

# WebDKP 3.42 Tutorial by Zevious

## **Release Notes (3.41.3):**

1. Adding more bidding options
2. Added the variable \$totalbids for Custom Announcements
3. Added the ability to add item level values to the loot table
4. Added item level multiplier
- 5 Added item Equip Location multiplier
6. Fixed some bugs
7. The /main and /greed feature no longer require a value after.

## **Release Notes (3.41.3):**

1. Added an option in the bidding options to allow custom !need percents. 100% is the default.

## **Release Notes (3.3b):**

1. Added an option in the bidding options to allow custom !need percents. 100% is the default.
2. Tweaked the Autoaward for boss kills so the award log should now display the correct event.
3. Added an online guild member filter so you can filter online guild members. This does not work for people who aren't in the guild.
4. Added the guild rank in the bidding window. It will display PUG if someone is not in your guild.
5. Modified the rolling function so that the players total DKP is displayed.

## **Release Notes (3.3):**

1. Added an option to disable the Alt+Click feature to bring up bidding. This was supposedly conflicting with other addons that use Alt+Click.
2. Fix the auto award for boss kills so it will not award if your group contains 5 or less people. This was needed since the same boss names can be found in 5,10, and 25 man content.
3. Added the ability to add or delete someone from an award in the award log. This is compatible with the in game auto synching.
4. You can now specify a % value for !greed when using fixed bidding or turn based. For turn based it will take the % of the players DKP. Fixed bidding will check the loot table and take the % of the loot table value if found. The default value is 50%.
5. Fixed the ability to monitor rolls at the same time as bids.
6. Fixed the in game synching so it transmits Death Knights
7. Added support for Loot IDs in the loot table. Should take care of heroic items vs non heroic.

## **Release Notes (3.2):**

1. In Game Synching completely revamped. See the In Game Synching section below.
2. In Game Synching now supports the award log. See the In Game Synching section below.
3. The guild filter checkbox is now a saved variable so you don't have to adjust it every time you login.
4. The Starting Bid and Bid Time values are now saved values so you won't have to re-enter them each time you login or reload your UI, assuming you use the same values regularly.
5. Zerosum has had a few tweaks.
6. The Disable all Announcements is no longer enabled by default
7. The bidding window now has a main/off column to display if the bid is for mainspec, offspec, not applicable, or roll.
8. The bidding commands !main, !off, and !greed have been added to display the info in the main/off column of the bidding window.
9. Under Options/Bidding three two options have been added. One is to monitor rolls during a bid. This lets guilds who use rolling for offspec do mainspec and offspec at the same time to speed things up.
10. An option to enable a 50% greed system was added so if someone uses !greed in a fixed bid system it automatically bids 50% of their DKP.
11. An option to disable the !bid command is available to force people to use !main or !off for bidding.

## **Installation:**

WebDKP 3.42 is not compatible with WebDKP Helper. If you are upgrading your WebDKP from a previous version please make sure to synchronize to the web before installing 3.42. Version 3.42 contains new variables in the log file which are not contained in version 2.9H and you could receive an error if you do not synchronize first.

- 1.) Extract the WebDKP folder into your World of Warcraft/Interface/Addons folder.
- 2.) Extract the WebDKP Sync.exe file somewhere handy so you can use it to synchronize to the web.

That's it, you should now be able to login to World of Warcraft and you should get the minimap in the upper right corner.

## **Slash Commands:**

The original /webdkp no longer does anything. The following are the slash commands:

- 1.) /webdkp show table - Displays the DKP table
- 2.) /webdkp show bidding - Shows the bidding screen
- 3.) /webdkp show options - shows the options screen
- 4.) /webdkp show timed - shows the timed award screen
- 5.) /webdkp show help - shows the help. Right now it goes to some test screen Zedd must have had. Someday maybe ill look into the help more but for now . . . nah
- 6.) /webdkp ignore list - shows all added ignore items
- 7.) /webdkp ignore add - adds an ignore item
- 8.) /webdkp ignore del - deletes an ignore item
- 9.) /webdkp show raidlog – Shows the Raid Log so you can start/stop a raid.
- 10.) /webdkp show charlog – Shows the Character Raid Log so you can see character attendance.
- 11.) /webdkp start raid – Start a raid, Good for creating a macro
- 12.) /webdkp end raid – End a raid, Good for creating a macro

## **Quick Keys:**

- 1.) ALT+Left Click - Brings up the bidding window automatically. (Can be disabled in options). (There is an option to disable this feature)
- 2.) SHIFT+ Left Click – Copies the item link into multiple windows or the cursor location.

