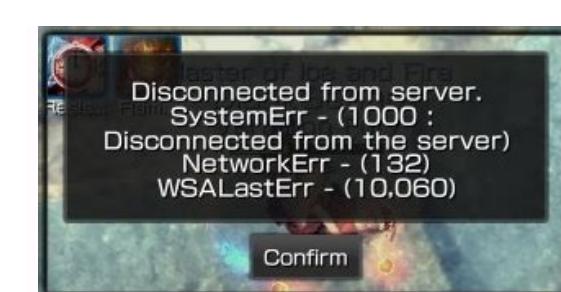


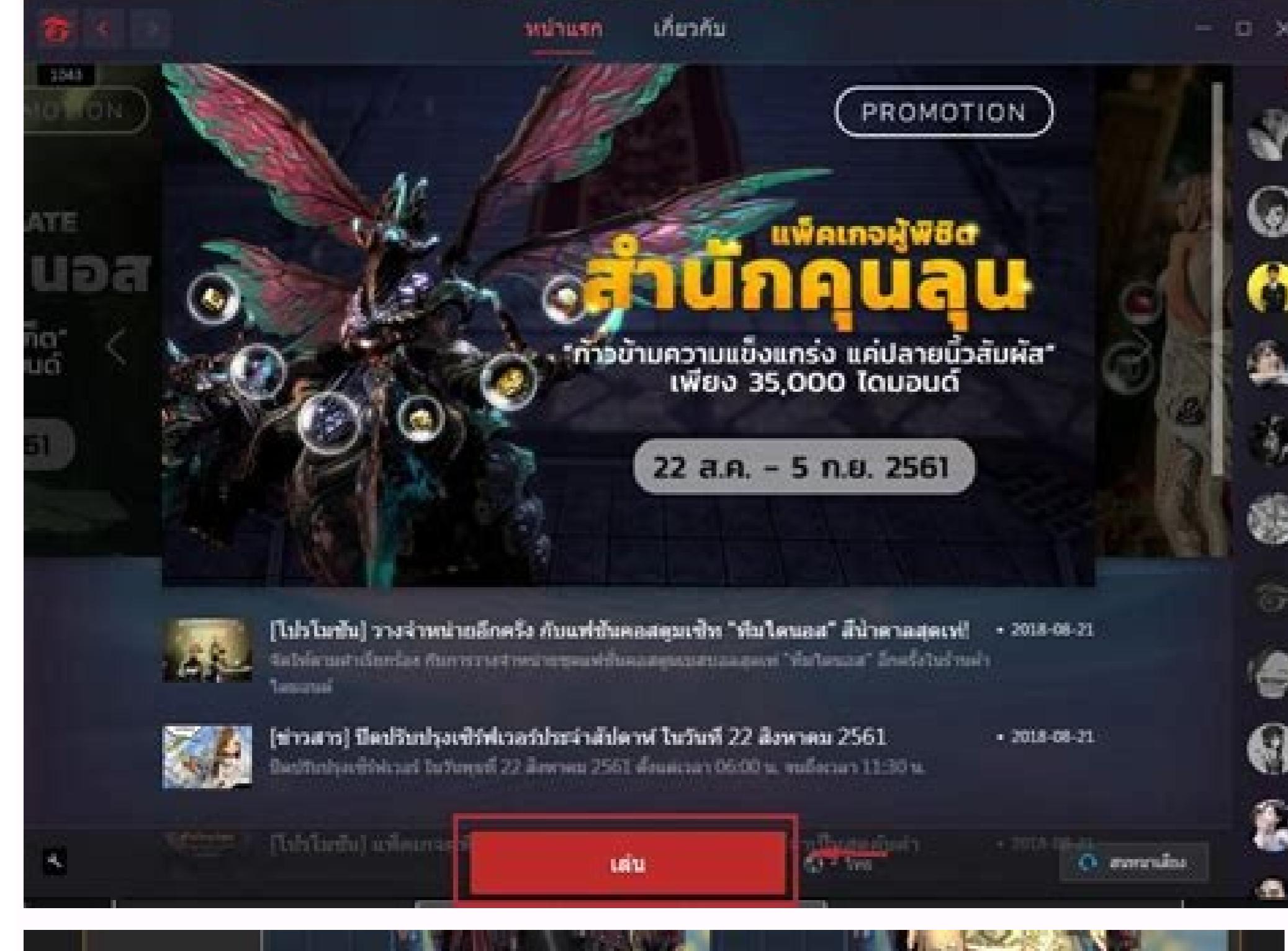
I'm not a robot!



Failed to connect to server.  
SystemErr - (100 : Web Authentication  
Failure)

Confirm

BnS  
buddy



Bns eligibility requirements. Bns system requirements. Bns customer care. Bns buddy how to install mods. Bns buddy texture mods.

What are some of the must have mods for B&S can be weapons,maps,enemies, anything Hi Guest! To get rid of ads on the page, please consider donating through user upgrades or other methods. You are using an out of date browser. It may not display this or other websites correctly. You should upgrade or use an alternative browser. Hi Guest! To get rid of ads on the page, please consider donating through user upgrades or other methods. You are using an out of date browser. It may not display this or other websites correctly. You should upgrade or use an alternative browser. Hi Guest!

Therefore using this tool, you agree to the "rules". You can always use the Original NCsoft Launcher to restore files to Original and start the game. Credits: Miyako - Inspired by his/her BnS-Ark Tool! Endless ate Kogane - Recreated from scratch and improved! ronny1992 - For bnsdat tool LokiRobot - For porting bnsdat to C# and adding AuthToken Yeviis - For icons, Splash art and Bns Buddy Forum images Aixis - For providing a battleground fix GunerX - For providing upk numbers for animation toggles Yeti - For finding the BnS interferring with hns performance Metro2 - For his dx12 proxy mod for better hns performance Requirements - Net Framework 4.5 (not client profile) MetroFramework.dll (included in download) A brain, Change Log: Update 5.9.5.0 Added: General lang for error prompts Added: Online grab of current key sets for each region Updated: Extracting of Dat files for regions that has the updated check Updated: Added new method to check for Garena region paths via MUI cache Fixed Bug: Emails ending with more than 3 characters after last dot would not be accepted Fixed Bug: Color of prompt would not be applied before certain events Update 5.9.4.3 Updated: RU region key has been updated Fixed Bug: Unhandled exception when users patches game files with already running game Update 5.9.4.7 Added: Chinese region support Added: Toggle to check for D912PXY update Updated: Chinese region key has been updated Updated: NA and EU region key has been updated Fixed Bug: Version check for frontier was broken Fixed Bug: Korean paths were not switched properly when going live/test/frontier Fixed Bug: Frontier paths were not fully supported Fixed Bug: Censored text for error or crash logs was not censoring the proper information Fixed Bug: Increased timer to detect processes to avoid hangs due to slow I/O on systems Update 5.9.4.6 Added: Toggle to keep cache or not at users risk Updated: D912PXY now has an external management window Updated: Libs now has updated DotNetZip Fixed Bug: Installing D912PXY would only work once until next startup Fixed Bug: Using D912PXY overall would hang the app for no reason Fixed Bug: Getting the country code from certain countries would result a 404 on geolocation plugin for code generator Fixed Bug: Popup would not appear above buddy under certain conditions and caused the remembered path to not be saved in sin animation in update 5.9.4.2 Updated: Internal updater has been updated Updated: Garena(VN/TH) Key has been updated Added: Support for Frontier server has been added in korean Updater 2.5.4.3 Fixed Bug: Internal library did not match updated and would cause crash on start Fixed Bug: Even if no update was available, auto update routine would run Updater 2.5.4.2 Fixed Bug: Internal libraries were outdated and prevented users from auto extracting update on certain languages of the os Version 5.9.4.1 Updated: JP Key has been updated Fixed Bug: Auto update would do absolutely nothing Updater 2.5.4.1 Fixed Bug: Auto update would do absolutely nothing Version 5.9.4.0 Updated: TW Key has been updated Added: Remember the last path browser to for the garena region client Fixed Bug: The warning icon at the top bar would float in the middle of nowhere when buddy is maximized for dat editing Version 5.9.3.9 Fixed Bug: Even if garena was uninstalled from the system, garena registry would stay in regedit and trigger a browse to folder Version 5.9.3.8 Added: Garena region support with manual path selection Oups: Removed some annoying popups I forgot while testing Version 5.9.3.7 Fixed Bug: Key for KR/RU Region was improperly encoded Fixed Bug: Cancelling a region swap browse to folder will crash buddy and/or cause many error popups Fixed Bug: MultiClient window would not appear certain times Version 5.9.3.6 Added: Russian region support Added: By region AES key for xml files Fixed Bug: A measure I have implemented was not compatible with every system language Fixed Bug: D912PXY Update Check would do a separate thread and users would still be able to modify the toggle and break the ui and crash Version 5.9.3.5 Fixed Bug: Startup routine and play routine would be a traditional clean of itself and not the game Fixed Bug: Restoring addons with empty replace lines threw an error Version 5.9.3.4 Updated: The encryption/decryption key for xml files has been updated to one new Added: Proper handler for empty replace lines on addons Removed: Archer Effects and KFM 3rd Spec Effects from toggles for compatibility with another tool Fixed Bug: When starting game the internal cleaner would do a traditional clean of itself and not the game Fixed Bug: Restoring addons with empty replace lines threw an error Version 5.9.3.3 Oups: Forgot to remove certain popups that was used in testing from previous release Version 5.9.3.2 Added: Line breaks has been added to patches for addons Version 5.9.3.1 Updated: Save as for dat editor now supports x16 and text file types Fixed Bug: Dat Editor save as would ignore the file extension and save as xml anyway Fixed Bug: TimeStamp would have an extra space Fixed Bug: Selecting all addons would show the description of the last one selected by it Fixed Bug: When changing tab to mod manager, new lines would appear with no log and only timestamps Fixed Bug: When loading or reloading files on dat editor, the old status would still show Version 5.9.3.3 Added: Proxy honoring for advanced users Added: Toggle for Maintenance Check Added: Toggle for timestamp in logs Added: Extra check for Certificate Updated: server for update fetching has been updated Optimized: Startup process of buddy is now REALLY faster Fixed Bug: Toggles for Bns's Version Check and Maintenance Check in settings page 4 were ignored Updater 2.5.4.0 Added: Extra check for Certificate Updated: server for update fetching has been updated Updater 2.5.3.5 Added: Loading form for users to know if the update has been loaded or not Fixed Bug: Unhandled error while fetching the bns buddy server status Version 5.9.2.9 Added: Toggle for Bns Version Check for faster Bns Buddy Startup Updated: Some Nu-Get Packages were outdated Updater 2.5.3.1 Added: Updater build on gui Added: Build comparer for users to know if their update is the latest Version 5.9.2.8 Fixed Bug: Users being able to resize and break the gui on start Fixed Bug: Users after they switch tab to launcher would see more and more empty lines on logs Version 5.9.2.7 Reworked: Entire Signature validation has been improved and overhauled for maximum efficiency Added: Support for lower res images for mod preview Fixed Bug: Refresh would not delete all unexisting mods Fixed Bug: Textboxes on launcher would not be at the bottom when start Updater 2.5.3.0 Reworked: Entire Signature validation has been improved and overhauled for maximum efficiency Version 5.9.2.6 Removed: Scrolling behaviour on dropdown for server selection and all to prevent hang Updated: Changed how the compat flags is handled and added for more accuracy Updated: The message for the warning of compat entries has been modified, popup added for easier understanding and what are your options Updated: The list of supported image type for mod preview under the help button Fixed Bug: GETULPS Would have null references and crash on start because errors are not handled Fixed Bug: Mod Manager would color non installed mods with installed mods even if they are not conflicting Fixed Bug: After applying addons, logs would not stay in the box Fixed Bug: Invalid images would throw an error in mod preview Fixed Bug: Clear Compat button would not clear the entries Version 5.9.2.5 Renamed: AMD ULPS for easier understanding Enabled: Ingame memory cleaner is back and improved Updated: IDEs for korean login/maintenance/version were changed Updated: NCLauncher.ini has been changed and detection system has been updated Added: A separate patch button in addons so users would not require to start game to patch games files if wanted Added: Enhanced innerexception and stacktrace for error reports Fixed Bug: Handling of corrupted file on startup of checking backup configs Fixed Bug: Bool was not properly used to check if region was selected or not Fixed Bug: Mail check on login screen is broken Fixed Bug: Parent node having sub folders would skip sub node if parent contained mods Fixed Bug: Parent node not unticking after installing/uninstalling Fixed Bug: Handler for unexisting folder mods would not remove invalid child and parent treenode Fixed Bug: Mod Manager would not clear the entire parent if it had children and all does not exist Fixed Bug: Mod Manager would not color both child and parent if both were conflicting and would throw error Version 5.9.2.4 Added: Handler for patch files with no replace value Added: Archer animation toggle Added: 3rd spec animation toggle to KFM toggle Fixed Bug: D912PXY mod for win10 and win7 users only Added: ULPS Toggle for AMD GPUs in extras maximize performance Added: Prompt warning when fth entries exists Added: Manual selection of cores to run the game on Added: Toggle for affinity manager Added: Support for lower cased N in BNS for version file check Added: Startup entry for Bns Buddy toggle in settings Added: Handling of whitespace in email during login Reworked: Detection of installed mods when installed with files Reworked: Handling of Compat flags and fth are now separate Reworked: Partially reworked the settings handling for easier management Fixed Bug: Launcher logs wouldn't be scrolled down automatically for certain users Fixed Bug: Mod Manager logs wouldn't be scrolled down at all without it being shown first Fixed Bug: Keep-in-tray toggle would not dispose bns buddy logo in tray when closed Fixed Bug: Typo for assassin in extras Fixed Bug: Double clicking the mod manager list would trigger triple state Fixed Bug: Receiving broken code validation emails when some info could not be grabbed by ncssoft Fixed Bug: Overlapping box in extras Fixed Bug: Unhandled errors when using unstable connection and could not connect to bns buddy domain Fixed Bug: A rare dns bug would occur on ncssoft dns records and could not login anymore Fixed Bug: Remote ip grab would hang and crash the login process Fixed Bug: Adding/Modifying/Removing a folder in mod

