FAQ

I used BananAH in the past, and loved the under-cutting feature, it's not on the list of pricing methods, has it been removed?

Never fear, you can still under-cut auctions with the latest version of BananAH. Details on how to under-cut auctions can be found in the Auction Posting section of this documentation.

There is so many pricing methods, which should I choose?

This question is a good one, but difficult to answer, as there is no real right or wrong pricing methods. Each method has its own advantages and disadvantages, including under-cutting which is not listed on the pricing methods list. Please read the Pricing Methods section of this documentation for a more detailed description of how the different pricing methods work, and choose whichever is right for you.

What is Auto Post? I'm afraid of pressing the button.

Auto posting is a more advanced way of posting items that you post regularly, for example gathered materials. Basically with the use of auto-posting you set up your post settings for the item, then save the item settings. When you have finished setting up all the items you want to be able to auto post, you can post them all by simply clicking the Auto Post button. Next time you have those items already set up in your inventory, you can Auto Post them quickly without having to reset the post settings such as stack size etc.., by simply pressing the Auto Post button. A detailed walkthrough can be found in the Auction Posting section of this documentation.

Why is there a post queue, what does it do?

There are several reasons for the post queue.

One reason is BananAH would be capable of posting a large number of auctions a second, at full speed without any pause. The problem is RIFT will not accept auctions posted so fast, what happens if you try to post too many objects too quickly is that they are removed from your inventory, but never actually make it to the Auction House, which means you have lost the items permanently as though they were deleted.

Another reason for the queue is the fact that splitting stacks of items for auctioning is not instant. This means a queue has to be in place so that the posting of the auction can be done after the item stack has been split.

Lastly, having a queue with a pause function allows you to correct mistakes before they are posted, such as incorrect stack size, incorrect price, etc…

What is item filtering?

Item filtering is the ability to hide non soul bound items from the Post Window so that you don't auction them by mistake. This filtering is global across all characters, and is remembered between sessions. Examples of items you would want to hide might consist of raiding materials, vendor purchases drinks, healing potions, etc…

Post Screen

Full Auction Scan

This is the button at the top right of the window with the two blue arrows. Pressing this button will scan the entire auction house, and save the information for use by the statistical pricing methods.

Item Refresh

This is the little button at the bottom of the auction list with the two blue arrows. Pressing this button will refresh the auction information for the currently selected item only.

Bid

This button can be found on the bottom right of the window. Select an auction from the list of auctions by left clicking with the mouse button then press the Bid button to place a bid on the selected item. Please note this button will be disabled if the auction's bid price is the same as the buyout price.

Buyout

This button can also be found on the bottom right of the window, like the bid button it is used by selecting an auction by left clicking with the mouse on the desired auction in the list. Once you have selected an auction, clicking this button will buyout that auction.

Post Screen

Auction List

This is a list of all the available auctions for an item. The background color is color coded based on the auction data saved for the item.

- **Blue background** - This means that the auction house data is recent and up to date.
- **Red background** - This means that the auction house data is old and should be updated by performing either a full auction scan or item refresh.

Hide this item

This allows you to hide individual items from the post screen so that you do not auction them by mistake. To do this select the item you want to hide from the window on the left, and then check the Hide this item option.

Show Hidden

This is used to show the items that were previously hidden from the post screen. This option is primarily used so that you can unhide an item. To unhide the item, do the following:

1. Check the show hidden option. Now the hidden items will appear in the list on the left.
2. Select the item you want to be visible again by left clicking it with the mouse.
3. Deselect the hide this item option.

Finally, deselect the show hidden option once you have finished making items visible again.

Auction Status Messages

These status messages appear in orange at the bottom of the window in the center. The messages including the following status messages:

- **No auction selected** - This message tells you that you currently do not have an auction selected. This means the Bid and Buyout buttons will be disabled.
- **Bid & Buyout prices are equal** - This message tells you that the currently selected auction has a bid price equal to the buyout price. This means the Bid button will be disabled.
- **Need scan refresh** - This means that the auction house data is old and should be updated by performing either a full auction scan or item refresh.

