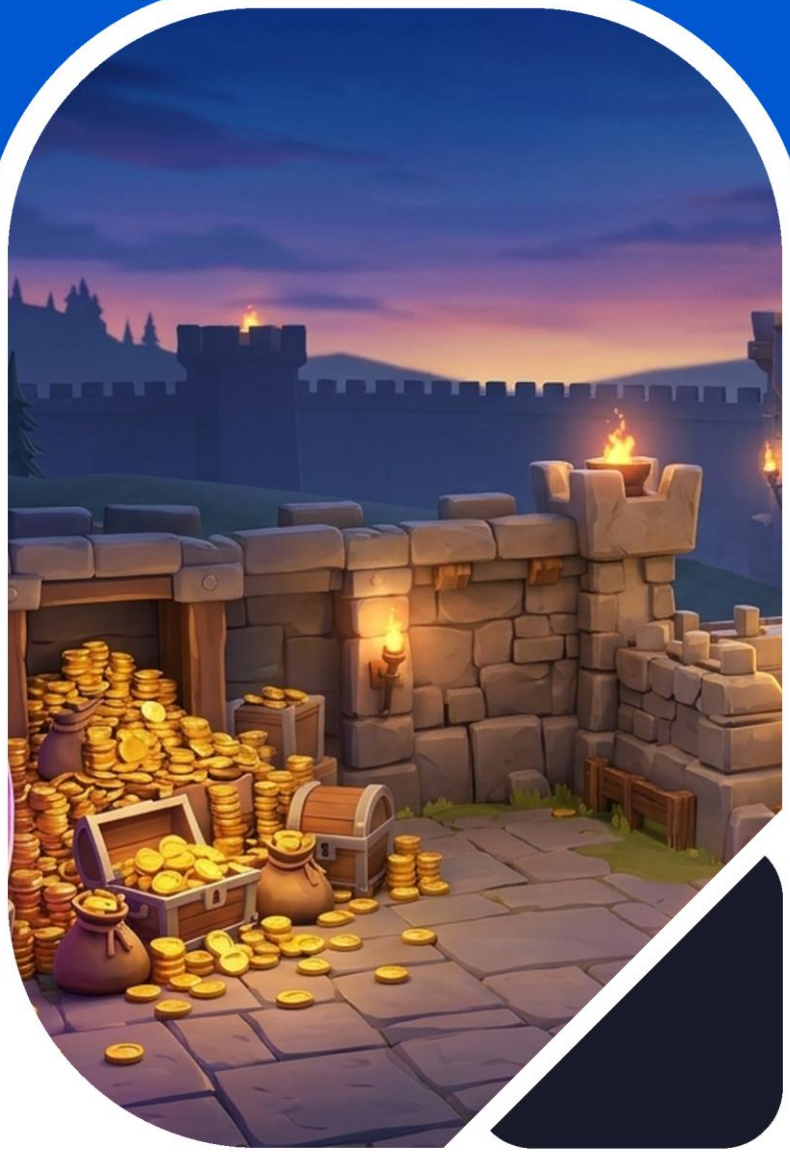
COCvdr
BOT PC v2.2



OFFICIAL USER GUIDE

COCvdr BOT

PC v2.2 — Uniresolution Edition (240 DPI)
Canonical Standard 1600×900 & 1920×1080
LDPlayer 9 • MEmu Play 9 • BlueStacks 5

OFFICIAL INFO

Telegram Bot: @COCvdrBot
Community Channel: @cocvdr

Windows 10 / 11 (64-bit Architecture)
.NET 8 Self-Contained Portable

Computer Vision & RapidOCR ONNX
100% Visual ADB • Anti-Ban System

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CHAPTER 1

INTRODUCTION & BASIC OVERVIEW

Welcome to the official user guide for COCvdr Bot PC v2.2. This chapter is specifically designed to provide new users with a foundational understanding of the bot's working architecture, underlying technologies, and the Uniresolution feature that sets this bot apart from other automation solutions.

1.1 What is COCvdr Bot PC v2.2?

COCvdr Bot PC v2.2 is an intelligent Clash of Clans (CoC) automation software running on the Windows PC operating system. Unlike unauthorized third-party programs that inject code into game memory (memory injection) or modify APK installation files (APK modding), COCvdr Bot operates 100% externally by visually mimicking human interaction.

Technically, the bot communicates with an Android emulator through the official debugging bridge (Android Debug Bridge / ADB). It captures live screenshots directly from the emulator (screencap), analyzes the game state using Computer Vision (OpenCV) and AI-powered OCR, and then sends finger tap or screen swipe commands to the emulator just like a human player.

> **100% ACCOUNT SAFETY GUARANTEED —** Because COCvdr Bot performs zero memory injection and zero network packet tampering, it maintains an exceptionally high level of safety against Supercell's anti-cheat detection systems, provided users follow the recommended human-like break schedules.

1.2 Key Terms for Beginners

For first-time PC bot users, here are 4 essential terms you need to understand:

1. **Android Emulator:** A desktop program that runs a virtual Android operating system on Windows. Fully supported emulators include LDPlayer, MEmu Play, and BlueStacks.
2. **ADB (Android Debug Bridge):** The official communication protocol between your computer and the emulator. Think of ADB as a 'virtual USB data cable'. Through ADB, the bot can view the game screen and control touch inputs without requiring physical hardware.
3. **OCR (Optical Character Recognition):** The bot's digital eyes responsible for optically reading text and numbers from the game screen. The bot uses OCR to read available Gold, Elixir, and Dark Elixir amounts when scouting enemy bases.
4. **Uniresolution:** An exclusive COCvdr Bot v2.2 technology that allows a single set of reference asset images (canonical template assets) to work seamlessly across both 1600 × 900 and 1920 × 1080 screen resolutions without re-capturing images for each screen size.

1.3 Uniresolution Architecture Advantages

In conventional bots, users are often forced into a single rigid screen resolution or required to maintain two separate asset folders that consume disk space and suffer from detection mismatches. COCvdr Bot v2.2 solves this challenge through its Uniresolution architecture:

- **Single Canonical Asset Folder:** All button images, troop icons, storage buildings, and navigation templates are stored in the runtime/Assets/Uniresolusi/ folder in canonical reference format (1600x900 scale).
- **Dynamic In-Memory Scaling:** When the bot connects to a 1920 × 1080 (Full HD) emulator, the internal engine automatically calculates a 1.2x scaling multiplier and resizes assets dynamically in RAM without altering the original files on disk.
- **Device Flexibility:** Both 14-inch laptop users (1600×900) and desktop PC users with 24–27 inch Full HD monitors (1920×1080) can run the exact same bot setup without reconfiguring any visual assets.

1.4 System Requirements & Minimum PC Specifications

To ensure smooth performance when running the bot and emulator side by side, make sure your PC meets the following specifications:

Hardware Component	Minimum Specification	Recommended Specification
Operating System	Windows 10 64-bit (Build 19041+)	Windows 10 / 11 64-bit (Latest Updates)
Processor (CPU)	Intel Core i3 / AMD Ryzen 3 (Quad Core)	Intel Core i5 / AMD Ryzen 5 (6-Core+)
Virtualization (VT)	Must Be Enabled in BIOS (Intel VT-x / AMD-V)	Must Be Enabled in BIOS (Virtualization ON)
Memory (RAM)	8 GB RAM (for 1 emulator instance)	16 GB RAM or higher (for multi-instance)
Storage Drive	SSD with at least 15 GB free space	High-speed NVMe SSD
Graphics Card (GPU)	Intel HD Graphics 530 / Equivalent	NVIDIA GeForce GTX 1050 / Higher
Monitor Resolution	Minimum 1600 × 900 pixels	1920 × 1080 pixels (Full HD)

CHAPTER 2

DOWNLOADING & PREPARING THE BOT

This chapter guides you through downloading the official installation archive via the Telegram bot, extracting the files properly, and understanding the self-contained application folder structure.

2.1 How to Download the Official Bot via Telegram @COCvdrBot

To protect users against malware and tampered files, COCvdr Bot PC v2.2 is distributed centrally and exclusively through the official Telegram bot: @COCvdrBot. Never download bot files from third-party websites or unofficial links.

Follow this step-by-step download procedure:

1. **Open Telegram:** Launch the Telegram app on your smartphone or Telegram Desktop on your PC.
2. **Search for the Official Bot:** In the Telegram search bar, type the exact official username: @COCvdrBot. Make sure the username matches exactly without extra numbers or characters.
3. **Start the Conversation:** Open the chat window and click the 'Start' button or type the /start command.
4. **Select Language:** Choose your preferred language button ('ID Bahasa Indonesia' or 'GB English').
5. **Mandatory Community Group Join:** The bot will display a link to the official community group (@cocvdr). Click the link, press 'Join Group', then return to the bot chat and press the '🔄 I Have Joined' ('🔄 Saya Sudah Gabung') button.
6. **Download the Bot Archive:** Once the main menu unlocks, press the '⬇ Download Bot' menu button. The Telegram bot will send the latest ZIP archive directly to your chat or provide the official download link.

2.2 Portable Design & Self-Contained .NET Runtime

One of the major advantages of COCvdr Bot PC v2.2 is its Self-Contained distribution architecture. The application comes fully bundled with all required .NET 8 Desktop Runtime components (including coreclr.dll, hostfxr.dll, and hostpolicy.dll).

- **No Additional .NET Installation Required:** Users DO NOT NEED to download or install the .NET Desktop Runtime, Visual C++ Redistributable, or any other support packages from the internet. All runtime dependencies are already included inside the folder.
- **Fully Portable:** The application folder can be moved anywhere on your PC or even launched directly from a USB flash drive without requiring complex Windows Registry installation steps.

MUST EXTRACT BEFORE RUNNING — EXTRACTION INSTRUCTIONS: Never launch COCvdrBot.App.exe directly from inside a ZIP archive window! Right-click the downloaded ZIP file -> select 'Extract All...' -> choose a destination folder (for example: D:\COCvdrBot) -> wait until extraction reaches 100%. Only then open the extracted folder and run the application from there.

2.3 Application Folder Structure & Essential Files

Once extracted, the COCvdr Bot v2.2 folder features a clean, organized file structure as follows:

File / Directory Name	Category	Function & Description
COCvdrBot.App.exe	Executable	Main bot application executable. Double-click this file to launch the bot UI.
adb.exe & related DLLs	ADB Core	Official Android Debug Bridge binaries used to communicate with the emulator.
runtime/Assets/	Assets Directory	Contains all template images for navigation, buttons, collectors, and troops.
runtime/Assets/Uniresolusi/	Canonical Assets	Central repository of 121 canonical Uniresolution assets (1600x900 & 1920x1080).
runtime/Assets/asset_names.json	Asset Dictionary	Bilingual dictionary (ID/EN) used to display localized category and asset names in the UI.
runtime/Configs/	Configurations	Stores user farming profile settings in JSON file format.
runtime/Temp/Logs/	Log Files	Directory where the bot records battle history logs and system error messages.
runtime/tessdata/	OCR Data	Tesseract AI language models used for reading on-screen text.
runtime/ocr/	ONNX Models	Neural network models powering the high-speed RapidOCR PaddleONNX engine.
runtime/emulator_config.txt	Slot List	Stores the configuration list of 10 emulator slots and their ADB port addresses.

CHAPTER 3

COMPLETE TELEGRAM BOT & LICENSE ACTIVATION GUIDE

This chapter covers the entire COCvdr Bot licensing system in detail, from copying your Hardware ID (HWID), claiming an instant Free Trial inside the app, interacting with the @COCvdrBot Telegram bot, completing QRIS payments, to activating your license token in the desktop application.

3.1 Understanding Your PC Hardware ID (HWID) & How to Copy It

The COCvdr Bot security system binds each license to a single unique computer via a Hardware ID (HWID) code. The HWID consists of an 8-character uppercase alphanumeric string (for example: K7M9P2X4) mathematically derived from your computer's hardware components (motherboard, processor, and BIOS).

- **Steps to copy your HWID from the desktop application:**

1. **Launch the Application:** Run COCvdrBot.App.exe on your PC.
2. **Open the License Menu:** At the very bottom of the left sidebar, click the License Padlock Ring icon.
3. **Copy Device HWID:** In the COCvdr Bot License window that appears, locate the box labeled 'Device HWID'. Click the 'Copy' button. Your HWID code is now automatically copied to your Windows clipboard.

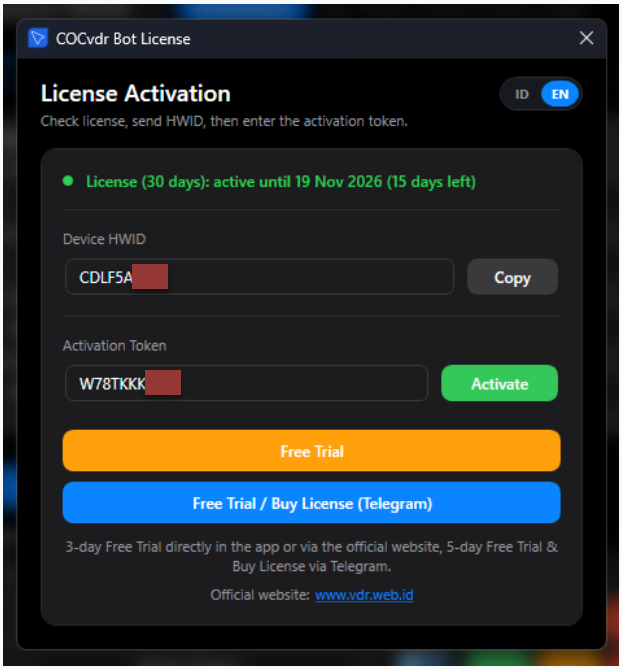


FIGURE: License & HWID Management Window

3.2 Method 1: Claiming a 3-Day Free Trial Directly in the App (1-Click Instant)

For users who want to test the bot's performance immediately without opening Telegram, COCvdr Bot provides an instant 1-click 3-Day Free Trial activation feature:

- **Step 1:** Open the License window in the desktop application.
- **Step 2:** Click the yellow button labeled 'Free Trial' (Direct Free Trial).
- **Step 3:** Within 1–2 seconds, the bot will contact the license server and fill in a trial token. Your license status will change to 'Active' with a 3-day duration once you click the 'Activate' button to the right of the token input box.

> **FREE TRIAL RULE: 1 CLAIM PER PC ONLY —** Each computer (Device HWID) is eligible to claim a Free Trial only once. If your computer has previously claimed a trial, the license server will automatically decline repeat trial requests.

3.3 Getting Started with the @COCvdrBot Telegram Bot

The official @COCvdrBot Telegram bot serves as your control center for claiming a 5-Day Free Trial, purchasing official licenses, tracking order status, and checking your remaining active license days.