manager would create a duplicate of the entire tree Fixed Bug: Uninstalling 2 mods or more of the same name would create an index error Fixed Bug: Two mod folder of same name would both be green if only one of them is installed Updater 2.5.2.0 Added: Server status so users will know why the download button is grayed out Added: Admin permission required from start Fixed Bug: Unhandled errors when using unstable connection and could not connect to bns buddy domain Version 5.9.2.3 Optimisation: Buddy startup is faster Optimisation: Loading affinity window now loads faster without hang Fixed Bug: Starting buddy while server timeout occurred hangs buddy Fixed Bug: Wanting to update within buddy would freeze the app when server timeout occurred Fixed Bug: Some extras features were overlapping others Fixed Bug: Loading bar now displayed properly on affinity window Version 5.9.2.2 Added: Scrollbars for Launcher text log and mod log Added: Keep in tray toggle added to settings Fixed Bug: Applying addons with a damaged dat file would result in an error Fixed Bug: Picturebox for splash changer was out of bounds Fixed Bug: When selecting a xml file to edit in dat editor, it would be loaded twice since v5.9.1.7 Version 5.9.2.1 Fixed Bug: Wrong strings were used for login to ncsoft servers Fixed Bug: Wrong local version string was used Version 5.9.2.0 Fixed Bug: Version check was checking the wrong strings Fixed Bug: Version check was missing a backslash when on different windows Version 5.9.1.9 Added: Reload button in dat editor Added: Custom affinity Added: Custom path support for nclauncher 2 Added: Version check for supported regions Updated: Ip for na server Reworked: Changed how the settings are handled when changed Fixed Bug: Installing/Uninstalling parent folder of sub mod would cause an error/crash Fixed Bug: Added a null check for bit selection Fixed Bug: Leaving enter code empty and submitting would crash buddy Fixed Bug: Changing some settings and having the settings file missing would cause an error Version 5.9.1.8 Added: Restoring already running buddy if new instance exists Fixed Bug: Not being able to move mod folders for new mod manager would cause an io exception Fixed Bug: Installing/Uninstalling a mod which the folder does no longer exist would trigger an error Updater 2.5.1.9 Fixed Bug: Popups styling from buddy would be broken and button would overlap Fixed Bug: Not being able to move new update would cause an io exception Version 5.9.1.7 Added: A plus button for a full description for the mod Added: Preview button in mod manager Added: Beautify button to dat editor for xml cleanup Added: Syntax check for dat editor to prevent corrupted files Added: Disabling menu options when game is already running Added: Save as xml button for dat editor Added: Colors to installed mods conflict check Added: Installed mods to mod manager Modified: Mod Manager to install mods with symlinks for faster operations & save space Modified: Applying/removing mod buttons renamed Reworked: Detection of installed mods Reworked: Mod manager does it's job with threads instead of background worker Fixed Bug: Duplicate process check within tick would cause error if overlapped Fixed Bug: Grabbing color on other forms even if settings.ini didn't exist crashed buddy Fixed Bug: BackColor for treeview for xmls in dat editor goes black randomly and not readable Fixed Bug: Popups styling from buddy would be broken and button would overlap Version 5.9.1.6 Added: Detection if game is already running Added: Killing the already running game if Auto game killer is OFF Added: Comment support for dat editor Added: Autofix syntax color for comments in Dat Removed: Popups when clearing count in extras Updated: Detection for NCLauncher 2 settings Updated: Credits has been modified Fixed Bug: Allowing the user to start the game without having a region selected first Version 5.9.1.5 Added: Support for NCLauncher 2 Added: Numpad support for Code Entry Removed: An Ad from ads Updated: Upk numbers for new skills Updated: Regex for ping check Fixed Bug: last used server was not remembered Fixed Bug: Context for restoring via dat editor was wrong Fixed Bug: Panel for multiclient would stay even if no game session was on Version 5.9.1.0 Fixed Bug: Clicking on a folder in dat editor would lock file list Fixed Bug: Previously used data in