## **Main DKP Frame:**

You can see 25 people listed on the left side. Here you can see the player's class, total DKP, tier, and Guild Rank. If a player is in your table from a different guild you will see "PUG". On the right hand side you can see all of the methods for filtering the view on the left. You can filter by player class, player type, armor type, only people in your group, or only players in your guild if you are in a PUG, you can also use the online guild member filter to only display online guild members assuming the appropriate other filters are checked properly. Standby filtering has been added here.

## ***Award DKP Tab:***

The Award DKP Tab hasn't changed from version 3.0. Decay allows you to make a negative award that is based on a percentage like (.50). So if you input a value of .50 and awarded to players on the left, their DKP would be reduced by 50%. Per someone's request, you can also award a negative value such as -.50. This will only work for people in negative DKP. What it does is slowly brings them out of being negative. So for instance if I had -100DKP and you input -.50 and awarded me I would now have -50 DKP. The negative award will not work on people who have positive DKP. Please bear in mind the decay feature will round the DKP up or down depending on the value. For instance, 50.6 DKP would round to 51 DKP. 50.4 DKP would round to 50 DKP.

## ***Award Item Tab:***

The Award Item tab allows you to link an item into the item box then specify a DKP value to subtract from the chosen player on the left side. See the screenshot below.

## ***Standby Tab:***

The Standby tab allows you to add or remove someone as Standby. Players can flag themselves as standby by whispering the master user /standby add or /standby del. There is a Reset All button that allows you to remove all players from standby. Please note that everytime you login to WoW, this standby list is reset. In other words, if WoW crashes, everyone will need to be added as standby again.

## **The Bidding Frame:**

The guild rank column displays the guild rank for the player, or PUG if they aren't in your guild. The Main/Off column displays Main for mainspec, Off for Offspec, NA for people using !bid, and Roll if it was a roll (If someone rolls then bids, this column will change based on the bid). All of these items are determined by the command used to bid. For example, using !bid 5 would result with NA in the Main/Off column. Using !main 5 or !need would result with Main in the Main/Off column. Using !off 5 or !greed results in Off in the Main/Off column. Please keep in mind there are several new options under Options/Bidding to assist with this new feature.

In order to start a bid the first thing you need to do is link the item into the Item: box. The second thing is to set the starting bid if you don't want it at 0. If you are using Fixed Bidding or Turn Based, then leave the Starting Bid box as 0. The Bid/Roll Time can be left at 0 for unlimited time and the Bid will only end when you award the item to the player, or click Stop the Bidding. The Rolling feature works the same way. You can set the time for people to roll and it will list the rolls. You can sort by Rolls by clicking the Rolls column. To sort by DKP click the DKP column etc.

## **Timed Awards:**

A timed award can be set for a specific amount of time, in minutes. After that period of time is up, everyone in the raid receives the set amount of DKP. The repeat Award option will repeat the award based on your set time. The mini timer will display a small timer in your user interface.

## **Dealing with Ignored Items:**

### **• Adding New Ignored Items**

In order to add a new item to the ignore list you will type  
/webdkp ignore add "Item Name" For instance /webdkp ignore add Dream Shard  
It is important to realize the actual item name is case sensitive along with the slash command. So make sure you have anything capitalized in the actual item name.

### **• Deleting Ignored Items**

In order to delete an item you added to the ignore list you will type  
/webdkp ignore del "Item Name" For instance /webdkp ignore del Dream Shard  
Once again, things are case sensitive.