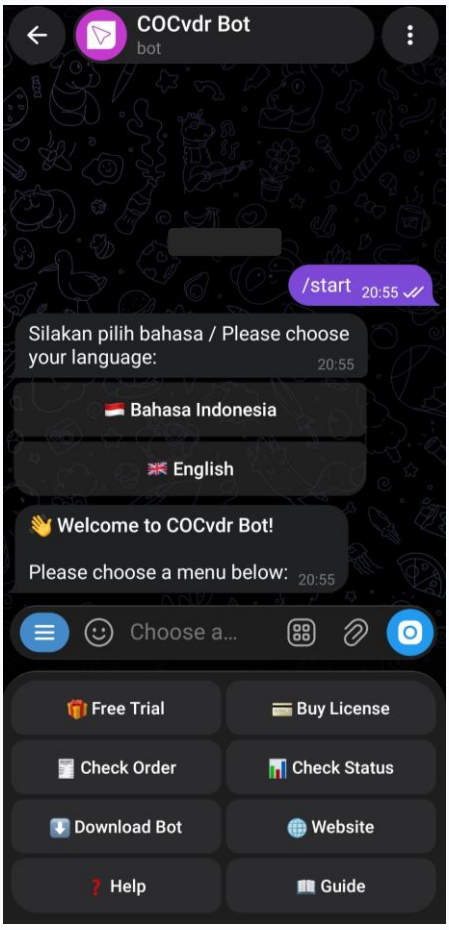


FIGURE: @COCvdrBot Telegram Bot Main Menu View

Workflow for starting the Telegram bot:

1. **Send the /start Command:** Type /start in the @COCvdrBot chat window. The bot will respond by presenting language options.
2. **Select Language:** Click the 'ID Bahasa Indonesia' or 'GB English' button.
3. **Mandatory Group Membership Check:** The bot automatically checks whether your Telegram account has joined the official @cocvdr group. If not, the bot displays a group join button.
4. **Verify Membership:** Click the '👥 Join COCvdr Group' ('👥 Gabung Grup COCvdr') button, press 'Join' in the group, then return to the bot and click '🔄 I Have Joined' ('🔄 Saya Sudah Gabung').
5. **Main Menu Unlocked:** Once verified, the bot displays the main menu keyboard consisting of 6 interactive buttons at the bottom of the screen.

3.4 Method 2: Claiming a 5-Day Free Trial via Telegram Bot (Free Trial Menu)

If you want a longer trial period (a full 5 days), you can claim it through the Free Trial menu in the Telegram bot:

1. **Select Menu:** Press the ' Free Trial' button on the Telegram keyboard.
2. **Send Your HWID:** The bot will prompt you for your computer's HWID code. Paste the 8-character Device HWID you copied from the desktop application and send it.
3. **Receive License Token:** The server will validate the HWID format. If valid and never used before, the Telegram bot will reply with a 5-Day License Token along with its expiration date.
4. **Activate on PC:** Copy the token, open the License window in the PC app, paste it into the 'Activation Token' field, and click 'Activate'.

3.5 Official License Purchase Guide (Buy License Menu)

To extend your bot's active duration without limits, you can purchase an official license via the ' Buy License' (' Beli Lisensi') menu. The system supports two regional payment channels:

3.5.1 Indonesia Payment Channel (Automated Rupiah QRIS with Unique Code)

Payment workflow for users in Indonesia:

1. **Select Region:** Click ' Buy License' -> select 'ID Indonesia (QRIS / Rupiah)'.
2. **Select Duration Package:** Choose your desired license duration package (e.g., 30 Days, 90 Days, 180 Days, or 365 Days).
3. **Order ID & QRIS Image Generation:** If your HWID is not yet linked, the bot will ask for your HWID first. Next, the bot will generate an Order ID and send an official QRIS code image complete with a unique transfer amount.

> **TRANSFER THE EXACT AMOUNT — DO NOT ROUND! —** CRITICAL PAYMENT NOTICE: Transfer the EXACT amount shown in the bot's message down to the very last digit! The system appends a unique 2-digit verification code (Rp1 to Rp99, e.g., Rp50,047). DO NOT round the amount (such as transferring Rp50,000), because the unique code is required to identify your payment accurately.

4. **Payment via e-Wallet / Mobile Banking:** Scan the QRIS code using any banking app or digital wallet that supports national QRIS (BCA Mobile, Mandiri Livin, BRImo, GoPay, OVO, Dana, ShopeePay, LinkAja).
5. **Send Payment Proof:** Take a screenshot of the successful transfer receipt and send the photo directly to the @COCvdrBot Telegram chat window.

6. **Admin Verification & Token Issuance:** The bot will confirm receipt of your transfer proof. An administrator will verify the payment mutation, and once approved, your license token will be sent automatically to your Telegram chat.

3.5.2 International Payment Channel (Crypto USDT) (Feature Under Development)

For users located outside Indonesia, the bot provides an international payment channel:

- **Menu Option:** Click '💳 Buy License' ('💳 Beli Lisensi') -> select '🌐 International (Crypto / Card / PayPal)'.
- Feature is currently under development.

3.6 Checking Transaction Status (Check Order Menu)

If you want to check an unpaid invoice or see whether your payment receipt has been verified by an admin, use the '📋 Check Order' ('📋 Cek Pesanan') menu:

- **Order Awaiting Payment:** Re-displays the exact transfer amount, Order ID, and a button to show the QRIS image again.
- **Order Awaiting Verification:** Informs you that your payment receipt is saved in the system and is currently in the admin verification queue.
- **Cancel Order Button:** If you selected the wrong package, click the inline button '🗑️ Delete Order & Create New' ('🗑️ Hapus Pesanan & Buat Baru') to cancel the old order and choose a different package.

3.7 Checking Remaining License Validity (Check Status Menu)

The '📊 Check Status' ('📊 Cek Status') menu lets you monitor your complete account license history anytime via Telegram without turning on your PC. Displayed information includes:

- **Computer HWID:** The Device HWID linked to your Telegram account.
- **License Type:** Active package status (Free Trial or Official X-Day License).
- **Active Token:** The license token code currently valid for your PC.
- **Remaining Days:** The number of active days remaining and the exact expiration timestamp.

3.8 Entering the License Token in the PC App & Reading the Ring Indicator

Once you have obtained a license token (either from a trial or an official purchase), follow these activation steps:

1. **Copy Token:** Copy the token string provided by the Telegram bot.
2. **Open PC App:** Open the License window in COCvdr Bot v2.2.
3. **Paste Token:** Paste the code into the 'Activation Token' input box.

4. **Click Activate:** Press the green button labeled 'Activate'. The system will perform an online verification.
5. **Reading the Ring Indicator:** Once activated, the license status changes to 'Active'. On the bottom-left sidebar of the application, the padlock ring icon displays the number of remaining active days (for example, '28' for 28 days) surrounded by a green ring indicating a healthy active license.

CHAPTER 4

EMULATOR & CLASH OF CLANS GAME SETTINGS

Proper emulator configuration is the primary key to successful bot automation. This chapter provides complete instructions for setting the resolution to 1600x900 or 1920x1080 (240 DPI), enabling ADB connections across three popular emulators (LDPlayer 9, MEmu Play 9, and BlueStacks 5), and setting the in-game Clash of Clans language to English.

4.1 Configuring Emulator Resolution: 1600 × 900 or 1920 × 1080 (240 DPI)

COCvdr Bot v2.2 supports two Uniresolution display standards with a pixel density of 240 or 320 DPI. Choose one of the following screen sizes in your emulator settings:

- **Laptop / Medium Monitor Standard:** Width: 1600 pixels, Height: 900 pixels, Density: 240 DPI (Landscape/Tablet Mode).
- **Full HD / Desktop Monitor Standard:** Width: 1920 pixels, Height: 1080 pixels, Density: 240 or 320 DPI (Landscape/Tablet Mode).

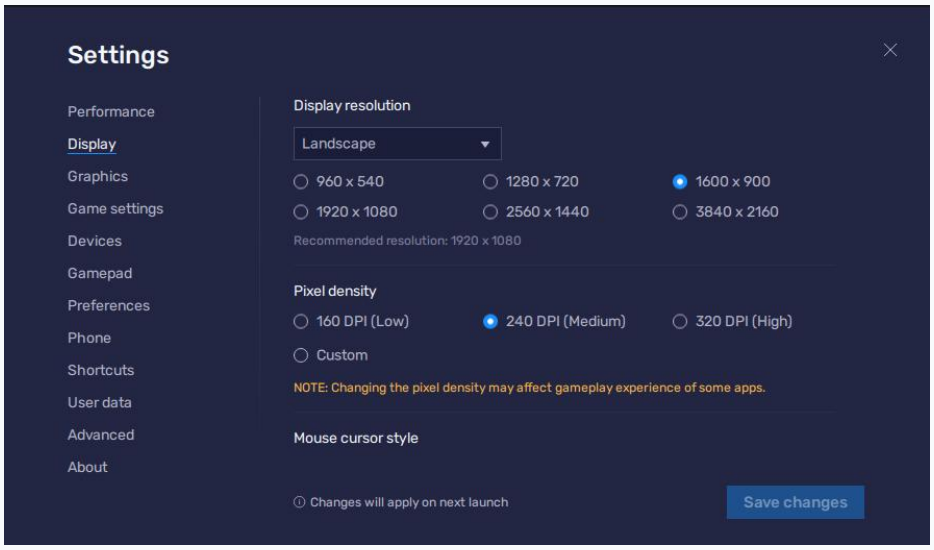


FIGURE: Emulator Resolution Settings (1600x900 or 1920x1080 240 DPI)

4.2 Step-by-Step Guide to Enabling ADB & Finding Port Numbers

Below is the ADB activation procedure for each supported emulator:

4.2.1 LDPlayer 9 Emulator (Top Recommendation)

1. **Open Settings:** Click the Gear icon (Settings) on the top-right toolbar of the LDPlayer window.
2. **Other Settings Menu:** Select 'Other settings' in the left-hand menu.

3. **Enable ADB:** On the 'ADB debugging' row, change the dropdown option to 'Open local connection'.
4. **Save & Restart:** Click the 'Save settings' button and choose 'Restart now' to apply the changes.

- **LDPlayer Default Port Addresses:** The primary instance (LDPlayer-0) uses port 127.0.0.1:5555. Subsequent instances increment by 2: Instance 1 = 127.0.0.1:5557, Instance 2 = 127.0.0.1:5559, Instance 3 = 127.0.0.1:5561.

4.2.2 MEmu Play 9 Emulator

1. **Open Android Settings:** On the MEmu Play home screen, open the built-in Android 'Settings' app (gear icon).
2. **Enable Developer Options:** Scroll down, select 'About tablet' -> find the 'Build number' row -> tap it 7 times consecutively until the notification 'You are now a developer!' appears.
3. **Enable USB Debugging:** Return to the previous Settings menu -> open the newly unlocked 'Developer options' menu -> locate 'USB debugging' and toggle the switch ON.

- **MEmu Play Default Port Addresses:** The primary instance (MEmu-0) uses port 127.0.0.1:21503. Subsequent instances increment by 10: Instance 1 = 127.0.0.1:21513, Instance 2 = 127.0.0.1:21523, Instance 3 = 127.0.0.1:21533. (Older MEmu versions occasionally use 127.0.0.1:5555).

4.2.3 BlueStacks 5 Emulator

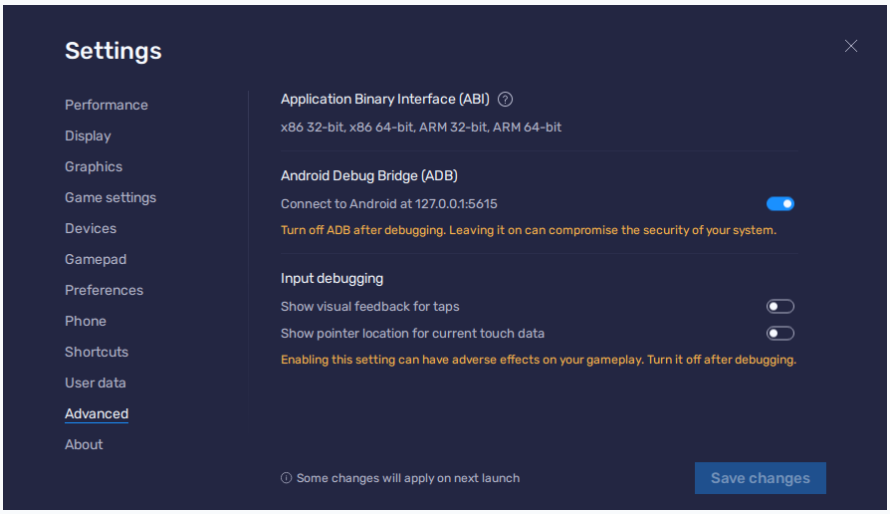


FIGURE: Enabling ADB Debugging in BlueStacks 5

1. Open Settings: Click the Gear icon at the bottom-right corner of the BlueStacks 5 window.

2. Advanced Menu: Select the 'Advanced' tab in the left-hand sidebar.

3. Enable ADB: Under the 'Android Debug Bridge' section, toggle the switch to ON -> click 'Save changes'.

4. **How to Check the Exact Port:** BlueStacks sometimes assigns dynamic ports. To verify your instance port, open Windows Explorer -> navigate to C:\ProgramData\BlueStacks_nxt -> open bluestacks.conf with Notepad -> press Ctrl+F and search for status.adb_port. The number next to it is your ADB port (for example: 5615, making the full address 127.0.0.1:5615).

4.3 In-Game Clash of Clans Language Settings (Must Be English)

Crucial requirement: The in-game Clash of Clans language MUST be set to ENGLISH. All template matching and OCR engines look for English UI labels such as 'Find a Match', 'End Battle', 'Surrender', and 'Return Home'.

1. **Launch Clash of Clans:** Open Clash of Clans in your emulator until your Main Village loads.
2. **Open In-Game Settings:** Click the Gears (Settings) icon on the lower-right side of your village screen.
3. **Change Language:** Click the 'Language' button -> select 'English' -> confirm and let the game restart automatically.