code verification wouldn't be discarded Version 5.9.0.9 Fixed Bug: Changelog was not appearing when updating via BnS Buddy Version 5.9.0.8 Reworked: Autofix for Settings.ini Fixed Bug: The trigger for the autofix was incomplete Version 5.9.0.7 Updated: Credits in about Updated: A proper check for Settings.ini autofix Fixed Bug: A check for the local files if directory does not exist Fixed Bug: A check for existing dat files in the dictionary Fixed Bug: Ping check for Korean server Fixed Bug: Update Button wasn't available when an update was Fixed Bug: Closing the verification form locks the play button Updater 2.5.1.8 Fixed Bug: Overwriting an existing BnS Buddy when updating would crash the updater Version 5.9.0.6 Added: Auto fix for Settings.ini Added: Corruption detection of dat files in dat editor Added: local dat files were added to dat editor Updated: Internal updater Updated: KR Arguments for client Reworked: Routine to check if game is patched or clean Fixed Bug: Progress tracker for Mod Manager Fixed Bug: Dependecy fix for some pc Fixed Bug: Dependecy collision check Fixed Bug: Bad Coloring on Update Transition Form Fixed Bug: Auto-extracting of BnS Buddy Updater Updater 2.5.1.7 Fixed Bug: Dependecy fix for some pc Fixed Bug: Dependecy collision check Version 5.9.0.5 Added: New ad in Ads page (rotated) Added: Toggle for Battleground crash fix Updated: Ping refresh is now 5s by default Updated: Added a warning when switching animations toggle when game is running Reworked: Dat Editor entirely reworked Fixed Bug: Visual glitch of arrow in Dat Editor Fixed Bug: When addons did not contain [bit] log would throw wrong message Fixed Bug: Could not paste in Verification Code box Fixed Bug: When Password is wrong on login, play button would be locked Fixed Bug: Missing Icon for Login Form Fixed Bug: FileCheck Form would cause a crash Fixed Bug: Wasn't able to submit login when pressing enter Fixed Bug: Changed the ip for kr server ping (might not work for every countries) Disabled: Memory cleaner while game is active until we find the cause of the memory leak Version 5.9.0.4 Added: Warden to Animation toggles Added: Notifications for FTH Added: Validations for xml search / replacement in addons (ex. If you forget a > it will reject the change so it doesn't break the game) Updated: NCoin logo to the NCoin symbol for Buy NCoin Updated: Minimum ping interval to 1s and max to 5s Rewored: Functionality of .dat (de)compressing to support extraction/insertion of specific file(s) without the need to open the entire archive Reworked: Server communication for login as well as support for IP Verification Removed: Annoying popups when Clearing FTH Entries Fixed Bug: Login issue for NA/EU (supports both known values incase NcSoft reverts the change) Fixed Bug: Few elements to show proper color on color change in Extras Fixed Bug: Auto-scrolling for text log on the Launcher Page Version 5.9.0.3 Fixed Bug: FTH Get count would cause a crash Updater 2.5.1.6 Fixed Bug: A bad color check in settings.ini would prevent updater from starting/loading. Version 5.9.0.2 Fixed Bug: BnS Buddy is prevented from starting Version 5.9.0.1 Added: FTH Toggle with clear entries button Added: Select all addons buttons Added: Prevention of going to 64bit client if the system is 32bit archetype Updated: Donor list Removed: Black Color Style to the theme Fixed Bug: TabStop for login Fixed Bug: Changing Theme color would not change tile colors for menu Fixed Bug: White Style has broken Menu color Fixed Bug: When changing style the Merch button wouldn't change style until tab changed Fixed Bug: Mod Manager buttons not available cancelling a game start attempt or sign in Fixed Bug: When class animations are toggle on and off, buttons weren't available Updater 2.5.1.5 Added: Run as admin by default Fixed Bug: Could not run without admin rights Version 5.9.0.0 Added: Buy Ncoin Merch link Added: Sliding Menu & Slider Effect Toggle(settings page 2) Added: Run as admin by default Removed: Tabs Fixed Bug: Flickering issue when loading buddy Fixed Bug: Bad tooltip shown for "kill game" Version 5.8.9.9 Added: Toggles for class animations in extra tab Added: Update Dialog for manual updates with changelog Fixed Bug: Prevent preview(button) if splash is invalid Version 5.8.9.8 Added: Skip/Remove ads with your secret key that you have found Added: Custom splashes now included in BnS Buddy (Artwork by Yevvie) Added: Image dimensions now shown on splash changer after selection Added: A Small check for TLS 1.2 while fetching version Reworked: The icons Reworked: Reposition of the admin check Reworked: Moved splashes to local like addons Reworked: Changed TW's ip for an 100% accurate ping Fixed Bug: Added an additionnal null check for previous sessions Fixed Bug: Opening an invalid bmp file would error out Splash Editor with out of memory error Fixed Bug: Kill Game button would start new session if cancelled multclient login popup Fixed Bug: The infinite-click decompile/compile/... is now properly fixed Fixed Bug: Subfolders in addons path would cause a file not found error Fixed Bug: BnS Buddy would kill all Clients if failed to login(timeout) Fixed Bug: MXM Conflict check wouldn't discard after appearing once Fixed Bug: Using DAT Editor functions with some KR users would spit errors of path not being good Version 5.8.9.7 Added: New Icons (Artwork by Yevvie) Reworked: Rewritten a few things related to color Fixed Bug: Error trying to delete a folder non-recursively Fixed Bug: Pressing X on login form to forget user no longer worked Fixed Bug: Time out response from login Fixed Bug: Quickly double clicking the decompile on dat editor tab would freeze Buddy Version 5.8.9.6 Added: Ads Jumps into the world of sponsoring Added: Automatically extract MetroFramework.dll when missing Removed: Popup for missing MetroFramework.dll file Reworked: Splash changer now properly checking if splash is modded or not AND changed to where BnS Buddy is located Fixed Bug: Pressing Refresh in splash changer and switch tab back and forth will error out the viewer Version 5.8.9.5 Added: Popup for missing MetroFramework.dll file Added: Auto-resize for email in login form Added: Single-Instance only check Added: Disabled auto-login by default if MultiClient is turned on Added: 5 Seconds delay between clicks for refresh of user count to prevent spam and hang Reworked: Changed the forget button to an X Reworked: Fetching on AppStart would hang form for a couple of seconds Fixed Bug: Changing remember me on login form would not sync with settings tab Fixed Bug: Changed ip for TW server due to inaccurate ping Fixed Bug: Fetching while having a slow connection to end-point for user online count would freeze the form Fixed Bug: Unsecurely Fetched the user online count Fixed Bug: Having Selected Japanese server would switch back to NA/EU if it was installed Fixed Bug: Tooltip for Custom Client Name would be wrong Fixed Bug: When BnS Buddy would be offline, it would try to fetch the count and have an overlapping html code Fixed Bug: Wanting to login would wipe constantly the registry of the credentials Fixed Bug: After wiping credential would cause crash Version 5.8.9.4 Added: Timer to say if connection is being slow during login Added: Custom exe name for Client Added: User count online Added: Color dropdown for BnS Buddy's design Added: Portuguese support Added: Sorting to Addons Added: Sorting to Splashes Added: Remember last used server Added: Preview Button in Splash Changer Added: Context Menu to BnS Buddy Notification Icon When Minimized Reworked: Ping method for na/eu Reworked: Mod manager now moves mods to subfolders for better organisation Reworked: Changing Server would load different installed paths Reworked: Repositioned the Bitness selection for the game Client & Changed the Default Path configuration Reworked: Bitness selection for addons is automatically selected along with the bitness selected of the current client Fixed Bug: Matching prefix for emails before @ would create duplicate entries of the same name Fixed Bug: Sometimes pressing tooltip on xml edit tab would not work Fixed Bug: Did not allow login after maintenance is over on same session Fixed Bug: Would not load korean paths Fixed Bug: Custom mod path would not have backup path following Fixed Bug: Creating random /mod folders on root drive Fixed Bug: Restore button in settings didn't do anything Fixed Bug: Maximize/Minimize button went batshit crazy and didn't follow his orders when resizing form Fixed Bug: Remember Me did not toggle unless you signed in on login form Fixed Bug: Emails starting with the same name will be overwritten on registry Fixed Bug: Cleaning Mess when exiting, starting game and opening BnS Buddy would not clean Fixed Bug: Removed the excessive flickering when BnS Buddy Refreshed the Mod Manager list Fixed Bug: Fixed tooltips still appear after pressing compile/decompile Fixed Bug: Disabled the compile/decompile when game is running which resulted in a permanent freeze Fixed Bug: Pressing Compile button on dat editor when not decompiled would crash/freeze BnS Buddy Fixed Bug: Applying a mod in mod manager while folder is empty and none other selected would freeze BnS Buddy Fixed Bug: Splash Preview within BnS Buddy wasn't respecting image ratio Fixed Bug: Buddy would not be killed if closed via taskbar Fixed Bug: Status for clean or patched files would always stay patched if was previous true Version 5.8.9.3 Reworked: Mod manager handling Fixed Bug: Auto-login wouldn't let you connect to second account Fixed Bug: Would not load korean paths (workaround) Fixed Bug: Unknown error caused by unique fingerprint Fixed Bug: Killing an unexisting process Fixed Bug: Mod Manager renaming mod folders when not finished transferring Fixed Bug: Keeping old updater not allowing to update Fixed Bug: Loop of applying fix loading screen when files already pre-existed Fixed Bug: Icmp servers from nsoft would be unpingable, now pinging servers directly Fixed Bug: Modifying cleanint and prtime if previously matching would modify both at the same time Version 5.8.9.2 Added: Auto-login Added: Logs during login process to make the login more understandable Reworked: Client killer saves the last used client process id Fixed Bug: Restoring/Reapplying loading screen fix was checked when not and did the opposite Fixed Bug: When no server are available, unhandled exception occurs and crashes Fixed Bug: When decompling a multiple folder mod via addon Version 5.8.9.1 Reworked: Give access by default to MultiClient on Extra tab Fixed Bug: Was allowing twice the same acc login at the same time Fixed Bug: Adding non-patch files to the list Fixed Bug: Loading screen bug caused by bns buddy Fixed Bug: Memory cleaner was intrusive to game process in it's cleaning Fixed Bug: Could not show IGP estimation if GCD estimation wasn't on Fixed Bug: When no process are listed as running, tried to set to an unexisting process Version 5.8.9.0 Added: Start 2nd instance of game Client with multiclient Added: Remember unique key Added: Forget account in Login Form For selected one Added: Support for umap files in Mod Manager Added: Toggles for GCD and INGAME estimations Reworked: Extra tab for 'hidden' features was incomplete Reworked: Relocated Memory cleaner when game starts Fixed Bug: Could not enter custom patch name when creating addon Fixed Bug: The colors for Launcher tab Fixed Bug: Removed "Could not Start Client.exe!" even after it started Fixed Bug: Could not kill Client (Access Denied even with admin rights) globally called Client Fixed Bug: Forgot to add Korean Test Server support Paths Fixed Bug: Error decrypting key via registry for login Fixed Bug: Couldn't properly choose for Live or Test server Fixed Bug: White clickable lines appeared in about tab Version 5.8.8.6 Added: Signature check Added: Server validation to fetch online build number Added: Estimated GCD time response Added: Estimated InGame time response Added: Korean Test Server Registry Path Reworked: Completely reworked Fix Loading Screen & Backup check for it Fixed Bug: Trying to login when maintenance was occurring lead to error Fixed Bug: Korean Test server appid was replaced with proper one Fixed Bug: Login form would error out if Registry could not be read Fixed Bug: Color wether ping was good or not was not changing Fixed Bug: Password would take more than 16 characters which prevents users to login if password was originally longer than 16 chars Fixed Bug: Tab selector would go out of bounds for too many items Fixed Bug: Pinging wrong address for na Fixed Bug: Signature of BnS Buddy re-added due to a dependency build issue Version 5.8.8.5

