



PhenomRaidTools Guide

Introduction

PhenomRaidTools is an add-on that can be used to send personalized messages to members of the group or raid based on criteria set up by the sender.

The purpose of this guide is to give an introduction to PhenomRaidTools.

The guide covers the interface of the add-on and how each item is used.

At first the guide covers how to handle the add-on as a receiver, i.e a person that only downloaded the add-on to be able to receive messages from others.

Secondly the guide goes into more detail into how the add-on can be used as a sender, being the person who is responsible for sending the messages to the raid.

The sender guide is split up into:

1. Options, explaining how the general settings are defined, including adding custom placeholders that can be used in messages
2. Templates, covering how to make templates that can be quickly used for new messages
3. Encounters, explaining how to create or import a new encounter
4. Routines, explaining what the different routine types are and how they can be used
5. Walkthrough, explaining how to start from scratch and create a new encounter with some routines and how to test it

!!! Important !!!

All of this guide was written for version 2.3.10 of the addon and is subject to change due to consistent development. So if something does not work the way it is described feel free to join our [Discord](#) and ask questions.

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Receiver

If you're only going to use the add-on as a receiver of messages, focus on this section and skip the rest, i.e. your raid leader told you to get the add-on, and you just want the basics of how it works.

1) Write `/prt` and change run mode to “receiver”, if you're not going to be sending messages, only receiving them. This should be the default anyway.

The screenshot shows the 'General' tab of the PRT add-on configuration window. At the top, there are several tabs: 'General' (selected), 'Raid roster', 'Custom Placeholders', 'Difficulties', 'Overlays', and 'Trigger defaults'. The 'General' tab contains the following settings:

- Enabled:** A checkbox that is checked.
- Run mode:** A section with a 'Select mode' dropdown menu currently set to 'Receiver'.
- Note:** A text block stating: 'All options regarding the sender mode are hidden or disabled. If you want to change the appearance of the receiver overlay please go to `Overlays`.'
- Message filter:** A section with a 'Filter by' dropdown set to 'Names' and a 'Required player names' text field containing 'Phenom'.
- Always include myself:** A checked checkbox.
- Debug mode:** A section with an 'Enabled' checkbox that is unchecked.
- Buttons:** Two buttons at the bottom: 'Perform version check' and 'Open profiles page'.

2) Go to "Overlays"



Here you can change the position, size, color, etc. Of the four different channels that PhenomRaidTools offers. Those channels are all used in the same way. They are meant to help to distinguish different message types from another. For example, you can have a channel for healing cooldowns and one for strategic messages. In this way to have a visual cue and can work with that as well as the message itself and a custom sound for each channel.

The best way of preparing this is to discuss in your raid group on how you want to use the channels.

Sender

Options

Raid Roster

Here you can define your entire roster including backups. When these are set you can reference them in your messages. So if you assign Player A as tank1 then you can message that person like this:

\$tank1

This will send a message to whoever is defined as tank1.

Custom Placeholders:

I suggest importing the custom placeholders from the PRT Spreadsheet as it will make it much easier for you to use the standard encounters in the spreadsheet:

The screenshot shows the 'Custom Placeholders' tab in the PRT application. At the top, there are tabs for 'General', 'Raid roster', 'Custom Placeholders' (selected), 'Difficulties', 'Overlays', and 'Trigger defaults'. Below the tabs, a text box says: 'Here you can define custom placeholders which can be used as message targets.' Below this, it lists 'Types: Player - Only the first player found within the group will be messaged. Group - All configured players will be messaged.' There are three buttons: 'Import', 'Export', and 'Delete all'. Below these are several placeholder buttons: 'dh1', 'disc1', 'dk1', 'dk2', 'druid1', 'innervate1', 'innervate2', 'pala1', 'pala2', 'priest2', 'shaman1', 'shaman2', 'warri1', and a '+' button. Below the buttons is a table with two columns: 'Name' and 'Type'. The first row has 'shaman1' in the 'Name' column and 'Player' in the 'Type' column. Below the table is a section labeled 'Names' with a text input field containing 'name1'. At the bottom are three buttons: 'Add name', 'Remove empty names', and 'Delete'.

Once imported change the names of everyone so it matches your own roster.

Difficulties

You can assign a difficulty to a specific routine, which I will explain later. However, you can also completely disable the sender system for different difficulties, once you feel it is no longer needed.

Routine defaults

Here you can define defaults for the different routine types. Those will be used once you create a new routine of the given type. This can be helpful when you find yourself in a position where you always create a certain routine with certain settings.

