FuriousRaid for 3.1

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Introduction

I'm not a document writer. I'll get the point across – but, it won't be pretty. So, bear with me.

FuriousRaid for 3.1 is a complete rewrite of the FuriousRaid code. It is smaller, cleaner, easier to understand, and packs in more features than the previous version of FuriousRaid. Some of the improvements over the previous version include

- Waitlist integration.
- Visible timer countdown for point sets.
- Bids commands – such as 'pass', and 'remove'.
- The ability to view the list of loot awarded to an individual.
- A confirmation window when awarding loot through the UI.
- Transmission of the database from one person to another in game.
- Auto filtering of loot. The filter no longer needs to be manually set for what classes can use the item up for bid.
- The ability to add multipliers for guild ranks or certain tells. For example your recruit rank could have a multiplier of 0 – so they will always be treated as if they had 0 hours.

A note for users of the previous version of FuriousRaid

This is an entire rewrite of FuriousRaid. All the old features are there plus some new ones. It would be best if you delete the old FuriousRaid folder before dropping the new one in. The new version will do it's best to update your database to the current version – however, if you have written any custom sets it may not be able to complete the conversion. **As a precaution, please back up your saved variables before logging in with the new version.** I have tested the database upgrade code with a few different saved variable files without issue, but better safe than sorry.

Recent Changes/Updates

Changes in 3.1.5:

- Added an option to run the loot backwards from last to first instead of first to last in the Pro Set configuration pane. This is to facilitate looting tier tokens first as opposed to last.

Changes in 3.1.4:

- Fixed a bug with rogues not showing up when filtering for 1h-swords.

- Timers will now pick up where they left off when one reloads ui. For those concerned about losing their data to a WoW crash, you can now /rl anytime and the timers will remain.

Changes in 3.1.3:

- Players can now whisper 'furious' to receive tells outlining their points in each set.
- A Set Detail option was added to the Detail pane dropdown. Choosing this will display the items awarded/banked for the currently selected set.

0. Quick Start

Here are quick point-form instructions on getting up and running with FuriousRaid:

1. Install the addon :P
2. Click on the FuriousRaid icon on your LDB display (you might have to enable it on your LDB display first). If you don't use a LDB display, use the console command /fraid. This will bring up the FuriousRaid UI.
3. Click the Add Set button to bring up the Add Set dialog.
4. Enter a name for the set into the dialog's editbox and click the Add Set button on the dialog. You should see the set appear in the top right pane of the main window.
5. Join a raid
6. Become the Masterlooter.
7. In the FuriousRaid window, right click on the new set to bring up the context menu and choose 'Timer'. This will start the 30 minute timer for that set. Start timers for other sets if you are using multiple pools (see section 8.2).
8. Raid – kill bosses.
9. Open the loot window for the boss you have just downed.
10. Open the FuriousRaid UI.
11. Click on the Set that you wish to use for the first piece of loot. Make sure the set row is highlighted.
12. Press the Monitor button at the bottom of the UI.
13. Tell you raid to send you a tell if they desire the item.
14. After everyone has had a chance to send a 'bid'. Press the Monitor button again. The names of all the bidders in point order will be printed into raid chat.
15. Determine who will get the item (usually the top person in the list that was printed).
16. Right click on their name in the List pane (the pane just under the Set pane in the FuriousRaid UI). Choose 'Award <item>' from the context menu. The item will now be masterlooted to that individual. If no one bid on the item and you want to bank/de it – right click on the name of your disenchanter and choose the 'Disenchant/Bank' option. Note you may have to adjust the filter to see their name in the List pane (see section 4.3.)
17. Repeat 12 to 16, until all the loot on the boss has been distributed.
18. Goto 8, unless all raid bosses are dead ;)

For more advanced FuriousRaid operations – make a test set and kill bosses in RFC/Stockades and play with the options. Otherwise, you can read this doc for more information.