changing Fixed Bug: Password would take more than 10 characters when previous user's password was originally longer than 10 chars Fixed Bug: Tab selector would go out of bounds for too many items Fixed Bug: Hitting wrong address for id Fixed Bug: Signature of BnS Buddy 18 added due to a dependency build issue Version 5.8.7.3 Added: Maintenance Check(handler) Added: Korean Test server option Added: Interval(repeat) for autoclean Rework: Fix Loading Screen now properly removes even if one of them is missing, same for restoring Fixed Bug: Mod Manager tab buttons not working after game killed/closed Fixed Bug: Boost Process would not auto start Fixed Bug: Memory Cleaner would not auto clean Version 5.8.8.0 Removed: Forgot a popup while updating settings.ini Fixed Bug: Setting Custom Mod Folder Would be blank in settings.ini Version 5.8.7.9 Added: Priority boost when focusing BnS Game Process Removed: Removed the popups after updating Buddy for changes made to settings.ini Fixed Bug: Starting BnS Buddy with game killer check on would prevent it from working Version 5.8.7.7 Fixed Bug: Refreshing addons would only remove 1-2 from the list instead of all modified items Version 5.8.7.6 Reworked: Applying addons now has option for bitness Fixed Bug: Fix Server Selection for NA/EU resulting an unhandled exception Version 5.8.7.5 Fixed Bug: Check settings.ini if updated was broken due to invalid settings name Fixed Bug: Collision with MXM(Add an extra check for mxm registry and in NCLauncher.ini) Fixed Bug: Addons would still compile a multiple pattern patch Fixed Bug: Not being connected to the internet would prevent buddy from attempting to sign in again(play button grayed out) Version 5.8.7.4 Added: Create addon function Added: Login for Taiwan and Korean now supported Added: Remember me function for language path used if multiple Removed: Backup feature for addons Reworked: Restore button in launcher tab edits and restores the option to default Reworked: Undo Selected Addon instead of restore files Reworked: Recompile addons that mods were applied to (and reverting) Reworked: Cleaning of the editing folder used by buddy replacing new files with old ones Fixed Bug: When not choosing a language would ask for path instead and loop Fixed Bug: Bad path formats would lead to user documents Fixed Bug: Wrong arguments for other clients Fixed Bug: Don't proceed unpacking if file does not exist(if tamepered) Fixed Bug: Don't proceed patching an unexisting file within config files Fixed Bug: Annoying popup that says what language you selected Fixed Bug: French localisation server automatic selecter Fixed Bug: Registry subkey did not exist thus causing errors when memorizing user credentials Version 5.8.7.3 Fixed Bug: Compiling the same xml multiple times Fixed Bug: Remember last signed in user Fixed Bug: Untick addons after done patching/compiling Fixed Bug: Closing Login form returns to Buddy Fixed Bug: Restore in launcher tab not finding path if backup did not exist Fixed Bug: Login Form won't remember previous entered login if a second user was forgotten Version 5.8.7.2 Fixed Bug: Description Text for Addons overflowed out of app. Fixed Bug: Users not remembered caused by old version of buddy Fixed Bug: Addons tab not working(not decompiling or compiling) Fixed Bug: Server setting not recognized when reading nclauncher.ini Fixed Bug: Addons Triggered without wanting it to Version 5.8.7.1 Added: Auto Memory Cleaner at game start and Memory Cleaner Button Added: Multiple Account Remember me Fixed Bug: Packet Buffer empty due to lost connection crashes BnS Buddy Fixed Bug: Restoring addons automatically on startup prevented users to open game Fixed Bug: Backup and restore for addons weren't implemented properly Fixed Bug: Applying any addons would hang app. Fixed Bug: Fixed popup in Login form weren't proper style Fixed Bug: Password encryption weren't enough suffisticated Fixed Bug: Ok button on help window for login wasn't positioned properly Version 5.8.7 (TESTING PHASE) Server: Unblocked all countries that could not download BnS Buddy, online version check and updater Added: Custom paths for mods (General use) Added: Automatic restore of config/config64 if modded to skip error at client start Added: Game Process Killer after started Added: Addons (Patches the mods you want automatically after every launch) Added: Routines to determine which Lang path you are actually using if multiple are found Added: Process Priority dropdown in settings page 3 Added: Japan Support Fixed Bug: Kept asking which client version you wanted to run if the paths were found by default at start Fixed Bug: The first ping is now in background worker instead of main thread, preventing freeze at start Fixed Bug: When game won't start and dies. A popup will ask to verify your ip. Fixed Bug: Forms in tabs won't fit and goes out of bounds Fixed Bug: Form won't change when tab is changed Reworked: Changed ip to check your game ping correctly (na & eu) Reworked: Login Form Version 5.8.5 Fixed Bug: Setted Default Client wouldn't switch back to 32bit Version 5.8 Removed: Static paths to Client.exe Added: Recursive check for Client.exe (32bit & 64Bit) Added: Option to change from 32bit to 64bit in settings Added: Saving of Client choice as default launcher Reworked: Using of path to Client.exe You can now change the default client in settings page 2 Version 5.7 Removed: Integrated Updater/Downloader Reworked: Settings.ini handling not overwriting current settings after update Reworked: Change Text in Settings for easier understanding of which is which of Client/Game paths You can now use the Updater-Downloader to download BnS Buddy Version 5.6 Removed: Static checks for Server/Lang Removed: bnsdat tool (.exe) from project Added: Support for 64bit Client and Config files Added: Recursive checks for Server/Lang Added Selector to choose default installation Added: Default installation path if user has multiple BnS installed Added: integrated functions to extract/compile .dat files Fixed Bug: Wrong window sizes causes items to go out-of-bounds Fixed Bug: Fix crashing of Tool when .dat is already decompiled Fixed Bug: Fix crashing issues at startup due to lack of catches and nulled arguments being called Fixed bug: Fix button not being able to restore after first patch Reworked: Every Popups to use the theme Reworked: Dat handling to support 64 and 32 Version 5.5 Removed: Useless message box when saving xml in dat editor Added: catches for [un/re]packing dat files during startup for debugging Rework: Automatic Updater Rework: Catching the exited popup to avoid crash Fixed Bug: Crash caused by bnsdat at start in CheckConfigBackup Fixed Bug: Saving custom client path would read as gamepath instead Fixed Bug: Tab would start in different location than stated Reworked every closing function for the app Version 5.4 Removed: Custom .dat files from Dat Editor Removed: Presetted .dat files from combobox in Dat Editor Added: Recursive dat files adder and finder in Dat Editor Added: First time use setting Added: Taiwan server support Reworked: Finding game path and setting path values, now recursive Reworked: Dat Editors functions, fully recursive Reworked: Recursive cleanup after restarting tool and after usage Reworked: Restoring modded config files recursively Fixed Bug: Tools boxes goes out of bound when switching tabs Fixed Bug: Saving custom paths in settings adds itself in settings.ini multiple times even if it exists Fixed Bug: Reading custom paths in settings returns the function used instead of actual value Fixed Bug: When Update Check is "off" the status check in launcher tab overlaps the Box on the right Fixed Bug: Admin check function wasnt being called by proper method Fixed Bug: Closing the pop-up for choosing directory of game or launcher would crash the app Fixed Bug: Topmost bug, form stays ontop of everything Donation: Added lovely community members Version 5.3 Added: New updater(updates by itself) Added: Option to turn off auto-updater Fixed Bug: installing a mod in Mod Manager when the file is unique cant be uninstalled Fixed Bug: when removing loading screen, one upk may remain if another doesnt exist Fixed Bug: restoring files were only moved if its backup existed in mod manager Fixed Bug: restoring settings to default did not remove variables and wasnt set off Fixed Bug: listbox for splash changes when empty Fixed Bug: error handling when splash changes when empty Fixed Bug: installing/uninstalling would be done all at same time and confuses tool Unhid the dll for the tool because people could not see it when the tool needed it to run Fixed Bug: old required files that are no longer required were preventing tool to launch because they werent deleted before removing that folder Fixed Bug: bnsdat.exe preventing tool to launch because they werent deleted before removing that folder Fixed Bug: update download would give empty file due to no User Agent Fixed Bug: applying patch in dat editor when file does not exist crashes app Fixed Bug: could only mod one at a time and could not restore using Mod Manager Added: Application loading form Added: Kill background workers based on