Auction Posting

Individual Item Posting

To post an item on the auction house, simply follow these simple steps.

1. Before posting any auctions, make sure you do a full auction house scan to get the latest data. This is done by pressing the button on the top right with the two blue arrows. Please note: This button will be disabled if you do not have the default auction house window open.
2. Select the item you want to auction from the list of available items in the window on the left.
3. Select the auction settings from the window on the right, these include the pricing model, stack size, number of stacks, price matching and bind prices.
4. When all the settings are correct for your item, press the Post button.

Under-cutting Auctions

To undercut a particular auction you can do so very simply by following these simple steps.

1. As with Individual Item Posting, make sure you do a full scan before proceeding.
2. Select the item you want to auction from the list of available items in the window on the left.
3. Select the auction settings from the window on the right, you do not need to worry about pricing model as this will be changed when you under-cut to User Defined. Make sure though that you have the correct settings for stack size, number of stacks and bind prices.
4. Select the auction you wish to under-cut from the list in the bottom right window, by right clicking the auction with your mouse. You should notice that the pricing method has changed to User Defined.
5. Now press the Post button if you are happy with the settings for the auction.

Auction Posting

Auto Posting

Auto posting is a very powerful tool, which allows you to post items that you post regularly, quickly without the need to set up the settings for the item each time.

To set up items for Auto posting, follow these steps.

1. Enter Auto post setup mode by right clicking the Auto post button with the mouse.
2. Select the item you want to auction from the list of available items in the window on the left.
3. Select the auction settings from the window on the right, these include the pricing model, stack size, number of stacks, price matching and bind prices.

   Please note: If you select a pricing method other than vendor, the bid and buyout prices are not saved, this is because they are calculated dynamically at the time the Auto post button is pressed for best accuracy.

4. When all the settings are correct for your item, press the Save button. If you want to remove an item so it is no longer auto posted, click the Clear button instead.
5. Now the item in the window on the left will have “Auto posting enabled” written under the item name.

Perform these steps for each item you want to set up for auto posting. When you have finished setting up all the items you wish to auto post, right click the Auto Post button with the mouse to leave the setup mode.

Now you can post items that have already been set up for auto posting quickly.

1. Simply clicking the Auto post button with the left mouse button. Doing so will post the items marked for auto posting, using the saved pricing method, stack size etc…

And that’s all there is to it, the next time you receive items that have previously been set up for auto posting, you can post them all without the need to change the settings for them. This feature is especially useful for items you post regularly such as artifacts, or gathered goods such as leather, cloth, plants and ore, etc…

Auction Posting

Post Queue

The post queue can be used to remove items where you made a mistake in the post settings and you want to correct them before you post the auction.

You can make changes to the batch queue if needed, by following these steps.

1. Ensure that the queue is paused by pressing the Pause button on the top right of the window, this can be done automatically by selecting the Start the posting queue in paused state from the Posting, Default menu on the options screen. The queue status should then change to Paused.
2. Click the Show button on the top right of the window to show the queue of items to be posted.
3. Select the item you want to remove from the queue.
4. Clicking the Cancel button under the queue list will remove an item from the queue, clicking the Clear button will remove all the items from the queue.
5. When you are finished making changes to the queue, press the hide button up on the top right of the window.
6. If you are ready to post your items, simply press the Resume button on the top right of the window, and the queue will be processed posting your auctions until the queue is empty.

The post queue may display several different status messages at the top right of the screen. These include:

- **Empty** - This means that there are no items currently in the queue.
- **Paused** - This means that the post queue is currently paused, and items will be added to the post queue for posting later instead of posting the auction immediately.
- **Req. Auction House** - This means that Rift's default auction house is not currently open. The post queue can only process items if the auction house window is open.