1. Slash Commands and the LibDataBroker Plugin.

The prior version of FuriousRaid required FuBar to use. While lots of people love FuBar, it was/is not my intention to force FuBar adoption by FuriousRaid users. So, everything required to manage and run a FuriousRaid system can be done from the main UI. This UI can be shown with the **/fraid** or **/furiousraid** slash commands.

The FuBar plugin of the previous version has been replaced with a LibDataBroker plugin. Clicking on the plugin will show the main UI. The tooltip displayed when mousing over the LBD block will show the status of the point set timers and the current waitlist.

2. Description of the Main Window

The main window has 3 panes, and a few buttons.

- Sets pane: lists the sets contained in the database, their type and the status of their timer.
- List pane: this pane lists the players, their class, and their points in the currently selected.
- Waitlist/Item Details pane: this pane serves 2 purposes. When the dropdown above it is set to 'Waitlist' it will display the current waitlist. When the dropdown is set to 'Item Details' it will display the list of recorded loot for the currently selected player.
- FuriousRaid Icon: this icon has a right-click context menu for database management.
- Filter Editbox: this is where one can manually set the filter to determine the classes that are visible in the List pane.
- Add Set Button: this button brings up the Add Set dialog.
- Monitor Button: pressing this button starts the loot bidding and awarding mechanism.



3. Sets.

3.1 Adding Sets.

To add a point set to the database one merely has to bring up the UI. Press the Add Set button. Enter a name into the Editbox in the Add Set dialog, choose a set type from the dropdown, and press the Add Set button on the dialog. Currently there is only one set type available the 'Pro' set. It is possible to add other set types with different rules governing them – if you wish to create your own or would like to request a certain set of rules please contact me directly.

3.2 The Sets Pane and Context Menu.

Sets currently in the database can be viewed in the Sets pane. Left clicking on a row will highlight the row and make that set the currently selected set. The currently selected set determines what points to display for the players in the List pane and what set to use when the Monitor is activated. Right clicking on a row will bring up the context menu for that set. The context menu contains:

- *Timer*: switches the set's timer functionality on or off.
- *Inform*: shortcut to the Add->Inform configuration setting. With inform on, a player will be notified of all manipulations of their points in that set through whispers.
- *Broadcas*t: shortcut to the Add->Broadcast configuration setting. When broadcast is active all point manipulations will be broadcast to other FuriousRaid users in the guild through the addon channel.
- *Add: Raid*: numeric values entered in the Editbox will be awarded each individual in the raid (online or off).
- *Add: Waitlist*: numeric values entered in the Editbox will be awarded each individual in the waitlist (online or off).
- *Print*: this displays a sub menu with the different channels that you can 'print' the current List pane to. To print the list to an individual, enter their name in the Editbox provided by the Whisper option.
- *Configuration*: displays the set's particular configuration dialog. For the included 'Pro' set type, this dialog is detailed below.



- *Remove!*: removes the current set from the database. Careful, this cannot be undone.

3.3 The Set Details Pane

The Set Details pane shares space with the waitlist pane and player details pane. To view the Set Details pane make sure the dropdown above the pane reads 'Set Details'.

When a set is selected in the Set pane any items that have been awarded or banked in that set will be displayed in the Set Details pane in chronological order. To link the item into the chat window simply SHIFT click on the item. To link detailed information about the item into the chat window ALT click on the item.

3.4 Configuration: Pro Set

The Pro set configuration dialog is broken into several sections.

- *Monitor*:
  - *Autofilter*: turns the auto filter feature on or off. When auto filter is active the class filter will automagically be set for the item up for bid when the monitor button is pressed. If one would rather set the filter manually, make sure this option is not checked.
  - *Display Group Labels*: determines where or not group labels/numbers should be prefixed to the lines printed to the raid channel when bidding on an item is closed.
  - *Loot Backwards*: Having this option checked will cause the system to run through the loot on a boss backwards from last to first, instead of from first to last. Ultimately this allows one to process tier tokens on a boss before any other item since tier tokens are usually the last items in the loot window.



