independent of its kills, so it can loot stuff you kill and even ninja skin other players' corpses.
- Hunter: fixed pet detection so it will resurrect pets killed during combat properly.
- Mage: many small tweaks to play better, such as Frostbite detect and wand timing.
- Mage: added option for Frost Nova cooldown.
- Mage: added Ice Barrier option (Always, On-Hit, Panic, or None).
- Mage: mana stone conjure checks for more mana before attempting.
- Warlock: fixed strange back-stuttering when low on health.
- Warlock: healthstone timer is not ignored any more.
- Added hidden config option: FriendWhiteList (see Hidden Settings in help).
- Added hidden config option: AutoAddDistance (see Hidden Settings in help).
- Added hidden config option: LootPattern (see Hidden Settings in help).
- Added new sound clips for bad tag and Glider exit.
- Fixed channeled spell detection, Glider does not interrupt AM or Drain Life horribly now.
- Fixed profile save (Ctrl, Ctrl, S) to remember path properly.
- Fixed annoying deadlock with screen capture code over remote connections (thanks: Eric Smith).
- Tweaked skip waypoints to try to guess the correct waypoint better by comparing turn angles.
- Tweaked skinning code to retry skinning a few times if attempt fails.
- Tweaked main window to not show full path on profiles (use invisio mode, it's safer!).
- Tweaked bugged monster detect on all classes, hangs up much less now.

0.7.1 May 17, 2006

- Fixed sneaky attach problem when not inheriting via Launchpad.

0.7.0 May 15, 2006

- **Action bar changes: mage.** See help file for settings.
- Mage: added wand option to help reduce downtime.
- Mage: fixed maddening rare bug that would cause combat to hang if monster just out of Fireblast range.
- Fixed deadlock with multiple /capture commands issued quickly via remote interface.
- Added new hidden options for changing Ctrl,Ctrl hotkey trigger. See help file for settings.
- Big: migrated to .NET Framework 2.0. Make sure you have that before upgrading!

0.6.8 April 20, 2006

- Paladin: small tweak at pull to make sure to engage casters/shooters.
- Added resurrection option to enable /script resurrection if you prefer that.

- Tweaked fishing code to find the bobber a lot better, no more jumping.
- Tweaked resurrection code a lot to run naturally instead of stepping.
- Tweaked startup to try harder to get around network problems.
- Added automatic start of Glide while dead if the profile has ghost waypoints.

0.6.6 Mar 30, 2006

- Paladin: added seal-on-the-run if using walk to pull (very lifelike).
- Paladin: tweaked heal code to not waste heals when monster almost dead.
- Added help topic for hidden config options.

0.6.5 Mar 24, 2006

- **Action bar changes: rogue, druid.** See help file for settings.
- Rogue: added Ghostly Strike option.
- Druid: added Swipe option.
- Druid: fixed bear form to stay in form when extra monsters attack, much smoother now.

0.6.3 Mar 17, 2006

- Fixed annoying bug with SecCheck and non-integer friend alert values.
- Fixed harvest blacklist to clear correctly on profile read from invis mode.
- Uncommented /config handler for release - oops! Working now.
- Added sneaky NoHarvest option in config file to filter harvesting (see help under advanced topics).

0.6.2 Mar 13, 2006

- **Action bar changes: rogue.** See help file for settings.
- Rogue: added option for Adrenaline Rush, free kill every six minutes.
- Rogue: added tag detection, will skip/feint if another player has tagged before you.
- Added new /config command to remote interface to force reload of configuration (good in invisible mode).
- Fixed agonizing freeze issues when updating XP/hour counter after loot.
- Fixed small bug in Launchpad that didn't tag config as dirty after SecCheck.

0.6.1 Mar 6, 2006

- **Action bar changes: rogue.** See help file for settings.
- Rogue: added option for Blade Flurry (always or just on adds).
- Rogue: added option for Kidney Shot.
- Rogue: tweaked poison code to detect weapon buff, no more timers.
- Rogue/druid: avoiding other players will now enter stealth if patrolling without stealth.
- Hunter: will stop automatically when out of ammo now (edit StopOnAmmo in config if you want to defeat this).
- Fixed parsing bug for resurrect mouse movement for non-US locales (oops!).
- Fixed nasty shadow driver bug on new installs causing popups.
- Fixed Launchpad config saving to be less violent, should not eat itself now.

0.6.0 Mar 2, 2006

- **Big:** added invisible mode for running without interface.
- Added SecCheck option to Launchpad - use this to help avoid detection!
- GliderExtensions revised - recompile, rename old SpellTimer to SpellTimerEx.
- Added lootable exit check in looting, faster on monsters with no loot now.
- Tweaked spin code quite a bit, no more overspin, better short spins.
- Tweaked resurrection code to click at button instead of scripting it.
- Fixed moving pre-combat to not cause needless delay at attack.
- Rogue: checks for behind target when opening with Cheap Shot, can Backstab now.
- Rogue: fixed chase bug on runners, should switch to ranged better.