Templates

Here you can define templates for actions(messages) which later can be used to quickly set up new routines using existing actions. (In the future there will be templates for the different routines as well)

The screenshot shows the 'Templates' window with the 'Messages' tab selected. At the top, there are tabs for 'Messages', 'Timers', 'Rotations', 'Health Percentages', and 'Power Percentages'. Below these is a 'Delete template' section with a dropdown menu and a 'New' button. A grid of category buttons is visible, including 'DH - Darkness', 'Disc - Barrier', 'Disc - Spirit Shell', 'DK-AMZ', 'Druid - Innervate', 'Druid-Transq', 'Pala - Aura Mastery', 'Priest - Hymn', 'Priest - Power Infusion', 'Priest - Salvation', 'Shaman - Healing Tide', 'Shaman - Spirit Link', and 'Warri - Rallying Cry'. The 'DH - Darkness' category is selected. The form fields are as follows:

- Name:** DH - Darkness
- Type:** Cooldown
- Target:** \$dh1
- Target Overlay:** 2: Important
- Cooldown:** Darkness
- ☒ Display countdown
- Preview:** %Of

By clicking the Save as template Button on an action you can save templates in the template store. You will be asked for a template name. The names are unique.

The screenshot shows the 'Messages' window with a 'Confirmation' dialog box open. The dialog box contains the following text:

Save as template.
Please make sure you have everything setup correctly. A template is a snapshot of the current state.
If you change anything after saving the template, the template will not be changed as well.

Below the text is a 'Template name' input field and two buttons: 'Ok' and 'Cancel'.

In the background, the 'Messages' window shows the 'Messages' tab with a list of messages. The first message is selected, showing its details:

- Type:** Cooldown
- Target:** \$shaman1 (Priesterella)
- Target Overlay:** 2: Important
- Cooldown:** Healing Tide Totem
- ☒ Display countdown
- Preview:** %Of

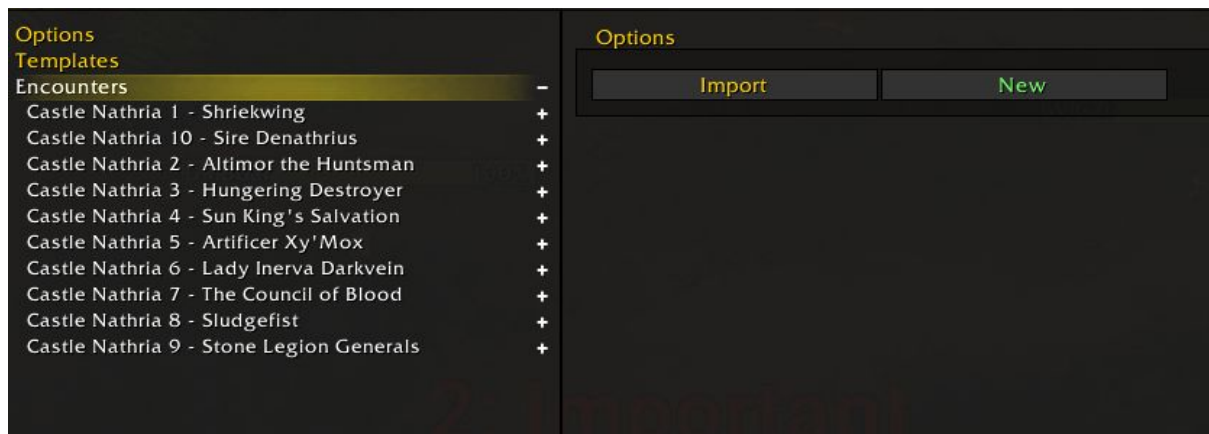
At the bottom of the Messages window, there are buttons for 'Save as template' and 'Delete Message'.