- *Timer*:
  - *Award Waitlist*: if this option is checked, when the timer for this set reaches zero everyone in the raid and on the waitlist will be awarded points. If this option is not checked, those on the waitlist will not be awarded points when the timer expires.
  - *Show Bar*: when this option is checked a DBM or BigWigs (depending on which is present) timer bar will be displayed for this set's timer.
  - *Event Interval*: this is the duration in seconds of this set's timer. The 'factory preset' for pro sets is 1800, which is 30 minutes.

        - *Event Value*: this is the number of points to award on timer expiration. The 'factory preset' is 0.5.
- *Points*:
    - *Inform*: With inform on, a player will be notified of all manipulations of their points in that set through whispers.
    - *Broadcast*: When broadcast is active all point manipulations will be broadcast to other FuriousRaid users in the guild through the addon channel.
    - *Multipliers*: Multipliers are applied to a players raw point value to rank them for monitor and display purposes.
        - *Non-guild Multiplier*: sets the point multiplier for non-guildies. The default value is 1.
        - *Rank Multipliers*: this is where one can set specific multipliers for different guild ranks. The dropdown contains a list of all the guild ranks in rank order. The default for every rank is 1. To change this value, simply select the rank you want to modify in the dropdown and then enter a new value in the Editbox beside the dropdown.
    - *Groups*: Groups are a further refinement on the sorting of players for monitor and display purposes. Instead of manipulating the raw value of a player's points like a multiplier, players are placed in their groups and then sorted in their group. Then the groups themselves are sorted from highest to lowest.
        - *Non-guild Group*: sets the group non-guildies a placed in. The default is 10.
        - *Rank Groups*: this is where one can set specific groups for different guild ranks. The dropdown contains a list of all the guild ranks in rank order. The default for every rank is 10. To change this value, simply select the rank you want to modify in the dropdown and then enter a new value in the Editbox beside the dropdown.
- *Groups*: In this section one can add labels to their groups so that the results of the bidding process are a bit more readable and understandable. Simply choose the group then enter a new label for it.

4. Players

4.1 Adding Players.

Players are added automatically when they join the raid – provided a timer is active. If no timer is active those joining the raid will not be added to the system until a timer is activated. This was done to prevent the system from mindlessly adding people to the database when it was not necessary – for example participating in a battleground shouldn't add everyone in the battleground raid to the database.

4.2 The List Pane and Context Menu.

Players are displayed in the List pane just below the Set pane. Unless a filter has been set (filters are explained below) the List pane will display everyone in the database once a set

has been selected. Left-clicking on a row will highlight the row and make that player the current selection. This will also populate the Item Details pane with all of the items that have been awarded to the player through the monitor system. Right clicking on a row will bring up the context menu for that player. The context menu contains:



- *Add*: awards the player the amount entered into the Editbox. To subtract points from someone, simply enter a negative value.
- *Clear*: clears the player's points.
- *Award <item>*: if the monitor system is active and it is in the 'award' state this menu item will appear. Choosing this menu item will record the loot in the player's item list (clearing their points in the process) and masterloot the item in question to that player.
- *Disenchant/Bank <item>*: only appears when the monitor is in 'award' mode. Choosing this menu item will record the loot in the set's item list and masterloot the item in question to that player. Note: unlike award it will not clear the player's points – as it is expected the player will disenchant the item or place it in the guild bank.
- *Remove!*: removes the player from the database. Careful, this operation cannot be undone.

4.3 The Filter.

The filter controls what classes are visible in the List pane and what classes are allowed to bid on an item during the monitor process.

Above the Set pane is the editbox for the filter. Normally the filter is automagically set when you run the monitor system to distribute loot. However, one can set the filter manually. To manually filter, simply enter the classes you wish to remain visible into the editbox separated by spaces. Please note that the Death Knight class should be entered as a single word 'deathknight'. There are also a number of meta-filters available for common filters. These meta-filters include:

- cloth
- leather
- mail
- plate
- shields
- librams
- idols
- totems
- sigils
- bows
- crossbows
- daggers
- guns
- fist

- 1axes
- 1maces
- 1swords
- polearms
- staves
- thrown
- 2axes
- 2maces
- 2swords
- wands

4.4 The Player Details Pane.

The Player Details pane shares space with the waitlist pane. To view the Player Details pane make sure the dropdown above the pane reads ‘Player Details’.