0.5.7 Feb 9, 2006

- Localization complete - Glider can be translated! See preliminary docs in beta forum.
- Added auto-save of dirty profile (writes to LastChangedProfile.xml) on exit.
- Druid: added stealth-near-target option for patrol.
- Druid: fixed exit code to use caster form before hearthling (finally!).
- Priest: added simple PvP.

- Priest: added "extra flay" option for a single extra Mind Flay after pull.
- Rogue: added stealth-near-target option for patrol.
- Shaman: added simple PvP.
- Warlock: added update heading during pull before Immolate.
- Warlock: added simple PvP.
- Fixed stop-when-inventory-full bug.
- Fixed exception when trying to start profile on wrong continent.
- Added warning when running Glider outside of Launchpad.
- Added "strafe around obstacle" option in misc. config.
- Added sanity check on hearth to give up after too many interruptions.
- Tweaked looting code to smart-wait on looting and skinning. Very fast now.
- Added combat-approach framework for classes (used by priest & warrior right now).
- Added internal process to archive obfuscation maps for better exception analysis.
- Fixed event keys not being checked in fishing profiles.
- Fixed some combat log detection problems for Kick/Counterspell/Overpower.
- Fixed super sneaky exception if attacked by other player during combat cooldown.

0.5.5 Jan 18, 2006

- Hunter: fixed pet heal bug when pet was dead.
- Mage: added option to approach immediately on pull for long-range enemies.
- Priest: fixed blacklist on futile combat.
- Priest: added Shadowform (key 9) and Vampiric Embrace (key 0) options.
- Added event keys and new section in help for them.
- Added "stop when inventory is full" option.
- Added option to bypass loot skip on super-fast kill.
- Fixed death detection to not think you're dead when knocked down (oops).

0.5.2 Jan 09, 2006

- Hunter: added "no pet" option.
- Rogue: detects rank 3 and 4 stealth properly now.
- Added "Combat" log option for remote display.
- Added current target and current target health to /status command.
- Added alert when Glide stops abnormally after it's been running for a few minutes.
- Changed warlock and hunter to detect pet passively, much smarter on re-cast.
- Changed rogue poisons to use GetInventorySlotInfo when applying for 1.9.
- Changed chat logging to use new split logs (/chatlog and /combatlog).
- Removed Chatsay (still works, does nothing) and tweaked Chat log option to only show real, non-combat chat.
- Fixed whisper alert to actually use config value
- Fixed stripping of first character from occasional chat log entries.
- Rogue energy now stored in Rage temporarily for Glider extensions (oops!).
- Priest: added Flay Runners option to disable default flaying behavior.
- Priest: tweaked combat to wait for lower health to Renew when wandering.
- Priest: changed duration of Inner Fire to recast before it expires.
- Priest: changed heal code to be more shieldish.
- Added player coordinate display on waypoints panel.
- Added smart wait before rest to help with 1.9 sticky combat bug.
- Added key exchange at auth to prevent network attack.

0.5.0 12/21/05

- **Big:** added custom class infrastructure to allow fun combat stuff.
- Mage: tweaked mana stone usage to set off at a lower mana level.
- Added hidden config option AlwaysOnTop for industrious players.
- Added "ignore nearby mobs" config option to prevent rest bypass.
- Added basic PvP for hunter, mage.
- Added a bunch of new remote commands (status, injection, mouse movement, capture, etc).
- Tweaked teleport detect outside of combat to be less twitchy but work better.
- Tweaked looting process and added some trace code to help identify further problems.
- Tweaked chat reader to wrap around from file, no more buffer reset (100% passive now).
- Fixed horrible cleartarget bug on party buffing.
- Fixed bogus PvP-combat-detect on targeting friendly party member. (note: still attacks ninjas in party)
- Changed startup to log Glider version info but not key any more.

0.4.8 12/03/05

- Druid: fixed bear heal to be bigger, like cat.
- Druid: fixed cat form to throw out a Remove Poison/Curse if out of form.
- Druid: regrowth/healing touch bad spell names.
- Priest: fixed broken single-player Flash Heal.
- Priest: will Fade if attacked in party/healer mode.
- Priest: fixed melee toggle in solo mode.
- Mage: tweaked to not use melee spell if a poly has been cast.
- Added remote control/status option to general panel.
- Added separate alert noises for player attacking, player following.
- Added basic return-fire combat for PvP, druid-only for now.
- Added /follow option for party mode.
- Added unstable option to clear target with Escape key.
- Added debug, options on skinning skill check.
- Tweaked corpse approach to turn before running, should loop less.
- Tweaked herb/mine/skin skills to read multiple values from config for id's.
- Tweaked beach profiles to filter on Z-axis above as well as below.
- Fixed party mode healer sticking when solo.
- Fixed lurking connection on key check.