### **• Listing All Items You've Added**

In order to list all items you've added to the ignore list you will type  
/webdkp ignore list  
This simply whispers you all the items you've added.

### **• Note:**

This will only allow you to add to the existing Ignore List. You will not be able to remove items pre-defined in Webdkp.lua. if you want to do that you will need to manually edit that file.

## **General Options:**

### **AutoFill Item Details From Drops:**

This is the option that triggers the popup when someone loots an item based on the threshold. This does nothing if you have Master Looter set. An instance of this would be if you set the threshold to white items and you or someone else loots an item that has white text, a popup will come up asking if you want to subtract dkp from that player for that item.

### **Zero Sum DKP:**

This option enables Zero Sum DKP. Some fixes have taken place for Zerosum.

### **Auto Award for Boss Kills:**

This feature allows you to specify a dkp award value for boss kills in Northrend instances and Onyxia. You can enable it for 10 man raids or 25 or even both. It auto detects when a boss is killed and awards the entire raid the amount you set.

### **Enable or Disable WebDKP:**

This option allows you to “disable” WebDKP in game. This feature was added by Cather of Bronzebeard. It works by disabling all incoming chat messages into the addon. So in essence the addon is still running just not processing anything coming in. Very handy for officer backups who have the addon installed.

### **Enable or Disable Alt+Clicking:**

This option allows you to disable the ability to Alt+Click an item or text link and bring up the bidding window. This was added by request due to other addons using this feature.

## **Bidding Options:**

### **Announce in Raid Warning:**

When bidding starts, an announcement is made using the raid warning. Very handy in getting everyone’s attention so they don’t miss a bid.

### **Confirm bid with award popup:**

A confirmation popup will be displayed to ensure you are awarding the right person the right item. Not as important now that items can be traded within a certain time frame.

### **Allow negative bids:**

This feature allows people to bid more dkp than they actually have. Depending on your DKP system this could be useful.

### **Used Fixed Bidding:**

A system where you set values in a loot table. You can do this on webdkp.com. People need items and the bidding screen would display everyone who needs it and their total DKP.

### **Used Silent Bidding:**

Disables bidding announcements.

### **Notify low bidders:**

Tells people when they have bid too low. (Does not whisper them if they get out bid.)

### **Auto Give Items:**

This option will automatically give the item from the corpse to the person who won the bid. In order for this to work right you must have the loot window open,

be set as master looter, and have this option enabled.

### **Turn Base DKP:**

I added this feature to be used as a bid all, spend all DKP system. If you enable this it automatically enables Used Fixed Bidding. Basically people will !need items instead of !bid. When they !need an item they automatically bid all their DKP. When you award the item to the highest person it will automatically input their total DKP into the confirmation popup. For this system you don't fill in a loot table. I just re-used the existing code. If you have values set in a loot table you will need to remove them for this system.

### **Bid and Roll:**

Allows the bidding window to track Rolling at the same time it's monitoring bids. This works great if your guild rolls for offspec then bids or needs for mainspec items. This should reduce loot distribution by allowing you to monitor for mainspec and offspec at the same time.

### **Enable % for Need:**

Sets it so that if anyone uses !need, they will automatically bid the set % of their DKP total or of the Loot table value assuming one exists. (The default is set at 100%)

### **Enable % for Greed:**

Sets it so that if anyone uses !greed, they will automatically bid the set % of their DKP total or of the Loot table value assuming one exists. (The default is set at 50%)

### **Disable !bid:**

Disables the !bid feature and lets users know they need to use !main or !off so you can tell if they are bidding for mainspec or offspec.

## **Bidding Options Cont:**

### **Enable Item Level Multiplier:**

This will allow you to specify a starting bid based on item level and your own custom multiplier value. You can input .01 for 1%, .10 for 10% etc. It will take the Item Level and multiply by that value. For instance (Item Level 264 \* .10 = 26.4). The resulting starting bid will be 26.4 and that value will show up as the cost when awarded.