Pricing Methods

Vendor

Vendor pricing is the simplest of the pricing methods available, it is also the default pricing method if there is not enough auction data available to perform one of the statistical analysis. Vendor pricing is performed by multiplying the vendor price of an item by a number to get the bid and buyout values.

This pricing method works well for items such as armor and weapons. Using the default values of 3 time multiplier and 5 times multiplier for buyout, I have tested several items including epic crafted items, and compared the value to current market value in the Auction House, the values this pricing method produced was within about 20% of the current market price.

This pricing method performs poorly with items such as artifacts, and crafting augments, which tend to have an extremely low vendor price, producing auctions prices way below the actual current market value.

Average

Average pricing is probably the simplest of the statistical pricing methods available. It generates an auction price by adding all the auction values together for the item to be auctioned and dividing it by the number of items auctioned. Doing this gives a value that is in the middle of all auctions that are used for the statistical information.

This pricing method is a nice simple way of getting a market value for an item without an overly complex calculation.

The advantage of this pricing method is it adjusts to market trends very quickly as all auctions are taken into account.

The disadvantage of this pricing method is that extreme values modify the auction value provided, so if someone places and auction for an extremely low price, then the value will be lower than it should be, in comparison if someone posts an auction for a ridiculously high price, the value will be higher than expected.

Median

Median Pricing will order the auctions from lowest price to highest, then it will calculate the price based on the auction that is the centremost auction in the data, so if there is 89 items used for sample data, it will base its price on the item value that is number 45 in the list. The reason for this is that there will be 44 auctions lower in price and 44 auctions higher in price.

The main advantage to this pricing method over simpler pricing methods such as Average pricing is the fact that extreme values play a less significant role in the data returned, as extremely low prices, or excessively high prices will not be counted. The more scan data you have, the more reliable this pricing method will become.

Pricing Methods

Trimmed Mean

This auction pricing method is actually a combination of two other pricing methods. Firstly the sample data is sorted from lowest price to highest price. Then the middle value is select just like the median pricing method, then it takes a range of auctions both higher and lower than the median auction, the name of auctions it takes for this sample is based on the Inner Range setting on the config screen. From this new data that it has selected, it then adds together the costs of the auctions, and divides the total buy the number of items, exactly the same as the average pricing method.

The main advantage of this pricing method is that extreme values are left out of the sample data that it uses for calculation. This pricing method will tend to give a closer market value then pricing methods such as average and median pricing. The more scan data you have, the more reliable this pricing method will become.

Standard Deviation

Standard deviation pricing is probably the most complex of the pricing methods, it first calculates the average of all the auctions for the item you wish to get the price of, then it calculates a deviation value through a complex mathematical formula, this generates a smaller sample of the data, BananAH further modifies the data set by increasing its size based on the Max percentage away from the standard deviation setting in the config screen. Finally once the smaller sample of auctions is generated, once again, these auctions are added together and divided by the number of items to get the average price.

The main advantages of this pricing method is firstly that extreme values are left out of the sample data that is used for the calculation, secondly the value produced from this method is probably the closest value you can get to true market value of an item. Standard Deviation is the statistical method used in financial calculation, in particular financial calculations involving risk factors. The more scan data you have, the more reliable this pricing method will become.

Under-cut

While this pricing method is not available from the list of available pricing methods, it is still available to users of BananAH. Details on how to use under-cut pricing is available in the section detailing posting auctions. Under-cutting is a simple pricing method that is calculated by listing an item for a price lower than the competition.

The main advantage of this pricing method is speed. Auctions that are listed at the lowest price usually sell first, so by undercutting auctions you greatly increase your sales chances.

The main disadvantage is that extremely low priced auctions will result in you listing an item for little to no profit. Using this pricing method also has adverse effects on the Rift economy, and it reduces you profit on items you sell.

