Greengroove's Loot Filter Scripts 3.1.x
Complete overview

Hello exiles! This time I'm bringing you a reference guide, to use with my loot filter. I'd like to go through all the options, so you can get all the relevant information and get the most out of the filter. You may use this text as a reference, when customizing. Let's start...

Preview area

First up I want to briefly touch the preview area:

- You can find and use the presets as a starting point for your custom filter.
- Here, we can also chose a color theme. I like the default one, since it provides the best visibility. All other themes were also carefully planned and tested on all game tiles.
- There's also a selection of item sets to display in the preview window. Feel free to explore...
- Click on any item to preview sounds. More on sounds later...

Block switches tab

I'll skip the middle part for now and jump straight in to the juicy part; The Block switches tab is by far the most important part of this filter. It allows us to make quick changes, and it toggles some functions from other tabs. These blocks will be marked with the **@** sign. Let's dive right in:

Misc

The "Misc" branch is generally fine as it is and doesn't need changes:

- It's possible to disable some "**Challenge league**" items. For example Harbinger shards or low level Essences. Mainly you don't need to concern your self with this block.
- Here, we can disable the "**Chance bases**".
- The "**Animate Weapon**" filter is also present here.
- There's also a few "**Recipe items**" here, as well as "**Corrupted items**" options and some "**Extras**".

Leveling Filter

The "Leveling Filter" is where we chose the items we need for the leveling process and early endgame:

- There's a short list of "**Bad divination cards**". These are fine for leveling, but don't really have value in the late game. The actual list can be edited in the Misc tab. More on this later.
- Some "**Currency**" can be toggled as well. Shards will rarely drop. These are generally not worth picking up in endgame, but the option is here.
- Non quality "**Gems**" can be hidden, as well as "**Vaal gems**" and "**Useful and drop only gems**". This is a short list of gems and it's meant to slightly highlight some useful and drop only gems. It can be edited in the "Misc" tab. You may use this list for racing purposes.

- The "**Crafting Items**" block contains generic useful items for leveling, such as generic linked armour, normal Diamond rings for alching and +3 items, if you wish to craft items with +3 to gems.
- Some items for "**Recipes**" can be enabled, such as items for the Chisel and Blacksmith recipe.
- The "**Rare Leveling**" block is probably the most important part in this branch:
  - "**Rares for vendoring**" is a safety line and should always be enabled when we are in a fresh economy or a race. It will display any rare item till a certain level. This level is adjustable in the racing tab.
  - All classes of "**weapons**" and "**armour**" are present here. You can, for example disable the weapon classes that your build doesn't use. This can potentially be useful for races.
  - The "+3" entries will cover any item that can roll +3 to gems.
  - "**Shields**" will cover any shield base type that is specified in the "Rare bases" tab, but it will not use any drop or item level restriction.
  - Please note that none of these affect the endgame items.
- The "**Flasks**" section allows us to select what kind of flasks we want to see. This is another nice feature, especially useful for races. I always disable some flasks that I don't need. For example the Sanctified Life Flask. Top flasks represent flasks for endgame and the progression represents flasks for leveling.
- The "**Identified magic Warbands items**" block will display all potential identified (Warband) items. Boots use a green border, gloves use a blue border and helmets use a red border, for easier identification. Please note that these items are not necessarily Warband items, but merely have the potential to be. The highlighting makes these stand out and easy to notice.
- Some "**RGB items**" options are present here. There's more options for small RGB items in the Endgame filter as well.
- "**Act 1 items**" will display all items in act 1. This should be enabled in a fresh economy or races.

Endgame Filter

The "Endgame Filter" is here to configure items for endgame and maps:

- We can select to toggle any of the less valuable currencies. If you decide to remove extra highlighting, just disable the currency you don't want to see. However, if you want to actually hide some currency items you need to also disable the safety line called "**Generic currency (catch all)**". This makes sure we don't miss any kind of currency in case the filter is out of date. But it can be safely turned off if that is not the case.
- The "**Maps**" section allows us to hide "**Low level maps in high level maps**". This entry covers any map and is kind of a safety line. But it's ok to disable it. The "**Adaptive leveling filter**" block will show any yellow map, but it will also display some low level (white) maps if you run low level yellow maps. The block is adaptive and is useful in a fresh economy. "**Custom maps**" is a list of maps that we want to see for a number of reasons. By default, it shows all maps with nice layouts. Feel free to adjust the list to your preference in the "Maps" tab. You can also toggle "**Divine Vessel**" here. The other entries here are self explanatory.
- Likewise with the "**Gems**" block. Pretty straight forward.
- The "**Jewels**" block only affects magic jewels. We can choose to display all magic jewels till level 72 or select the base of jewels we are interested in.
- There's an option to hide "**5 link**" items with 5 sockets. Please note that 6 socketed items

are displayed by default.

- The "**RGB items**" section allows us to select a few types of RGB items. For example you can chose to see only 3-4 slotted items. These are also sorted by rarity, for extra flexibility.
- "**Rare items**" is the most important part in this block as well:
  - Disabling "**Belts**" is an option, since "Leather belt" and "Rustic sash" are present in the "Top rare armour" list. More on that later. Note that Vanguard belt can't be hidden.
  - Same as with the leveling filter we can also toggle "**weapons**" and armour bases we don't need. The difference is that "**Good rare weapons**" is associated with an advanced option in the "Rare bases" tab.
  - In the "**Armour**" block it's possible toggle some base types. "**Decent bases**" refers to all non hybrid bases. "**Low bases**" refers to any base that is not handled in the other blocks above. "**Shields**" are also associated with an advanced option in "Rare bases tab".
  - Please note that top of the line items are not being treated here. It is therefore safe to disable this entire block and still get the items with most potential.
- To round things up, we've got the "**Flasks**" block. Here we get to choose the "**utility**" flasks we need, as well as flasks with higher quality.

Racing Filter

The "**Racing Filter**" only affects magic and normal items. This branch is fully enabled in the leveling filter, but I strongly recommend to only use the items we really need in this block. Otherwise the clutter can easily get out of control:

- There's a few advanced options available under "**Armour**". For example "**Linked armour Slots**". These blocks use advanced options and can be used for racing purposes in 2 ways. You can set the exact colors for your linked items in races, but it's also possible setting an item to use at least 2 red sockets. This will make it very likely that the linked item will be armour based. Likewise 2 blue colors would make it more likely the item will be energy shield based. Most other options regarding armour are self explanatory.
- All the blocks here will filter out items that are too far below your current level.
- The "**Shield**" block will display all shields base types that are selected in the "Rare bases" tab, but only normal and magic ones.
- In "**Accessories**" we've got the "**Standard racing rings**". This should be enabled for races. The "**Jewelry crafting bases**" will display all jewelry we choose in the "Crafting filter" tab.
- "**Caster items**" are divided to Wands, Scepters and Daggers. The "3 links" use an advanced option in the "Racing" tab as well. You can select the ideal colors for your caster items.
- The most important part of the "Racing filter" branch is the weapons selection. It is strongly advised to only enable the weapons we need to level with and disable all the rest.

Crafting filter

Last but not least, the "**Crafting filter**" is pretty straight forward. Choose the items and their rarity and then edit the lists in the "Crafting filter" tab.

Maps tab

The "**Maps**" tab allows us to edit the "**Custom maps**" list that I mentioned previously. Any map can be added or removed at your leasure. The option "**Shaped maps**" will set the minimum level of shaped maps to be highlighted. By default all shaped maps are shown.

Rare bases tab

The "**Rare bases**" tab uses a few lists:

- "**Top rare weapons**" and "**Top rare armour**" lists contain the items that can't be hidden, But you are welcome to add or remove things from these lists. Please note that at least one item must be present at all times.
- "**Good rare weapons**" is a list of weapon classes we might be interested in. We can also set the minimum drop level for these items. The drop level of an item is the minimum level at which the item can drop. If you are uncertain how to set this up, just use the reference links in the "Notes" tab.
- It's very similar with the "**Shields**". Select the type of shield and its minimum drop level.
- You may set the minimum item level of rare items. This may for example, be useful for magic finding. The value doesn't affect items in the lists, but it does all other rare items!
- You may also adjust the font size for rare items here. Likewise this value doesn't affect some rare items, that use a big font size by default.
- Last but not least, the "**Bad rare items**" is a list of any item that you never want to see. It can be of great help listing some base types that may pass through all the filters and you don't ever want to pick up. Careful when using it, it affects all items except the top rare items. You may even hover an item in game, then copy and paste it in here.