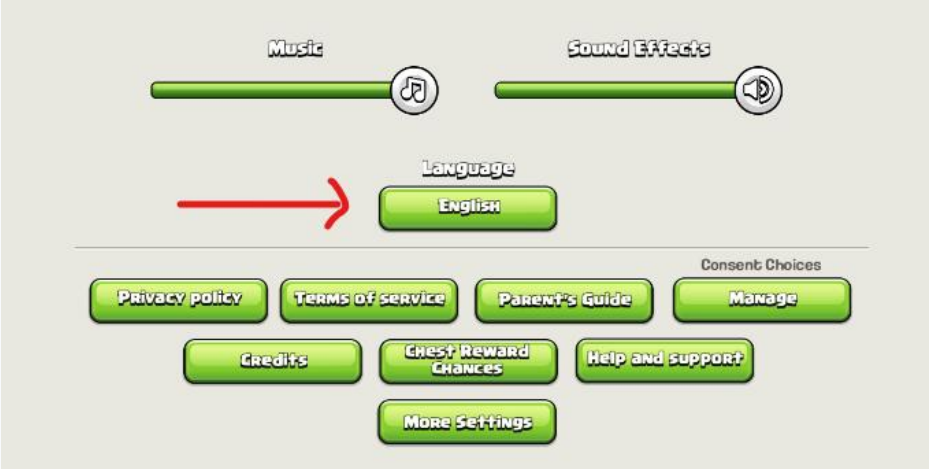


FIGURE: Clash of Clans In-Game Language Settings (Must Be English)

4.4 Registering Emulator Port Addresses in the Bot Slots Menu

Once you know your emulator's ADB port address, the final step is registering it in the bot's emulator slot list. COCvdr Bot v2.2 provides 10 built-in slots inside the Home tab:

- **Open Slots Menu:** On the bot's Home page, click the green button labeled 'Slot ⚙'.
- **Match the Slot Row:** Locate the row corresponding to your emulator (e.g., LD 1, Blue 1, or MEmu 1). Verify whether the ADB Address column matches your emulator's port (for example: 127.0.0.1:5555).
- **Edit If Needed:** If your BlueStacks port differs (e.g., 127.0.0.1:5615), type the correct port directly into that slot's text box.
- **Save Settings:** Click the blue 'Save' button at the bottom. Your emulator is now ready to be selected from the Home dropdown!

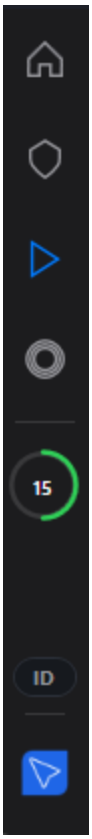
CHAPTER 5

GETTING TO KNOW THE USER INTERFACE (UI OVERVIEW)

The COCvdr Bot PC v2.2 user interface (UI) is crafted with an intuitive, clean, and eye-friendly modern Dark Mode theme. This chapter provides a visual map of all major interface components so you understand where every control lives before performing advanced configuration.

5.1 Sidebar Navigation & Switching Between Pages

Along the left side of the application window is a vertical sidebar that serves as the primary navigation hub. This sidebar remains visible across all pages, allowing you to switch between modules instantaneously:



Icon & Control	Sidebar Tab Name	Primary Module Function
House Icon	Home	Central hub for emulator slot selection, battle settings, loot thresholds, OCR engine, wall upgrades, and additional options.
Shield Icon	Troop Configuration (Army)	Configures maximum unit slot quotas, category deployment order, inter-category delays, and Main/Night Village troop tables.
Play Icon	Start	Operational command center: Start/Stop/Test buttons, live harvested resource statistics summary, and real-time activity logs.
Compass Icon	Calibration	Interactive 26-target visual area calibration, seasonal event controls, 9 system asset category tables, asset scanning, and resets.
Ring Icon	COCvdr Bot License	Displays Device HWID, Activation Token input field, instant 3-day Free Trial button, and remaining active days ring indicator.
ID/EN Toggle	Language Switcher	Instantly switches the entire application interface between Indonesian (ID) and English (EN).

5.2 Account Profile Banner & Village Indicator

At the very top of the Start and Troop Configuration pages sits a horizontal status banner displaying key context:

- **Active Account/Profile Name:** Displays the name of the currently active configuration profile (for example, 'Default' or your custom account name).

- **Active Village Indicator:** A Sun icon indicates the bot is currently set to operate in the Main Village (Home Village), while a Moon icon indicates operation in the Night Village (Builder Base).



FIGURE: Account Banner & Village Indicator (Sun / Moon)

For effortless readability, the Home page is organized into three sleek framed card containers:

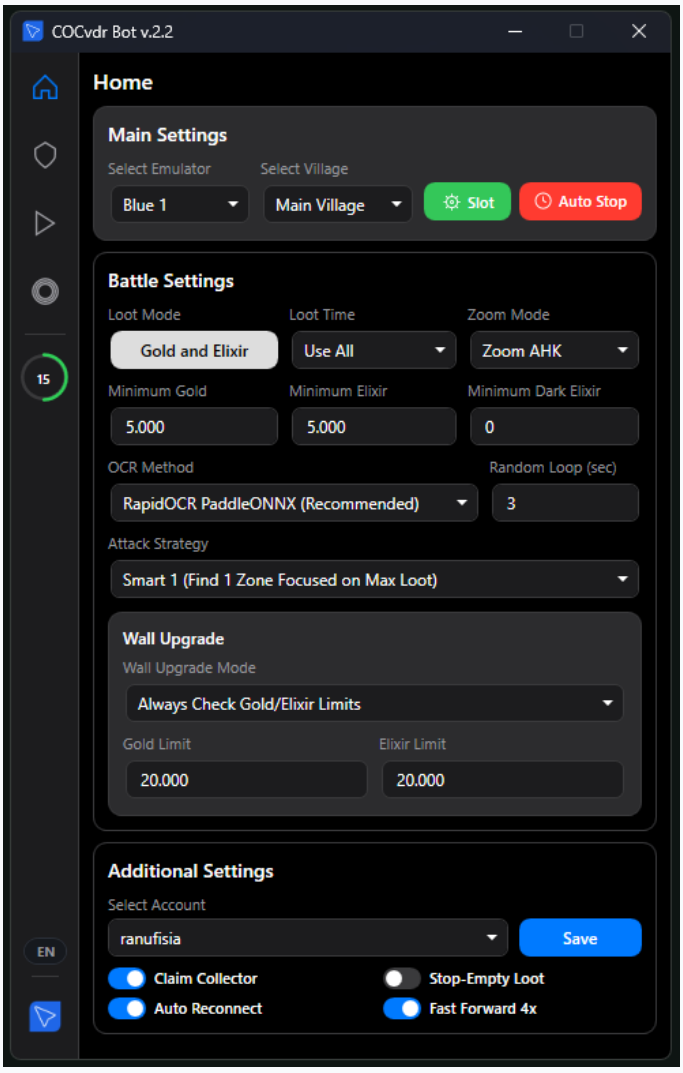


FIGURE: Full Home Page View & 3-Card Structure

1. **Card 1: Main Settings:** Located at the top, containing the emulator slot dropdown, village selection dropdown, Edit Emulator Slots button ('Slot ⚙'), and Auto Stop settings button ('Auto STOP ⏳').

2. **Card 2: Battle Settings:** Located in the middle, housing core matchmaking and combat parameters (Loot Mode, Loot Time, Zoom Mode, Minimum Loot thresholds, OCR Method, Attack Strategy, and the Wall Upgrade sub-card).

3. **Card 3: Additional Settings:** Located at the bottom, featuring account profile save/load management, Claim Collector toggle, Stop-Empty Loot toggle, Auto Reconnect toggle, and Fast Forward 4x toggle.

CHAPTER 6

HOME TAB — COMPLETE CONFIGURATION

The Home page is the central configuration hub governing bot behavior. This chapter presents comprehensive reference tables for every control, the Edit Emulator Slots sub-screen, the Auto Stop sub-screen, a comparison of all 11 Loot Modes, 4 OCR engines, 4 built-in Attack Strategies, and smart automatic Wall Upgrade logic.

6.1 Card 1: Main Settings (Emulator Slot & Village Selection)

Controls located inside Card 1 (Main Settings):

UI Control Name	Input Type / Options	Default Value	Function & Beginner Recommendation
Select Emulator	10-Slot Dropdown	Blue 1	Selects the target emulator instance. Choose the slot row whose port matches your running emulator.
Select Village	Main Village / Night Village	Main Village	Sets the farming target. Choose 'Main Village' for regular Home Village farming, or 'Night Village' for Builder Base attacks & Elixir Cart harvesting.
Slot ⚙ Button	Open Sub-Screen Button	--	Opens the Edit Emulator Slots sub-screen (10 slots) to inspect or modify IP addresses and ADB port numbers.
Auto STOP ⧗ Button	Open Sub-Screen Button	--	Opens the Auto Stop Settings sub-screen to stop the bot automatically based on play duration or harvested resource limits.

6.2 Edit Emulator Slots Sub-Screen (Slots 1–10 Table)

When the 'Slot ⚙' button is clicked, the bot opens the Edit Emulator Slots sub-screen. The application provides 10 customizable built-in slots:

No.	Slot ID	Display Name	Type	Default ADB Port Address	Emulator Notes
1	Blue-1	Blue 1	Blue	`127.0.0.1:5615`	BlueStacks 5 primary instance (check bluestacks.conf)
2	Blue-2	Blue 2	Blue	`127.0.0.1:5555`	BlueStacks 5 alternative port
3	Blue-3	Blue 3	Blue	`127.0.0.1:5625`	BlueStacks 5 multi-instance 2

No.	Slot ID	Display Name	Type	Default ADB Port Address	Emulator Notes
4	LD-1	LD 1	LD	127.0.0.1:5555	LDPlayer 9 instance 0 (primary default)
5	LD-2	LD 2	LD	127.0.0.1:5554	LDPlayer 9 instance 1 (multi-instance)
6	LD-3	LD 3	LD	127.0.0.1:5553	LDPlayer 9 instance 2 (multi-instance)
7	MEmu-1	MEmu 1	MEmu	127.0.0.1:21503	MEmu Play 9 instance 0 (primary default)
8	MEmu-1b	MEmu 1 (Old)	MEmu	127.0.0.1:5555	Legacy MEmu Play version / legacy port
9	MEmu-2	MEmu 2	MEmu	127.0.0.1:21513	MEmu Play 9 instance 1 (multi-instance)
10	MEmu-3	MEmu 3	MEmu	127.0.0.1:21523	MEmu Play 9 instance 2 (multi-instance)

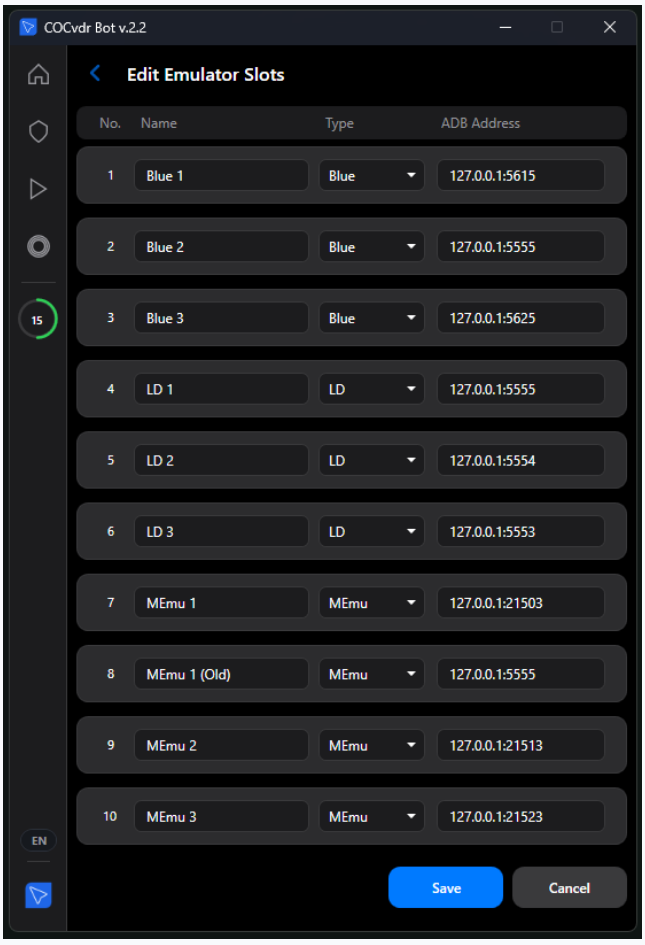


FIGURE: Edit 10 Emulator Slots Sub-Screen (Slots View)

6.3 Auto Stop Settings Sub-Screen (Criteria & Actions)

The Auto Stop Settings sub-screen lets you configure when the bot should automatically stop and what action it should execute once the target is reached. This feature is vital for account safety and saving PC power.

6.3.1 4 Stopping Criteria Options (When the Bot Stops):

1. **Inactive:** The bot continues running indefinitely until the user manually clicks the Stop button.
2. **Time Limit:** The bot stops once a specified play duration is reached. Users can fill in the timer fields (Hours : Minutes : Seconds), such as 02:00:00 for 2 hours.
3. **Gold and Elixir Limit:** The bot stops once the total accumulated Gold AND Elixir reach the target thresholds specified in the limit fields.
4. **Gold, Elixir and Dark Elixir Limit:** Identical to Criterion 3, plus requiring the Dark Elixir target threshold to be met (ideal for Town Hall 9 and above).

6.3.2 6 Action After Stop Options:

No.	Dropdown Action Option	Computer & Bot System Behavior
1	Stop Bot Only	The bot stops its farming cycle, while the COCvdr Bot app, Android emulator, and Clash of Clans game remain open.
2	Close COCvdr Bot App	The bot stops and the COCvdr Bot desktop application closes itself (exits). The emulator remains running.
3	Close Emulator	The bot terminates the Android emulator process in Windows, while the bot application stays open displaying your farming stats.
4	Close COCvdr App and Emulator	The bot cleanly closes the Android emulator window first, then exits the COCvdr Bot desktop application.
5	Close All and Shut Down PC	Full power-saving protection: closes the game, closes the emulator, exits the bot app, and executes a Windows Shutdown to power off your PC.
6	Stop Bot and Exit Game	Sends Home/Back key commands to the emulator to exit Clash of Clans back to the Android home screen, then stops the bot.