An example, taken to the extreme:

You made an epic item, let's say the Blood-Forged Cuirass. Now you go to the auction house, and someone has listed it for: 1 Gold, 70 Silver instead of 170 Platinum. If you undercut you will be selling an epic chest armor for: 1 Gold, 69 Silver, and if all the other listings are 170 Platinum, then you have lost 169+ Platinum. Please keep in mind, if you sold the armor to a vendor you would get: 27 Platinum, 5 Gold 49 Silver, so by undercutting you have lost over 27 Platinum on what you would have gotten if you vendored the item.

Config - General

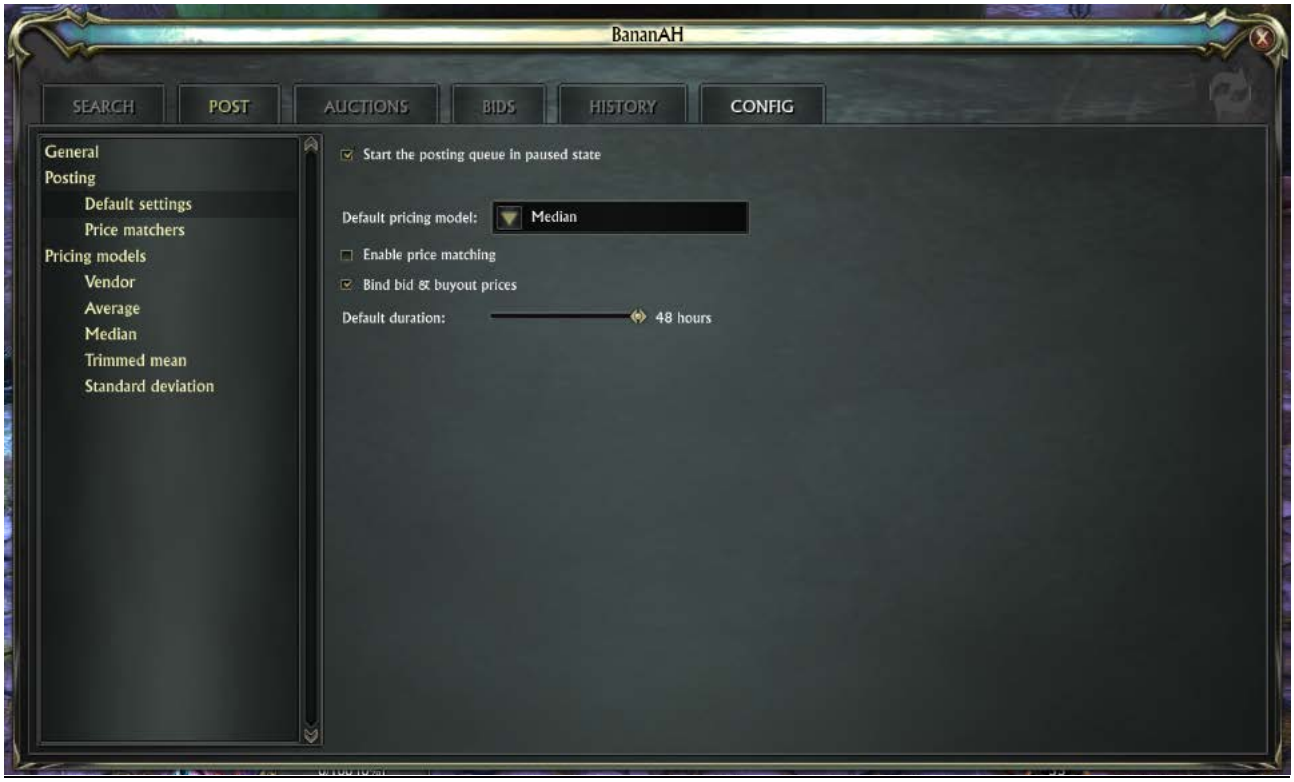
Show map Icon

When selected this option will place a little banana icon on the bottom left of the mini-map that can be clicked to open the BananAH Auction Screen. Deselecting this option will remove the icon from the mini-map area.