Agent Fixed Bug: applying patch in dat editor when file does not exist crashes app Fixed Bug: could only mod one at a time and could not restore using Mod Manager Added: Application loading form for Dat Editor Added: Custom input file for Dat Editor Added: Scroll between values for rate of ping(ms) Added: Kill background workers based on settings(off=kill/on=start) Added: Save trackbar(ms) value to settings.ini automatically Modified: Mod Manager 3.0 Modified: About Tab Known bugs with Dat editor with custom files not unpacking. Version 5.1 Fixed Bug: Dat Editors size would randomly resize itself smaller Fixed Bug: Weird white boxes in settings tab Added: Save custom arguements Version 5.0 Fixed Bug: List box for Splash Changer had the wrong colors on start Removed: Use all available cores arguement from the game start Removed: Checking backup of config.dat Added: 32-bit compatibility registry values to find Launcher and Game Paths Added: Automatic config.dat patcher Added: Toggle for using Use All Available Cores Arguement Added: Extra Settings (page 2) The 32-bit reg check is untested, plz report any errors Version 4.6 Fixed Bug: Wrong startup default tab Fixed Bug: Maximize button shown upon startup (in wrong tab) Version 4.5 Fixed Bug: No use-agent for getting newest version New Mod Manager (2.0) Mod Manager 2.0 is in BETA! Report any errors Version 4.2 Completed Dat Editor(BETA) Fixed Bug: Hanged app caused by Ping running as mainworker and not background Fixed Bug: Checks were comparing to original(old), now compares to modded instead Fixed Bug: Pings were resulting in errors and crashing app when offline Dat Editor is in BETA stage, may result in errors Version 4.1 Partial Touch-up of the .dat editor Fixed Bug: Settings not properly reverting. Fixed Bug: Check config.dat after updates wasnt properly implemented Fixed Bug: Update causing config.dat being invalid for Client.exe Fixed Bug: Check Tab routine not running because form is not initialized Fixed Bug: Login to NCSoft repeating itself after successful login Fixed Bug: Update Check for tool causing unknown errors when not connecting NCSoft login travel time reduced Version 4.0 Added proper logs to Mod Manager Added settings tabs Started .dat editor (incomplete) Relocated the Settings.ini for the app Version 3.7 Changed App Icon to distinguish between game Added new Donators to the donate tab Did some fixes on the Login to NCSoft, wich will not be published as of yet Version 3.6 Fixed Bug: Splash Changer not putting the selected splash Fixed Bug: Values not written when auto-saved functions where set when last run Fixed Bug: Did not compare config.dat after updates Workaround: Completely reworked mod managers paths and usage(again) Future: Coded an internal login to NCSoft ( for maybe a near future ) Security: Signed application for windows trust issues To also avoid Strictor triggers i removed the admin flag on app, you have to add run-as admin Version 3.5 Bug Fix: App Window does not properly restore after Client.exe closed Change the text when Mods folder in mod manager is empty Spinning progress bar not showing in Mod Manager while working Found an alternative method for using the mods in mod manager Mod Manager conflicting cross-threading issue fixed Version 3.4 Fixed Bug: Mod & Undo both available in Mod Manager Added Routine to check if game is running or not to restore app Added Donators tab Added ToolTips Tooltips available on each button to help understand what they do Version 3.3 Fixed Bug: Conflicting routine for RegionID Reworked: Routines for the checkboxes(unattended & no texture streaming) Fixed Bug: Patch!/Play! button text not changing properly Removed Routines when launching game(faster process) Version 3.2 Fixed Bug: Application would hang(tick having too many stages) Fixed Bug: RegionID & LanguageID would share their values Added: Status of settings(showing values before launch) Added: Donation button(for those who appreciate my work) Reworked the close/minimize buttons at top Properly sets RegionID and languageID values. Version 3.1 Fully Redesigned Reworked some routines Tool Draggable Server Usage Detection System Save Last Used Settings Fully responsive design(requires MetroFramework.dll) Version 3.0 Added Splash Screen Changer! Fixed logs appearing double in Mod Manager Reworked the Restore button for config.dat Splash screen changer might have bugs, report them right away! Version 2.7 Fixed the focus of the app(always in background) Fixed the statuses in Mod Manager Fixed the No loading screen after an update Now properly checks if the backup already exists after an update Version 2.6 Logs in Mod Manager can not be erased. Statuses at bottom of Mod Manager now tells you if your game has modded files or not properly. You can still copy the logs Version 2.5 Added logs to Mod Manager Fixed verification of files Added settings for json Undo/Mod [Rework] Added shortcut to Mod Folder Added Refresh if mods folder changed Beta release for Mod Manager(tested and worked on my computer[NO WARNING WHILE LAUNCHING GAME!]) Version 2.0 Killing game process if already running(tool boot crash fix) Grabs path thru registry(installation path) Dialog to find path if path in registry does not exist(installed in another dir) Fixed automatic game language detector(wrong default values fix) Added extra logs for more information Version 1.5 Lowered .Net Framework requirements to 3.5 instead of 4.5.2 For compatibility issues Version 1.4 Fixed Patch!/Play! buttons text Added intergrated version checker! You can use the same Download link to download the latest version Version 1.3 Fixed Logs Intergrated config.dat in tool(no longer relies on internet) Tool no longer requires /patch path and config.dat inside of it Logs can be paused if you click on it Version 1.2 Tells successes and fails Version 1.1 Patches the config.dat with Miyakos config.dat! Added restore button for config.dat Backup kept for restore in /backup/config.dat at the Original config.dats location Version 1.0 Greatly optimized the code compared to BnS-Ark Added Launch! (Start the game) Added Ping (green,orange,red) [red = unplayable | orange = barely playable | green = perfect gameplay] Added Option to select language of game Added Option to select game server based on your country No Loading Screen button toggle Page 2 Endless THIS GIT PROJECT WILL NO LONGER BE MAINTAINED! INSTEAD A NEW REPO FOR V6 IS RELEASED TO REPLACE IT!

Updated: Libs now has updated DotNetZip Fixed Bug: Installing D912PXY would only work once until next startup Fixed Bug: Using D912PXY overall would hang the app for no reason Fixed Bug: Getting the country code from certain countries would result a 404 on geolocation plugin for code generator Fixed Bug: Popup would not appear above buddy under certain conditions Update 5.9.4.5 Added: Support for 3rd spec sin animation in animation toggles Fixed Bug: Multiple installations was not updated for the latest regions added Update 5.9.4.4 Fixed Bug: Some files were not supposed to be touched anymore on certain toggles oopsie Update 5.9.4.3 Fixed Bug: Path remembered was not used on certain conditions and caused the remembered path to not load before registry check Update 5.9.4.2 Updated: Internal updater has been updated Updated: Garena(VN/TH) Key has been updated Added: Support for Frontier server has been added in korean Updater 2.5.4.3 Fixed Bug: Internal library did not match updated and would cause crash on start Fixed Bug: Even if no update was available, auto update routine would run Updater 2.5.4.2 Fixed Bug: Internal libraries were outdated and prevented users from auto extracting update on certain languages of the os Version 5.9.4.1 Updated: JP Key has been updated Fixed Bug: Auto update would do absolutely nothing Updater 2.5.4.1 Fixed Bug: Auto update would do absolutely nothing Version 5.9.4.0 Updated: TW Key has been updated Added: Remember the last path browsed to for the garena region client files Fixed Bug: The warning icon at the top bar would float in the middle of nowhere when buddy is maximized for dat editing Version 5.9.3.9 Fixed Bug: Even if garena was uninstalled from the system, garena registry would stay in regedit and trigger a browse to folder Version 5.9.3.8 Added: Garena region support with manual path selection Oups: Removed some annoying popups i forgot to remove while testing Version 5.9.3.7 Fixed Bug: Key for KR/RU Region was improperly encoded Fixed Bug: Cancelling a region swap browse to folder will crash buddy and/or cause many error popups Fixed Bug: MultiClient window would not appear certain times Version 5.9.3.6 Added: Russian region support Added: By region AES key for xml files Fixed Bug: A measure I have implemented was not compatible with every system language Fixed Bug: D912PXY Update Check would do a seperate thread and users would still be able to modify the toggle and break the ui and crash Version 5.9.3.5 Fixed Bug: Startup routine and play routine is broken due to last update Version 5.9.3.4 Updated: The encryption/decryption key for xml files has been updated to new one Added: Proper handler for empty replace lines on addons Removed: Archer Effects and KFM 3rd Spec Effects from toggles for compatibility with another tool Fixed Bug: When starting game the interval cleaner would do a traditional clean of itself and not the game Fixed Bug: Restoring addons with empty replace line threw an error Version 5.9.3.3 Oups: Forgot to remove certain popups that was used in testing from previous release Version 5.9.3.2 Added: Line breaks has been added to patches for addons Version 5.9.3.1 Updated: Save as for dat editor now supports x16 and text file types Fixed Bug: Dat Editor save as would ignore the file extension and save as xml anyway Fixed Bug: TimeStamp would have an extra space Fixed Bug: Selecting all addons would show the description of the last one selected by it Fixed Bug: When changing tab to mod manager, new lines would appear with no log and only timestamps Fixed Bug: When loading or reloading files on dat editor, the old status would still show Version 5.9.3.0 Added: Proxy honoring for advanced users Added: Toggle for Maintenance Check Added: Toggle for timestamp in logs Added: Extra check for Certificate Updated: Startup process of buddy is now REALLY faster Fixed Bug: Toggles for BnS Version Check and Maintenance Check in settings page 4 were ignored Updater 2.5.4.0 Added: Extra check for Certificate Updated: server for update fetching has been updated Updater 2.5.3.5 Added: Loading form for users to know if the updater is loading or not Fixed Bug: Unhandled error while fetching the bns buddy server status Version 5.9.2.9 Added: Toggle for BnS Buddy Startup Updated: Some Nu-Get Packages were outdated Updater 2.5.3.1 Added: Updater build on gui Added: Build comparer for users to know if their updater is the latest Version 5.9.2.8 Fixed Bug: Users being able to resize and break the gui on start Fixed Bug: Users after they switch tab to launcher would see more and more empty lines on logs Version 5.9.2.7 Reworked: Entire Signature validation has been improved and overhauled for maximum effeciency Added: Support for lower res images for mod preview Fixed Bug: Refresh would not delete all unexisting mods Fixed Bug: Textboxes on launcher would not be at the bottom on start Updater 2.5.3.0 Reworked: Entire Signature validation has been improved and overhauled for maximum effeciency Version 5.9.2.6 Removed: Scrolling behaviour on dropdown for server selection and all to prevent hang Updated: Changed how the compat flags is handled and added for more accuracy Updated: The message for the warning of compat entries has been modified, popup added for easier understanding and what are your options Updated: The list of supported image type for mod preview under the help button Fixed Bug: GETULPS Would have null references and crash on start because errors are not handled Fixed Bug: Mod Manager would color non installed mods with installed mods even if they are not conflicting Fixed Bug: After applying addons, logs would not stay in the box Fixed Bug: Invalid images would throw an error in mod preview Fixed Bug: Clear Compat button would not clear the entries Version 5.9.2.5 Renamed: AMD ULPS for easier understanding Enabled: Ingame memory cleaner is back and improved Updated: IDs for korean login/maintenance/version were changed Updated: NCLauncher.ini has been changed and detection system has been updated Added: A Seperate patch button in addons so users would not require to start game to patch games files if wanted Added: Enhanced innerexception and stacktrace for error reports Fixed Bug: Handling of corrupted file on startup of checking backup configs Fixed Bug: Bool was not properly used to check if region was selected or not Fixed Bug: Mail check on login input is broken Fixed Bug: Parent node having sub folders would skip sub node if parent contained mods Fixed Bug: Parent node not unticking after installing/uninstalling Fixed Bug: Handler for unexisting folder mods would not remove invalid child and parent treenode Fixed Bug: Mod Manager would not clear the entire parent if it had childrens and all does not exist Fixed Bug: Mod Manager would not color both child and parent if both were conflicting and would throw error Version 5.9.2.4 Added: Handler for patch files with no replace value Added: Archer animation toggle Added: 3rd spec animation toggle to KFM toggle Added: D912PXY mod for win10 and win7 users only Added: ULPS Toggle for AMD GPUs in extras to maximize performance Added: Prompt warning when fth entries exists Added: Manual selection of cores to run the game on Added: Toggle for affinity manager Added: Support for lower cased N in BNS for version file check Added: Startup entry for BnS Buddy toggle in settings Added: Handling of whitespace in email during login Reworked: Detection of installed mods when installed with files Reworked: Handling of Compat flags and fth are now seperate Reworked: Handling of same folder name in modmanager but different mod files Reworked: Partially reworked the settings handling for easier management Fixed Bug: Launcher logs wouldn't be scrolled down auto for certain users Fixed Bug: Mod Manager logs wouldn't be scrolled down at all without it being shown first Fixed Bug: Keep-in-tray toggle would not dispose bns buddy logo in tray when closed Fixed Bug: Double clicking the mod manager list item didn't work Fixed Bug: Clicking on the mod manager file list item would scroll the list Fixed Bug: The file list item didn't work when double clicked Fixed Bug: Double clicking the mod manager file list item would scroll the list Fixed Bug: The file list item didn't work when double clicked

