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Frequently Asked Questions

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Last update: **Jan 8, 2007**. New/updated questions marked with *.

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General

Q: How does Glider work?

A: Glider works a lot like a regular player. It looks at your keyboard energy, etc. It moves the mouse around and pushes key keyboard. You tell it about your character, where you want things, and what to kill. Then it kills for you, automatically do something else, like eat dinner or go to a movie, and return, you'll have a lot more experience and loot.

Q: Can I cheat with Glider? Is it a hack?

A: No. It will not show you things that you cannot normally game and it does not control the game other than keyboard mouse movements. It's not a teleport hack, speed hack, hack, or anything along those lines.

Q: Is using Glider cause for suspension/ban? *

A: Yes, Glider is against the Terms of Service as provided by World of Warcraft. If you are detected using Glider, you will be suspended for 72 hours and very likely banned completely. Glider does not violate any of the terms listed under Blizzard "Client/Server Manipulation Policy", it is still a third-party and their Terms of Service are very open in what falls under definition, meaning they can find you in violation for pretty anything they want.

Glider provides a number of features to help lower the risk of detection - for more information, see the next topic.

Bottom line: use at your own risk.

Q: Is Glider detectable? *

A: There are two methods of detection for Glider or any other third-party tool:

1) The game itself detects the software by searching memory, hard drive, window titles, or some other means. The current version of Glider (1.1.2 Dec 12, 2006) is not detected by these means. However, it is technically possible for Blizzard to change the detection scheme, if they come up with a new way to detect it. This risk cannot be avoided, as the game client can update itself. You can help lower your risk by following the suggestions posted in the Announcements forum and upgrading to [Glider 1.1.2](#) to provide better control of and reaction to changes in the detection software.

2) You can also be detected by a human observing your repeated patrols, robotic behavior, etc. This can largely be avoided by always staying near your computer while gliding. Glider has a number of features built-in, such as detection of whisperers and players following you. Be careful to avoid areas with lots of obstructions and follow the tips in the help file when setting up profiles.

Unattended automated play is *always* risky and should not be used in busy areas for a long time.

Q: Is Glider easy to set up?

A: Pretty simple. Create a folder, download the launchpad, and the rest is done automatically.

In order for it to work properly, you have to configure the action bars in the game (5 and 6) with shortcuts to the different skills it wants to use. Each class has a section in the help file explaining its options and the action bars, so getting

running takes mere minutes.

Q: Does Glider modify my game files?

A: Definitely not. Glider does not use a UI mod or make any changes to the game, either on disk or in memory.

Q: Doesn't it defeat the purpose of the game?

A: If you use it to bypass content, definitely. World of Warcraft is a great game and you'd be doing yourself a huge disservice by skipping various quests and instances and new areas as you level up to 60. If you want to start out the game at 60, just buy a new account or talk to someone who can convince you not to. The biggest and best part of the game design is just silly

Glider is intended for people who want to quickly level up an alternate character or glide through the last few levels to get a priest just quit your guild, but got no good recruits? Want to be a mage if you should have picked a mage instead of a warlock, I want to spend all that hard the game time again? Want to get a rogue-riffic revenge on those guys sneaking up on you in Battlegrounds? Those are the problems that the Glider solves.

Using Glider with an alternate character is particularly effective because you can supply the character with the money and food/water/supplies that Glider will most definitely use up.

Q: How much does it cost?

A: By default, Glider runs in a demonstration mode. While in demo mode, it will stop automatic play after a few minutes, and you have to restart Glider if you want to evaluate it further. Aside from that, the demo is *fully functional*, so we recommend you try it out before registering to make sure you're happy with it.

You can [register Glider](#) and instantly get a product key for payable via [PayPal](#). Once you have a product key, it will future versions of Glider to support new patches of the (new features that are added to Glider itself. Glider check updates on startup and notifies you when a new version for download.

Note that the product key is used during the startup pro Glider to request memory locations of game information share your product key and we receive too many request will be locked out.

Optionally, you can upgrade to [Glider Elite](#) to get extra such as background operation and additional protection detection software. Glider Elite is a subscription service 1 month and can also be purchased in 3-month or 6-month without subscription at a discount.

Gameplay

Q: How does Glider actually find and kill things?

A: You show Glider the area you want to clear by marking the game. You go to a spot, click the "Add Waypoint" button (Previous Track on your keyboard). Then you go to the next it again, until you form a circle. You can also specify minimum/maximum levels of monsters to target as well which are like monster "teams".

All that information is a "profile", which you can load and share). You start up Glider, load the profile, and it runs the area, clearing it out again and again. The actual mechanics pulling and combat are specific to each class, so check them for your class.

Q: Can it quest or gain reputation?

A: Indirectly, for sure. Since it loots and kills, Glider is perfect at automating the "kill xx monsters" or "collect xx items from quests". In some areas, such as the Barrens and Burning Steppes, you can simply go into town to pick up all the quests, glide for a few hours, and then turn them all in for very fast reputation. Glider's harvesting options can be used to pick up quest items on the ground for many quests as well.