When a player is selected in the List pane any items that have been awarded to them through the system will be displayed in the Player Details pane in chronological order. To link the item into the chat window simply SHIFT click on the item. To link detailed information about the item into the chat window ALT click on the item.

4.5 Whispering a Player’s Set Data.

Players can view their set data at any time by whispering the word ‘furious’ to the person running FuriousRaid. Doing so will cause the system to automatically respond with a whisper for each set that they have points in, using the format ‘<set name>: <player’s value>’.

5. Waitlist

5.1 Adding Players to the Waitlist

Players can add themselves to the waitlist by sending a tell containing ‘wl’. Note: players are automatically removed from the waitlist if they join the raid. Also the waitlist can be cleared at anytime by pressing the ‘Clear Waitlist’ button.

5.2 The Waitlist Pane and Context Menu.

The Waitlist pane shares space with the waitlist pane. To view the Waitlist pane make sure the dropdown above the pane reads ‘Waitlist’.

Right clicking on a row will bring up the context menu. The context menu contains:

- *Invite*: this will invite the selected player to the raid and remove them from the waitlist.
- *Remove*: this will remove the selected player from the waitlist.

- *Print*: prints the *entire* waitlist to the channel specified.

6. Monitor

FuriousRaid's most useful feature is the monitor system. It is a mostly automated loot process. Each set type can have its own Monitor states. Pressing the Monitor button will cycle through a set's monitor states. Please note the loot window should be open to enable the Monitor system. Also, the monitor system will always lock on to the first item of green quality or better in the loot window. If you must run the monitor without the loot window open – one can whisper a loot link to you and the system will use the loot in the whisper as the item to monitor.

6.1 The Pro Set Monitor

6.1.1 States

Pressing the monitor but with a Pro type set selected will Cycle through the following states:

- *Monitor: Open*: First, if autofilter is set, the system analyze the first eligible item in the open loot window and set the filter accordingly. Second, the system will print the list of eligible bidders in point order (points adjusted by their rank multiplier) to raid chat. While in the Open state the system will consider any tell a bid for the item in question. Tells may contain key words to alter their status. The default key words are:
  - *Pass / offspec*: Either of those words in a bid will adjust the group of the bidder downward. The specific adjustment for these words is detailed below.
  - *Remove*: any bid with the key word remove will be removed from the current collection of bids. For example if someone inadvertently bids on an item and wishes to retract their bid they just have to send another tell with 'remove' in it.
- *Monitor: Closed*: After a suitable length of time to allow for bidding, pressing the Monitor: Open button will move the Monitor into the closed state. The system will now print the bids in point order to raid chat. It will also enable the 'Award <item>' context menu option in the List pain. Once it has been decided who will receive the item in question. Right click on that player in the List pane and choose 'Award <item>'. This will record the loot for that player in the database and clear their points – a masterloot confirmation dialog will also popup to actually transfer the item to the chosen player.
- *Monitor: Off*: Using the 'Award <item>' context menu option will automatically move the Monitor to the next state, Off. The process of distributing that particular piece of loot is over and the system is waiting for the next piece to distribute. However, if the 'Award <item>' context menu option was not used for whatever reason (for example no bids on an item) one must press the 'Monitor: Closed' button in order to move the Monitor into the off state.

6.1.2 Ranking Bids

When using the Pro set – incoming bids are ranked using three variables. These variables are: the player's raw point value, the player's multiplier, and the player's group. These three variables are used to compute a score – this score is then used to sort the player's bid against all other bids during the monitor. First the raw point value is multiplied by the player's multiplier. Then, this value is 'placed' in the player's group. The group determines against which group the individual is sorted against. Someone with a higher group value will always sort above someone with a lower group value (there are instances at extreme point values where this relationship will fail). Once all of the players have been placed in their groups with their multiplied point values, everything is sorted. Higher groups are ranked above lower groups and inside a particular group players are rank according to their multiplied point value. Here are a few examples.