list would trigger triple state Fixed Bug: Startup spinner would not follow the settings color Fixed Bug: Buddy would not close if icon or BW was already disposed Fixed Bug: Typing invalid characters into text field would crash or cause an error Fixed Bug: The theme code validation would not be the theme color selected Fixed Bug: Receiving broken code validation emails when some info could not get grabbed by ncsoft Fixed Bug: Overlapping box in extras Fixed Bug: Unhandled errors when using unstable connection and could not connect to bns buddy domain Fixed Bug: A rare dns bug would occur on ncsoft dns records and could not login anymore Fixed Bug: Remote ip grab would hang and crash the login process Fixed Bug: Adding/Modifying/Removing a folder in mod manager would create a duplicate of the entire tree Fixed Bug: Uninstalling 2 mods or more of the same name would create an index error Fixed Bug: Two mod folder of same name would both be green if only one of them is installed Updater 2.5.2.0 Added: Server status so users will know why the download button is grayed out Added: Admin permission required from start Fixed Bug: Unhandled errors when using unstable connection and could not connect to bns buddy domain Version 5.9.2.3 Optimisation: Buddy startup is faster Optimisation: Loading affinity window now loads faster without hang Fixed Bug: Starting buddy while server timeout occurred hangs buddy Fixed Bug: Wanting to update within buddy would freeze the app when server timeout occurred Fixed Bug: Some extras features were overlapping others Fixed Bug: Loading bar now displayed properly on affinity window Version 5.9.2.2 Added: Scrollbars for Launcher text log and mod log Added: Keep in tray toggle added to settings Fixed Bug: Applying addons with a damaged dat file would result in an error Fixed Bug: Picturebox for splash changer was out of bounds Fixed Bug: When selecting a xml file to edit in dat editor, it would be loaded twice since v5.9.1.7 Version 5.9.2.1 Fixed Bug: Wrong strings were used for login to ncsoft servers Fixed Bug: Wrong local version string was used Version 5.9.2.0 Fixed Bug: Version check was checking the wrong strings Fixed Bug: Version check was missing a backslash when on different windows version Version 5.9.1.9 Added: Reload button in dat editor Added: Custom affinity Added: Custom path support for nclauncher 2 Added: Version check for supported regions Updated: Ip for na server Reworked: Changed how the settings are handled when changed Fixed Bug: Installing/Uninstalling parent folder of sub mod would cause an error/crash Fixed Bug: Added a null check for bit selection Fixed Bug: Leaving enter code empty and submitting would crash buddy Fixed Bug: Changing some settings and having the settings file missing would cause an error Version 5.9.1.8 Added: Restoring already running buddy if new instance exists Fixed Bug: Not being able to move mod folders for new mod manager would cause an io exception Fixed Bug: Installing/Uninstalling a mod which the folder does no longer exist would trigger an error Updater 2.5.1.9 Fixed Bug: Popups styling from buddy would be broken and button would overlap Fixed Bug: Not being able to move new update would cause an io exception Version 5.9.1.7 Added: A plus button for a full description for the mod Added: Preview button in mod manager Added: Help button for mod manager Added: Beautify button to dat editor for xml cleanup Added: Syntax check for dat editor to prevent corrupted files Added: Disabling menu options when game is already running Added: Save as xml button for dat editor Added: Colors to installed mods Added: Installed mods conflict check Added: Sub mods to mod manager Modified: Mod Manager to install mods with symlinks for faster operations & save space Modified: Applying/removing mod buttons renamed Reworked: Detection of installed mods Reworked: Mod manager does it's job with threads instead of background worker Fixed Bug: Duplicate process check within tick would cause error if overlapped Fixed Bug: Grabbing color on other forms even if settings.ini didn't exist crashed buddy Fixed Bug: BackColor for treeview for xmls in dat editor goes black randomly and not readable Fixed Bug: Popups styling from buddy would be broken and button would overlap Version 5.9.1.6 Added: Detection if game is already running Added: Killing the already running game if Auto game killer is OFF Added: Comment support for dat editor Added: Autofix syntax color for comments in Dat Removed: Popups when clearing count in extras Updated: Detection for NCLauncher 2 settings Updated: Credits has been modified Fixed Bug: Allowing the user to start the game without having a region selected first Version 5.9.1.5 Added: Support for NCLauncher 2 Added: Numpad support for Code Entry Removed: an Ad from ads Updated: Upk numbers for new skills Updated: Regex for ping check Fixed Bug: last used server was not remembered Fixed Bug: Context for restoring via dat editor was wrong Fixed Bug: Panel for multiclient would stay even if no game session was on Version 5.9.1.0 Fixed Bug: Clicking on a folder in dat editor would lock file list Fixed Bug: Previously used data in code verification wouldn't be discarded Version 5.9.0.9 Fixed Bug: Changelog was not appearing when updating via BnS Buddy Version 5.9.0.8 Reworked: Autofix for Settings ini Fixed Bug: The trigger for the autofix was incomplete Version 5.9.0.7