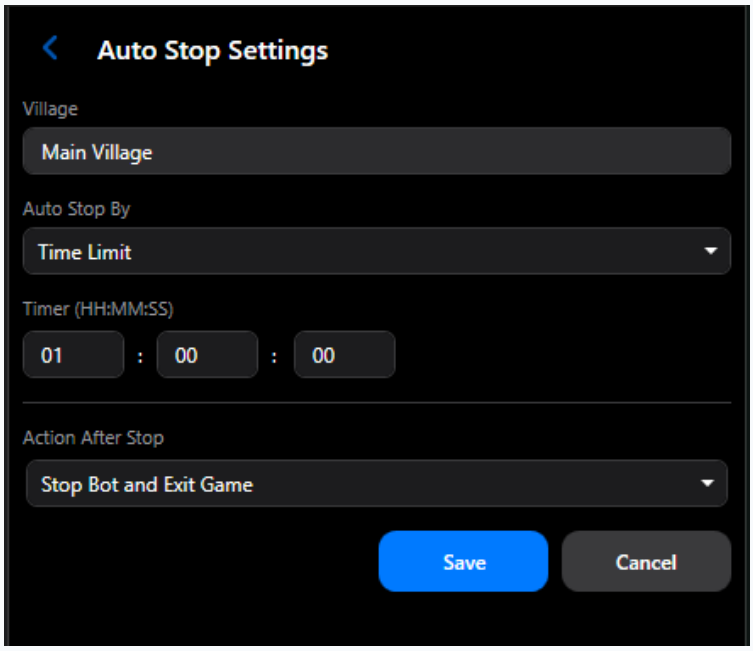


FIGURE: Auto Stop Settings Sub-Screen (Time Limit, Resources, and 6 Actions)

6.4 Card 2: Battle Settings

Card 2 governs combat intelligence parameters when searching for opponents (matchmaking) and executing attacks. Below is the complete reference table of available controls:

UI Control Name	Input Format	Default	Function & Beginner Recommendation
Loot Mode	11-Option Dialog	Gold or Elixir	Defines the enemy resource eligibility criteria required before attacking. Click the button to open the selection dialog.
Loot Time	Dropdown + Custom	1m 30s	Maximum battle duration before ending the attack. Options: Use All, 10, 30, 60, 90, 120 seconds, or Custom.
Zoom Mode	4-Mode Dropdown	Zoom ADB	Method used to zoom out on the enemy village before attacking: Zoom ADB, Zoom AHK, Zoom Native, or Do Not Zoom.
Min Gold	Thousands Integer	100.000	Minimum Gold an enemy base must offer to be attacked. If lower, the bot taps Next.
Min Elixir	Thousands Integer	100.000	Minimum Elixir an enemy base must offer to be attacked.

UI Control Name	Input Format	Default	Function & Beginner Recommendation
Min Dark Elixir	Thousands Integer	0	Minimum Dark Elixir threshold. For TH 7–8 enter 500–1,000; TH 9–11 enter 2,500–4,000; TH 12+ enter 6,000+.
OCR Method	4-Engine Dropdown	RapidOCR PaddleONNX	OCR engine used to read enemy loot numbers. Strongly recommended to keep on RapidOCR PaddleONNX (Recommended).
Random Loop (Sec)	Seconds Integer	3	Random delay (in seconds) between matchmaking cycles to mimic natural human reaction times (anti-ban).
Attack Strategy	4-Option Dropdown	Smart 1	Troop deployment direction and distribution pattern: Smart 1, Smart 2, Smart 3, or Random.
Wall Upgrade	Dedicated Sub-Card	Do Not Upgrade Walls	Automated wall upgrade module using surplus Gold / Elixir (Flow v7.6) with configurable Gold Limit and Elixir Limit.

6.4.1 Complete List of 11 Loot Modes (Loot Mode Dialog)

Clicking the Loot Mode button opens a selection dialog offering 11 matchmaking logic options:

Index	Loot Mode Name	Attack Decision Logic	Best Use Case Scenario
0	Gold or Elixir	Attack if Gold >= Min OR Elixir >= Min	Top recommendation for fast daily all-around resource farming.
1	Gold and Elixir	Attack ONLY if Gold >= Min AND Elixir >= Min	Efficient farming for major upgrades requiring both resources in abundance.
2	Gold only	Attack if Gold >= Min (Elixir ignored)	Focused on upgrading defensive structures or Gold-only walls.
3	Elixir only	Attack if Elixir >= Min (Gold ignored)	Focused on Laboratory research, Army Camps, or Grand Warden upgrades.
4	Dark Elixir only	Attack if Dark Elixir >= Min (G/E ignored)	Focused on Hero upgrades (King/Queen/Champion) or Dark Elixir troops.
5	Gold and Dark Elixir	Attack if Gold >= Min AND DE >= Min	Combining defense upgrades while saving up Dark Elixir.
6	Elixir and Dark Elixir	Attack if Elixir >= Min AND DE >= Min	Combining Laboratory research and simultaneous Hero upgrades.

Index	Loot Mode Name	Attack Decision Logic	Best Use Case Scenario
7	Gold or Dark Elixir	Attack if Gold >= Min OR DE >= Min	Flexible mode for keeping builders busy while farming Hero DE.
8	Elixir or Dark Elixir	Attack if Elixir >= Min OR DE >= Min	Flexible mode for Elixir research without passing up rich DE bases.
9	G or E or DE (Gold or Elixir or Dark Elixir)	Attack if ANY ONE of the three resources meets Min	Most aggressive mode: rarely presses Next, deploys armies rapidly.
10	G and E and DE (Gold and Elixir and Dark Elixir)	Attack ONLY if ALL THREE resources meet Min	'Jackpot Hunter' mode: hunts rich dead bases overflowing with all resources.

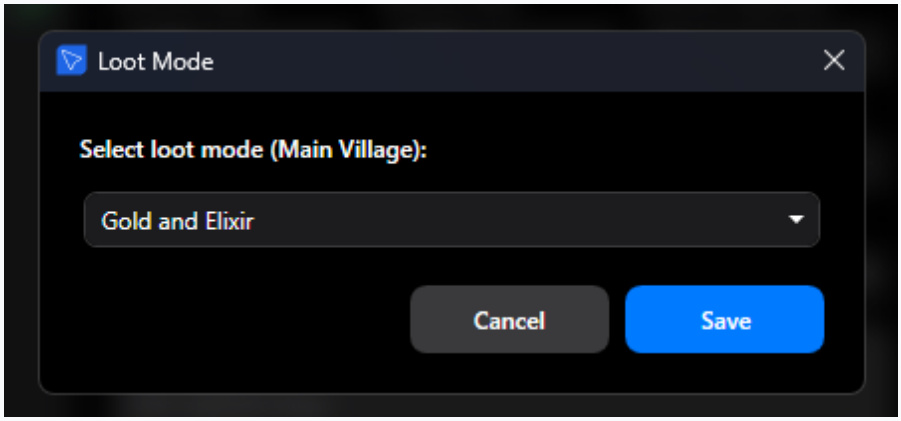


FIGURE: 11 Loot Modes Selection Dialog (Loot Mode Dialog)

6.4.2 4 OCR (Optical Character Recognition) Engine Options

1. **RapidOCR PaddleONNX (Recommended):** A high-speed ONNX deep-learning OCR engine delivering over 99% accuracy. Highly resilient against background animations overlapping resource digits.
2. **Dual OCR (Tesseract + Windows):** A hybrid engine that runs both Tesseract and Windows Media OCR in parallel and cross-validates their results. Excellent when specific game fonts are tricky to read.
3. **Tesseract OCR (All Windows):** The classic open-source OCR engine compatible across all 64-bit Windows installations without OS media feature dependencies.
4. **Windows Media OCR (Win 10+):** The native Windows 10/11 API OCR engine, offering ultra-low memory overhead and fast execution on high-resolution frames.

6.4.3 Special Notice on Zoom Modes & Mouse Takeover

- The bot zooms out before attacking so the entire perimeter of the enemy village is visible. Four options are available on the Home tab:

- **Zoom ADB (Highly Recommended):** Direct multi-touch pinch injection via ADB. Operates 100% without touching your PC mouse cursor or requiring window focus. Your mouse remains completely free for work, making it rock-solid for multi-instance farming.
- **Zoom Native:** Sends keyboard shortcuts directly to the emulator window (requires brief window focus).
- **Zoom AHK (AutoHotkey):** Simulates pinch-to-zoom using your PC mouse cursor (fallback option for legacy emulators).
- **Do Not Zoom:** Skips the zoom stage entirely (make sure you have already zoomed out manually beforehand).

> **MOUSE CURSOR TAKEOVER WARNING —** For Zoom AHK and Zoom Native Only: Your PC mouse cursor will be moved into the emulator window for 1–2 seconds. DO NOT move your physical mouse during this brief moment so zoom coordinates do not miss.
> Use Zoom ADB so your PC mouse cursor is never hijacked and you can work uninterrupted on your PC.

(Note: If the primary zoom method fails, the bot automatically triggers a fallback mechanism to alternative methods so the farming cycle never gets stuck.)

6.4.4 4 Built-In Attack Strategies

1. **Smart 1 (Find 1 Zone Focused on Max Loot):** Scans the enemy base for the highest concentration of Gold & Elixir Storages, then concentrates all troop deployments along the single closest edge to those storages.
2. **Smart 2 (Find 4 Zones Proportionally):** Splits troop deployment quotas evenly across all 4 cardinal map edges (Top-Left, Top-Right, Bottom-Left, Bottom-Right) for a simultaneous surround attack.
3. **Smart 3 (Find 2 Adjacent Zones Focused on Max Loot):** Locates enemy storages and deploys troops across 2 adjacent sides to create a focused two-sided funneling effect.
4. **Random (Find 1 Zone Randomly):** Randomly picks one of the four map edges without evaluating storage locations (great for rapid Barcher wave farming).

6.4.5 Sub-Card: Automatic Wall Upgrade

This feature automatically spends excess Gold or Elixir to upgrade wall segments before searching for a match, keeping your resources safe from enemy raiders:

- **Do Not Upgrade Walls Mode:** Completely disables automatic wall upgrades. The bot skips this step and proceeds directly to preparing the next attack.
- **Check Once per Loop Mode:** Checks your safe Gold & Elixir limits and performs exactly 1× upgrade cycle each time the bot returns to the village (as long as balances exceed your minimum reserve). Ideal for steady wall progression without draining resources all at once.
- **Always Check Gold/Elixir Limits Mode (Recommended):** Repeatedly upgrades walls in a continuous loop during a single village visit until your Gold and Elixir balances drop to your configured safe

limits. Maximizes spending of surplus loot in one go while guaranteeing you never run out of Gold for matchmaking ('Next').

- **Random Upgrade Mode:** Rolls a random 50% chance upon each return to the village to either upgrade a wall or skip the step. When triggered, it checks your reserve limits and performs 1× upgrade (similar to Check Once per Loop), creating a natural, human-like play pattern.

Why Is This Bot's Wall Upgrade So Smart?

1. **Builder Availability Awareness (Anti-Stuck):** The bot first reads your available builder count. If all builders are busy upgrading other structures, the bot won't waste time opening wall menus and immediately continues farming.
2. **Safe Reserve Protection:** The bot compares your current storage balance against your configured Gold Limit and Elixir Limit. If your balance is below the threshold, it holds off so you never run out of matchmaking Gold.
3. **Always Picks the Cheapest Wall First:** When opening the wall upgrade list, the bot automatically sorts by lowest cost and prioritizes your lowest-level walls so your village perimeter levels up evenly.
4. **Smart Payment Selection (Gold vs. Elixir):** Clash of Clans only allows low-level walls to be upgraded with Gold, while Elixir can only be used on higher-level walls. The bot handles this intelligently:

- When set to upgrade using Gold, the bot directly selects the Gold upgrade button.
- When set to upgrade using Elixir, the bot won't misclick on low-level walls; it automatically searches for higher-level wall segments eligible for Elixir payment.

5. **Dual Resource Upgrade (Bulk Mode):** If both your Gold and Elixir storages are overflowing, the bot opens the menu once and consecutively executes upgrades using both resources.
6. **Works Seamlessly in Both Main & Night Villages:** All of the smart logic above works fully whether you are farming in the Main Village or the Night Village (Builder Base).

6.5 Card 3: Additional Settings

Controls inside Card 3 govern auxiliary automation features and profile management:

UI Control Name	Control Format	Default	Function & Recommendation
Select Account	Profile Dropdown	Default	Selects the active configuration profile. Each profile stores a complete, independent set of settings (loot thresholds, strategy, troop composition, and emulator slot) for a specific account/Town Hall without affecting other profiles.

UI Control Name	Control Format	Default	Function & Recommendation
Save Button	Blue Button	--	Saves all active settings to a JSON profile file. Opens a dialog letting you either Overwrite the active profile or Save as a new profile under a custom name.
Claim Collector	Checkbox Toggle	Enabled (Checked)	Automatically taps Gold Mines, Elixir Collectors, and Dark Elixir Drills whenever the bot is on the village screen.
Stop-Empty Loot	Checkbox Toggle	Enabled (Checked)	Immediately taps Surrender / End Battle as soon as remaining enemy available loot reaches 0 without waiting for the battle timer to expire.
Auto Reconnect	Checkbox Toggle	Enabled (Checked)	Automatically detects 'Connection Lost' pop-ups and reconnects to the game.
Fast Forward 4x	Checkbox Toggle	Disabled	Activates 4x battle animation speed-up when supported by the game mode.

CHAPTER 7

TROOP CONFIGURATION TAB (ARMY) — COMBAT UNIT MANAGEMENT

The Troop Configuration page manages the combat units brought into battle, their category deployment order, inter-category delay (ms), maximum unit slot quotas, and hero ability triggers.

7.1 Active Resolution Indicator & Set Maximum Army Unit Count Panel

In the top-right corner of the Troop Configuration page sits a gray pill element called the Active Resolution Indicator. It displays the live emulator screen resolution currently detected by the bot (e.g., 'Resolution 1600x900' or 'Resolution 1920x1080'), letting you verify at a glance that Uniresolution scaling is active.

Next to it is a button labeled 'Set Maximum'. Clicking it expands the Set Maximum Army Unit Count panel:

- **Max Troop Slots (Troops):** Press [+] or [-] to set the maximum number of distinct troop types to deploy (default: 4 slots).
- **Max Hero Slots (Heroes):** Sets the maximum quota of heroes brought into battle (default: 4 heroes).
- **Max Spell Slots (Spells):** Sets the maximum number of combat spell slots (default: 3 spells).

