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INTERFACE

EvolvePWPUI contains 4 folders: **Interface**, **SavedVariables**, **SavedVariables2** and **Sound**.

Interface folder consists of **Addons** and **Sub-Interface Folders**. It is necessary to unpack and copy-paste the whole interface folder in order to have fully functional UI. All you need to do is to just delete your current Interface folder and replace it with the one provided. You can also copy-paste folders inside Interface folder into your current Interface folder. However this may cause several UI Errors and dysfunctions due to interaction with your current addons. **Addons** folder is split into 2 folders both containing important addons. I decided to separate them to give you a choice of picking what you want. Delete the addons you don't want and copy-paste the rest into Interface/Addons directory.

SavedVariables are the files necessary to copy-paste into your "WoW Directory/WTF/Account/YOUR_ACCOUNT_NAME/SavedVariables" in order to have the exact same settings that I use. Check the screenshots.

SavedVariables2 are also necessary to be copy-pasted into your "WoW Directory/WTF/Account/YOUR_ACCOUNT_NAME/SERVER_REALM_NAME/YOUR_CHARACTER_NAME/Saved Variables" if you've decided to use my exact settings. If you are copy-pasting the whole folder, please remember to delete "2" from its name.

Sound is a folder containing sound files identical to "GCD error sounds". They are blank which means there won't be any annoying GCD sounds anymore. You have to move this folder to your WoW Directory/Data/enGB(or enUS)/

ESSENTIAL CORE ADDONS

Essential Core Addons is an addon pack designed to work together. This means that if you decide to delete some of the addons in it I can't guarantee that the rest will work as intended, especially in combination with "Optional" addons pack, but I hope so. Better to be safe than sorry, especially in a PVP environment.

- **TextureScript** – Addon responsible for overall general functionality and looks of Evolve PWP User Interface. The code consists of several scripts which can be deleted without breaking each other's features, however the start and the end of each single script has not been marked yet. Don't worry; I will do that in the very near future in order to give you an option to cherry-pick scripts you want to use in your own UI.

Edit: Marks were added successfully!

- **ClassPortraits** – Addon that enhances your frame portraits (target, self, focus, inspect, friend list, talents etc) with custom brand new textures representing players' class. This addon also includes custom PlayerPortrait which can be changed by deleting the marked segment in ClassPortraits.lua. You can also use any skin I added to "SKINS" folder. All you need to do is copy-paste the skin you want into ClassPortraits folder and rename it to "MYSKIN".

TIP! All 64x64 or resolutions which are multiples of 2(512x512, 128x128) should work! Feel free to make your own portrait! The image must be in 32bit .blp format with RGB+Alpha channel.

- **BuffLib** – Addon that enhances your UI by clock-cooldown button timers. This could be improved even more by installing "OmniCC addon". Most of 2.4.3 TBC servers do not send information like the timers of buffs/debuffs on the enemy frames or CC-timer of your arena partner's spells on opponents to client. This is where BuffLib does its work and makes you able to see these timers. Have you ever wondered when paladin's bubble or rogue's cloak of shadows is going to end? Well now you don't have to!
- **Focus Frame** – Additional customizable focus player frame.
- **Gladdy** – Arena Unit Frames – Default updated version from:
<https://github.com/Schaka/gladdy>
- **OmniCC** – This addon is necessary addition to LoseControl until I figure out how to add CC timer into portraits. Please copy and paste SavedVariables for this addon. I made it to work that it only shows timers on portraits + Gladdy portraits and not on any other button or addon of lower scale.

- **ArenaCountDown** – Addon that adds 15 seconds timer before your arena starts. This requires server-side announcements such as "Fifteen seconds until the Arena battle begins!" to be in English.
- **Interrupt Bar** – Default version of Kollektiv's addon. Few custom spells added such as Cloak of Shadows, Kidney shot or Blind. Also I made the timers to be the shortest ones possible when it comes to talent reduction, be careful!
- **LoseControl** – Addon that enhances your whole UI with Frame CC/Important buff timers. This addon changes portraits on frames to icons of the CC/Important buff and adds a clock-timer to match their duration. Default version (slightly enhanced with timers) from: <https://github.com/Schaka/LoseControl>
- **PartyAbilityBars** – Default version of <https://github.com/Schaka/PartyAbilityBars> enhanced with few Spells I consider the most important and deleted from useless cooldowns. All these customizations are saved in "SavedVariables" folder. PAB (PartyAbilityBars) addon adds a customizable frame to the side of your PartyMember frames with important cooldowns. As soon as they use some of these cooldowns, you will see its icon with a timer next to their frame. You can also choose not to hide it. All settings can be done in-game via /PAB command.
- **SpeedyActions** – Addon responsible for extremely fast reactions when you press a key. This addon triggers the button (spell, item etc) right at the time you press it instead of when you release it.
WARNING! – DRUIDS! In the past there was a problem with shifting to different forms, I recommend you to download this instead:
<https://github.com/Schaka/SnowfallKeyPress>
 The reason why I didn't include this addon instead of SpeedyActions is that it doesn't work on clicks, only key-binds and it has unnecessary annoying animations.