Encounters

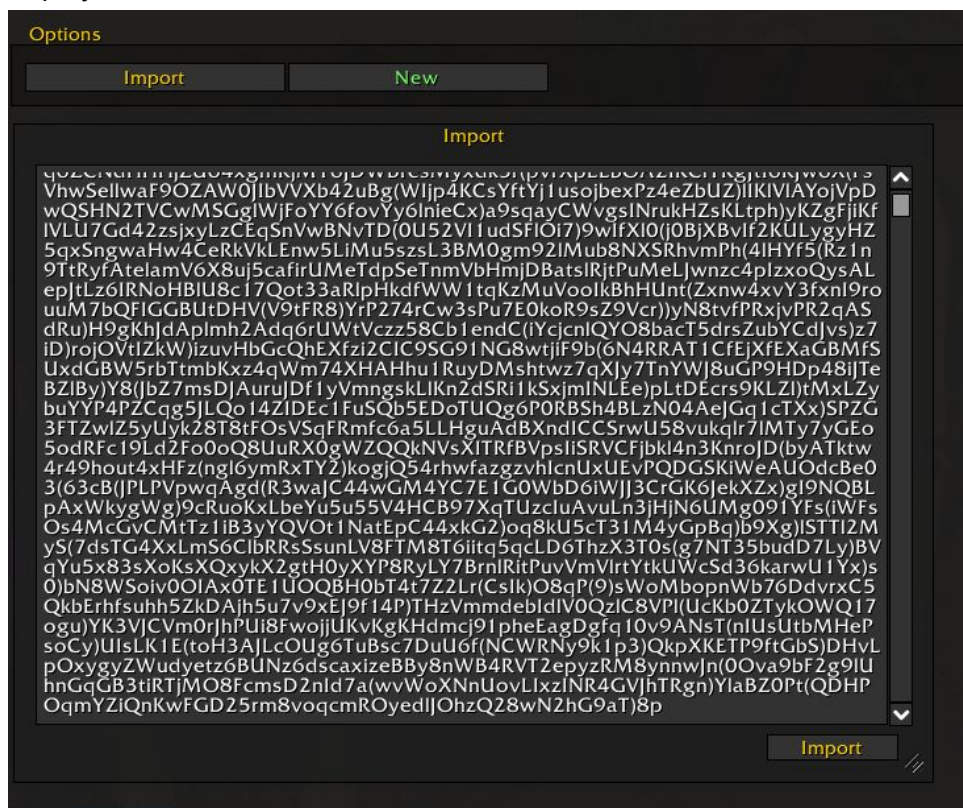
Under encounters you will see all the encounters you have stored. There can only be one encounter per Encounter ID.

Import encounters

This is very important. You can only have one encounter per Encounter ID. If you import an encounter you already have, it will create copies of all the routines. Be sure this is what you want.



If you have pressed **Import** a new window will open where you have to paste your encounter export string into. Once you clicked **Import** the newly imported encounter should be displayed in the encounter list.



Setup

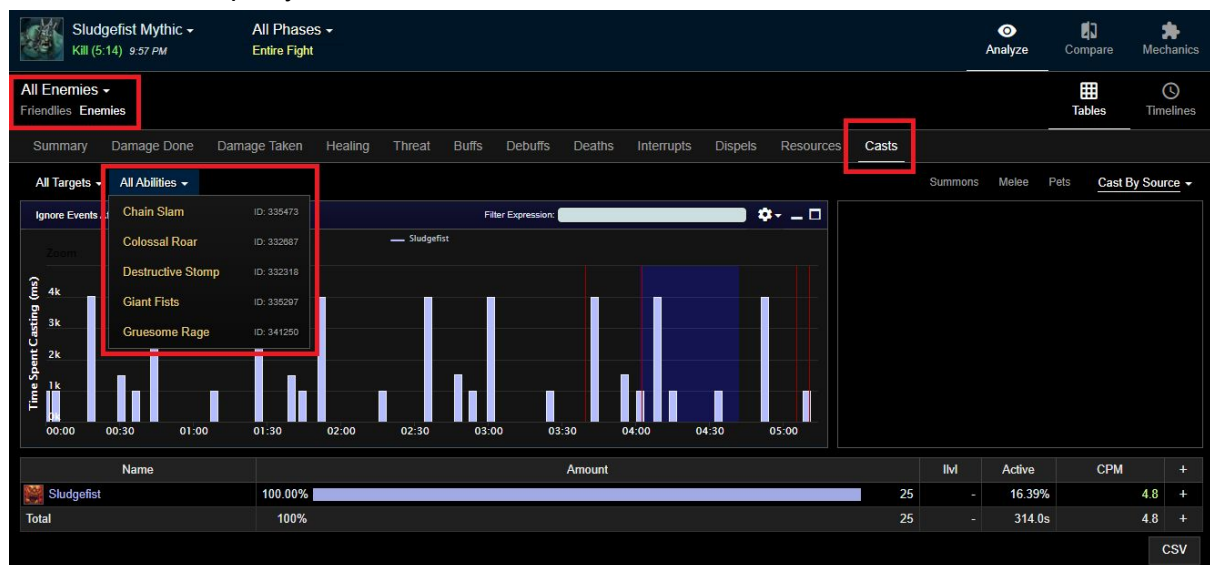
In this section we'll explain how to set up basic routines for each of the routine types. If you have any further questions please feel free to join our [discord](#) for more help.