### **Enable Slot Location Multiplier:**

The slot location multiplier allows you to specify a value to multiply the item level by. For instance, (Item Level 264 Gloves \* Glove Multiplier of .10 = 26.4). If you have the Item Level Multiplier also enabled it will look like this: Item Level \* item level multiplier \* equip slot multiplier. So an example would be 264 \* .1 \* .5 = 13.2DKP cost.

## **Announcement Options:**

Currently there are only custom announcement options for bidding and rolling. If you would like to see additional custom announcement options please post a note in one of the forums.

### **Enable or Disable Announcements:**

This option allows you to disable all announcements. So you can basically make awards and it does not whisper anyone or announce in raid. Handy for fixing mistakes, etc. (The default setting is now disabled in version 3.2)

### **Custom Message – Start Bid:**

This option allows you to customize the message that is displayed to everyone when you start a bid. Use \$item where you want the item name to be, \$time for where you want the time, and \$bid for where you want the starting bid placed if there is one. An example is “Bidding has started for \$item. There are \$time remaining to bid and a minimum bid of \$bid is required. If you leave this field empty it defaults to the default announcement. Also, you aren’t required to enter \$item, \$time, or \$bid. Your announcements could be “Bidding has started”.

### **Custom Message – During Bid:**

This option allows you to customize the message that is displayed to everyone when a bid is in progress. This feature works similar to the start bid only you can use \$item, \$time, \$name, and \$dkp in the announcement. The \$name would be the high bidder, and the \$dkp would be their bid. This message is displayed based on your total time for the bid. Announcements are made at 45s, 30s, 15s, and 5s.

### **Custom Message – End Bid:**

Once again this option is basically the same as the previous two. Your options for this message are \$item, \$name, \$dkp, and \$totbid. This is the message seen at the end of a bid.

### **Custom Message – Start Roll:**

Same as Start Bid only the options are \$item and \$time.

### **Custom Message – During Roll:**

Same as During Bid only your options are \$item, \$name, \$time, and \$roll.

### **Custom Message – End Roll:**

Same as End Bid only your options are \$item, \$name, \$roll, and \$roltot

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## **The Visual Log:**

The Visual Log depicts Loot Distribution and Awards. You can also see who was all awarded by choosing the award. The ability to “undo” an award is also there to fix mistakes. To undo an award you simply select it then click the Undo button. You can also add someone to an award by entering their name then choosing add. If you want to remove someone from an award you can select the award then click the name on the right and it will automatically populate the name field. Then choose delete. The undo features are supported for the in game auto synching.

## **In Game Synchronizing:**

There are two main components of the synching system. The first one is the ability to synch the entire table to a backup user. The second one is the ability to add back up users to a list then have it automatically synch any DKP changes to them while in game.

### **Synching the entire table to a backup user.**

- 1.) All users are required to have the Enable box checked in the synch settings.
- 2.) To synch the entire DKP table (Not the Award Log), make sure your passwords match and they are case sensitive. (Leaving password field blank wont work)
- 4.) The edit box that is for Synch From Player is where the users name goes that you want to get the DKP table from.
- 5.) You can now hit the synchronize button and get the DKP table from the other user.
- 6.) Please keep in mind in order for this to work WebDKP must be enabled in the options. If any user has it disabled synching will not currently work.

### **Setting it up for automatic synching on DKP changes.**

- 1.) As in the previous steps everyone must have synching enabled.
- 2.) All users you want to be able to receive data from must be added to the list of accepted users.
- 3.) The password does not matter for the automatic synching.
- 4.) That's it. The addon will now monitor for DKP changes by those users and adjust your data accordingly. This works out great if your Master users system occasionally crashes or if you have multiple people handling bids at the same time. **ONLY WORKS FOR MEMBERS IN THE SAME GUILD!**

### **Notes:**

- 1.) The backup user(s) will probably want to disable Auto Fill in the options so that they don't get bombarded when the master awards an item. The addon still needs to be enabled in the options for synching the DKP table properly. The automatic changes can still take place even with the addon "disabled" under options.

## **Synchronizing to the Web:**

There are a few ways to synchronize to the web. The first is to use the exe file, the second to use the java file (Mac), and the third is a manual upload and download from the site.