0.4.6 11/20/05

- **Action bar changes:** shaman. See help file for settings.
- Fixed nasty monster range bug that was messing up rogue pulls and looting.
- Shaman: added "heal totem" option to enable/disable totem drop when healing.
- Shaman: added "Earthbind runners" option.
- Shaman: added "shock mode" config, can be set to Spam/Runners/Interrupt with mana/life limits.
- Shaman: removed "Save Earth Shock for runners", doesn't apply any more.
- Updated FAQ.

0.4.5 11/17/05

- **Action bar changes:** paladin. See help file for settings.
- Added huge party mode for multiplayer wreckage - see config and help.
- Druid: added "stealth" toggle to disable stealth if you want to (trash mobs, party mode).
- Paladin: added Blessing of Protection for regular and party use.
- Paladin: tweaked seal/judge code to not reapply when monster near 20% threshold if Hammer of Wrath enabled.
- Rogue: added "stealth" toggle to disable stealth if you want to (trash mobs, party mode).
- Shaman: added "fast melee" and "pull with earth shock" config options.
- Shaman: tweaked heal code to be even more aggressive with healing.
- Added "stop after one pass" profile option to create handy travel profiles.
- Fixed avoid list to not run from corpses.
- Fixed window renaming to aggressively rename dialogs, external help windows.
- Tweaked monster/corpse approach code to calculate futility on distance, should help stop loop-running.
- Tweaked ghost walk to seek closest ghost waypoint to graveyard and profile. Allows multiple ghost paths per profile.
- Tweaked chat parsing to live outside glide thread, allowing log-triggered events to work in 1-Kill.
- Removed all use of worthless .NET Process object, no more performance counter issues.
- Fixed bug where Glider would lose track of game window if resized or video mode changed.
- Fixed the few spots where Glider still had arrow keys hardcoded, should use Keys.xml now.
- Note: big releases will skip version numbers to allow beta people clean upgrades.

0.4.3 11/2/05

- **Action bar changes:** mage. See help file for settings.
- Fixed annoying range parsing bug for non-US systems
- Mage: Added Counterspell option with life threshold
- Mage: Added melee-range spell option with cooldown for Cone of Cold, Blast Wave, etc.

0.4.2 10/31/05

- Druid: added cat form! Check help for all the details.
- Hunter: tweak deadzone detection to be faster.
- Hunter: added "Pet attack" and "avoid melee when possible" options.
- Warlock: fixed voidie sacrifice to detect the pet is gone.
- Warrior: tweaked combat to move in on ranged/casters faster, step up on pull.
- Added chat-while-Gliding option. Ctrl, Ctrl, Enter or see help.
- Added config options for melee and ranged distance.

- Added "avoid" option in profile config.
- Fixed bug with fast eating option to get up before attempting buffs.
- Fixed skinning to check for multiple skill id's.
- Tweaked recent-resurrection delay to anti-AFK a bit.

0.4.1 10/15/05

- Shaman: fixed eight-minute heal check to be proper value of eight seconds.

0.4.0 10/13/05

- **Action bar changes:** warlock, in a huge way. See help file for settings.
- Warlock: fixed pet missing offset problem after combat.
- Warlock: fixed twitchy Drain Soul that sometimes missed channeling too soon.
- Warlock: fixed Drain Life to approach properly on fraction of pull distance.
- Warlock: added Death Coil option for medium/low health situation.
- Warlock: added new pet options for Succubus and Felhunter.
- Warlock: added Spell Lock minimum life for Felhunter, good to save for healers at low health.
- Warlock: added option to detect Nightfall proc and cast instant Shadowbolt.
- Warlock: added Fear option to get rid of extra attackers.
- Warlock: added Soul Link option.
- Warlock: added wand option.
- Warlock: added tips at top of warlock help file for pets and options.
- Warlock: tweaked Immolate to be optional spell.
- Warlock: tweaked new spell durations for Corruption + Curse of Agony.

0.3.9 10/12/05

- Hunter: fixed exception if pet goes below 50% health with client patch 1.8 (oops!).
- Rogue: changed stealth detection to use buff list instead of character graphic.

0.3.8 10/11/05

- Fixed memory read to handle changed offset in WoW content patch 1.8.
- Mage: fixed rest code to eat/drink more than once if necessary.
- Mage: fixed buggy Fireblast if target closes quickly, was not casting.
- Fixed bug in skinning code that threw exception if corpse decayed before skinning check.

0.3.7 10/10/05

- Added shadow option to Launchpad for further anti-detection - see helpfile.
- Druid: fixed Mark of the Wild from being recast like mad.
- Hunter: added "try to separate groups" option to pull guys out of packs.
- Added "pick up junk" option to allow harvest to pick up non-flower/mine/chest objects.
- Tweaked harvesting code to try harder and check your skill against the object.
- Tweaked skinning to make sure you have the skill and that the corpse is skinnable.
- Tweaked looting initial delay to start looting faster.
- Fixed broken player name display in follower detection.

