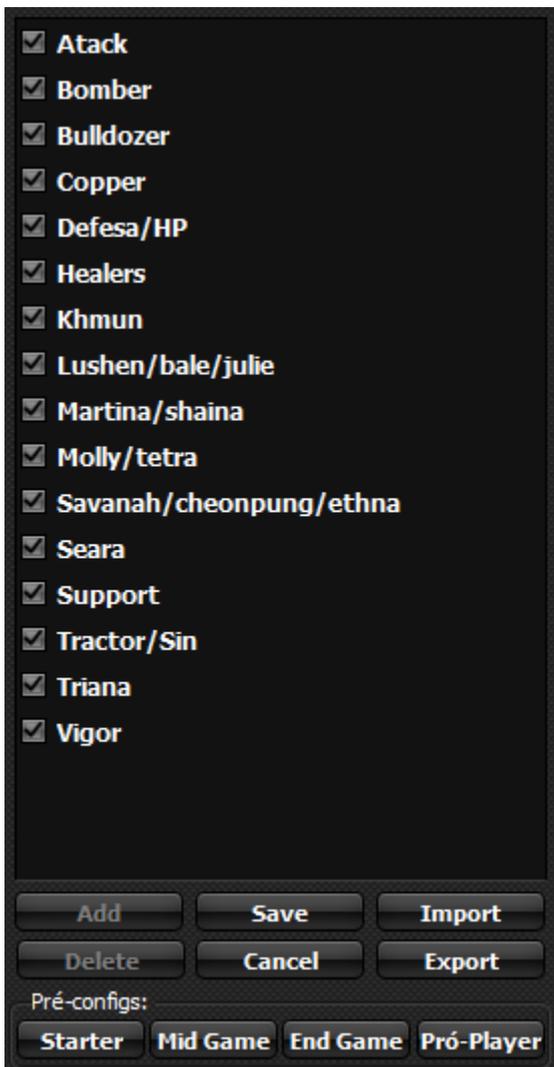


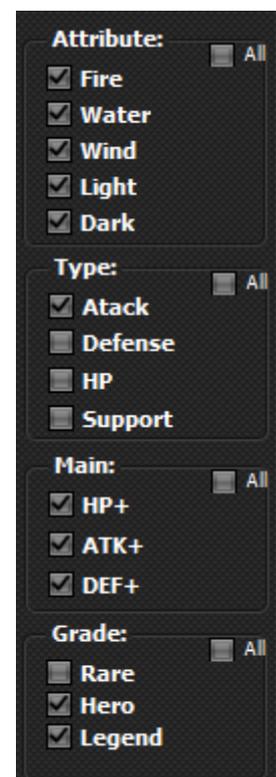
## Artifact filter guide:



On the left side of the screen is the list of filters, each filter you can activate or deactivate (by checking or unchecking the checkbox next to it), deleting or adding a new one.

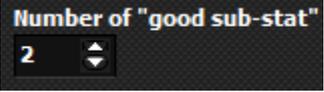
When clicking on each one of them, the settings will be loaded on the screen, the first field is the name of the filter.

You can make numerous filters to save an artifact, the program will check each one of them, if the artifact meets the settings of at least one of them, the artifact will be picked up.

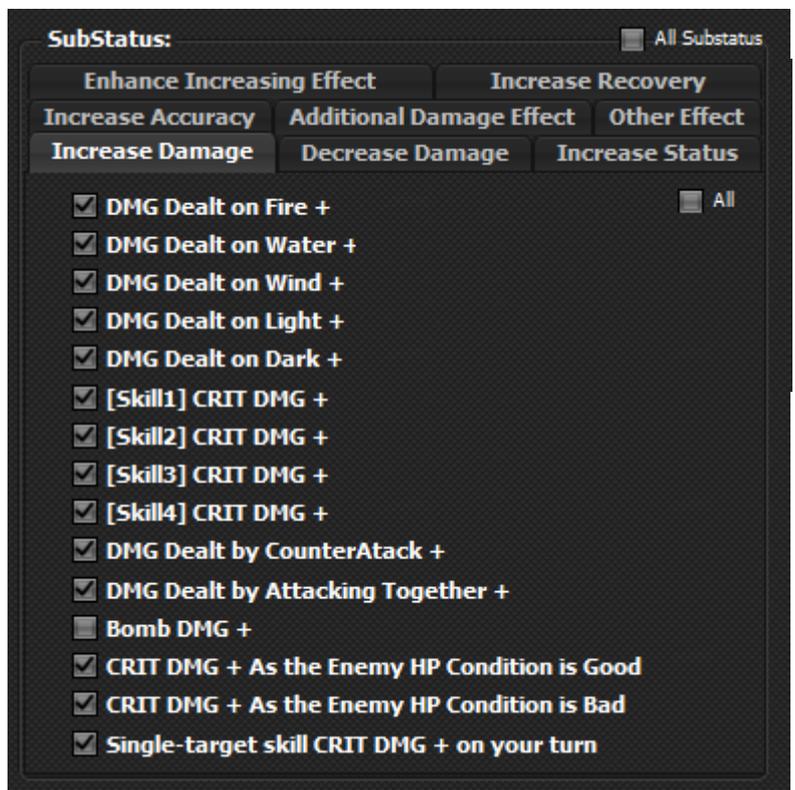


In the first panels are the main settings of the artifact to which the program will be applying, select which ones you want to use.

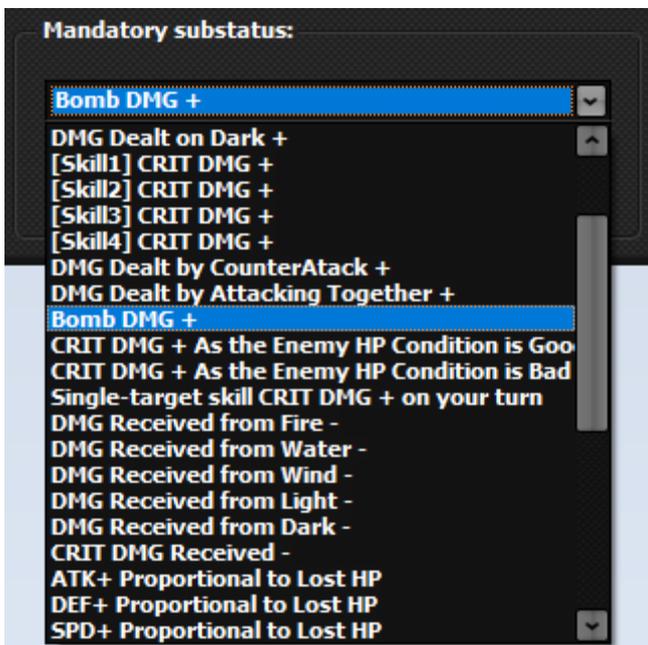
Ex: If you want to make a filter, where you will get the artifacts of the attack type, but of any attribute, having any main, but do not want to get the Rare (blue), just select how the image on the side is.

In SubStatus you select only the Substats that you want to be counted as "Good Sub-Status". In the field: "Number of Good sub-stat" you will choose how many good substatus the artifact must have for it to be  acquired.

If the "Selected Subs Only" option is enabled, it will pick up only artifacts that have all of the subs selected in the SubStatus list.



All SubStatus are separated by types in the same way as in-game.



In Mandatory Substatus you must select the Substatus that the artifact MUST have in order for it to be acquired.

**ATTENTION**, each filter applies to each detail of the artifact. Create as many filters as needed to suit your personalization.