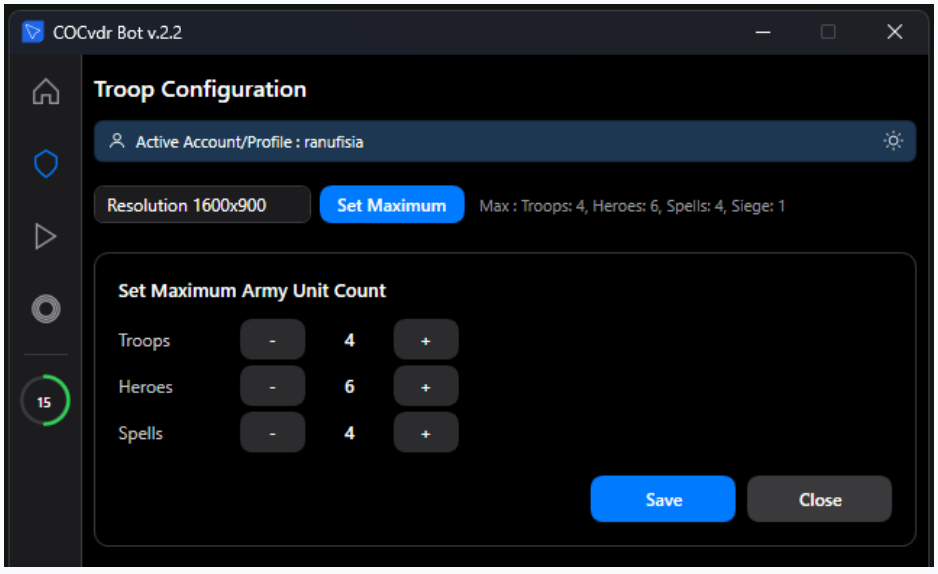


FIGURE: Set Maximum Army Unit Count Panel & Active Resolution Pill

7.2 Main Village Tab: Deployment Order & 4 Category Tables

The Troop Configuration page is divided into two sub-tabs: 'Main Village' and 'Night Village'. On the Main Village sub-tab, you can configure:

- **Category Order (Order 1 to 4):** Determines which unit category is deployed first. Example: Troops Order = 1 (tanks/cleanup units), Siege Order = 2 (siege machines), Heroes Order = 3, Spells Order = 4 (rage/heal spells).
- **Category Delay (Delay ms):** Wait time (in milliseconds) before deploying the next category. Example: set Troops Delay (ms) to 2000 ms (2 seconds) after deploying troops before releasing heroes.
- **+ Add Troop Button:** If a new combat unit is not yet listed in the table, click '+ Add Troop' to open the Add New Troop form.

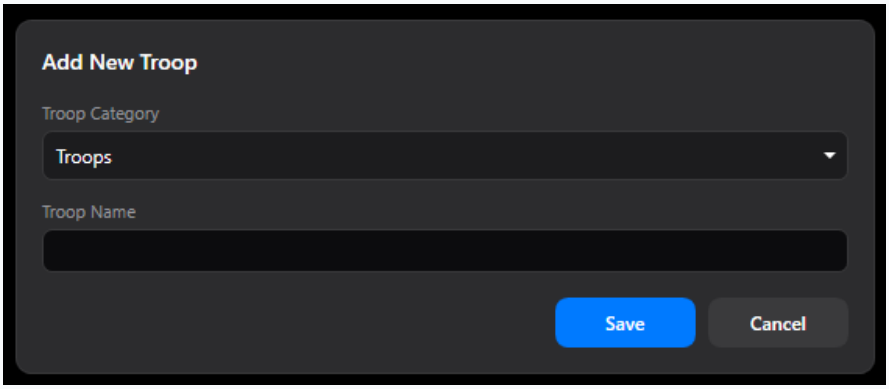


FIGURE: Add New Troop Form Panel (+ Add Troop)

The four Main Village unit category tables include the following functional columns:

1. **Slot Column:** Enter a slot number (1, 2, 3...) to define the deployment sequence of the unit. Leave the slot blank (or '-') if you do not want to bring that unit into battle.
2. **Troop Name Column:** The official combat unit name (Barbarian, Archer, Giant, P.E.K.K.A, Baby Dragon, etc.).
3. **Qty / Hero Skill Column:** For regular troops: specifies the number of deployment taps. For Heroes: contains an automatic 'Skill' checkbox that triggers the hero's royal ability after deployment.
4. **Img (Asset Image) Column:** Displays the unit icon template image used by the bot to match the unit button on the CoC battle bar.
5. **Action Column:** Contains action buttons to manage the asset and unit on that row:

- **Scan (Green Button):** Opens the interactive cropping dialog to re-capture the unit icon directly from the emulator screen (useful if Supercell updates a unit's portrait).

- **Reset (Orange Button):** Restores the unit's icon image file back to the bot's built-in factory default asset.
- **Delete (Red Button):** Removes the unit row from your troop configuration list.

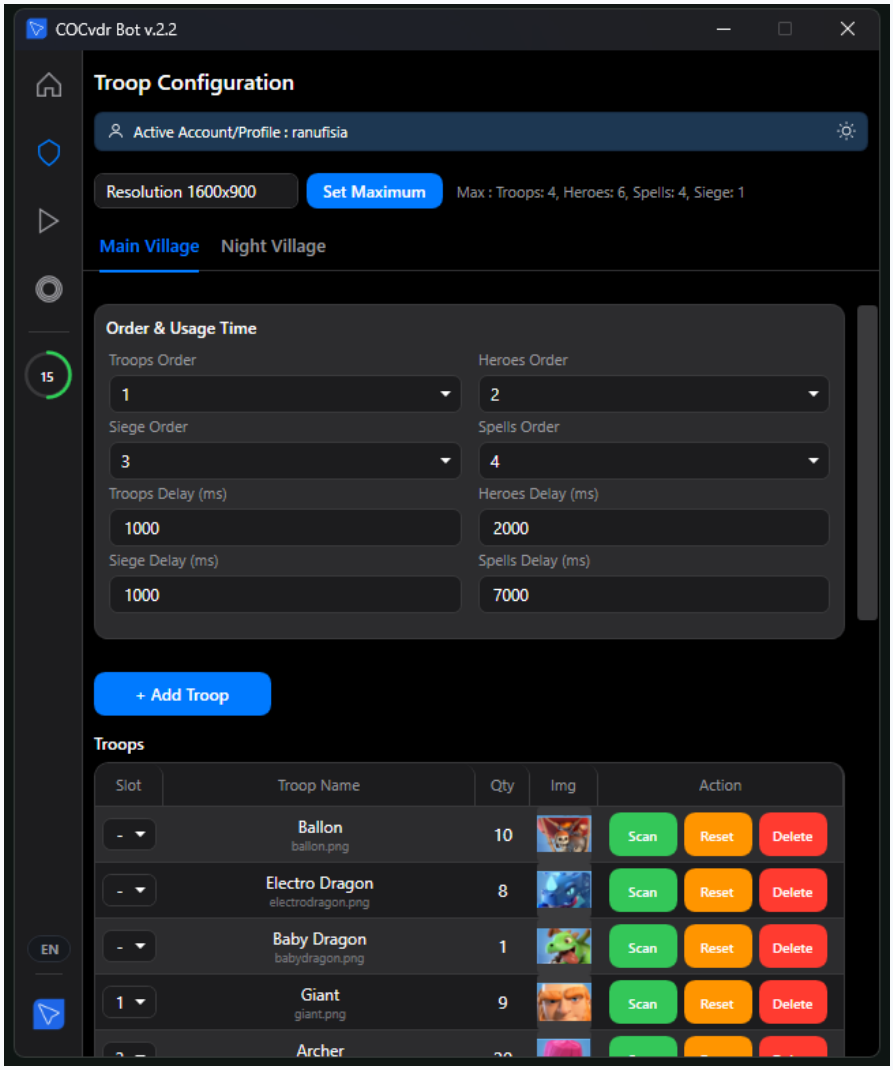


FIGURE: Troop Configuration Page - Main Village Tab

7.3 Night Village Tab: Night Troops & Night Heroes

The Night Village (Builder Base) sub-tab shares a similar layout with the Main Village tab, tailored specifically to Builder Base combat mechanics.

Key Differences from the Main Village Tab:

1. **Only 2 Category Tables:** The Night Village tab features 2 tables (since Builder Base does not use Spells or Siege Machines):

- **Night Troops Table:** Includes Raged Barbarian, Sneaky Archer, Boxer Giant, Cannon Cart, Night Witch, Baby Dragon, Beta Minion, Bomber, etc.
- **Night Heroes Table:** Battle Machine and Battle Copter.

2. **"Skill" Column Replaces "Qty" Column:** In Builder Base, troop camp capacity per slot is fixed, so the Qty column is replaced by a Skill (ms) column:

- **Night Troop Skill:** Delay time (in milliseconds) after deploying the unit before the bot taps its one-time active ability (example: enter 4000 for a 4-second delay).
- **Night Hero Skill:** Recurring interval (in milliseconds) for the bot to repeatedly trigger the hero's ability whenever its cooldown recharges (example: enter 14000 to activate every 14 seconds).

3. **Order & Usage Time:** The deployment order panel at the top configures the priority order between Night Troops and Night Heroes along with their transition delay.

All other functional components (Slot column, Img column, + Add Troop button, and Scan, Reset, and Delete action buttons) operate identically to the Main Village tab. After adjusting your Night Village army settings, click the blue Save button at the bottom-right corner of the tab.

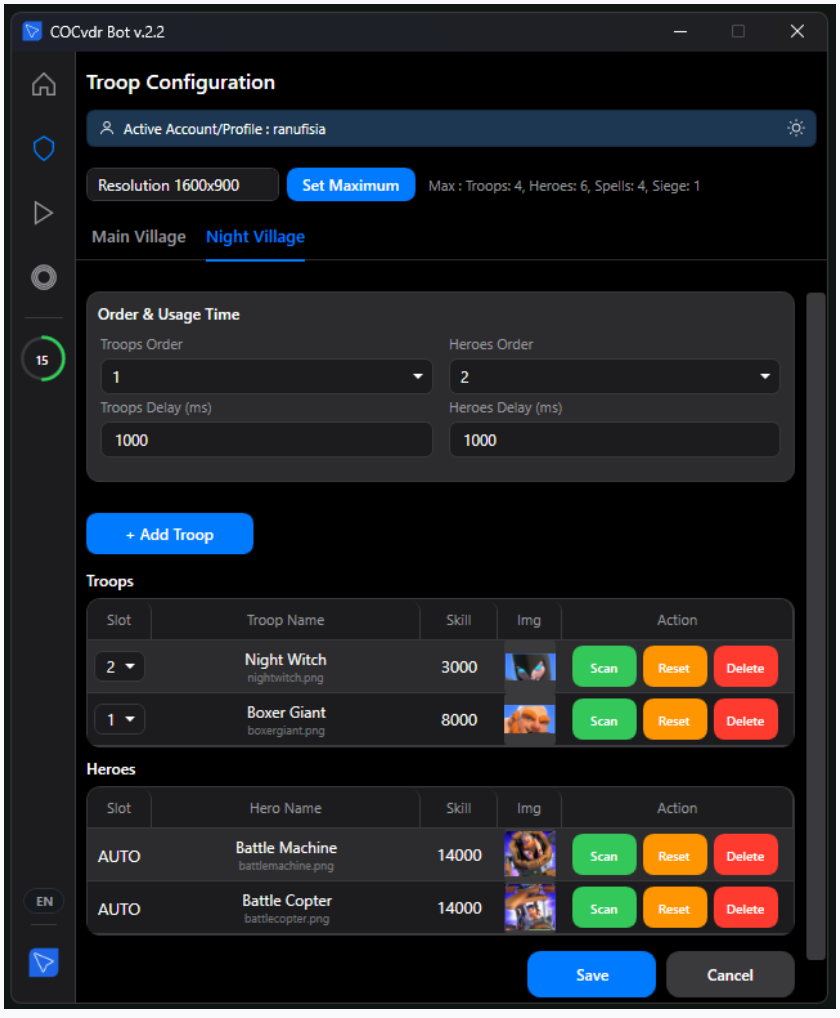


FIGURE: Troop Configuration Page - Night Village Tab

CHAPTER 8

CALIBRATION TAB — AREA & ASSET CALIBRATION

The Calibration module is the most advanced technical feature in COCvdr Bot v2.2. It allows users to inspect and adjust all 26 game detection target areas on a live-resolution interactive canvas, validate 9 system/navigation asset categories, and update template images using the integrated Scan button.

8.1 Interactive Visual Area Calibration Window (26 Target Areas)

- When you click the Area Calibration button on the Calibration tab, the bot captures a live screenshot from the emulator and opens it inside the Visual Area Calibration canvas window. This window is used to fine-tune OCR reading regions, troop deployment lines, spell drop points, and wall upgrade button click regions to match your active emulator resolution with pixel-perfect accuracy.

> **Important Note:** In-game Clash of Clans navigation buttons (such as Find a Match, Next, End Battle, Return Home, and the Builder Base boat) are detected automatically via Image Template Matching in the Calibration tab, so they do not require manual coordinate box calibration in this window.

Canvas Navigation & Control Tools

1. **Select Target Area Dropdown:** Selects one of the 26 target areas you wish to inspect or recalibrate.
2. **Refresh Screenshot Button:** Captures a fresh live screenshot from the emulator without closing the calibration window.
3. **Resolution Indicator:** Displays the active emulator screen resolution currently being calibrated (e.g., 1600x900 or 1920x1080).
4. **Zoom Navigation (25% to 300%):**

- **Slider & Buttons (- / +):** Adjusts canvas magnification in precise 25% increments.
- **Mouse Shortcut:** Hold the Ctrl key while scrolling the Mouse Wheel to rapidly zoom in or zoom out on the canvas.

5. **Canvas Panning (Drag Screen):**

- Press and hold the Middle Mouse Button (Wheel Click), or hold Shift + Left Mouse Click, then drag the mouse to pan the screenshot canvas in any direction.

6. **Three Geometric Area Types:**

- **Box - Magenta/Green Outline:**

- **Drawing a new box:** Click and hold the left mouse button, drag diagonally across the target region, and release.
- **Moving an existing box:** Hover the cursor inside the box (the cursor changes to a Hand icon), then click-and-drag to reposition the box without altering its dimensions.
- **Line - Blue Line:** Used for troop deployment perimeter lines. Click once at the start point, then click once at the end point. The system automatically connects the line and divides it into 15 numbered troop deployment points (1 to 15).
- **Points - Magenta Circles:** Used for combat spell drop locations. Click on the enemy base locations where spells should be dropped (supports up to 10 numbered drop points from 1 to 10).

7. **Yellow Coordinate Bar (Consolas Font):** Displays live pixel coordinates in real time (X1, Y1, X2, Y2) or the list of active point coordinates.

8. **Bottom Action Buttons:**

- **Reset (Orange):** Clears custom coordinates for the selected area and restores the bot's built-in factory default values.
- **Cancel (Red):** Closes the calibration window and discards any unsaved changes.
- **Save (Green):** Saves the coordinates of the currently selected target area to the active resolution's calibration file.
- **Done (Purple):** Finishes the calibration session and closes the window.

Complete List of 26 Calibration Target Areas

ID	Target Area Name (Strings.en.xaml)	Shape	Bot Function & Behavior
1	Main Village Gold (Area_MainGold)	Box	OCR reading region for your own Gold storage balance at the top-right of the Main Village screen.
2	Main Village Elixir (Area_MainElixir)	Box	OCR reading region for your own Elixir storage balance at the top-right of the Main Village screen.
3	Gold Loot Amount (Area_GoldLoot)	Box	OCR reading box for available enemy Gold loot during matchmaking scouting.
4	Elixir Loot Amount (Area_ElixirLoot)	Box	OCR reading box for available enemy Elixir loot during matchmaking scouting.
5	Wall Upgrade Area (Area_WallUpgrade)	Box	Click region for the wall upgrade confirmation button in the Main Village.