0.3.6 10/04/05

- **Action bar changes:** warrior, rogue, hunter. See help to update bars with new stuff.
- Hunter: tweaked config to simpler: first shot, second shot, repeating shot pull (second shot optional).
- Rogue: added Kick option to rogue (combat bar, slot 0).
- Rogue: fixed poison bug with applying after sitting down.
- Warlock: Tweaked Dark Pact to cast on-the-run. Faster, more human.
- Warrior: Fixed bug on extra attackers causing stuck if too much rage after Thunderclap.
- Warrior: added Overpower (rest bar, slot 4) and Shield Bash (rest bar, slot 5) options.
- Added launchpad installation - big changes!
- Added key mapping configuration, check help file.
- Added auto/normal/ghost options in waypoints panel.
- Added "sit down if bored" option to config.
- Fixed cast detection burps causing delays.
- Fixed range detection with priest wandering.
- Fixed a few old health checks (warrior, rogue) that were guzzling too many potions.

- Fixed sneaky bug in fishing if you happened to be facing directly north.
- Fixed chat log bug that would spin crazy loop if it couldn't reset the log.
- Fixed sticky, impossible-to-kill glide mode if you stop it while sending /chatlog at start.
- Changed releases notes to punctuate at bullet end.
- Updated FAQ on www.wowglider.com, been a bit stale.

0.3.3 9/26/05

- Added security to prevent memory scanning

0.3.2 9/24/05

- Added messaging framework for Glider server notifications at startup

0.3.1 9/23/05

- Fixed small bug with loot looping

0.3.0 - 9/22/05

- **Action bar changes:** hunter, paladin, rogue, shaman, warrior. See help to update bars with new stuff
- Hunter: added Intimidation (slot 8) and Bestial Wrath (slot 9)
- Hunter: added futility check to hunter pull for bugged monsters
- Paladin: added Hammer of Wrath option (slot 8)
- Rogue: added Vanish ability (slot =)
- Rogue: added config option for rogue's Eviscerate multiplier
- Shaman: added start totem option (slot 5)
- Warrior: added Bloodrage option (slot 0)
- Warrior: added Demoralizing Shout option for warriors (slot =)
- Warrior: added Thunderclap + Cleave (slots 2, 3 on rest bar) usage
- Warrior: added rage cost for Heroic Strike for warriors - now works with Mortal Strike
- Added "follower" detection options in Detection tab for curious onlookers
- Added config option to paste commands via clipboard (under Keys)
- Added beach option to profiles to keep from chasing into water
- Added "this profile has no factions" popup warning
- Added walking buffs internal framework: currently used by rogue and shaman, others to come
- Tweaked monster/corpse approach to use smart running with unstuck code
- Tweaked Lightning Shield to cast when opportunity arises, looks more human
- Tweaked hunter trap pull to get a bit closer before laying the trap
- Tweaked mage combat to not bust Polymorph with Frost Nova
- Tweaked melee distance detection to handle big shaman better
- Tweaked warrior and shaman combat to detect melee and toggle if it somehow got turned off (big!)
- Tweaked teleport detect to allow stop without exit (plays alert sound)
- Fixed more twitching with chat reader and recursive action stop mania
- Fixed bug with Bloodrage + Charge for warriors
- Fixed auto-add waypoints to not freak out when adding ghost waypoints
- Fixed overreactive keyboard hook error logging
- Fixed rogue stealth to try harder (big!)
- Fixed warrior range detection causing rage to build with no special ability usage (big!)
- Fixed target switch detection

0.2.3 - 9/13/05

- **Action bar changes:** mage. See help to update bars with new stuff
- Added tons of mage combat stuff: polymorph, frost nova, scorch. Read help!
- Added fast eat/drink option
- Added bandage support - set in Limits in config, see help
- Added waypoints panel (replaces Stop button when idle) to show nearby waypoints
- Added auto-add waypoints on waypoints panel
- Fixed hunter trap drop bug, where it wouldn't back up to trap
- Changed chat log code a lot to support 1.7 - much less /scripting now!
- Tweaked anti-teleport detection to be looser
- Tweaked teleport/target detection to non-default

0.2.2 - 9/5/05

- Added prototype auto-harvest: set in Limits in config, see help
- Added target-switch and teleport detect under Detection tab in config
- Added reverse waypoints option for circular profiles
- Added code for hunter to glide without pet
- Added bunch of priest options and new code - check priest config and help
- Added detection for low-res screens with handy error message and better button display
- Fixed warlock help file to show health funnel button (oops!)
- Fixed game-switch on hotkeys to always switch
- Fixed annoying Cold Blood config drop bug
- Fixed natural running bug causing it to loop around oftentimes after walk-to-loot
- Fixed food/water/poison auto-count, should work on any bars now
- Fixed tab check on extra attacker to be less twitchy
- Fixed extra attacker code to not try to attack DoTs from dead monsters
- Fixed natural running to not require speedy macros
- Tweaked profile load to default natural running to "on" for old profiles