Fixed Bug: Clicking on a folder in dat editor would lock the list Fixed Bug: Previously used data in code verification wouldn't be discarded Version 5.9.0.9 Reworked: ChangeLog was not appearing when updating via BnS Buddy Version 5.9.0.8 Reworked: Autotix for Settings.ini Fixed Bug: The trigger for the autotix was incomplete Version 5.9.0.7 Updated: Credits in about Updated: A proper check for Settings.ini autofix Fixed Bug: A check for the local files if directory does not exist Fixed Bug: A check for existing dat files in the dictionary Fixed Bug: Update Button wasn't available when an update was Fixed Bug: Closing the verification form locks the play button Updater 2.5.1.8 Fixed Bug: Overwriting an existing BnS Buddy when updating would crash the updater Version 5.9.0.6 Added: Auto fix for Settings.ini Added: Corruption detection of dat files in dat editor Added: local dat files were added to dat editor Updated: Internal Updater Updated: KR Arguments for client Reworked: Routine to check if game is patched or clean Fixed Bug: Progress tracker for Mod Manager Fixed Bug: Dependency fix for some pc Fixed Bug: Dependency collision check Fixed Bug: Bad Coloring on Update Transition Form Fixed Bug: Auto-extracting of BnS Buddy Updater 2.5.1.7 Fixed Bug: Dependency fix for some pc Fixed Bug: Dependency collision check Version 5.9.0.5 Added: New ad in Ads page (rotated) Added: Toggle for Battleground crash fix Updated: Ping refresh is now 5s by default Updated: Added a warning when switching animations toggle when game is running Reworked: Dat Editor entirely reworked Fixed Bug: Visual glitch of arrow in Dat Editor Fixed Bug: MultipleInstallations would throw null on some systems Fixed Bug: When addons did not contain [bit] log would throw wrong message Fixed Bug: Could not paste in Verification Code box Fixed Bug: When Password is wrong on login, play button would be locked Fixed Bug: FileCheck Form would cause a crash Fixed Bug: Wasn't able to submit login when pressing enter Fixed Bug: Changed the ip for kr server ping (might not work for every countries) Disabled: Memory cleaner while game is active until we find the cause of the memory leak Version 5.9.0.4 Added: Warden to Animation toggles Added: Notifications for FTH Added: Validations for xml search / replacement in addons (ex. If you forget a > it will reject the change so it doesn't break the game) Updated: NCoin logo to the NCoin symbol for Buy NCoin Updated: Minimum ping interval to 1s and max to 5s Reworked: Functionality of .dat (de)compressing to support extraction/insertion of specific file(s) without the need to open the entire archive Reworked: Server communication for login as well as support for IP Verification Removed: Annoying popups when Clearing FTH Entries Fixed Bug: Login issue for NA/EU (supports both known values incase NcSoft reverts the change) Fixed Bug: Few elements to show proper color on color change in Extras Fixed Bug: Auto-scrolling for text log on the Launcher Page Version 5.9.0.3 Fixed Bug: FTH Get count would cause a crash Updater 2.5.1.6 Fixed Bug: A bad color check in settings.ini would prevent updater from starting/loading. Version 5.9.0.1 Added: FTH Toggle with clear entries button Added: Select all addons buttons Added: Prevention of going to 64bit client if the system is 32bit archetype Updated: Donor list Removed: Black Color Style to the theme Fixed Bug: White Style has broken Menu color Fixed Bug: When changing style the Merch button wouldn't change style until tab changed Fixed Bug: Mod Manager buttons not available cancelling a game start attempt or sign in Fixed Bug: When class animations are toggle on and off, buttons weren't available Updater 2.5.1.5 Added: Run as admin by default Fixed Bug: Could not run without admin rights Version 5.9.0.0 Added: Buy Ncoin Merch link Added: Sliding Menu & Slider Effect Toggle(settings page 2) Added: Run as admin by default Removed: Tabs Fixed Bug: Flickering issue when loading buddy Fixed Bug: Bad tooltip shown for "kill game" Version 5.8.9.9 Added: Toggles for class animations in extra tab Added: Update Dialog for manual updates with changelog Fixed Bug: Prevent preview(button) if splash is invalid Version 5.8.9.8 Added: Skip/Remove ads with your secret key that you have found Added: Custom splashes now included in BnS Buddy (Artwork by Yevvie) Added: Image dimensions now shown on splash changer after selection Added: A Small check for TLS 1.2 while fetching version Reworked: The icons Reworked: Reposition of the admin check Reworked: Moved splashes to local like addons Reworked: Changed TW's ip for an 100% accurate ping Fixed Bug: Added an additionnal null check for previous sessions Fixed Bug: Opening an invalid bmp file would error out Splash Editor with out of memory error Fixed Bug: Kill Game button would start new session if cancelled multclient login popup Fixed Bug: The infinite-click decompile/compile... is now properly fixed Fixed Bug: Subfolders in addons path would cause a file not found error Fixed Bug: BnS Buddy would kill all Clients if failed to login(timeout) Fixed Bug: MXM Conflict check wouldn't discard after appearing once Fixed Bug: Using DAT Editor functions with some KR users would spit errors of path not being good Version 5.8.9.7 Added: New Icons (Artwork by Yevvie) Reworked: Rewritten a few things related to color Fixed Bug: Error trying to delete a folder non-recursively Fixed Bug: Pressing X on login form to forget user no longer worked Fixed Bug: Time out response from login Fixed Bug: Quickly double clicking the decompile on dat editor tab would freeze Buddy Version 5.8.9.6 Added: Ads Jumps into the world of sponsoring Added: Automatically extract MetroFramework.dll when missing Removed: Popup for missing MetroFramework.dll file Reworked: Splash changer now properly checking if splash is modded or not AND changed to where BnS Buddy is located Fixed Bug: Pressing Refresh in splash changer and switch tab back and forth will error out the viewer Version 5.8.9.5 Added: Popup for missing MetroFramework.dll file Added: Auto-resize for email in login form Added: Single-Instance only check Added: Disabled auto-login by default if MultiClient is turned on Added: 5 Seconds delay between clicks for refresh of user count to prevent spam and hang Reworked: Changed the forget button to an X Reworked: Fetching on AppStart would hang form for a couple of seconds Fixed Bug: Changing remember me on login form would not sync with settings tab Fixed Bug: Changed ip for TW server due to inaccurate ping Fixed Bug: Fetching while having a slow connection to end-point for user online count would freeze the form Fixed Bug: Unsecurely Fetched the user online count Fixed Bug: Having Selected Japanese server would be wrong Fixed Bug: When BnS Buddy would be offline, it would try to fetch the count and have an overlapping html code Fixed Bug: Wanting to login would wipe constantly the registry of the credentials Fixed Bug: After wiping credential would cause crash Version 5.8.9.4 Added: Timer to say if connection is being slow during login Added: Custom exe name for Client Added: User count online Added: Color dropdown for BnS Buddy's design Added: Portuguese support Added: Sorting to Addons Added: Sorting to Splashes Added: Remember last used server Added: Preview Button in Splash Changer Added: Context Menu to BnS Buddy Notification Icon When Minimized Reworked: Ping method for na/eu Reworked: Mod manager now moves mods to subfolders for better organisation Reworked: Multiple Game Installation Resetting Reworked: Changing Server would load different installed paths Reworked: Repositioned the Bitness selection for the game Client & Changed the Default Path configuration Reworked: Bitness selection for addons is automatically selected along with the bitness selected of the current client Fixed Bug: Matching prefix for emails before @ would create duplicate entries of the same name Fixed Bug: Sometimes pressing tooltip on xml edit tab would not work Fixed Bug: Did not allow login after maintenance is over on same session Fixed Bug: Would not load korean paths Fixed Bug: Custom mod path would not have backup path following Fixed Bug: Creating random /mod folders on root drive Fixed Bug: Restore button in settings didn't do anything Fixed Bug: Maximize/Minimize button went batshit crazy and didn't follow his orders when resizing form Fixed Bug: Remember Me did not toggle unless you signed in on login form Fixed Bug: Emails starting with the same name will be overwritten on registry Fixed Bug: Cleaning Mess when exiting, starting game and opening BnS Buddy Refreshed the Mod Manager list Fixed Bug: Fixed tooltips still appear after pressing compile/decompile Fixed Bug: Disabled the compile/decompile when game is running which resulted in a permanent freeze Fixed Bug: Pressing Compile button on dat editor when not decompiled would crash/freeze BnS Buddy Fixed Bug: Applying a mod in mod manager while folder is empty and none other selected would freeze BnS Buddy Fixed Bug: Splash Preview within BnS Buddy wasn't respecting image ratio Fixed Bug: Buddy would not be killed if closed via taskbar Fixed Bug: Status for clean or patched files would always stay patched if was previous true Version 5.8.9.3 Reworked: Mod manager handling Fixed Bug: Auto-login wouldn't let you connect to second account Fixed Bug: Would not load korean paths (workaround) Fixed Bug: Unknown error caused by unique fingerprint Fixed Bug: Mod Manager renaming mod folders when not finished transferring Fixed Bug: Keeping old updater not allowing to update Fixed Bug: Loop of applying fix loading screen when files already pre-existed Fixed Bug: Icmp servers from nsoft would be unpingable, now pinging servers directly Fixed Bug: Modifying cleanint and prtime if previously matching would modify both at the same time Version 5.8.9.2 Added: Auto-login Added: Logs during login process to make the login more understandable Reworked: Client killer saves the last used client process id Fixed Bug: Restoring/Reapplying loading screen fix was checked when not and did the opposite Fixed Bug: When no server are available, unhandled exception occurs and crashes Fixed Bug: When one account fails to login all other sessions closes Fixed Bug: When decompiling a multiple folder mod via addon Version 5.8.9.1 Reworked: Give access by default to MultiClient on Extra tab Fixed Bug: Was allowing twice the same acc login at the same time Fixed Bug: Adding non-patch files to the list Fixed Bug: Loading screen bug caused by bns buddy Fixed Bug: Memory cleaner was intrusive to game process in it's cleaning Fixed Bug: Could not show IGP estimation if GCD estimation wasn't on Fixed Bug: When no process are listed as running, tried to set to an unexisting process Version 5.8.9.0 Added: Start 2nd instance of game Client with multclient Added: Remember unique key Added: Forget account in Login Form For selected one Added: Support for umap files in Mod Manager Added: Toggles for GCD and INGAME estimations Reworked: Extra tab for 'hidden' features was incomplete Reworked: Relocated Memory cleaner when game starts Fixed Bug: Could not enter custom patch name when creating addon Fixed Bug: The colors for Launcher tab Fixed Bug: Removed "Could not Start Client.exe!" even after it started Fixed Bug: Could not kill Client (Access Denied even with admin rights) globally called Client Fixed Bug: Forgot to add Korean Test Server support Paths Fixed Bug: Error decrypting key via registry for login Fixed Bug: Couldn't properly choose for Live or Test server Fixed Bug: White clickable lines appeared in about tab Version 5.8.8.6 Added: Signature check Added: Server validation to fetch online build number Added: Estimated GCD time response Added: Estimated InGame time response Added: Korean Test Server Registry Path Reworked: Completely reworked Fix Loading Screen & Backup check for it Fixed Bug: Trying to login when maintenance was occurring lead to error Fixed Bug: Korean Test server appid was replaced with proper one Fixed Bug: Login form would error out if Registry could not be read Fixed Bug: Color wether ping was good or not was not changing Fixed Bug: Password would take more than 16 characters which prevents users to login if password was originally longer than 16 chars Fixed Bug: Tab selector would go out of bounds for too many items Fixed Bug: Pinging wrong address for na Fixed Bug: Signature of BnS Buddy re-added due to a dependency build issue Version 5.8.8.5 Added: Maintenance Check(handler) Added: Interval(repeat) for autoclean Rework: Fix Loading Screen now properly removes even if one of them is missing, same for restoring Fixed Bug: Mod Manager tab buttons not working after game killed/closed Fixed Bug: Boost Process would not auto start Fixed Bug: Memory Cleaner would not auto clean Version 5.8.8.0 Removed: Forgot a popup while updating settings.ini Fixed Bug: Setting Custom Mod Folder Would be blank in settings.ini Version 5.8.7.9 Added: Priority boost when focusing BnS Game Process Removed: Removed the popups after updating Buddy for changes made to settings.ini Fixed Bug: Starting BnS Buddy with game killer check on would prevent it from working Version 5.8.7.7 Fixed Bug: Refreshing addons would only remove 1-2 from the list instead of all modified items Version 5.8.7.6 Reworked: Applying addons now has option for bitness Fixed Bug: Fix Server Selection for NA/EU resulting an unhandled exception Version 5.8.7.5 Fixed Bug: Check settings.ini if updated was broken due to invalid settings name Fixed Bug: Collision with MXM(Add an extra check for mxm registry and in NCLauncher.ini) Fixed Bug: Addons would still compile a multiple pattern patch Fixed Bug: Not being connected to the internet would prevent buddy from attempting to sign in again(play button grayed out) Version 5.8.7.4 Added: Create addon function Added: Login for Taiwan and Korean now supported Added: Warning when restoring files in dat editor Added: Remember me function for language path used if multiple Removed: Backup feature for addons Reworked: Restore button in launcher tab edits and restores the option to default Reworked: Recompile addons that mods were applied to (and reverting) Reworked: Cleaning of the editing folder used by buddy replacing new files with old ones Fixed Bug: When not choosing a language would ask for path instead and loop Fixed Bug: Bad path formats would lead to user documents Fixed Bug: Wrong arguments for other clients Fixed Bug: Don't proceed unpacking if file does not exist(if tampered) Fixed Bug: Annoying popup that says what language you selected Fixed Bug: French localisation server automatic selecter Fixed Bug: Registry subkey did not exist thus causing errors when memorizing user credentials Version 5.8.7.3 Fixed Bug: Compiling the same xml multiple times Fixed Bug: Remember last signed in user Fixed Bug: Untick addons after done patching/compiling Fixed Bug: Closing Login form returns to Buddy Fixed Bug: Restore in launcher tab not finding path if backup did not exist Fixed Bug: Login Form won't remember previous entered login if a second user was forgotten Version 5.8.7.2 Fixed Bug: Description Text for Addons overflowed out of app. Fixed Bug: Users not remembered caused by old version of buddy Fixed Bug: Files not clearing upon exit in login form Fixed Bug: Addons tab not working(not decompiling or compiling) Fixed Bug: Server setting not recognized when reading nclauncher.ini Fixed Bug: Addons Triggered without wanting it to Version 5.8.7.1 Added: Auto Memory Cleaner at game start and Memory Cleaner Button Added: Multiple Account Remember me Fixed Bug: Packet Buffer empty due to lost connection crashes BnS Buddy Fixed Bug: Restoring addons automatically on startup prevented users to open game Fixed Bug: Backup and restore for addons weren't implemented properly Fixed Bug: Applying any addons would hang app. Fixed Bug: Fixed popup in Login form weren't proper style Fixed Bug: Password encryption weren't enough suffisticated Fixed Bug: Ok button on help window for login wasn't positioned properly Version 5.8.7 (TESTING PHASE) Server: Unblocked all countries that could not download BnS Buddy, online version check and updater Added: Custom paths for mods (General use) Added: Automatic restore of config/config64 if modded to skip error at client start Added: Game Process Killer after started Added: Addons (Patches the mods you want automatically after every launch) Added: Routines to determine which Lang path you are actually using if multiple are found Added: Process Priority dropdown in settings page 3 Added: Japan Support Added: Korean Support Fixed Bug: Kept asking which client version you wanted to run if the paths were found by default at start Fixed Bug: The first ping is now in background worker instead of main thread, preventing freeze at start Fixed Bug: When game won't start and dies. A popup will ask to verify your ip. Fixed Bug: Forms in tabs won't fit and goes out of bounds Fixed Bug: Form won't change when tab is changed Reworked: Changed ip to check your game ping correctly (na & eu) Reworked: Login Form Version 5.8.5 Fixed Bug: Setted Default Client wouldn't switch back to 32bit Version 5.8 Removed: Static paths to Client.exe Added: Recursive check for Language Added: Recursive check for Client.exe (32bit & 64Bit) Added: Option to change from 32bit to 64bit in settings Added: Saving of Client choice as default launcher Reworked: Using of path to Client.exe You can now change the default client in settings page 2 Version 5.7 Removed: Integrated Updater Added: External Updater/Downloader Reworked: Settings.ini handling not overwriting current settings after update Reworked: Change Text in Settings for easier understanding of which is which of Client/Game paths You can now use the Updater-Downloader to download BnS Buddy Version 5.6 Removed: Static checks for Server/Lang Removed: bnsdat tool (.exe) from project Added: Support for 64bit Client and Config files Added: Recursive checks for Server/Lang Added Selector to choose default installation path if user has multiple BnS installed Added: integrated functions to extract/compile .dat files Fixed Bug: Wrong window sizes causes items to go out-of-bounds Fixed Bug: Fix crashing of Tool when .dat is already decompiled Fixed Bug: Fix crashing issues at startup due to lack of catches and nulled arguments being called Fixed bug: Fix button not being able to restore after first patch Reworked: Every Popups to use the theme Reworked: Dat handling to support 64 and 32 Version 5.5 Removed: Useless message box when saving xml in dat editor Added: catches for [un/re]packing dat files during startup for debugging Rework: Automatic Updater Rework: Catching the exited popup to avoid crash Fixed Bug: Crash caused by bnsdat at start in CheckConfigBackup Fixed Bug: Saving custom client path would read as gamepath instead Fixed Bug: Tab would start in different location than stated Reworked every closing function for the app Version 5.4 Removed: Custom .dat files from combobox in Dat Editor Added: Recursive dat files adder and finder in Dat Editor Added: First time use setting Added: Taiwan server support Reworked: Finding game path and setting path values, now recursive Reworked: Dat Editors functions, fully recursive Reworked: Restoring modded config files recursively Fixed Bug: Tools boxes goes out of bound when switching tabs Fixed Bug: Saving custom paths in settings adds itself in settings.ini multiple times even if it exists Fixed Bug: Reading custom paths in settings returns the function used instead of actual value Fixed Bug: When Update Check is "off" the status check in launcher tab overlaps the Box on the right Fixed Bug: Admin check function wasn't being called by proper method Fixed Bug: Closing the pop-up for choosing directory of game or launcher would crash the app Fixed Bug: Topmost bug, form stays on top of everything Donation: Added lovely community members Version 5.3 Added: Option to turn off auto-updater Fixed Bug: installing a mod in Mod Manager when the file is unique can't be uninstalled Fixed Bug: when removing loading screen, one upk may remain if another doesn't exist Fixed Bug: restoring settings to default did not remove variables and wasn't set off Fixed Bug: listbox for splash changer errors out when empty Fixed Bug: error handling when splash changes when empty Fixed Bug: installing/uninstalling would be done all at same time and confuses tool Unhid the dll for the tool because people could not see it when the tool needed it to run Fixed Bug: old required files that are no longer required were preventing tool to launch because they weren't deleted before removing that folder Fixed Bug: bnsdat.exe preventing tool to launch Fixed Bug: update download would give empty file due to no User Agent Fixed Bug: applying patch in dat editor when file does not exist crashes app Fixed Bug: could only mod one at a time and could not restore using Mod Manager Added: Application loading form Added: Custom input file for Dat Editor Added: Scroll between values for rate of ping(ms) Added: Kill background workers based on settings(off=kill/on=start) Added: Save trackbar(ms) value to settings.ini automatically Modified: Mod Manager 3.0 Modified: About Tab Known bugs with Dat editor with custom files not unpacking. Version 5.1 Fixed Bug: Dat Editors size would randomly resize itself smaller Fixed Bug: Weird white boxes in settings tab Added: Save custom arguments Version 5.0 Fixed Bug: List box for Splash Changer had the wrong colors on start Removed: Use all available cores argument from the game start Removed: Checking backup of config.dat Added: 32-bit compatibility registry values to find Launcher and Game Paths Added: Automatic

