

WebDKP 3.1 Tutorial by Zevious

Note: You can now ALT+Left Click an item to bring up the bidding window automatically.

Installation:

WebDKP 3.1 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 3.1. Version 3.1 contains new variables in the log file and you could receive an error if you do not synchronize first.

- 1.) Extract the WebDKP folder into your World of Warcraft/Inteface/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:

WebDKP 3.1 has a few new slash commands. The original /webdkp no longer does anything. The following are the new 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

Main DKP Frame:

WebDKP 3.1's main Frame is the same as 3.0. You can now see 25 people listed on the left side and a guild rank column has been added. The guild rank column can be sorted if you like to make special awards to officers etc. You can also see the Guild Only filter that has been added. This will allow you to filter out PUG people to award only people in your guild DKP.



The screenshot displays the WebDKP v3.0 interface. At the top, a title bar reads "WebDKP v3.0". Below it, the "DKP Table:" is shown with a table of 25 players. The table has columns for Name, Class, DKP, Tier, and Guild Rank. To the right of the table is a "Filters:" panel with checkboxes for various classes and armor types. Below the filters are buttons for "Check All", "Uncheck All", "Only show players in current group", and "Only show players in your guild". At the bottom of the interface are buttons for "Filters", "Award DKP", "Award Item", "Select All", "Deselect All", "Save Log File", and "Refresh Group".

Name	Class	DKP	Tier	Guild Rank
Zealer	Priest	4	0	Guild Leader
Radz	Warlock	17	0	Raid Leader
Totim		7	0	Raid Leader
Zevious	Warlock	5	0	Raid Leader
Illumin	Paladin	2	0	Treasurer
Puddietat	Paladin	3	0	Treasurer
Druamon	Druid	4	0	Officer
Kaybees	Druid	2	0	Officer
Millyvolt	Shaman	11	0	Officer
Nagosh	Warlock	50	0	Officer
Rakaja	Paladin	13	0	Officer
Remus	Paladin	4	0	Officer
Vulpecula	Shaman	56	1	Officer
Aarelin	Paladin	3	0	Major
Amoramond	Hunter	9	0	Major
Barathrum	Warrior	2	0	Major
Cather	Paladin	22	0	Major
Crazycoconut	Hunter	11	0	Major
Eldrian	Shaman	1	0	Major
Hamed	Mage	3	0	Major
Inflamo	Mage	9	0	Major
Irontrunk	Paladin	7	0	Major
Itasca	Priest	12	0	Major
Klanker	Warlock	10	0	Major
Lesavage	Paladin	11	0	Major

Filters:

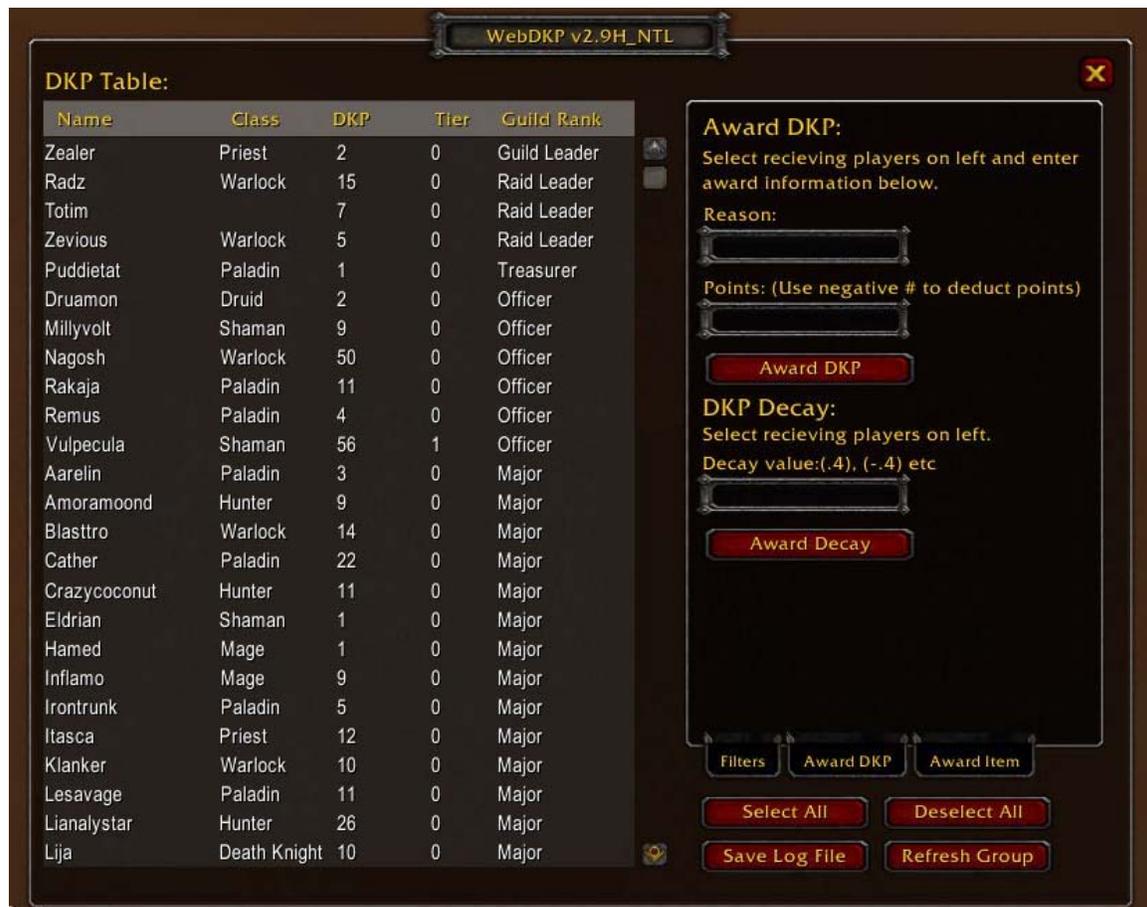
- Death Knight
- Druid
- Hunter
- Mage
- Rogue
- Shaman
- Paladin
- Priest
- Warrior
- Warlock
- Casters
- Melee
- Healer
- Chain
- Cloth
- Leather
- Plate

Only show players in current group
 Only show players in your guild

Buttons: Filters, Award DKP, Award Item, Select All, Deselect All, Save Log File, Refresh Group

Award DKP Tab:

The Award DKP Tab really hasn't changed much. As you can see from the picture below, the only thing new is the Award Decay. 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.



The screenshot shows the WebDKP v2.9H_NTL interface. On the left is a table titled "DKP Table:" with columns for Name, Class, DKP, Tier, and Guild Rank. On the right is a control panel with sections for "Award DKP:" and "DKP Decay:". The "Award DKP:" section includes a "Reason:" text box, a "Points:" input field with a note "(Use negative # to deduct points)", and an "Award DKP" button. The "DKP Decay:" section includes a "Decay value:(.4), (-.4) etc" input field and an "Award Decay" button. At the bottom of the control panel are buttons for "Filters", "Award DKP", "Award Item", "Select All", "Deselect All", "Save Log File", and "Refresh Group".

Name	Class	DKP	Tier	Guild Rank
Zealer	Priest	2	0	Guild Leader
Radz	Warlock	15	0	Raid Leader
Totim		7	0	Raid Leader
Zevious	Warlock	5	0	Raid Leader
Puddietat	Paladin	1	0	Treasurer
Druamon	Druid	2	0	Officer
Millyvolt	Shaman	9	0	Officer
Nagosh	Warlock	50	0	Officer
Rakaja	Paladin	11	0	Officer
Remus	Paladin	4	0	Officer
Vulpecula	Shaman	56	1	Officer
Aarelin	Paladin	3	0	Major
Amoramoond	Hunter	9	0	Major
Blasttro	Warlock	14	0	Major
Cather	Paladin	22	0	Major
Crazycoconut	Hunter	11	0	Major
Eldrian	Shaman	1	0	Major
Hamed	Mage	1	0	Major
Inflamo	Mage	9	0	Major
Irontrunk	Paladin	5	0	Major
Itasca	Priest	12	0	Major
Klanker	Warlock	10	0	Major
Lesavage	Paladin	11	0	Major
Lianalystar	Hunter	26	0	Major
Lija	Death Knight	10	0	Major

Award Item Tab:

There has been no change to the 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.