0.2.1 - 8/25/05

- **Action bar changes:** hunter, warlock, warrior. See help to update bars with new stuff
- Added natural running option - very important! Edit profiles to enable!
- Added sneaky GM detection
- Added detection for monsters targetting you, reacts much faster to ambush
- Added pet call on resurrection for hunters
- Added option to disable auto-count of food for mage (auto-count will be fixed next rev)
- Added hamstring option for warriors
- Added blacklist profile option for caves/huts
- Added health funnel rest code for warlocks and hurt demons
- Tweaked ambush code to consider more targets valid: pets can be put on defensive now
- Tweaked shaman pull to wait longer for lightning to finish
- Tweaked priest heal to be less twitchy when monster is nearly dead
- Fixed manastone timer in mage to not be so hasty
- Fixed update heading/backup bug when monsters behind you
- Fixed mage pull to be less twitchy when not using Arcane Missiles
- Fixed Drain Soul to detect animation break and not count shard
- Fixed annoying profile load bug for non-US systems

0.2.0 - 8/19/2005

- Fixed huge bug with targeting/ambush detection when looting
- Tweaked pre-combat to sanity check for pets, corpses to avoid weird stoppages
- Tweaked warlock pet code to use new hunter objects, much more resilient
- Tweaked shaman combat to add a tiny delay before toggling combat to avoid standing around
- Tweaked hunter pull to walk a tiny bit more on "approach on long pull" to stay in range
- Updated "keys Glider uses" help topic with pet (Ctrl) keys
- Removed pet detection debug from regular log, moved to debug log

0.1.9 - 8/17/2005

- **Action bar changes:** hunter, druid, rogue. See help to update bars with new stuff
- Added "skip all loot" config option
- Added enrage option for druids
- Added auto-lure option for fishing profiles
- Added traps with pull for hunter class
- Added rogue weapon poison options
- Added rogue evasion cooldown option
- Added in-combat pet mending to hunter
- Added ambush check in middle of looting loop
- Added "all keys used by Glider" help topic
- Tweaked rogue class to detect when it's stealthed and auto-stealth after eating
- Tweaked help invoker to rename help window
- Fixed various rogue combat bugs
- Fixed double-loot counter with skinning
- Fixed pet feeding problem with empty backpack slots

0.1.8 - 8/10/2005

- **Action bar changes:** hunter. See help to update bars with new stuff
- Added big-time hunter code (and help) for pet management and better combat
- Added ability to add regular waypoints as a ghost
- Added water/food detection for mages, should auto-detect and conjure when needed
- Added a few jumps here and there
- Added verbiage to help for pet control and adds (hunter, warlock)
- Changed looting process to scan quicker and rely less on heading - even smoother now
- Fixed mage target timeout bug causing extra adds
- Fixed buggy shaman pull that would not time out waiting for approach on pull with ranged/casters
- Fixed small bug with hunter ranged kills not counting in main window
- Fixed race condition at glide thread start that occasionally threw exceptions

0.1.7 - 8/8/2005

- Added "Detection" tab to config for masking Glider's visible pieces.

0.1.6 - 8/6/2005

- Interface cleanup: fixed tab order on dialogs from various tweaks
- Added max pull cast time for mage to allow big bomber pulls
- Tweaked mage config to change fireblast cooldown to seconds (will inherit old values ok)
- Tweaked button enabling/disabling code to leave buttons more enabled with helpful errors
- Tweaked "1-Kill" button to highlight more visibly when target is good
- Tweaked fishing code to detect bobber better, fewer mis-casts now
- Tweaked mage rest code to wait a bit before casting non-instant rest spells
- Fixed broken link in help file from profiles dialog
- Fixed corpse queueing exception if a corpse vanishes before Glider can loot it

0.1.5 - 8/5/2005

- Added fishing profiles! Check help under "Edit Profile" for info
- Added option to mage combat to save Fireblast for runners
- Added insane debug option (see sticky in support to enable if necessary)
- Tweaked mage rest to conjure stone sooner, skip spells when not enough mana

0.1.4 - 8/3/2005

- Added bear/caster form detection hooked up in druid, less sticky now
- Tweaked mage rest code to wait a bit before drinking, avoiding combat errors
- Tweaked resurrection to /script the release and accept, no more click problems
- Tweaked looting code to use new object-under-cursor trickery; faster and less clicky
- Fixed warrior pulling bug that was charging in before monster approached
- Fixed sneaky bug with resurrection not finding space to res properly

0.1.3 - 8/1/2005

- **Action bar changes:** mage. See help to update bars with new stuff
- Added mana stones option and combat logic for mage
- Tweaked paladin healing parameters for less lazy healing
- Fixed sticky Ctrl detection
- Fixed pesky "Release Spirit"/"Accept" positioning burps. (really!)

0.1.2 - 7/29/2005

- **Action bar changes:** warlock. See help to update bars with new stuff
- Added new keyboard controls! Check help under "Keyboard Control".
- Added warlock option: Prevent runners
- Added code to allow warlock to re-cast its healthstone if used
- Added section on warlock balance
- Tweaked warlock combat to use healthstone more liberally, sac voidie less
- Tweaked priest combat to handle wand timing and healing much better
- Tweaked release spirit handling to paw harder at button, should handle different configs better
- Tweaked monster-facing code to be a bit more tolerant when rotating, less twitchy
- Tweaked mage buff code to pre-rest, not post-rest (oops!)