- Example #1
  - Bid #1: player A, raw points 11, multiplier 1, group 10
  - Bid #2: player B, raw points 6, multiplier 3, group 10

  In this case the bids are ranked as so:
  - Player B
  - Player A

  Since player B has 18 multiplied points and they are in the same group.

- Example #2
  - Bid #1: player A, raw points 11, multiplier 1, group 10
  - Bid #2: player B, raw points 6, multiplier 3, group 9

  In this case the bids are ranked as so:
  - Player A
  - Player B

  Player A is the highest ranked in this case because player A is in a higher valued group than player B.

Using one of the two keywords ('offspec' or 'pass') in a bid temporarily modifies the group of the player for that bid. The 'offspec' keyword will adjust the player's group downward by 1 for the bid. So, if the player's group is normally 10, and they bid with 'offspec' then the player's group will become 9 for the purpose of the bid. The keyword 'pass' places the player's bid in the -100 group. Since it is moved absolutely, all passes windup in the -100 group which should be the lowest group. Hence all pass bids are sorted to the bottom.

6.1.3 Using Groups and Multipliers.

The system sounds complicated with groups and multipliers. But in reality it isn't. 'Out of the box' a Pro set rank players as expected – from highest to lowest points. However, multipliers and groups have their uses.

- *Multipliers*: An example of having a multiplier that is not 1 would be to have a rank for lightly active/casual raiders and to set that rank's multiplier to 0.8. This

means each point they earn is valued at 0.8 points. So when bidding against an active raider for an item – if the active raider has 10 points, the casual raider would need 13 points to win the bid. Why? Because 12x0.8 = 9.6 which is less than 10, and 13x0.8 = 10.4 which is greater than 10. My guild has used something similar to this in the past and it worked quite well. It certainly gave the raiders and incentive to maintain a high attendance.

- *Groups*: Groups are more useful than multipliers. With groups you can have your 'recruit' rank in a lower group than your raider ranks. That way recruits are naturally sorted below raiders during their trial period. The same can be done for alts, friends, etc. At the moment my guild has their groups set up as so:
  - Raiders, group 10
  - Recruits and Friends, group 8
  - Alts, group 6

  With this setup and keeping in mind the key word system for bids we have Raiders bidding for main gear, ranking above Raiders bidding on offspec gear, ranking above Recruits/Friends bidding on main spec gear, etc. Since the 'offspec' keyword reduces someone's group by 1 for the bid by having the groups in steps of 2 we leave room for offspec bids to rank under main spec bids but still rank above the group below.

7. FuriousRaid Context Menu.

The final piece of UI to discuss is the FuriousRaid context menu that is brought up by right clicking on the FuriousRaid icon on the main window. The context menu contains:



- *Accept Broadcast*: Whenever points are modified the system may broadcast that command across the guild through the addon channel. This option determines whether or not your FuriousRaid will accept and execute these broadcast commands.
- *Clean Database*: this will check the database for players with empty or no set data and remove them.
- *Transmit Database*: this will transmit the entire database to the player entered into the editbox. This can be a long process – taking 5 or more minutes. The player that receives the database will be presented with a dialog asking whether or not they wish to accept the incoming transmission when they have finally received it all. If they do it will completely replace the database they currently have.

8. Protecting Your Data.

WoW crashes – not constantly. But, it has been my experience that it will crash at the most inopportune times. None of the data collected during a play session (i.e. items and points awarded) is saved to disk until you log out or reload your ui. In order to incrementally save your data during a raid night – it is recommended that you used the

slash command '/rl' after significant changes (i.e. after killing a boss). Any timers that you have currently running will pick up where they left off.

9. The Pro system.

9.1 History.

Pro is the name of the set type that 'ships' with FuriousRaid. For those that are interested it is named after the guild I was in when I developed the system. Way back at the dawn of WoW, when < Pro > first began raiding molten core we needed to decided on what loot system to use. Many had come from EQ and had experienced DKP – they did not want to raid under another DKP loot system. So, we set out to design a new one – something simple and easy to understand.