Crafting filter tab

The "**Crafting filter**" tab is closely tied to the Block switches mentioned previously. Here we can set the actual items we are interested in, as well as the minimum item level. If you are uncertain what item level you need, it's possible to check a website such as [Poe Affix](). The site is also linked in the "Notes" tab. There is also an option to set the font size for these items.

Misc tab

- The "Misc" tab is where we edit the "**Chance bases**". Please note that you can disable this list in the "Misc" branch in the "Block switches" tab.
- "**Good Divination cards**" is a list of cards that are of higher value or rarity.
- There's also the list of "**Bad Divination cards**" and "**Useful and drop only gems**", both mentioned previously.
- It's quite obvious what "**Maximum font size**" does. This is a global setting that affect all items across the board.
- Lastly "**Positioning mode**" will set the mode globally for all drop sounds. If this feature is enabled, the sound of a drop will come from the drop position. The default option will use the filter's default setting.

Racing tab

- The "Racing" tab contains the "**Linked armour slot**" and "**Caster Items**" options mentioned before. You may use multiple settings, as demonstrated in one of the entries.
- There's an option to add a sound for some items that are important for the leveling process.
- The "**Racing items max level**" will set the maximum item level at which racing items can show. In general these items are not useful in maps, but you can use the racing filter up to level 99 if you so desire.
- "**Items for vendoring**" was also mentioned early. I allows us to set the maximum item level for these items. The reasoning behind these blocks is making sure you get some items that you can sell to get scraps in early game. It's generally fine as it is, but who knows.

Color theme tab

And with that we can move to the "Color theme" tab. This tab will show the color scheme of the filter. Modify the colors to your liking. Most colors used in this filter are actually game default colors. The most important colors you can change here are the "**T1 drops**" and "**T2 drops**". Changing these will greatly change the feel of the filter overall. The other feature I'd like to highlight is the "**Racing items**" color. This color will affect all racing items. You may change the color to quickly spot your next weapon upgrade!

There's a few color themes for you to chose from the Preview window:

- Amethyst
- Atlantisite
- Bloodstone
- Jade
- Zoisite (Default)
- Game like theme

Sound theme tab

The "Sound theme" tab is useful for previewing or changing the sounds. "**Tier 1**" is used for the most valuable items and the "**Tier 4**" sound is used for the least valuable items or items that could potentially be worth something. Feel free to explore. Note, that there's also a few pre-made sound themes available. These can be accessed from the Preview window on top:

- Default – The old reliable.
- Shaper - Uses new voice acting effects for all items.
- Oriath - Makes use of non voice acted new sounds (Shaper voice for high orbs).
- Rotation - Just like the default one, except that map sounds don't use any long effects.

Notes tab

Lastly, but definitely not to underestimate is the "Notes" tab:

- It's a great idea to write a note. For example what build the filter is for, add a date or anything to help you to identify the preset.
- The reference links are always a click away. These links are useful for anytime you are uncertain about an item.
- Some hints are present here for help as well as links to the official forum thread for the filter and my social channels.

Extra

- Before I finish, I'd like to demonstrate, how to quickly find a block switch that is associated with an advanced option. A simple, yet effective trick. The advanced options associated with switches use bold markings in the description on Filterblast. Copy a tittle (bold text), expand all blocks in the "Block switches" tab and use Ctrl+F to find the desired item. You may also be able to find other things with find. Easy mode.
- And of course remember to bookmark the filter for later adjustments. The link is also present in the downloaded file. Just open it with notepad and you'll find the link on the top. It's easy to make changes on the fly. All you need to do is open the bookmark, make changes, overwrite the old file and then reload the filter in game.
- **Please only use Filterblast to customize this filter!** Any other application may interfere and mess things up.
- You may follow the development by subscribing to my Twitter or Facebook chanel.
- If you have any questions, please contact me on the Official PoE Forum or Reddit.

That's everything there is to know. I hope this document will help you make a better filter and enjoy the game even more! Good hunting.

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