Open the addon window when the native Auction House window is opened

This option is pretty self-explanatory. Talking to an auctioneer will not only open Rift's Native Auction screen but will also open the BananAH auction window. Deselecting this option will require you to open BananAH manually when you wish to auction items.

Config - Posting



Default settings

Start the posting queue in paused state

Selecting this option means that when you post items they are added to the queue but not posted. Deselecting this option will post items immediately when the Post button is pressed.

Default pricing model

This option sets which pricing method will be used on items that have never been auctioned before. If enough data has not been collected to use this pricing method then Vendor pricing will be selected instead.

Enable price matching

Selecting this option will try to match prices of your own auctions or undercut other peoples auctions based on the settings selected in the Price matchers section of the config screen.

Bind bid & buyout prices

When selected BananAH will use the buyout price for the starting bid price, deselecting this will cause BananAH to calculate a starting bid price based on the other auctions in the Auction House starting bids data.

Default duration

This is the duration you want all your auctions to be listed for by default. Options include, 12 Hours, 24 Hours and 48 Hours.

Config - Posting

Price matchers

Self match range

This option ranges from 0 to 100. This sets the range that BananAH will adjust the recommended auction prices to match your previously posted items. Setting the value to 0 will turn off matching of your own auctions, where setting the value to 100 will ensure that you always match your own auction prices.

Competition undercut range

This option also ranges from 0 to 100 and sets the range that BananAH will adjust the recommended auction prices to undercut other player's auctions. Like the Self match range option, setting the value of this to 0 will turn off under-cutting completely, where setting the value to 100 will ensure you always under-cut the lowest auction. Setting this value to 100 is identical to the old BananAH functionality of always under-cutting auctions.

Please note, while under-cutting auctions is available, it is not recommended to use the setting at 100 as it can severely reduce you profit, it also has a bad influence on the Rift economy, driving prices down to ridiculously low prices.

Config - Pricing Models

Vendor

Bid multiplier

This selects how many times the vendor price of the item will be multiplied to obtain the starting bid for the auction.

Buyout multiplier

This option sets how many times the vendor price of the item will be multiplied to obtain the buyout price for the auction.

Config - Pricing Models

Average & Median

Both Average and Median have the same options and so they will be listed here together.

Weight auctions by stack size

Selecting this option means that the number of items in the stack will be counted for statistical analysis, this means a stack of 20 will count as 20 items. If you deselect this option, then stacks of items will only count as 1 auction, this means a stack of 20 will count as 1 item.

Number of days

This option sets how many days of auction data will be used for statistical analysis. If you select 0 Days here, then only the current scan data will be used, all other previous scan data will be ignored.

Config - Pricing Models

Trimmed mean

Weight auctions by stack size

Selecting this option means that the number of items in the stack will be counted for statistical analysis, this means a stack of 20 will count as 20 items. If you deselect this option, then stacks of items will only count as 1 auction, this means a stack of 20 will count as 1 item.

Number of days

This option sets how many days of auction data will be used for statistical analysis. If you select 0 Days here, then only the current scan data will be used, all other previous scan data will be ignored.

Inner range

This is the range around the average that auctions must fall within to be used for statistical calculation. For example, if you have seen 100 auctions and select an Inner range of 30, it will discard the 35 lowest prices and the 35 highest prices, then calculate the average of the remaining 30 auctions.

Config - Pricing Models

Standard deviation

Weight auctions by stack size

Selecting this option means that the number of items in the stack will be counted for statistical analysis, this means a stack of 20 will count as 20 items. If you deselect this option, then stacks of items will only count as 1 auction, this means a stack of 20 will count as 1 item.

Number of days

This option sets how many days of auction data will be used for statistical analysis. If you select 0 Days here, then only the current scan data will be used, all other previous scan data will be ignored.

Max percentage away from standard deviation

This is the range of auctions which doesn't get excluded from the statistical analysis. It is the percentage of the standard deviation, which is added to the top and bottom of the statistical information used to calculate the auction price.