Conditions

Conditions are used to start, stop, or trigger defined routines. Those are combinations of combat log events. If you have no clue what those are please read [WoW Combat Log](#).

To find an event and spell-id combination to start/stop/trigger a certain routine we recommend using [warcraftlogs](#) and check existing logs (or your own).

For example, you want to start a timer based on an ability a boss casts. You need to go to [warcraftlogs](#) and filter for enemies as well as casts. Then go ahead and open the **All Abilities** dropdown. There you can find every spell that is cast by an enemy. Now you only need to find the spell you want to start the timer off of.



Now you only have to figure out if it is an instant cast or a casted ability. If it is instant you have to use **SPELL_CAST_SUCCESS** as a condition event and if it is a cast, and you want the timer to start right when the cast begins you would want to use **SPELL_CAST_START**.

Conditions are powerful and only limited by your ability to combine the information you find on [warcraftlogs](#) and your imagination.

Start Condition

Start conditions are used to tell a routine when it should start its execution.


Start Condition	
Event	Spell-ID
ENCOUNTER_START ▼	
Target	Source

For the different routine types those can have different meanings. For example the start condition for a [Timer](#) tells the timer when to start counting. On the other hand it tells a [Rotation](#) routine when it should start and scan combat events for the [Trigger Condition](#). An example of this could be huntsman Altimor casting Sinseeker. Say you want to send a message when Sinseeker is cast, but your only interested in Sinseeker casts that happens after the first dog, margore is dead. Now you search a logs example for event. You will notice that there is no direct event for p2 starting however using Rip soul as a start condition will work, since it happens before the first p2 Sinseeker.

INSERT SCREENSHOT

Stop Condition

Stop conditions are used to tell a routine when it should stop its execution.

Stop Condition	
Event	Spell-ID
SPELL_AURA_APPLIED ▼	17 
Target	Source
Remove stop condition	

Stop conditions can be used together with start conditions to "restart" the routine entirely. This often can be used to simulate repeating phases of encounters. After a routine has been stopped it won't execute any more actions.

Actions (messages)

For each routine you can define multiple entries which will be checked once the routine is started. Each entry can have multiple messages which will be executed(sent to the receivers) once the conditions are met.

Currently, there are three different action types:

- [Raid Warning](#)
- [Cooldown](#)
- [Advanced](#)

There might be more in the future.

Raid Warning

Here you only can specify a message. This message will be sent to the whole raid as an actual WoW Raid Warning. This can be helpful if you want to send really important stuff to the raid even if some raiders don't have PhenomRaidTools installed. It also can help with a pug group since you can send important stuff through raid warnings without the need to share PhenomRaidTools to everyone in the pug.

The screenshot shows the 'Messages' configuration window. At the top, there is a 'Type' dropdown menu set to 'Raid Warning'. Below it is a 'Message' text input field containing the text 'Some Important Raid Warning'. A preview of the message is shown below the input field, stating 'Preview: Some Important Raid Warning' and 'Please note that not everything can be displayed within a raid warning correctly e.g. spell icons.' At the bottom, there are two buttons: 'Save as template' and 'Delete Message'.

Cooldown

Cooldown is a subset of advanced. For those you can define a target, target overlay and a spell. This will then be translated into an advanced message with certain defaults being set. It is far easier to configure and speeds up the processes when being used for e.g. healing cooldowns. We highly recommend using this as many times as possible since it simplifies a lot of the process.

The screenshot shows the 'Messages' configuration window. At the top, there is a 'Type' dropdown menu set to 'Cooldown'. Below it are several configuration options: 'Target' set to '\$me', 'Target Overlay' set to '2: Important', and 'Cooldown' set to 'Power Word: Barrier'. There is a checkbox for 'Display countdown' which is checked. Below these options is a 'Preview' section showing a message template: '%.Of'. At the bottom, there are two buttons: 'Save as template' and 'Delete Message'.

Advanced

Here you can define pretty much everything an action has to offer. You only should use this if you have understood how the actions work and what you can archive with them.