ID	Target Area Name (Strings.en.xaml)	Shape	Bot Function & Behavior
6	Battle Result (Gold) (Area_BattleEndGold)	Box	OCR reading region for total Gold won on the post-battle victory/defeat summary screen.
7	Battle Result (Elixir) (Area_BattleEndElixir)	Box	OCR reading region for total Elixir won on the post-battle summary screen.
8	Battle Result (Dark Elixir) (Area_BattleEndDE)	Box	OCR reading region for total Dark Elixir won on the post-battle summary screen.
9	Troop Bar Area (Area_TroopBar)	Box	Scanning region for combat unit icons along the bottom battle bar during an attack.
10	Connection Lost Popup Area (Area_DisconnectPopup)	Box	Detection region for text or pop-up dialogs when internet connection drops (Connection Lost).
11	Troop Deployment (Top Left) (Area_DeployTopLeft)	Line	Troop deployment boundary line along the Top-Left grass border; subdivided into 15 deploy points.
12	Troop Deployment (Top Right) (Area_DeployTopRight)	Line	Troop deployment boundary line along the Top-Right grass border; subdivided into 15 deploy points.
13	Troop Deployment (Bottom Left) (Area_DeployBottomLeft)	Line	Troop deployment boundary line along the Bottom-Left grass border; subdivided into 15 deploy points.
14	Troop Deployment (Bottom Right) (Area_DeployBottomRight)	Line	Troop deployment boundary line along the Bottom-Right grass border; subdivided into 15 deploy points.
15	Spell Deployment (Top Left) (Area_SpellTopLeft)	Points	Target drop coordinates for combat spells in the Top-Left attack sector (up to 10 points).
16	Spell Deployment (Top Right) (Area_SpellTopRight)	Points	Target drop coordinates for combat spells in the Top-Right attack sector (up to 10 points).
17	Spell Deployment (Bottom Left) (Area_SpellBottomLeft)	Points	Target drop coordinates for combat spells in the Bottom-Left attack sector (up to 10 points).
18	Spell Deployment (Bottom Right) (Area_SpellBottomRight)	Points	Target drop coordinates for combat spells in the Bottom-Right attack sector (up to 10 points).

ID	Target Area Name (Strings.en.xaml)	Shape	Bot Function & Behavior
19	Battle Result (Night Village Gold) (Area_BattleEndNightGold)	Box	OCR reading region for Builder Gold earned on the Night Village post-battle summary screen.
20	Night Wall Upgrade Area (Area_WallUpgradeNight)	Box	Click region for the wall upgrade confirmation button in the Night Village (Builder Base).
21	Main Village Total & Available Builders (Area_BuilderMain)	Box	OCR region for reading available builder ratio (e.g., 0/6 or 1/6) at the top of the Main Village.
22	Night Village Total & Available Builders (Area_BuilderNight)	Box	OCR region for reading available builder status in the Night Village (Builder Base).
23	Night Village Gold (Area_NightGold)	Box	OCR reading region for your Builder Gold storage balance on the Night Village screen.
24	Night Village Elixir (Area_NightElixir)	Box	OCR reading region for your Builder Elixir storage balance on the Night Village screen.
25	Dark Elixir Loot Amount (Area_DeLoot)	Box	OCR reading box for available enemy Dark Elixir loot during matchmaking scouting.
26	Main Village Dark Elixir (Area_MainDE)	Box	OCR reading region for your own Dark Elixir storage balance on the Main Village screen.

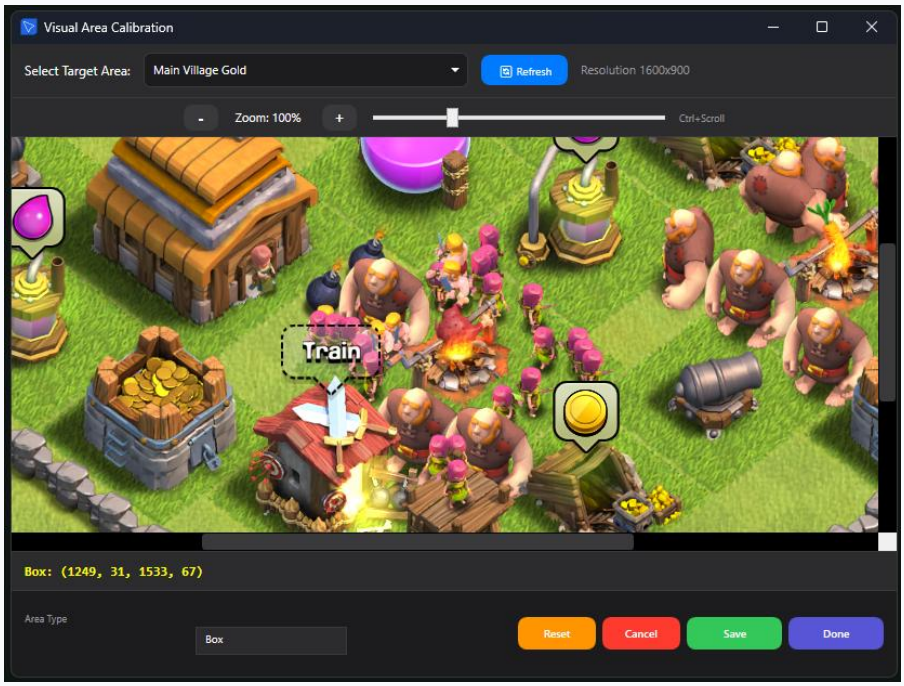


FIGURE: Interactive Area Calibration Window (26 Target Areas & Canvas)

8.2 Event Chest & Temporary Event Controls

At the top of the Calibration page, directly below the Area Calibration button, is a dedicated control panel for handling Supercell seasonal events (such as Treasure Chest events, Halloween events, Clash of Clans Anniversary events, or temporary medal exchange events):

1. **Event Chest Control Group:**

- **"Event Chest" Toggle:** A magenta checkbox toggle to enable automatic detection and opening of seasonal event chests. When checked, the bot scans your village and clicks reward chests spawning around your Main Village periodically without interrupting the farming loop.
- **"Event Chest Assets" Button:** A magenta shortcut button. Clicking it automatically scrolls the Calibration page down to the Event asset category card and flashes its border (blink highlight). This makes it effortless to locate the chest reference images when inspecting or re-scanning after a Supercell visual update.

2. **Temporary Event Control Group:**

- **"Temporary Event" Toggle:** A magenta checkbox toggle to enable scanning and claiming rewards from the temporary event tab. The bot automatically collects unlocked event tokens or rewards.
- **"Temporary Event Assets" Button:** A magenta shortcut button that smoothly scrolls down to the Temporary Event asset category card at the bottom of the page, allowing you to view or re-scan event reward icons immediately.

> **Tip When a New Event Launches:** If Supercell releases a new seasonal event and the bot does not yet recognize the new chest or reward icon, enable the corresponding toggle, click the Event Chest Assets or Temporary Event Assets button, and click Scan on that asset row to capture the new icon directly from your emulator screen.

8.3 Table of 9 System & Navigation Asset Categories

In the lower section of the Calibration page, the application displays 9 system and navigation asset category cards totaling 90 reference image files. The remaining two categories (Main Village Troops and Night Village Troops) are managed directly on the Troop Configuration tab.

Each category card lists the template images used by the Template Matching engine. Users can preview each image, view its localized name, and click Scan (to re-capture) or Reset (to restore developer defaults):

1. **Night Village (31 Assets):** Contains all Builder Base navigation and combat assets, including the attack button (attackbb), find now button (findnowbb), end battle button (endbattlebb), return home button (returnhomebb), Clock Tower free boost indicators (freeboost, tfreeboost, boostbb),

Gem Mine icon (gemsbb), Elixir Cart collect button (collectbb), wall upgrade confirmations (cwallgold, cwallelixir), and 3-star / battle start detectors (3starbb, battlestartinbb).

2. **Event (4 Assets):** Assets supporting Supercell seasonal events, including the treasure chest icon (chest_event), event attack button (attack_event), dialog continue button (continue), and event return home button (returnhome_event).
3. **Temporary Event (6 Assets):** Dedicated assets for claiming temporary/medal event rewards, covering the claim reward triggers (pickreward, pickreward1) and four reward priority choices (prio1 through prio4).
4. **Obstacles / Pop-ups (12 Assets):** Rather than trees or rocks, this category contains system pop-up and dialog dismissal buttons: obstacle reward claim button (claimobs), 4 close 'X' button variations for ad/promo pop-ups (x1 to x4), dialog confirmation buttons (okay, okay2, cancel), game reload buttons on desync (reload, reload_game), connection lost retry button (try_again), and the daily Star Bonus claim button (star_bonus).
5. **Collectors (3 Assets):** Floating resource harvest bubbles above production buildings: Gold Mine bubble (col_gold), Elixir Collector bubble (col_elix), and Dark Elixir Drill bubble (col_de).
6. **Navigation (14 Assets):** Core navigation buttons in the Main Village and battlefield: Attack button, Find a Match button, Next base button (next), Surrender and End Battle buttons, Return Home and loading screen recovery buttons, Confirm button, Fast Forward 4x button (ffoward), and matchmaking cloud indicators (searching_for_opponents).
7. **Loot Scanning (6 Assets):** Resource icon templates (gold_loot, elixir_loot, gold_battle, elixir_battle, gold_home, elixir_home) acting as visual anchors to guide the OCR engine when reading Gold and Elixir figures across different screen states.
8. **Smart Attack (7 Assets):** Reference images of enemy resource storage buildings (enemy_gold_stor, enemy_elixir_stor, enemy_de_stor) prioritized as deployment targets during Smart Attack strategies.
9. **Wall Upgrade (7 Assets):** Assets powering automated wall upgrades: Main Village wall segment (wall), Night Village wall segment (wallbb), upgrade confirmation button (upwall), wall upgrade hammer icon (icon_up_wall), Goblin Builder upgrade icon (icon_up_goblin), wall row selection button (wallset), and sort-by-lowest-cost button (costmin).

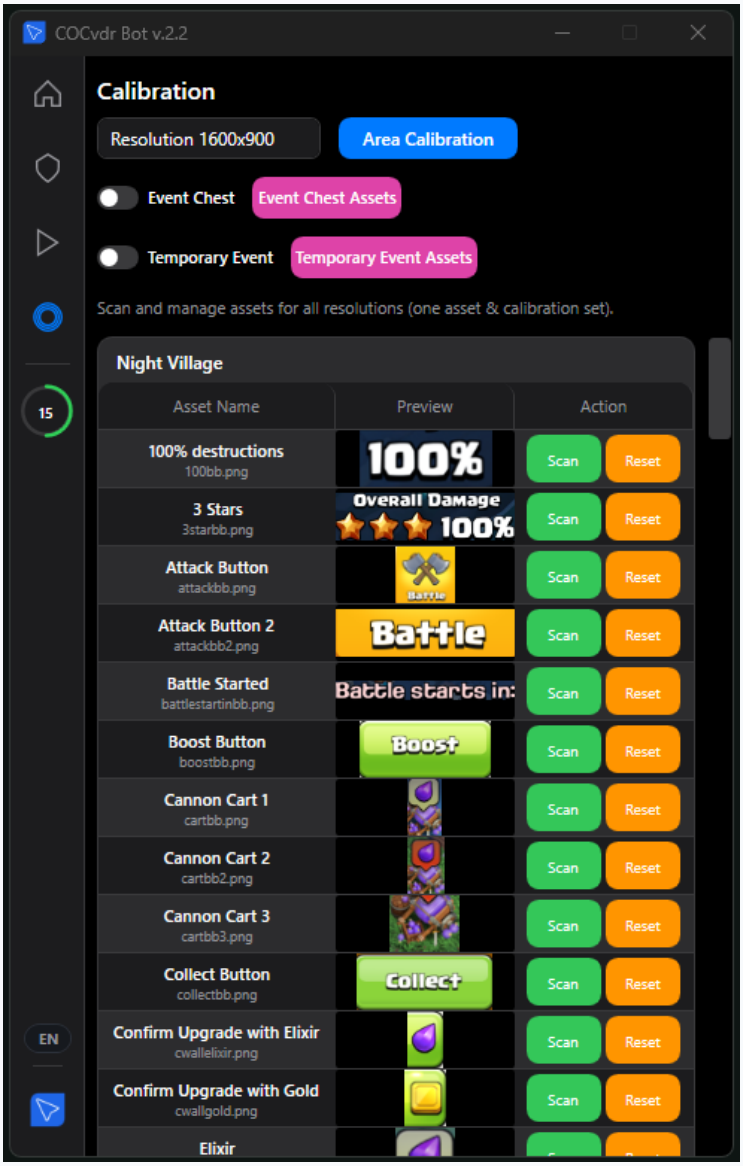


FIGURE: Calibration Page & 9 System/Navigation Asset Categories Table

8.4 How to Use the Asset Scan Button & Reset Default Button

If the bot fails to recognize a specific button after a Clash of Clans update, use the Asset Scan feature:

1. **Position the Game Screen:** Open your emulator and navigate to the screen where the target button or icon is clearly visible.
2. **Click Scan:** On the corresponding asset row in the Calibration tab, click the green 'Scan' button. The Asset Scan cropping window will open displaying a live screenshot of your emulator.

3. **Draw Selection Box:** Click and drag a tight selection rectangle directly over the target button or icon.
4. **Save Asset:** Click 'Save Asset'. The newly cropped image replaces the old template and becomes active immediately.
5. **Reset Default Button:** If your custom crop was inaccurate or caused detection issues, simply click the orange 'Reset' button on that row to restore the developer's original factory template.

8.5 Proper Asset Cropping Guide (Tight Crop Rule)

The key to reliable template matching and Uniresolution scaling is precise image cropping. Always follow these rules when scanning a new asset:

- **Crop Only the Core Object (Tight Crop):** Crop tightly inside the interior edges of the button or icon. Do not leave empty padding outside the button frame.
- **AVOID Dynamic Backgrounds:** NEVER include green grass, dirt, water, or moving building shadows inside your crop box. Grass and terrain have shifting pixel colors that will cause template matching comparisons to fail!
- **Automatic Uniresolution Normalization:** You are free to scan assets on either a 1600x900 or 1920x1080 emulator. COCvdr Bot's Uniresolution engine automatically normalizes your cropped image to the canonical reference scale.

CHAPTER 9

START TAB & BOT WORKFLOW CYCLE

The Start page is the operational command center where users launch, monitor, and stop the bot. This chapter explains the three color-coded main control buttons, how to read the resource farming statistics card, how to interpret real-time color-coded log messages, and the complete automated farming loop from the moment you press Start.