The screenshot displays the WebDKP v3.0 interface. On the left, a table titled "DKP Table:" lists players with columns for Name, Class, DKP, Tier, and Guild Rank. The player "Radz" is selected. On the right, the "Award Item:" form allows selecting a player from the table and entering item details. The "Item Name" field contains "Girdle of Arrogant Do" and the "Item Cost" field contains "10". Below the form are buttons for "Award Item", "Filters", "Award DKP", "Award Item", "Select All", "Deselect All", "Save Log File", and "Refresh Group".

Name	Class	DKP	Tier	Guild Rank
Zealer	Priest	4	0	Guild Leader
Radz	Warlock	17	0	Raid Leader
Totim		7	0	Raid Leader
Zevious	Warlock	5	0	Raid Leader
Illumin	Paladin	2	0	Treasurer
Puddietat	Paladin	3	0	Treasurer
Druamon	Druid	4	0	Officer
Kaybees	Druid	2	0	Officer
Millyvolt	Shaman	11	0	Officer
Nagosh	Warlock	50	0	Officer
Rakaja	Paladin	13	0	Officer
Remus	Paladin	4	0	Officer
Vulpecula	Shaman	56	1	Officer
Aarelin	Paladin	3	0	Major
Amoramoond	Hunter	9	0	Major
Barathrum	Warrior	2	0	Major
Cather	Paladin	22	0	Major
Crazycoconut	Hunter	11	0	Major
Eldrian	Shaman	1	0	Major
Hamed	Mage	3	0	Major
Inflamo	Mage	9	0	Major
Irontrunk	Paladin	7	0	Major
Itasca	Priest	12	0	Major
Klanker	Warlock	10	0	Major
Lesavage	Paladin	11	0	Major

The Bidding Frame:

The Bidding Frame hasn't been changed much other than the fact that a rolling monitor has been incorporated into it. 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.



The screenshot shows a window titled "WebDKP Bidding" with a close button (X) in the top right corner. It contains the following elements:

- Item:** An empty text input field.
- Starting Bid:** A text input field containing the number "0".
- Bid/Roll Time:** A text input field containing "0", followed by the text "(in seconds - use 0 for no limit)".
- Buttons:** Two red buttons labeled "Start the Bidding!" and "Start the Rolls!".
- Received Bids/Rolls:** A section header above a table with the following columns: Name, Bid, DKP, DKP - Bid, and Rolls.
- Award Item To Player:** A red button at the bottom center of the window.

Timed Awards:

Timed awards hasn't changed at all from previous versions. 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.

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 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.

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:

Disabled 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.

The Visual Log:

As many people who have used previous versions of this addon know, a log was kept that when you synched to the web would upload awards and loot. Unfortunately there wasn't a way to view this log in game. With the release of 3.0 there is now a Visual Log in game that 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.

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 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.) Everyone who is going to be synching will require the same password to prevent someone from sending FAKE synching messages. This is critical for security.
- 3.) The edit box that is for Synch From Player is where you place the character name of the person with the most up to date DKP table. This only sends DKP values not log or raid attendance data.
- 4.) Each backup user can now hit the Synchronize button or type /synch and it will download the table from the other player.
- 5.) 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.) Each person you want your DKP changes to go to must be listed as a backup user.
- 3.) All passwords must still match.
- 4.) That's it. The addon will now send all DKP changes made by the user to each backup user in the list. Assuming your passwords are the same and all enabled boxes are correct the backup user should receive these changes. You can also use this to have two people giving out DKP and each time they make a dkp award, they send the data to the other user.