0.1.1 - 7/26/2005

- Added "Keys" tab to config for key delay and choosing action bars
- Added config option to priest for Shadow Word: Pain duration
- Added option to mage to spam Arcane Missiles in combat
- Tweaked mage config verbiage + help to show milliseconds instead of seconds
- Tweaked priest combat to be a little more liberal with Renew
- Tweaked priest combat to ignore Mind Blast cooldown at pull (high values kept it from pulling)
- Fixed occasional warrior refresh bug where Glider would ignore new rage
- Fixed profile reading/writing to use invariant formatting
- Fixed minor chat log bug when game detaches
- Fixed non-judge bug in paladin when seal wears off
- Fixed bug with mage stepping out of channeling sometimes
- Fixed bug with warrior config sometimes discarding Heroic Strike cooldown
- Fixed paladin crazy-heal mania bug after 2 heals in combat
- Fixed priest wand causing spells to attempt cast during cooldown

0.1.0 - 7/20/2005

- Fixed chat log to work with patch 1.6
- Updated key checking to support move to nice, new server!

0.0.9 - 7/12/2005

- Changed some hardcoded NPC memory locations to support WoW client patch 1.6
- Added color scheme skin and icon to support upcoming graphic design switch
- Added experience/hour counter

0.0.8 - 6/28/2005

- Corpse queueing: everything gets looted, even additional monsters and runners
- Tweaked main window to show more character info and some target info
- Fixed stealth/unstealth bug on rogue post-rest code
- Removed old remnant in version detection, should work on newer WoW installs (maybe EU, too)

0.0.7 - 6/17/2005

- Restructured config interface into a property sheet - too much stuff for one dialog
- Added chat log features and alert system
- Added "speedy macros" option to accelerate Gliding with macros in-game (see Advanced Topics in help)
- Added "avoiding detection" section to help file

0.0.6 - 6/14/2005

- Made rest health/mana into configurable percentages
- Fixed help with druid remove curse/cure poison
- Fixed nasty bug with Tab selecting wrong guy and causing unexpected attack
- Added action bar reminder help link to class configuration

0.0.5 - 6/10/2005

- Updated to patch WoW version 1.5
- Tweaked priest code to use wand properly with new autoshoot
- Added toggle to turn off rogue backstab at combat start

0.0.4 - 6/4/2005

- First release candidate
- Added "soft" version checking without popup

0.0.3 - 6/1/2005

- Finished off rogue, last class!

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EXHIBIT 3



HOME

FAQ

DOWNLOAD

REGISTER

FRIENDS

GEAR

FORUMS

SUPPORT

Glider Forums > Glider > Legal
Glider vs. Blizzard

Welcome, jmurano.

You last visited: 07-23-2008 at 03:38 PM
 Private Messages: Unread 0, Total 0.

User CP

FAQ

Calendar

New Posts

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Quick Links ▾

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Search this Thread ▾

Rate Thread ▾

07-18-2008, 12:12 PM

#1

BeatBox2k

Member

Join Date: Jul 2008
 Reputation: 1

Glider vs. Blizzard

Will this bot continue with the development?

07-18-2008, 12:18 PM

#2

Maikka

Glider Customer (Elite)

Join Date: Apr 2008
 Reputation: 1



i think mercury is going into revision, to a higher instance of court. That will take another year on court and further development on the bot.

07-18-2008, 03:31 PM

#3

Hamut

Join Date: Aug 1970
 Location: MDY Industries
 Reputation: -438



Quote:

Originally Posted by **BeatBox2k**
Will this bot continue with the development?

Yes - we will certainly **appeal** and keep doing what we do best - Glider.

Hamut.

Glider FTW

07-18-2008, 03:34 PM

#4



MaDDMaXX
Glider Customer (Elite)

Join Date: Dec 2006
Reputation: 3



Quote:

Originally Posted by **Hamut**

Yes - we will certainly **appeal** and keep doing what we do best - Glider.

Hamut.

SALUTE

lol you guys are kick ass. I was caught in the ban-wave of may.

i won't give blizzard the satisfaction of buying a new account when i believe i did nothing wrong. i didn't sell gold and didn't sell an account :P

I AM ROOTING FOR YOU GUYS TO KICK ASS IN COURT !

!!! ALL BANNED !!!

(Paladin) 1-70 (Mage) 1-70 (Warlock) 1-70 (Priest) 1-50 (Hunter) 1-50 (Warrior) 1-64 (Rogue) 1-70



07-18-2008, 03:43 PM

#5



freebeerforlife
Glider Customer

Join Date: Jun 2008
Reputation: 0



glad to here it. really dont feel the need to play wow if i have to grind all day. 3 yrs of playing wow and i got so sick of grinding i finally got glider this year and have no plans of doing it the old way. so if glider cant play wow neither will i. i refuse to waste my days grinding.