updates Workaround: Completely reworked mod managers paths and usage(again) Future: Coded an internal login to NCSoft ( for maybe a near future ) Security: Signed application for windows trust issues To also avoid Stricter triggers i removed the admin flag on app, you have to add run-as admin Version 3.5 Bug Fix: App Window does not properly restore after Client.exe closed Change the text when Mod folder in mod manager is empty Spinning progress bar not showing in Mod Manager while working Found an alternative method for using the mods in mod manager Mod Manager conflicting cross-threading issue fixed Version 3.4 Fixed Bug: Mod & Undo both available in Mod Manager Added Routine to check if game is running or not to restore app Added Donors tab Added ToolTips Tooltips available on each button to help understand what they do Version 3.3 Fixed Bug: Conflicting routine for RegionID Reworked: Routines for the checkboxes(unattended & no texture streaming) Fixed Bug: Patch!/Play! button text not changing properly Removed Routines when launching game(faster process) Version 3.2 Fixed Bug: Application would hang/tick having too many stages) Fixed Bug: RegionID & LanguageID would share their values Added: Status of settings(showing values before launch) Added: Donation button(for those who appreciate my work) Reworked the close/minimize buttons at top Properly sets RegionID and languageID values. Version 3.1 Fully Redesigned Reworked some routines Tool Draggable Server Usage Detection System Save Last Used Settings Fully responsive design(requires MetroFramework.dll) Version 3.0 Added Splash Screen Changer! Fixed logs appearing double in Mod Manager Reworked the Restore button for config.dat Splash screen changer might have bugs, report them right away! Version 2.7 Fixed the focus of the app(always in background) Fixed the statuses in Mod Manager Fixed the No loading screen after an update Now properly checks if the backup already exists after an update Version 2.6 Logs in Mod Manager can not be erased. Statuses at bottom of Mod Manager now tells you if your game has modified files and not properly. You can still copy the logs Version 2.5 Added logs to Mod Manager Fixed the verification of files Fixed the added settings for json Undo/Mod [Rework] Added shortcut to Mod Folder Added Refresh if mods folder changed Beta release for Mod Manager(tested and worked on my computer)[NO WARNING WHILE LAUNCHING GAME!] Version 2.0 Killing game process if already running(tool boot crash fix) Grabs path thru registry(installation path) Dialog to find path if path in registry does not exist(installed in another dir) Fixed automatic game language detector(wrong default values fix) Added extra logs for more information Version 1.5 Lowered .Net Framework requirements to 3.5 instead of 4.5.2 For compatibility issues Version 1.4 Fixed Patch!/Play! buttons text Added integrated version checker! You can use the same Download link to download the latest version Version 1.3 Fixed Logs Integrated config.dat in tool/no longer relies on internet) Tool no longer requires /patch path and config.dat inside of it Logs can be paused if you click on it Version 1.2 Tells successes and fails Version 1.1 Patches the config.dat with Miyakos config.dat! Added restore button for config.dat Backup kept for restore in /backup/config.dat at the Original config.dat location Version 1.0 Greatly improved the code compared to Bns-Ark Added Launch! (Start the game) Added Ping (green,orange,red) [red = unplayable | orange = barely playable | green = perfect gameplay] Added Option to select language of game Added Option to select game server based on your country No Loading Screen button toggle



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