There are a few things you need to understand before synchronizing to the web. The first is where the DKP table and log are saved. There are two locations that files are saved.

The first location is as follows:

C:\Program Files\World of Warcraft\WTF\Account\Account Name\Saved Variables.

This is the folder the main log and table are stored using the filename Webdkp.lua.

The second file to be aware of is located in the C:\Program Files\World of Warcraft\WTF\Account\Account Name\Character Name\Saved Variables. This folder contains the Webdkp Settings using Webdkp.lua. Unfortunately both files are named the same so **DO NOT** mistake them for each other. When you synchronize you need to be synchronizing from the

C:\Program Files\World of Warcraft\WTF\Account\Account Name\Saved Variables folder.

### **Using the EXE File To Upload to the Web:**

1. Input your username and password into the proper fields.
2. Locate the log file. Read above to make sure you are choosing the right

Webdkp.lua file.

3. Choose the Synchronize button.

### **Using the EXE File To Download from the Web:**

Use the same steps 1-2 above then choose the Get Latest DKP Table.

### **Using the EXE File To Erase Your Log:**

Simply press the Erase Local Log File button.

## **Raid Log:**

The raid log is used to track official raids and who attended those raids. The Raid Log frame is used to “Start” a raid, “End” a raid, “Delete” a raid, modify the raid end time, add a character to a raid, remove a character from a raid. This frame is the primary control in which the Character Raid Log frame gets its data. The End Raid option is not required and is simply there for any guild leader who may be curious how long the raids are averaging. When you start a raid it automatically takes the users current location and will use that as the Raid Location. So if you are in Dalaran and you start a raid, that is what the location will show. It will be best to start the raid once you are in the proper instance. Once you start a raid it automatically adds every person in the raid to the attendee list. This list of attendees can be seen by selecting the raid in the Raid Log frame. All attendees are listed on the right side. I’m sure some people are asking, well what happens if someone leaves half way through and they get replaced. You really have two options. One, give them credit for the entire raid, or two remove them from the raid so they don’t get credit for attending. Anything beyond that is currently not supported. Now if you do want to give credit to someone who was waiting and replaces that character you can add them to the raid and they will get credit for that raid. You can also add people who are sitting on standby by using the Add Char feature. Please keep in mind this has no relation to DKP only to raid attendance.

In the event that you reload your UI or your system crashes after you have started a raid, if you want an end time for that raid to show up you will need to use the feature at the bottom to modify its end time. When you reload UI or crash, the variables in memory are lost. Please keep in mind at this point in time the ending time of a raid really doesn’t affect anything else. In the future it may have more functionality.

Note: Anyone who wants to manually modify this data, it is saved in the Character/Saved Log folder in Webdkp.lua.

## **Character Raid Log:**

(Note as of version 3.2, users can whisper the DKP keeper !attendance to see their attendance stats)

The character raid log is used to analyze a specific characters raid attendance. You will see the following: Raids Attended, Percent, and Total Raids. All fields will be blank until you use the Raid Log frame to Start a raid. Once you start at least one raid the attendees will now show up in the character raid log. The Raids Attended will show you how many raids that character has attended since being added to the log, the percent shows you a percent of raids made vs the total, the total raids shows you how many raids there have been since the character was added to the table. If you select a character it will list the raid locations and dates on the right side so you can see which raids that player attended. Now here’s where it may get some people confused. Some may wonder why everyone isn’t assigned the same number of total raids. The main reason for this is if someone just joins the guild there total raids should be 0. It wouldn’t be fair to say that person has to have the same total raids as everyone else would it? So WebDKP won’t start tracking their total raids until they’ve attended at least 1 raid. At that point they are added to the table and each time a raid is started, their total raid value is incremented. In the event someone leaves the guild or you have a PUG person that shows up in your list, you can use the Remove

Player button in the Character Raid Log screen to delete them. This will delete ALL raid data for that player but will NOT remove them from the Raid Log screen.

Note: Anyone who wants to manually modify this data, it is saved in the Character/Saved Log folder in Webdkp.lua.