It's also very handy for gaining reputation, as it can kill thousands of hours. It may be true that you have to kill over a thousand Furbolgs to get exalted with the Timbermaw. It's also true that Glider can do it for you.

Q: Can Glider kill other players?

A: Glider's PvP is very limited and it will not attack other players if it is attacked first. If configured improperly, Glider *will* target players' pets, since they appear as monsters, but never the owner. Since this normally results in said pet owner killing Glider, feel this is a good incentive to set up factions properly with Glider.

If Glider is attacked by another player, it will try to fight back, but not what most people would consider a very good PvP experience.

Q: What about loot, skinning, mining, etc?

A: Glider will loot bodies when it kills monsters. Glider will also automatically skin corpses, if you have that option enabled. If you are gliding in an area with monsters that do not run, it will loot/skins 95% of the monsters it kills. It can also be configured to skin other players' kills (ninja skin), but it will only approach corpses that have no players near them to avoid being reported.

Glider will also automatically harvest mines, herbs, and (

you. You can specify a limit of how many yards you're w to such items and Glider will go get them when it finds t have the appropriate gathering skill. You can also tell Gl up anything, which will let it gather quest items such as parts, wildkin feathers, etc.

Q: Will Glider automatically resurrect?

A: Yes. When setting up a profile for an area to kill, you ca list of ghost waypoints, which Glider uses to make it fro graveyard to your area. It will then patrol your waypoint your corpse and resurrect. During resurrection, Glider at position itself in the safest possible spot relative to nearl

Automatic resurrection can be controlled by specifying a number of times to resurrect, which helps prevent you f camped or resurrecting too many times in the middle of monsters. It can also be disabled completely, if necessai

Q: What about eating, buffs, conjured items, etc?

A: We've tried to make Glider as intelligent as possible to e strength of each class. For instance, it will conjure food when playing a Mage. It uses heal-over-time spells, sacr re-summons) demon pets, etc. If you have a suggestion playing a particular class, definitely let us know by submr the [support page](#) or starting a thread in the forum.

For buffs, it always keeps the most appropriate class-sp going, re-casting them as necessary.

Q: How about soul shards for warlocks?

A: You simply tell Glider how many shards you want to kee and it will make sure you have that number at all times, new shards as necessary to replace dead/sacrificed dem

healthstones, etc.

It also has a "farm shards" mode for warlocks, which is topping off your shards. When gliding in "farm shards" it will collect as many shards as you tell it during configuration. If you set that many, it will automatically use your hearthstone and

Q: Why do I keep dying?

A: Gliding is a bit different from a regular person playing. It's not as smart as you when it comes to additional monsters piling on top of runners, casters, obstacles in the way, or anything else.

When setting up an area to glide, make sure you pick an area where the monsters are 2-6 levels below you to ensure it can handle them. Keep an eye on while it's playing and if you see it doing something stupid, then change your setup to disable it. There are plenty of options in general configuration and class-specific setup to keep Glider on task.

Most importantly, be sure to read the "Tips" section in the manual for a lot more information.

Note: if you find yourself dying because other players are attacking you along and killing you, there's not much you can do about it and fight back or find a quiet place to glide or switch to another server. Rogues and druids in cat form survive much better on busy servers because they stealth while patrolling and can be used to wait for enemy players to leave the area before attacking monsters.

Q: Will it fish?

A: Yes, Glider has an option to create fishing profiles. At high levels you can make more money by gliding areas with good fishing. Fishing is always an option. And it's a great way to raise

in the mid-level ranges on a server with a well-developed

Operation

Q: What are the system requirements? *

A: Glider requires a PC running Windows 2000, Windows XP, Windows XP Pro, or Windows Vista. Glider will not run on Windows 95, 98, SE, or ME because they cannot be secured from rootkits. Glider is not supported on 64-bit versions of Windows, as Windows kernels are not as friendly to Glider's techniques for hiding processes. There is currently no Mac version of Glider.

Hardware-wise, if you have a PC and can run the game, you can run Glider. The only piece of software it requires is the Microsoft .NET Framework 2.0. There's a good chance you already have it, as a lot of software uses it now. You can check by looking for ".NET Framework" in the "Add/Remove Programs" section of your Control Panel.

You can also download the framework directly from [Windows Update](#) in the "Custom Install" section.

Q: Can it crash the game? *

A: Since Glider only reads memory from the game, it is **inc**reasingly unlikely that it can cause the game to crash. Glider does not "patch", "inject", or otherwise touch any part of the game's memory or on disk. It is 100% passive, working solely by reading memory in the game to see what's going on.