We thought the two biggest problems with DKP were, 1) newcomers to a well established DKP system were stuck with 'leftovers' and rarely got to a position of control, 2) DKP didn't reward hours of wiping to a progression fight. To remedy these problems we chose a simple queue system. Award points for your time and not for loot drops to solve #2, and reset your points to zero when you took a piece of loot solving #1. Over time the system evolved as we noticed unanticipated problems and devised ways to solve them. The final tweak to the system came from our supporters in Downfall of Gorgonnash – which added a way to collect offspec gear without jeopardizing one's standing for their mainspec gear.

9.2 The Current System.

The basics of the Pro system are:

- Half a point is awarded to the raid and everyone on the waitlist every 30 minutes (ultimately making 1 point an hour).
- When a piece of loot drops, out of the people that express interest in the item ('bid' on it) the person with the highest number of points is awarded the item and their points are reset to zero.

In order to allow people to loot items and still save/wait for the one piece they feel they really want, we set up 2 pools of points:

- Armor Points (AP): this pool covers the slots that made up the vanilla 8 piece sets.
  - Head.
  - Shoulders.
  - Chest.
  - Wrist.
  - Gloves.
  - Belt.
  - Pants.
  - Feet.
- Non-Armor Points (NAP): the NAP pool covers all the remaining slots:
  - Neck.

- Back.
- Rings.
- Trinkets.
- Main-hand.
- Off-hand.
- Ranged.

The AP covered 8 slots and the NAP covered 9 slots. This separation into two pools allowed one to acquire loot in one poll while saving for a highly desired item in the other. The final addition to the system is a third pool of points – JUNK points. This third pool would be used when there were no bids of an item in it's primary pool. JUNK points allow Prot warriors to pick up DPS gear without losing their position relative to other Prot warriors in the raid for Prot gear. That is of course one example, but that logic can be applied to any class with multiple specs.

Finally – at least in my guild – with each major content patch we would create new pools of points. For example right now we have Naxx AH, Naxx NAH, Naxx JUNK – these points are used for Naxxramas, The Obsidian Sanctum, and the Eye of Eternity. When the Ulduar patch hits we will create 3 new pools, Ulduar AH, Ulduar NAH, and Ulduar JUNK. These new pools will be used for all raid content introduced in 3.1 – we do this in order to prevent people from hoarding their current points to get a jump on loot in the new content. Ideally we want people to spend their points as often as possible to acquire every upgrade they possibly can. Every piece of loot that people put to use makes the raid stronger.

So, in summary:

- Three pools of points: AH, NAH, and JUNK
- ½ a point is a award every 30mintues to everyone in the raid and waitlist in each of the three pools.
- When an item is up for looting – the bidder with the highest number of points in that item's particular pool is awarded the item and the player's points in that pool are reduced to 0.

10. PHP

Some rudimentary PHP code was included in with the addon to allow one to upload their saved variable file to their website and view the all the people and points in it. There is more data in the file than just the points – but I leave it up to the reader to modify the PHP to suit their needs.

11. Saved Variable Structure

Pertinent structures in the saved variables file are shown below. There are values that one will find in the actual saved variables file that are not shown here – as I expect those values to not be of much interest.

Note: the 'when' indices are retrieved in LUA using the os.time() function.

```
FuriousRaidDB =
{
	players =
	{
		['name'] =
		{
			class =
			items =
			{
				['when'] =
				{
					set =
					value =
					item =
					{
						id =
						name =
						link =
					}
				}
			}
			sets =
			{
				['name'] =
			}
		}
	}
	sets =
	{
		['name'] =
		{
			monitor =
			{
				['when'] =
				{
					awarded =
					item =
					{
						id =
						name =
						link =
					}
					bids =
					{
						['name'] =
						{
							tell =
							value =
						}
					}
				}
			}
		}
	}
}
```