OPTIONAL ADDONS

Optional addons pack comes with several addons which are in my opinion important and very beneficial in PVP. Few of them are downloaded from public repositories but few are also custom edited and the rest is made to make the game more fun when playing (for example edited AzCastBar).

- **!ImprovedErrorFrame** – Addon that disables LUA errors displayed in the centre of your screen, and tells you exactly where the problem is. Detailed information can be found by clicking on the button (the button visibility is disabled in default to increase

smoothness of Evolve PWP UI) at the bottom-right of the mini-map corner. The position of the button might be different if you didn't copy-paste SavedVariables files of this addon. You can also exchange this addon for any other similar addon such as BugGrabber.

- **HideChatButton** – I backported this addon from WoD expansion. It adds a gray 50% alpha button at the bottom left corner of your screen. When you left-click it, it hides your chat frame. Left-click again to show your chat frame again.
- **AzCastBar/AzCastBarOptions** – Self-made casting bar texture addon that uses custom textures (e.g. NyanCat) instead of default casting bar frame. Inspired by Bebep's casting bar (flames) that you can see in Bebep 2: Revelations, and also in his other movies. It is also necessary to copy-paste the SavedVariables for this addon if you don't want to waste time configuring it. You can always change its properties by pressing /ACB in game.
TIP! All resolutions that are multiples of 2 such as 512x64 should work! Feel free to make your own casting bar! The image must be in 32bit RGB+Alpha channel .tga format. Move your custom texture into AzCastBar/Textures/ and rename it to "test".
- **Doom_CooldownPulse** – Addon that flashes your cooldown images in the centre of your screen when they are ready to use again!
- **MoveAnything** – Addon that allows you to move every single frame of your UI to the position of your liking. If you are going to move Party1-4 Frames, make sure to delete "PartyMemberFrame1Debuff1" (same for Frame2, 3, 4) positions from TextureScript.lua and reposition them manually with MoveAnything by entering /move PartyMemberFrame1Debuff1 command. Same goes for other 3 party frames (Frame2, Frame3, and Frame4) and minimap position ("MinimapCluster"). I expect a lot of issues with this so make sure to report everything to BUGREPORT so I can help you with it.
- **NiceDamage** – Addon that changes the damage font. You can change your font by renaming it to "font.ttf" inside the folder.

CHANGELOG

Changelog is a file inside EvolvePWPUI folder that contains changes I made throughout multiple versions of this UI. Every single change and revision has been documented properly in this changelog ever since the release of EvolvePWPUI 2.0(v2.0). I decided to make this kind of changelog in order to increase the user's comfort. You don't have to copy-paste the entire UI and SavedVariables every time I update it. All you need to do is described in Changelog. I don't expect any harder things than simple copy-paste replacement of several files.

You can also regularly check the updates at:

<https://github.com/Evolvee/EvolvePWPUI/commits/master>

ISSUES & BUGREPORT

All the issues should be posted at: <https://github.com/Evolvee/EvolvePWPUI/issues>

Please describe the issue you're experiencing as thoroughly as you can. I will try to find a solution to each and every reported bug. I tested this UI on every single resolution and didn't find a single problem. Problems will probably arise if you are trying to customize or move parts of this UI. In that case it should be easily fixable. I also expect problems when you change the UI scale.

P.S.: Dank memes are allowed!

UPDATES

I am going to be updating this UI constantly so please make sure to check GitHub project of this UI every now and then. Updates are displayed in "Commits" and "Releases":

<https://github.com/Evolvee/EvolvePWPUI/commits/master>

<https://github.com/Evolvee/EvolvePWPUI/releases>

Every time I release a new version of this UI, it will be noted in the Changelog.txt file. Make sure to check it!

- **"Experimental – Interface"** folder is designed for testing purposes. It contains folders that are responsible for deep-dark recoloring of your UI. They are not getting any special treatment right now. Use at your own risk!

THANKS TO:

PYRALIS – The person responsible for a lot of awesome fixes, ideas and code edits expressed in TextureScript.lua and other addons.

Schaka – Tons of backported addons that are very beneficial in PVP.

Sincerely,

EVOLVE

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