Also, Glider checks the version of World of Warcraft you have at startup to determine memory locations of the data it needs to extract. If it's not confident it can work with your version of the game, a popup will appear and you will be notified that you are incompatible. Typically, this is right after a patch, before

the corresponding updates in our central database so that it gets the data it needs.

Q: Can I type while it's playing?

A: If you have [Glider Elite](#), you can use your computer for other tasks while gliding, such as reading your email, browsing the web, or playing another game (if your computer is fast enough).

For basic chat in the game, you can enter it while gliding. Glider uses the keyboard to control your movement and the keys are actually captured by Glider first. When you press a key to send your message, Glider queues it until it is out of combat, then sends it all at once. To chat, tap Control twice and then start typing while gliding. Glider's title bar will change to a cursor and you can enter your text there. Hit Escape to abort or Enter to send your message. In addition, Glider includes two other features for chat:

1) Glider includes a semi-automatic "1-Kill" mode that goes through its combat progression on the monster you have currently killed in the game, then stops. Not only is this good for testing your setup, but you can use it as a relaxing way to grind while waiting between kills. Since it is semi-automatic, 1-Kill doesn't let you do that yourself.

2) If you have a second computer or laptop handy, you can use Glider to send messages. If it sees a file named **chat.txt** in the current folder, it will open it and send the contents of the file as a message, then delete it. So you can simply use regular Microsoft Word or Notepad to save that file from another computer when you want to chat. The file is checked at the end of each kill when you are in combat.

Q: Can I move the camera while it's playing?

- A:** As long as it isn't looting, yes. You can safely move the camera around during combat to watch your back or otherwise adjust the view. Glider requires a default camera position when you die, though, so be sure to put it back. Or just hover the pointer over the corpse when you see Glider trying to click on the corpse.

Glider Elite

Q: What is Glider Elite?

A: Glider Elite is an optional subscription upgrade to Glider for a month. Upgrading to Glider Elite unlocks several features not available in core Glider:

- Background gliding, allowing you to use your PC for other tasks while gliding.
- WardenNet integration from InnerSpace, providing a faster reaction to detection updates.
- Instant plug-in classes and class customization for custom behavior.

Note: Glider Elite is still in development as of Jan 8, 2006 and is not available for purchase.

Q: Do I need Glider Elite?

A: As mentioned above, Glider Elite is an *optional* upgrade allowing the use of some key extra features. The core Glider is hard to detect and as functional as we've kept it for the last year and a half. Glider Elite is meant to be an upgrade, not a requirement. It's up to you to decide.

Q: Will you keep updating Glider for regular customers?

A: Absolutely. Core Glider will continue being updated with new features as it's always been. However, large and complex

additions will be added as Glider Elite features. Such features will never be implemented in the first place without Glider Elite. Regular customers are not being shorted.

We recognize the value of the \$25-and-done Glider and want it to be fresh and updated.

Q: Can I get Glider Elite without subscribing to a monthly fee?

A: Yes, we will be selling 3-month and 6-month "cards" that can be used to add Glider Elite time to an existing key. These will be discounted from the regularly monthly fee, tentatively \$15 for the 3-month card and \$20 for the 6-month card.

Miscellaneous

Q: Who are you guys?

A: We are fans of the game that want to try out a lot of different things. Getting a bunch of characters to 60 is a pain. Getting to equip them is a pain. Doing big instances, Battlegrounds and generally socializing in the game is fun. We use the shortcuts to skip the painful parts and have more fun.

Someone suggested we sell it, so...

Q: How do I know you won't steal my password?

A: With any software installation, there's no way to be sure we'd go to all the trouble of building this application and maintaining an easily-identified web site just to steal your password and sell it. Dreamfool, then don't download it.

Q: What's it written in? Can I get the source??

- A:** Glider and Launchpad are written entirely in C#, with the .NET Framework 2.0. Glider's helper driver is written in i386 assembly.

And, no, you can't get the source. Handing out the source puts us out of business, as far as \$25/copy goes. If you source bad enough that you think you can talk us into it make an offer via [email](#).

- Q:** When are you guys going to put in good PvP?

- A:** Probably never. With the information in the game about activities, we could definitely make a one-versus-one robot that would wreck any human player in a "fair" fight or duel. That would defeat the purpose of the game, that would also hurt players' experience and draw Blizzard's ire. Glider's current does not make a victim of any other player, with the possible exception of taking over a busy spot. But the various in-game mechanics (monster tagging, PvP) easily take care of that.

For engaging in PvP, we think it's lame for a computer to be a person. If you're looking for a way to automate killing real people, Counter-Strike is out there and there are already a ton of bots you can work with/compete against.

- Q:** 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 tune it out there to automate your character the way you want. But you also have to debug it, keep it current with patches, and do the coding yourself. If you find that kind of thing fun, like the people do, then go for it. It's a good learning experience and challenging.

If you don't find that stuff to be fun, Glider is cheap. For the price, you get all classes, excellent documentation, a polished user

and instant usability. How much is **your** time worth?

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