07-18-2008, 03:53 PM

#6



MaDDMaXX
Glider Customer (Elite)

Join Date: Dec 2006
Reputation: 3



blizzard is pissed cuz glider helps you level faster. quest by day grind by night.. or being able to play 24/7. this causes them to lose money. because they want you to play the game longer so they can charge you 15 dollars a month.

besides.... its not the leveling thats fun... its the end games and PvP @ 70 thats fun.

fucken assholes... i hate blizzard.... but i love their games.

!!! ALL BANNED !!!

(Paladin) 1-70 (Mage) 1-70 (Warlock) 1-70 (Priest) 1-50 (Hunter) 1-50 (Warrior) 1-64 (Rogue) 1-70



07-18-2008, 04:02 PM

#7



Macromage
Glider Customer (Elite)

Join Date: Jun 2008
Reputation: 0



Quote:

Originally Posted by **MaDDMaXX**

blizzard is pissed cuz glider helps you level faster. quest by day grind by night.. or being able to play 24/7. this causes them to lose money. because they want you to play the game longer so they can charge you 15 dollars a month.

besides.... its not the leveling thats fun... its the end games and PvP @ 70 thats fun.

fucken assholes... i hate blizzard.... but i love their games.

lol, their excuse would be "we spent so long to make this game, and they are botting - so how are they viewing our artwork that we spent so much time on?"

what they don't understand is, a lot of us have leveled to 70 without glider, too, and now it just gets boring to get to 70 so we just glide it. Or we want money (farming). Muahahaha.

Lifetime Glider Elite Customer

Search the Knowledgebase

guru.mmoglider.com



07-18-2008, 04:31 PM

#8



Hamut

Join Date: Aug 1970
Location: MDY Industries
Reputation: -438



http://www.informationweek.com/news/personal_tech/virtualworlds/showArticle.jhtml?articleID=209100284

H.

Glider FTW



07-18-2008, 05:01 PM

#9

Dwafen

Glider Customer

Join Date: May 2008
Reputation: 0



Blizz dosen't like glider because they think it ruins the game for other people and by using glider you are ruining the game. I think that if you are using glider to level your character up to 70 and you've never had a 70 before you should hand level at least one toon up to 70 and then you must make sure before you start doing groups or instances you know how to play that class but other then that I don't know what blizz is whining about of course if botting was legal that would destroy the game but so few people that play WoW actually have glider that it dosen't matter



07-18-2008, 07:05 PM

#10

narfnarf

Glider Customer

Join Date: May 2008
Reputation: 0



In my opinion, its impossible to play a character the right way, if you didnt play with it before.
If you never played a Mage (for example) and have instant a lvl 70, your skill will suck



07-18-2008, 09:12 PM

#11

[un1337](#)

Glider Customer (Elite)

Join Date: May 2008
Reputation: 0



Bot > Blizz



07-19-2008, 01:49 PM

#12

[freebeerforlife](#)

Glider Customer

Join Date: Jun 2008
Reputation: 0



Quote:

In my opinion, its impossible to play a character the right way, if you didn't play with it before.
If you never played a Mage (for example) and have instant a lvl 70, your skill will suck

there is truth in that statement but you eventually will learn. i manually leveled each toon to lvl 60 3 to lvl 70 and noticed i was becoming a F--ing hermit and even my wife coming over buck naked wasn't getting my attention anymore..... then i decided to get glider....< clouds part and a ray of light comes down...laaaaaaaaa>. Blizz wants to to think gliding is evil so you spend all your spare time playing the game and "NEXT" week you'll get what you after or "AFTER YOU PUT YOUR TIME IN".... screw that crap its a game and yes its fun and yes the content is pretty awesome but the time i spent grinding just so i could do the fun things is bullshit. i say once you have experienced the game leveling up a guy to lvl 60 now lvl 70 you should have access to all toons lvl 70 with no gear on the new toons BUTTTTTT. then you wouldn't spend so much time playing and blizz wouldn't get there 15 bucks a month. So if Glider can't come over and play I'm taking my computer and going home.



07-19-2008, 02:24 PM

#13

[tillado](#)

Glider Customer (Elite)

Join Date: Jul 2006
Reputation: 0



blizzard sux--- i have played sinc the game was out and got so tired of it then i got glider and booom it made me still play and me still playing = blizzard gets more money got 4 accounts.

im sure if glider close many will stop playing the game, i know i will, i dont have time to grind for repair, and even pvp cost repair now. so no bot no wow..