9.1 Main Control Buttons: Start, Stop, and Test

At the bottom of the Start page are three primary control buttons with distinct color coding:

Button Name	Button Color	Hex Color Code	Technical Function & Behavior
Start	Bright Green	#34C759	Launches the full bot automation engine. The button disables itself while the bot is running to prevent duplicate triggers.
Stop	Bold Red	#FF3B30	Safely halts the bot cycle. The bot finishes its current atomic action and transitions cleanly to the Stopped state.
Test	Vibrant Orange	#FF9500	Tests ADB connectivity and screen resolution compatibility without launching an actual attack. Ideal for verifying emulator readiness.

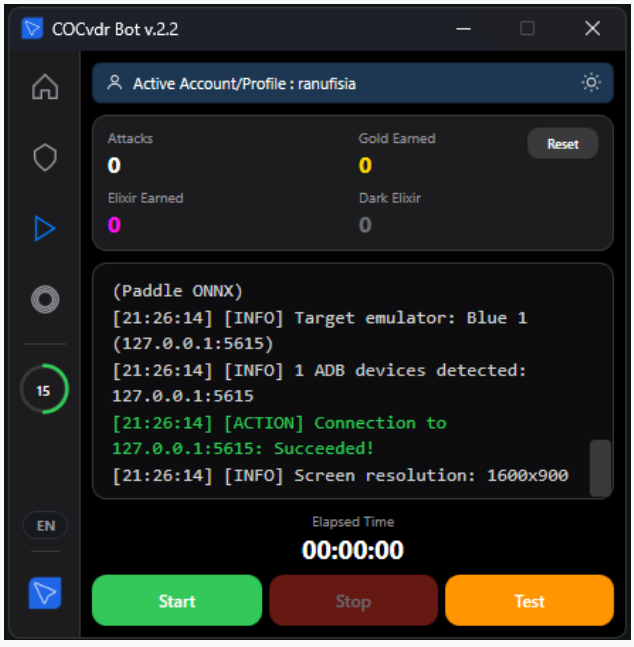


FIGURE: Start Page - Statistics, Real-time Logs & Controls

9.2 Reading the Resource Farming Statistics Summary

At the top of the Start page, directly below the Active Account/Profile banner, sits a live statistics card recording your farming performance during the current session:

1. **Statistics Components & Metrics:**

- **Attacks (White Numbers):** Counts the total number of battles executed by the bot since clicking Start.
- **Gold Earned (Gold/Yellow Numbers):** Total accumulated Gold harvested into your storages.
- **Elixir Earned (Magenta Numbers):** Total accumulated Elixir harvested from attacks.
- **Dark Elixir (Gray Numbers):** Total accumulated Dark Elixir farmed in the Main Village.
- **"Reset" Button:** A compact button in the top-right corner of the statistics card that resets all counters (Attacks, Gold Earned, Elixir Earned, Dark Elixir) back to 0 whenever you want to start a fresh tracking session.
- **Elapsed Time (Center Timer):** Located directly above the main control buttons, displaying the elapsed hours, minutes, and seconds (HH:MM:SS) since the bot started running.

2. **Display Differences Between Main Village & Night Village:**

- **Main Village Mode (Sun Icon):** The statistics panel displays all four metric boxes (Attacks, Gold Earned, Elixir Earned, and Dark Elixir) in full to track all three Home Village resources.
- **Night Village Mode (Moon Icon):** The statistics panel automatically adapts into a streamlined layout. The Elixir Earned and Dark Elixir boxes are automatically hidden (collapsed), showing only two metrics:

1. **Attacks:** Total Builder Base battle rounds completed.
2. **Gold Earned:** Accumulated Builder Gold earned from Star Bonus and attack victories.

(This is by design because the Night Village does not use Dark Elixir, and Builder Elixir is collected separately from the defense Elixir Cart.)

9.3 Reading the Real-Time Log Window & Color Code Meanings

The framed black console in the middle of the Start page streams real-time bot activity logs. To help you understand the bot's status at a glance without reading every word, the system applies standardized color coding to each log line:

1. **Light Blue ([RUNNING] / [BERJALAN]):** Indicates an ongoing automation stage or background process.

Example: [RUNNING] Checking ADB connection..., [RUNNING] Opening connection to emulator..., [RUNNING] Deploy 'Night Witch' 4x (slot 2).

2. **Bright Green ([ACTION] / [AKSI]):** Indicates a successful action, completed task, or button tap executed inside the game.

Example: [ACTION] Connection to 127.0.0.1:5555: Success!, [ACTION] Clicked 'Find Now Button (findnowbb.png)' at (1401, 715), [ACTION] Wall level upgrade succeeded.

3. **White / Light Gray ([INFO]):** Displays general configuration status and device operational telemetry.

Example: [INFO] COCvdr Bot ready, [INFO] OCR Method: RapidOCR PaddleONNX, [INFO] Screen resolution: 1920x1080, [INFO] Village: Main Village.

4. **Orange ([WARNING] / [PERINGATAN]):** Indicates a non-critical warning condition or a base skip action.

Example: [WARNING] Loot below minimum threshold, skipping base..., [WARNING] Auto Stop: Village marker not visible yet (delay 20s), [PATROL] Repeated near-miss asset.

5. **Bold Red ([ERROR] / [EROR]):** Indicates a connection failure, technical issue, or critical instruction requiring user attention.

Example: [ERROR] Connection to emulator: Failed, [ERROR] Failed to capture screenshot from emulator, [ERROR] Default profile not found.

6. **Special Dual-Color Format (Enemy Loot Scan):** When the bot scans an enemy base in the Main Village, resource values are highlighted in their signature colors: Gold figures are printed in Golden Yellow, while Elixir figures are printed in Purple/Magenta, making it easy to see why a base was attacked or skipped.

7. **Night Village Specific Tag:** When operating in Night Village mode, log category tags append a Night suffix (e.g., [RUNNING]-Night / [BERJALAN]-Malam, [ACTION]-Night, [WARNING]-Night) so you can easily distinguish between Home Village and Builder Base logs.

8. **Window Capacity & Automatic Disk Logging:** The on-screen log console retains only the 30 most recent lines to keep the UI fast and responsive. However, you never lose your activity history—all complete raw logs from start to finish are automatically saved per emulator in daily text files located at Temp\Logs\bot_<EmulatorName>_YYYY-MM-DD.log.

9.4 Main Village Automated Farming Cycle Workflow

When the Start button is pressed, the bot executes a continuous farming loop following this exact sequence:

1. **Village Screen Check:** The bot captures a screenshot and verifies that the game is on the Main Village screen. If any pop-up dialogs are open, it closes them first.

2. **Resource Collector Harvest (Claim Collector ON):** The bot taps Gold Mines, Elixir Collectors, and Dark Elixir Drills to empty your village production buildings.

3. **Automatic Wall Upgrade (Wall Upgrade ON):** The bot checks your Gold and Elixir balances. If they exceed your configured Gold Limit / Elixir Limit, it locates an eligible wall segment and upgrades it.

4. **Entering Matchmaking:** The bot taps the 'Attack' button -> taps the 'Find a Match' button.
5. **Reading Enemy Loot (OCR):** As soon as an enemy base appears, the bot takes a screenshot and the OCR engine reads the opponent's Gold, Elixir, and Dark Elixir figures.
6. **Evaluating Match Criteria:** The scanned numbers are compared against your profile's minimum thresholds and active Loot Mode. If the base DOES NOT MATCH, the bot taps 'Next' and repeats from Step 5.
7. **Smart Attack Execution (Loot Matches):** If the base MATCHES, the bot zooms out and systematically deploys units according to your Category Order (Order 1 to 4), category delays (ms), and Attack Strategy (Smart 1/2/3/Random).
8. **Battle Monitoring:** The bot monitors battle progress. If 'Stop-Empty Loot' is enabled and all enemy resource storages are depleted to zero, the bot immediately clicks 'Surrender' / 'End Battle' without wasting time.
9. **Return Home & Statistics Update:** The bot taps 'Return Home', records the harvested loot into the session statistics card, waits for the anti-ban Random Loop (Sec) delay, and restarts the cycle from Step 1.

9.5 Night Village Automated Farming Cycle Workflow

When Select Village is set to 'Night Village', the bot taps the boat (or operates directly in Builder Base), harvests the Elixir Cart and Gem Mine, triggers the Clock Tower Free Boost if available, taps the Builder Base Attack button, deploys Night Troops and Night Heroes along with their recurring ability skills, monitors 3-star battle completion, and returns home to repeat the cycle.

9.6 Automated Recovery Features (Anti-Crash & Auto Reconnect)

- **Automatic Pop-up Dismissal:** If Supercell displays news, seasonal event banners, or shop offers blocking the screen, the bot automatically detects the Close (X) button and dismisses them.
- **Auto Reconnect:** If your home internet briefly drops and the 'Connection Lost' dialog appears, the bot automatically taps the 'Try Again' / 'Reload' button.
- **Auto Re-launch Game:** If the Clash of Clans app force-closes or crashes to the Android home screen, the bot detects the missing game window and automatically relaunches Clash of Clans.

CHAPTER 10

RECOMMENDED SETTINGS & ANTI-BAN TIPS

To maximize your hourly resource income while keeping your account reputation clean and safe from Supercell detection systems, follow the Town Hall configuration recommendations and safe botting guidelines below.

10.1 Recommended Settings Table by Town Hall Level

Use the reference values below as a starting point for configuring your farming profile:

TH Level	Min Gold	Min Elixir	Min Dark Elixir	Recommended Loot Mode	Attack Strategy
TH 9	250.000	250.000	2.000	Gold or Elixir	Smart 1 (Max Loot Focus)
TH 10	350.000	350.000	3.000	Gold or Elixir	Smart 1 (Max Loot Focus)
TH 11	450.000	450.000	4.000	Gold and Elixir	Smart 2 (4-Zone Surround)
TH 12	550.000	550.000	5.500	Gold and Elixir	Smart 2 (4-Zone Surround)
TH 13	650.000	650.000	7.000	Gold or Dark Elixir	Smart 3 (2 Adjacent Sides)
TH 14	750.000	750.000	8.500	Gold or Dark Elixir	Smart 3 (2 Adjacent Sides)
TH 15	850.000	850.000	10.000	Gold and Dark Elixir	Smart 3 (2 Adjacent Sides)
TH 16	950.000	950.000	11.000	G or E or DE	Smart 1 (Max Loot Focus)
TH 17	1.000.000+	1.000.000+	12.000+	G and E and DE	Smart 1 (Max Loot Focus)

10.2 Account Safety Guide & Anti-Ban Tips

- **Use Random Loop Delay:** Always set 'Random Loop (Sec)' to at least 3–5 seconds. This randomizes the pause between cycles naturally, eliminating robotic timing patterns flagged by detection heuristics.

- **Cap Play Sessions with Auto Stop:** No human plays Clash of Clans for 24 hours straight without sleeping. Use the Auto Stop feature with a Time Limit of 2 to 3 hours per session, followed by a 1-hour break.
- **NEVER DUAL-LOGIN (Phone & PC Session Collision):** Never open Clash of Clans on your mobile phone while the bot is actively farming on your PC! Doing so triggers the 'Another device is connecting' warning, which is a major red flag for suspicious account sharing/automation on game servers.
- **100% External Visual Advantage (No Root/Mod):** Remember that this bot never modifies game files or memory. By running the bot with sensible human-like schedules, your account remains 100% safe.

CHAPTER 11

TROUBLESHOOTING & PROBLEM SOLVING

The table below summarizes common technical issues encountered by beginners along with their root causes and step-by-step solutions.

Problem Symptom	Root Cause	Step-by-Step Solution
Emulator not detected in dropdown / Status: Waiting for Emulator	1. ADB debugging is not enabled in the emulator settings. 2. The port address in the bot's Slots menu does not match the emulator.	1. Open emulator settings and ensure ADB Debugging is set to ON / Open Local Connection. 2. Click the 'Slot ⚙' button on the Home tab and match the port number (e.g., 5555 for LDPlayer, 21503 for MEmu, or check bluestacks.conf). 3. Restart the emulator and relaunch the bot.
Bot reads loot figures as 0 or misreads digits	1. Background animations behind digits have high contrast interference. 2. The selected OCR engine is struggling with game fonts.	1. Change the 'OCR Method' dropdown on the Home tab to 'RapidOCR PaddleONNX (Recommended)' for highest accuracy. 2. If issues persist, select 'Dual OCR (Tesseract + Windows)'. 3. Verify that your in-game CoC language is set to English.
Bot taps miss buttons (coordinates are off-target)	1. Emulator screen density is not set to 240 DPI. 2. The emulator window was manually resized by dragging its border.	1. Open emulator display settings, set DPI strictly to 240 DPI, and restart the emulator. 2. Never manually drag or resize the emulator window while the bot is running!
'Emulator Resolution Not Supported!' message appears	Emulator resolution is set outside the 1600x900 or 1920x1080 standards.	Change your emulator resolution to 1600 × 900 (Tablet mode) or 1920 × 1080 (Tablet mode). Save settings and restart the emulator.
Bot keeps clicking Next endlessly without ever attacking	Min Gold / Elixir / DE thresholds in your profile are set too high for your current Trophy league.	1. Check the Min Gold / Min Elixir fields on the Home tab and lower your targets (e.g., from 800,000 down to 400,000). 2. Adjust your account's Trophy league to a 'Dead Base' sweet spot (Gold / Crystal / Master League).
PC mouse cursor moves on its own or gets pulled into the emulator	You selected 'Zoom AHK' mode.	Change 'Zoom Mode' on the Home tab to 'Zoom ADB'. Zoom ADB performs multi-touch zoom directly through ADB without touching your physical PC mouse cursor.

Problem Symptom	Root Cause	Step-by-Step Solution
License Invalid / Token Rejected	1. PC HWID changed due to a clean Windows reinstall or BIOS update. 2. Token was mistyped or contains trailing spaces.	1. Contact an administrator via the @COCvdrBot Telegram bot Help menu or @cocvdr group for an HWID reset. 2. Make sure to copy and paste the token string cleanly without quotes or extra spaces.
Clash of Clans suddenly closes (Force Close / Crash)	Emulator RAM allocation is full or PC graphics drivers are outdated.	1. Increase emulator RAM allocation in emulator settings to 4096 MB (4 GB) and CPU to 4 Cores. 2. The bot's automated recovery feature will automatically relaunch Clash of Clans.
'Internet Connection Required' dialog appears when launching the app	Licenses require online verification (SEC-17); offline mode has been removed and the license server cannot be reached.	1. Ensure your PC has an active internet connection (not just local LAN). 2. Click 'Retry' on the dialog once connected. 3. If a firewall or proxy blocks access, whitelist COCvdrBot.App.exe. 4. If it still fails, check server status via the @COCvdrBot Telegram bot.

CHAPTER 12

FREQUENTLY ASKED QUESTIONS (FAQ)

The most frequently asked questions from users paired with official answers from the development team.