Messages

1 +

Type

Advanced

Targets



\$me







Select additional target entry







Preview: [Priesierella](#)







Message







[spell:62618] %.Of [spell:62618]

Preview:  %.Of 

Delay (s)

Duration (s)

0 0 60

0 5 60

Target Overlay

2: Important

Use custom sound

Select sound

PRT: Power Word: Barrier

Save as template

Delete Message

Timer

A timer will trigger its actions based on a relative timing. The timer will start counting once the start condition is met. Often you'll end up using a Start Condition with **ENCOUNTER_START** as an event because you want the timer to start right when the encounter starts.

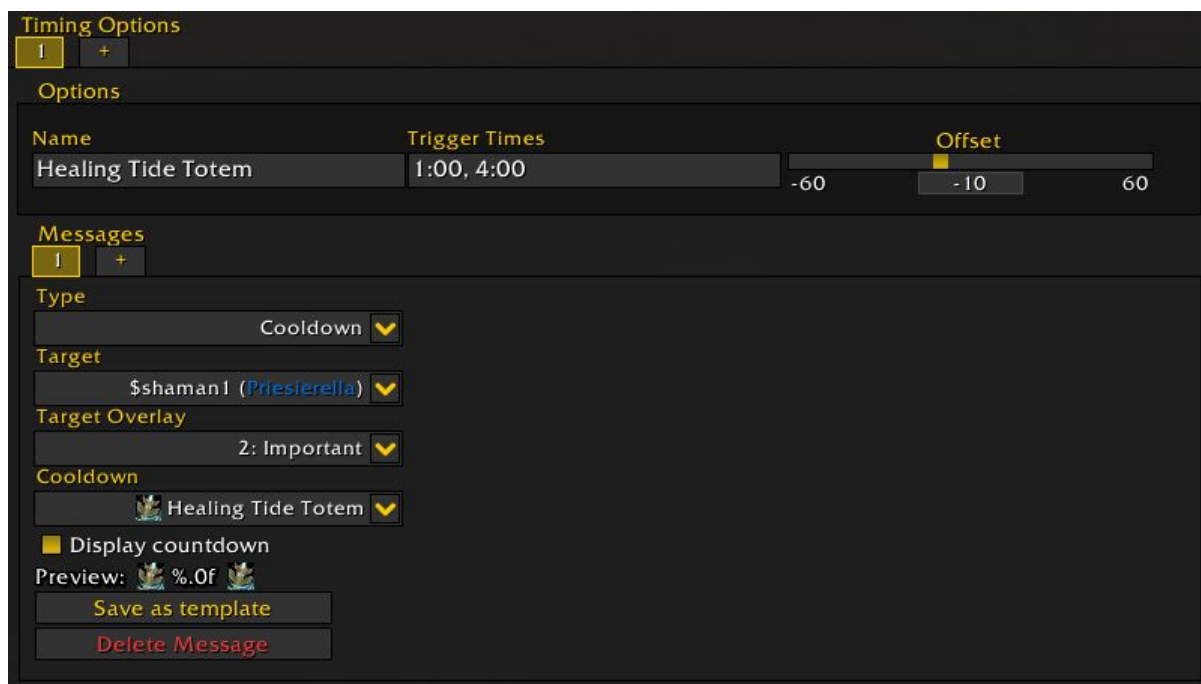


If you want a timer to restart for e.g. a repeating phase you can specify this in the timer options. You would need to check **Restart Counter on Stop** and set a [Stop Condition](#), so the timer is able to restart. For example this can be used on **Sludgefist** if you want to have relative Timings for each Pillar Phase because they are always the same.

Timings

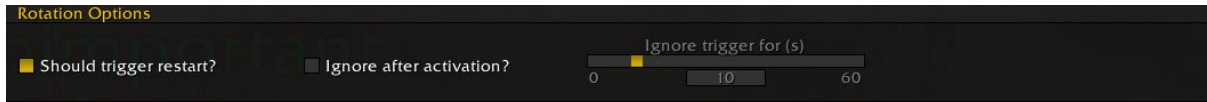
For each Timer you can define multiple timings which will be checked after the timer has started. A timing consists of a name which is purely cosmetic, so you can find the timings easier. Also, it defines the times at which the actions of the given timing should be executed. Those are a comma separated list of relative timings from the beginning of the timer start. Lastly it has an offset which will be applied on ALL defined trigger times.

E.g. you have a timing called "Healing Tide Totem" for your shaman in the raid group with trigger times 1:00 and 4:00. You could define an offset of "-10" so the shaman will get a message 10s prior to the time he should use Healing Tide Totem on, and he can prepare for it.