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:

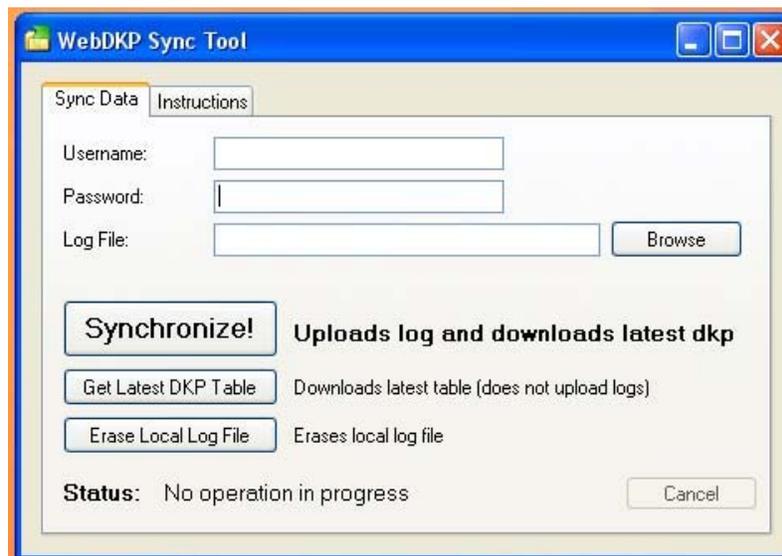
1. Input your username and password into the proper fields.
2. Locate the log file. Read above to make sure you are choosing the right Webdkp.lua file.
3. Choose the Synchronize button.

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, and 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. It's also useful if you do timed auto awards. 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, save your log file, 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 save your log file which is the same as reloading your ui, or your system crashes, 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.

WebDKP Raid Log

Raid Log Table:

Raid Location	Date	Start Time	End Time	Total Time	Attendees:
Dalaran	2009-12-04	10:50:01	10:50:02	0:00	Test
Dalaran	2009-12-04	10:50:00			Zealer
Dalaran	2009-12-04	10:49:59	10:49:59	0:00	
Dalaran	2009-12-04	10:49:57			
Dalaran	2009-12-04	10:49:56			
Dalaran	2009-12-04	10:49:54	10:49:55	0:00	
Dalaran	2009-12-04	10:49:53			
Dalaran	2009-12-04	10:49:52	10:49:53	0:00	
Dalaran	2009-12-04	10:49:51			
Dalaran	2009-12-04	10:49:50			
Dalaran	2009-12-04	10:49:49			
Dalaran	2009-12-04	10:49:48			
Dalaran	2009-12-04	10:49:47			
Dalaran	2009-12-04	10:49:45			
Dalaran	2009-12-04	10:49:44			
Dalaran	2009-12-04	10:49:43			
Dalaran	2009-12-04	10:49:41			
Dalaran	2009-12-04	10:49:40			
Dalaran	2009-12-04	10:49:38			
Dalaran	2009-12-04	10:49:37			

Buttons: Start Raid, End Raid, Delete Raid

Enter the total raid time in hours here if you forgot to end a raid.

Time in Hours: Adjust Time

You can add or delete a character to the raid attendance here.

Player Name: Add Attendee Delete Attendee

Character Raid Log:

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 their 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. A filter has been added so you can display only players in your party/raid.

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

WebDKP Character Raid Log

Character Raid Log Table:

Character Name	Attended	Percent	Total Raids
Barathrum	1	33	3
Barthoumue	1	33	3
Feroza	1	33	3
Kaybees	1	33	3
Kuttless	1	33	3
Rakaja	1	33	3
Taralocke	1	33	3
Johngie	1	50	2
Theodren	1	50	2
Druamon	2	67	3
Eldrian	2	67	3
Itasca	2	67	3
Millyvolt	2	67	3
Popmage	2	67	3
Blastro	3	100	3
Cather	3	100	3
Crazycoconut	2	100	2
Ekstacy	3	100	3
Illumin	3	100	3
Kheprii	2	100	2
Lianalystar	3	100	3
Madduc	3	100	3
Mangles	1	100	1
Menacing	3	100	3
Nagosh	1	100	1

Attended raids:

Location	Date
Onyxia's Lair	2009-12-17 19:32:54
Icecrown Citadel	2009-12-17 21:24:05
Icecrown	2009-12-15 20:07:33

Remove Character

Only display users in the current group