12.1 Is COCvdr Bot safe from Supercell account bans?

Yes, it is extremely safe. COCvdr Bot operates purely externally via the official ADB (Android Debug Bridge) protocol. It performs zero memory injection, never modifies game APK files (No Mod APK), and never intercepts or alters Supercell server network packets. The bot simply views the screen like human eyes using Computer Vision & OCR and sends standard touch taps with humanized random delays.

12.2 Can the bot run in the background while I use my PC for work or watching videos?

Yes! Because touch taps are injected directly into the Android emulator via ADB (especially when using Zoom ADB), your physical PC mouse cursor remains 100% free for typing documents, browsing the web, or watching videos.

Important Note: DO NOT MINIMIZE the emulator window to the Windows taskbar (because Windows suspends graphics rendering for minimized windows). Simply leave the emulator window open in the background behind your active work windows.

12.3 Does the bot support farming multiple accounts (Multi-Instance) simultaneously?

Yes, multi-instance farming is fully supported. You can open 2, 3, or more COCvdr Bot application windows side by side on a single PC. Simply select a different emulator slot in each bot window (for example: Bot Window 1 selects slot LD 1 on port 5555, and Bot Window 2 selects slot LD 2 on port 5557). Log files and diagnostic snapshots for each bot instance are automatically separated without conflict. We recommend at least 16 GB of PC RAM for smooth multi-instance operation.

12.4 Why must the emulator use 1600×900 or 1920×1080 resolution?

Those two resolutions are the golden Uniresolution standards officially supported by the bot's visual detection engine. By selecting either 1600×900 or 1920×1080 (at 240 or 320 DPI), all button templates, battlefield grass deployment lines, and OCR loot reading boxes operate with 100% precision without manual recalibration.

12.5 What if Supercell releases a game update or changes button visuals?

Official Developer Updates: Our development team actively monitors Clash of Clans updates and promptly releases updated bot builds tailored to the latest Supercell patches. You can download the newest release anytime via our official Telegram bot/group.

Instant Self-Service Adjustment: While waiting to download an official update, you also have full freedom to update any changed button template yourself. Simply open the Calibration tab (or Troop Configuration tab), find the affected asset row, and click the green Scan button to capture the new button appearance directly from your emulator screen.

12.6 What should I do if the error log "Connection to emulator: Failed" appears when clicking Start?

Check the following items in order:

1. Ensure your Android emulator is fully launched and loaded into the main Clash of Clans village screen.
2. Open your emulator settings and verify that ADB Debugging (Android Debug Bridge / Open local connection) is enabled.
3. Click the Slot ⚙ button on the bot's Home tab and confirm that the listed ADB port number matches your running emulator instance port.
4. Use the orange Test button on the Start tab to quickly verify ADB connectivity before clicking Start.

12.7 Can my license token be transferred if I change my computer or laptop?

Your COCvdr Bot license is bound to your computer's unique Hardware ID (HWID). If you upgrade major PC hardware components or switch to a new laptop, you can request an HWID binding reset by contacting the official administrator via the COCvdr Telegram Group at https://t.me/cocvdr

APPENDIX

COMPLETE INVENTORY OF 11 ASSET CATEGORIES (121 TOTAL FILES)

All visual templates used by the bot are stored in the runtime/Assets/Uniresolusi/ directory. They consist of 90 system/navigation assets managed in the Calibration tab and 31 combat unit assets managed in the Troop Configuration tab.

13.1 Appendix A: 9 System & Navigation Categories in the Calibration Tab (90 Asset Files)

No.	Asset Category	Asset Filename (PNG)	In-Game Function & Detection Role
1	Night Village	attackbb.png	Primary Attack button in Builder Base
2	Night Village	attackbb2.png	Alternative Night Village Attack button variation
3	Night Village	findnowbb.png	Instant 'Find Now' matchmaking button in Builder Base
4	Night Village	findnowbb2.png	Alternative 'Find Now' button variation in Night Village
5	Night Village	battlestartinbb.png	Battle starting indicator / transition into enemy Builder Base
6	Night Village	3starbb.png	Stage 1 3-star victory achievement detector
7	Night Village	returnhomebb.png	Return Home button in Builder Base
8	Night Village	endbattlebb.png	End Battle button in Night Village
9	Night Village	surrenderbb.png	Surrender button in Night Village
10	Night Village	okaybb.png	Battle result pop-up OK confirmation button
11	Night Village	cartbb.png	Night Village Elixir Loot Cart
12	Night Village	cartbb2.png	Elixir Loot Cart visual variation 2
13	Night Village	cartbb3.png	Elixir Loot Cart visual/level variation 3
14	Night Village	collectbb.png	Collect button for harvesting Elixir from the Loot Cart
15	Night Village	goldbb.png	Night Village Builder Gold OCR anchor icon

No.	Asset Category	Asset Filename (PNG)	In-Game Function & Detection Role
16	Night Village	elixirbb.png	Night Village Builder Elixir OCR anchor icon
17	Night Village	hgoldbb.png	Full Builder Gold storage indicator
18	Night Village	helixirbb.png	Full Builder Elixir storage indicator
19	Night Village	gemsbb.png	Gem Mine collection bubble icon
20	Night Village	tfreeboost.png	Clock Tower Free Boost active indicator badge
21	Night Village	freeboost.png	Clock Tower 'Free Boost' activation button
22	Night Village	boostbb.png	Confirm Clock Tower boost activation button
23	Night Village	starbonusbb.png	Builder Base daily Star Bonus pop-up indicator
24	Night Village	cwallgold.png	Confirm Night Village wall upgrade with Builder Gold button
25	Night Village	cwallelixir.png	Confirm Night Village wall upgrade with Builder Elixir button
26	Night Village	enemybuilderbase.png	Enemy Builder Hall variation 1 (Smart Attack target)
27	Night Village	enemybuilderbase2.png	Enemy Builder Hall variation 2
28	Night Village	enemybuilderbase3.png	Enemy Builder Hall variation 3
29	Night Village	enemybuilderbase4.png	Enemy Builder Hall variation 4
30	Night Village	enemybuilderbase5.png	Enemy Builder Hall variation 5
31	Night Village	enemybuilderbase6.png	Enemy Builder Hall variation 6
32	Event	attack_event.png	Attack button specific to seasonal event mode
33	Event	chest_event.png	Seasonal event treasure chest icon on village border
34	Event	continue.png	Continue button on seasonal event banners/dialogs
35	Event	returnhome_event.png	Return Home button from seasonal event interface
36	Temporary Event	pickreward.png	Claim reward button in temporary event tab

No.	Asset Category	Asset Filename (PNG)	In-Game Function & Detection Role
37	Temporary Event	pickreward1.png	Alternative claim reward button variation
38	Temporary Event	prio1.png	Temporary event reward selection option — Priority 1
39	Temporary Event	prio2.png	Temporary event reward selection option — Priority 2
40	Temporary Event	prio3.png	Temporary event reward selection option — Priority 3
41	Temporary Event	prio4.png	Temporary event reward selection option — Priority 4
42	Obstacles / Pop-ups	x1.png	Red close (X) button for news/promo pop-ups — variation 1
43	Obstacles / Pop-ups	x2.png	Red close (X) button for pop-ups — variation 2
44	Obstacles / Pop-ups	x3.png	Red close (X) button for pop-ups — variation 3
45	Obstacles / Pop-ups	x4.png	Red close (X) button for pop-ups — variation 4
46	Obstacles / Pop-ups	okay.png	OK confirmation button for system/warning dialogs
47	Obstacles / Pop-ups	okay2.png	Alternative OK dialog button variation
48	Obstacles / Pop-ups	cancel.png	Cancel button on pop-up dialogs
49	Obstacles / Pop-ups	try_again.png	'Try Again' button when connection is lost
50	Obstacles / Pop-ups	reload.png	'Reload' game button
51	Obstacles / Pop-ups	reload_game.png	Reload client button after desynchronization
52	Obstacles / Pop-ups	claimobs.png	Claim button on obstacle/reward pop-ups
53	Obstacles / Pop-ups	star_bonus.png	Main Village daily Star Bonus pop-up dismissal button
54	Collectors	col_gold.png	Floating coin harvest bubble above Gold Mines
55	Collectors	col_elix.png	Floating purple drop harvest bubble above Elixir Collectors

No.	Asset Category	Asset Filename (PNG)	In-Game Function & Detection Role
56	Collectors	col_de.png	Floating dark drop harvest bubble above Dark Elixir Drills
57	Navigation	attack.png	Primary Attack button on the Main Village screen
58	Navigation	attack1.png	Main Village Attack button variation 1
59	Navigation	attack2.png	Map Attack button variation 2
60	Navigation	find_match.png	'Find a Match' multiplayer matchmaking button
61	Navigation	next.png	'Next' button to skip an enemy base
62	Navigation	end.png	'End Battle' button
63	Navigation	surrender.png	'Surrender' button during battle
64	Navigation	confirm.png	Confirm Surrender / End Battle dialog button
65	Navigation	returnhome.png	'Return Home' button after battle ends
66	Navigation	loading_returnhome.png	Recovery button when stuck on matchmaking clouds
67	Navigation	searching_for_opponents.png	'Searching for Opponents' cloud status indicator
68	Navigation	searching_for_opponents1.png	'Searching for Opponents' text variation
69	Navigation	ffoward.png	Fast Forward 4x replay/battle speed button
70	Navigation	claim.png	General navigation reward claim button
71	Loot Scanning	gold_home.png	OCR anchor icon for Gold storage on Main Village screen
72	Loot Scanning	elixir_home.png	OCR anchor icon for Elixir storage on Main Village screen
73	Loot Scanning	gold_loot.png	OCR anchor icon for enemy Gold during loot scouting
74	Loot Scanning	elixir_loot.png	OCR anchor icon for enemy Elixir during loot scouting
75	Loot Scanning	gold_battle.png	OCR anchor icon for Gold during active battle

No.	Asset Category	Asset Filename (PNG)	In-Game Function & Detection Role
76	Loot Scanning	elixir_battle.png	OCR anchor icon for Elixir during active battle
77	Smart Attack	enemy_gold_stor1.png	Enemy Gold Storage level variation 1
78	Smart Attack	enemy_gold_stor2.png	Enemy Gold Storage level variation 2
79	Smart Attack	enemy_gold_stor3.png	Enemy Gold Storage level variation 3
80	Smart Attack	enemy_elixir_stor1.png	Enemy Elixir Storage level variation 1
81	Smart Attack	enemy_elixir_stor2.png	Enemy Elixir Storage level variation 2
82	Smart Attack	enemy_elixir_stor3.png	Enemy Elixir Storage level variation 3
83	Smart Attack	enemy_de_stor.png	Enemy Dark Elixir Storage (DE Storage)
84	Wall Upgrade	wallset.png	Select entire wall row menu button
85	Wall Upgrade	costmin.png	Sort walls by lowest upgrade cost button
86	Wall Upgrade	wall.png	Main Village wall segment eligible for upgrade
87	Wall Upgrade	upwall.png	Upgrade wall level confirmation button
88	Wall Upgrade	icon_up_wall.png	Builder hammer wall upgrade indicator icon
89	Wall Upgrade	icon_up_goblin.png	Goblin Builder wall upgrade indicator icon
90	Wall Upgrade	wallbb.png	Night Village wall segment eligible for upgrade

13.2 Appendix B: 2 Troop Categories in the Troop Configuration Tab (31 Asset Files)

No.	Village Sub-Tab	Asset Filename (PNG)	Official Unit Name	Category & Combat Role
1	Troops (Main Village)	barbarian.png	Barbarian	Melee ground troop
2	Troops (Main Village)	archer.png	Archer	Ranged ground troop

No.	Village Sub-Tab	Asset Filename (PNG)	Official Unit Name	Category & Combat Role
3	Troops (Main Village)	giant.png	Giant	Defense-targeting ground tank troop
4	Troops (Main Village)	ballon.png	Balloon	Defense-targeting aerial bomber troop
5	Troops (Main Village)	babydragon.png	Baby Dragon	Self-enraging aerial troop
6	Troops (Main Village)	electrodragon.png	Electro Dragon	Chain-lightning aerial troop
7	Troops (Main Village)	dragonduke.png	Dragon Duke / Super Dragon	Heavy area-splash fire aerial troop
8	Troops (Main Village)	minionprince.png	Minion Prince / Super Minion	Long-range aerial attacker
9	Troops (Main Village)	hunter.png	Headhunter	Wall-jumping hero-hunting ground troop
10	Troops (Main Village)	barbarianking.png	Barbarian King	Melee ground tank Hero
11	Troops (Main Village)	archerqueen.png	Archer Queen	Stealth cloak ranged Hero
12	Troops (Main Village)	grandwarden.png	Grand Warden	Protective invincibility aura support Hero
13	Troops (Main Village)	royalchampion.png	Royal Champion	Wall-jumping shield-throwing Hero
14	Troops (Main Village)	loglauncher.png	Log Launcher	Ground Siege Machine launching wall-crushing logs
15	Troops (Main Village)	siegebarracks.png	Siege Barracks	Parachuting Siege Machine spawning extra troops
16	Troops (Main Village)	ragespell.png	Rage Spell	Combat Spell boosting movement speed & damage
17	Troops (Main Village)	healingspell.png	Healing Spell	Combat Spell restoring troop hitpoints in an area
18	Troops (Main Village)	freezespell.png	Freeze Spell	Combat Spell immobilizing enemy defenses
19	Troops (Main Village)	hastespell.png	Haste Spell	Combat Spell granting extreme movement speed
20	Night Troops	barbarianbb.png	Raged Barbarian	Initial rage-boosted ground troop

No.	Village Sub-Tab	Asset Filename (PNG)	Official Unit Name	Category & Combat Role
21	Night Troops	archerbb.png	Sneaky Archer	Cloaked ranged ground troop
22	Night Troops	boxergiant.png	Boxer Giant	Power-punching defense-targeting tank troop
23	Night Troops	giantbb.png	Boxer Giant (Alt)	Alternative Night Village giant deploy icon
24	Night Troops	cannonbb.png	Cannon Cart	Dual-mode mobile artillery cart
25	Night Troops	nightwitch.png	Night Witch	Bat-summoning ranged Night Village troop
26	Night Troops	witchbb.png	Night Witch (Alt)	Alternative Night Witch deploy icon
27	Night Troops	babydragon.png	Baby Dragon BB	Tantrum-enraged aerial Builder Base dragon
28	Night Troops	minionbb.png	Beta Minion	Long-range sniping aerial troop
29	Night Troops	wbbb.png	Bomber BB	Bouncing-bomb anti-wall skeleton troop
30	Night Troops	battlemachine.png	Battle Machine	Electric-hammer melee Builder Base Hero
31	Night Troops	battlecopter.png	Battle Copter	Long-range aerial assault Builder Base Hero