Rotation

A rotation will track the occurrences of its trigger condition and execute actions based on the number of times it was triggered. For example if you have a rotation with three entries and a [Trigger Condition](#) for ***SPELL_AURA_APPLIED*** with spell-id **17** (Power Word: Shield) it would execute all actions in the first rotation entry. On the next occurrence of the mentioned [Trigger Condition](#) it would execute the second set of actions etc.



Rotation Options

☒ Should trigger restart? ☐ Ignore after activation? Ignore trigger for (s)

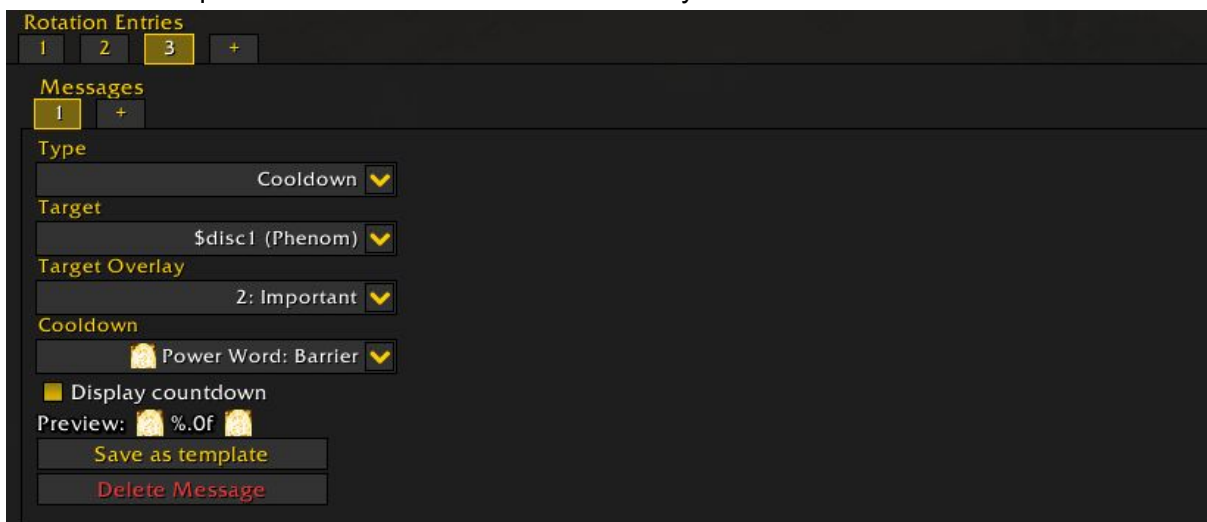
If you have checked ***Should trigger restart?*** The counter will restart once there is no more rotation entry for the number of times the trigger condition was executed. With this you can have repeating rotations. Those can be used for healing cooldowns or kick rotations.

Trigger Condition

This condition is a peculiarity of rotations. Those are used to specify the combat event and spell id combination on which this routine should trigger. They have the same options as [Start Condition](#) and [Stop Condition](#).

Rotation Entries

Those are basically just sets of actions which will be executed when the counter of the rotations are equal to the number of the rotation entry.



Rotation Entries

1 2 3 +

Messages

1 +

Type: Cooldown

Target: \$disc1 (Phenom)

Target Overlay: 2: Important

Cooldown: Power Word: Barrier

☒ Display countdown

Preview: 100 % of 100

Save as template

Delete Message

Health Percentage

With a health percentage you can check a unit's health and execute actions based on that. You can define a unit by it's [Unit-ID](#), npc-id (can be found on wowhead) or a name.

You can specify if a unit should be checked multiple times. Per default, it won't check a unit multiple times because if you configure a trigger for "Unit's HP is less than 100%" you can imagine it would trigger quite a lot of times. And you don't want that... Trust me. So to counter this you can check **Check multiple times** with a delay when the routine should check the unit's health again.

Percentage Entries

For each health percentage you can define multiple percentage entries which will be checked. Those rarely make sense and therefore we won't go further on them.

As you can see you can define the operator (<,>=,<=,>=) and the percentage value you want to check. Once the condition is met (e.g. health is less than 50%) all configured actions for this percentage entry will be executed.

Power Percentage

Exactly the same as [Health Percentage](#) except it queries the unit's primary power instead of health.



Example Walkthrough

COMING SOON