PvT



07-19-2008, 02:40 PM

#14


[ninja_pimp](#)

Glider Customer (Elite)

Join Date: May 2008
Reputation: 0



Quote:

Originally Posted by **freebeerforlife** 

glad to here it. really dont feel the need to play wow if i have to grind all day. 3 yrs of playing wow and i got so sick of grinding i finally got glider this year and have no plans of doing it the old way. so if glider cant play wow neither will i. i refuse to waste my days grinding.

hear hear

i feel same way

i've been playing this game since day one, love it, but i'm forced to spend hours a day to farm the mats to make flasks, to get rep with faction.

i'm part of a raiding guild which means we spend about 3 to 4 hours almost everyday doing BT, sunwell and such.

when ya spend 3 hours raiding, i honestly feel the raiding of a dungeon should reward one enough where he is not forced to go farm for farm. as it is i have expensive armour repair costs and a raid to clear BT does not even help me break even with armor repair costs and i may get 1 or 2 green items. sometimes i do get a purple reward but thats not the point.

the point i'm trying to make is if blizzard made drops rates easier i would not have to farm for em.

so now with the glider which is a godsend, i can farm in ease for materials which i sell on AH so i can get gold and in return i buy what I need.

so really i'm giving back to the wow community, ppl needs dozens on materials and no one likes farming for hours on end for dismal drop rates.

if blizzard fixed the farming delimma, lousy drop rates there prob would not be a bot program.

the way i see it, the glider is like a necessart evil, which blizzard brought.

i blame blizzard for the inevetiable creation of glider. if blizzard would to relax drop rates, ppl would not need to farm so much.

its tedious work and time to spend farming.

i certainly can not gather enough mats in 3 to 4 hours to farm then have to raid. blizzard expects you to play wow for about 8 hours a day, no thanks.

which is why i love glider. i can actually do other things that need doing in my life. then when its time to raid, i can actually dip into my bank for materials i use in raids. that makes the game more fun for me

gliding is about making the game fun again for me.

everyday i thanks the devs for coding this awesome bot program.

i dont see myself as a cheater, i play and bot to progress on endgame content,



07-19-2008, 02:52 PM


#15 

Qim 

Glider Customer (Elite)

Join Date: Jun 2008
Reputation: 0



Must say, Glider gives a bit of a RTS feeling to WoW now, I can plan, gather resources, send my chars to do tasks... leaving me to watch the progress and correct any mistakes along the way. And when I want to raid - I submerge fully to the RPG aspect of WoW. (no more idle hours doing idle farming)... TG for Glider 



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EXHIBIT 4



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07-23-2008, 10:24 AM

#1

shintaGlider Customer (Elite)
Rep RookieJoin Date: Sep 2007
Reputation: 36**Idea, probs dumb**

Hi so this wouldn't help for the current legal case but I was wondering on future issues.

So..my idea is make glider open source.

Now before I get a billion tards going no way. Think about it.
 Open source = no one owns the software.

Now as for merc to make money they could still charge people but instead of just one glider.

So for example, there is a core part of glider, this is open source.
 Then mmoglider charges a cost for a interface between the the glider engine and the user. So this includes the default classes as well as a GUI.

Then for elite they charge the subscription for more functionality.

Anyway I want peoples feedback. Is this a nice option or is it a fool phail?

No place like 127.0.0.1



07-23-2008, 10:31 AM

#2

Chikun
 Glider Customer

Join Date: Aug 2006
Reputation: 0

in a way it kind of is open source, people have made custom classes that better suited different needs and Merc had adjusted accordingly by making "elite". Also, this type of software isn't exactly like linux, it still goes against blizz's EULA so it would just mean that blizz would have to go after more people which would bring more attention. That could be good or bad, but most likely bad.



07-23-2008, 10:36 AM

#3

shinta

Glider Customer (Elite)

Join Date: Sep 2007
Reputation: 36

Rep Rookie



If its open source, no one person or entity will own it. Meaning, as you stated, they would have to go after lot more people. But seriously is Blizzard going to go after 100k+ people? Law fees, lol.

Its really not open source either, the CC's get compiled and work with Glider. Im assuming this is what the CC dll is. A library for the CC's to use?

No place like 127.0.0.1



07-23-2008, 11:15 AM

#4

JoGi86

Glider Customer (Elite)

Join Date: Feb 2008
Reputation: 10



And... what'll prevent people from writing own interface if they have core code available?
Also... ever considered that it'll ba alot easier for blizz to detect glider if they'll analyze code where glider interacts with game client?



07-23-2008, 11:31 AM

#5

shinta

Glider Customer (Elite)
Rep Rookie

Join Date: Sep 2007
Reputation: 36



Quote:

Also... ever considered that it'll ba alot easier for blizz to detect glider if they'll analyze code where glider interacts with game client?

True, this would have to be covered in which part is open source. Very true tho.

Quote:

And... what'll prevent people from writing own interface if they have core code available?

Nothing, but as the FAQ's states anyone could if they have the skillz.

Quote:

Why shouldn't I just use XYZ Free robot or make my own?
A: There's no reason not to. With enough time, you can tweak any code out there to automate your character the way you want. Of course, you also have to debug it, keep it current with patches, and actually do the coding yourself. If you find that kind of thing fun, and many people do, then go for it. It's a good learning experience and very challenging.

If you don't find that stuff to be fun, Glider is cheap. For \$25, you get all classes, excellent documentation, a polished user-interface, and instant usability. How much is your time worth?

No place like 127.0.0.1



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