



QUICK DKP - VERSION 2.5.8

Users Manual

The screenshot shows the Quick DKP V2 interface overlaid on a World of Warcraft game window. The interface is divided into several sections:

- Roster:** A window showing the guild roster with columns for Name, Rank, Class, Net, Total, Spent, Hours, G, S, and H. It includes a 'Show All Guild' button and a 'Raid 3 / Guild 85' indicator.
- Thebreaker's Log:** A window showing a log of events with columns for Time, Net, and Description. It includes a 'Purge Data' section with buttons for 'Deactiv.', '-3 Sessions', '-4 Days', and 'All'.
- Main Control Panel:** A central panel with buttons for 'Award +', 'Spend -', 'Timer: +1 Hour', 'Notify', 'Show Log', 'Change data', 'Set Player Amounts', 'Net 136', 'Total 170', 'Hours 24.2', and 'Set Player Info'.
- Quick DKP V2:** A panel at the bottom right with buttons for 'Raid Log', 'List', 'Raid', 'IronMan Bonus', 'Timer: OFF', '48', 'On', 'Give DKP at Boss death', 'Auto Detect Winners', 'Data', 'New Sess.', 'Send changes', 'Backup', and 'Restore'.

TABLE OF CONTENTS

Introduction.....	3
Awarding Methods.....	4
Charging Methods.....	5
Options File.....	6
GUI (Graphical User Interface).....	7
Main Window.....	7
Guild/Raid Roster.....	9
Toolbox.....	11
LOG.....	12
Alternatives.....	13
External Players.....	14
On-Request Data.....	15
Command Line.....	16
Generic Commands:.....	16
Features Control.....	16
GUI Control.....	17
DKP Editing.....	18
Guild/Raid Roster Control.....	19
Log, Report and Notify.....	20

Introduction

Quick DKP is a full DKP solution. It's meant to be a full in-game system, from interface, to DKP award, to raid control & log, to data storing. All the data is stored in the officer or in the public notes (you can select which field in the Options.ini file).

All the GM has to do is to open “Guild Control” window, enable all ranks to view the officer (or public) notes, and enable the editing only for the rank which will manage DKP. In our guild we have created a dedicated rank to minimize the number of players which can modify them.

This Mod has a full Log-n-Report system, which helps you checking the sessions and show to players or other officers a player's log(or raid's). The log let you edit each entry, too. Guild members can whisper you a keyword to get various DKP-related informations. That feature is called “On-Demand system”, and there is a dedicated section in this manual.

Another big feature of QDKP V2 is the simultaneous modify system. The officer notes are constantly checked to detect changes. If found, the local data will be synchronized with the new value. This mean that you can have multiple raid simultaneously, all with his DKP officer. You can even split the DKP managing of the same raid along more than one officer, you just have to be sure that they manage different things.

To open the mod you have to click the QDKP2 icon you see on the screen (by default, it's located under the minimap). You can drag all windows, and the position is stored on logout, so you can set up your own layout. To drag the starter button, hold SHIFT while pressing the left mouse button.

If you can't edit officer (or public) notes, QDKP2 will put himself in a “view only” state: You'll be able to open the Guild/Raid Roster and the log windows only.

The configuration of the mod is in the Options.ini file, in the QDKP2 directory. For an easier standardization along the DKP officers, all options are stored in that single file.

Try to open and read it, it's much commented and you can easily set the mod to best match your guild needs. Then, just send this file to anyone that will use Quick DKP.

QDKP V2 Supports Alternatives, to make a unique DKP pool for a given player with more than one character in the guild. (see “ALTERNATIVES” section of the manual)

This mods supports external Guild Members. You can add a player that is not in your Guild, but Raids with you, as external, and manage his DKP just as he would be in your guild. Read the “EXTERNALS” section of the manual to know more.

Awarding Methods

Quick DKP has various DKP awarding methods, that can be customized to fit your guild's DKP awarding policy.

Raid Award

The simplest award method, give the specified amount of DKP to the whole raid, checking for each player's eligibility (online, in zone, etc.). When you give the Raid Award, a dialog will ask you a reason for that. The reason will be included in the log, making it easier to read. It's not requested so, if you don't want to include a reason, just hit Enter.

Timer

The timer is, as the name suggest, a timer that counts the time a player stays in the raid. Every hour, that player will be awarded with the specified DKP. The hours are updated every X minutes, X is setted by default to 12 minutes (0.2 hours)

If you feel it too small or too big you can change it opening the Options.ini file in the Mod Directory and changing the QDKP2_TIME_UNTIL_UPLOAD variable, in the timer section. **Watch Out! Use only multiple of 6, like 6, 12, 18, 24, 30,**

A really really evil GM/DKP Officer would like to set the timer bonus DKP to negative, thus encouraging the raid to speed up, and giving a lot of DKP for boss deaths and/or for IronMan bonus. You are free to do it, if your mates can stand it!

Boss Award

The Mod is able to detect the death of a nearby mob and, if his name is in the QDKP2_Bosses table, he can automatically award the raid with the specified amount of DKP. The QDKP2_Bosses table is a table with the name of the boss and the DKP you wish to award the raid for the kill, located in the mod's option file. It comes preloaded with all the raid bosses found in The Burning Crusade expansions. All DKP values are set to zero, so you need to edit it accordingly with your guild's DKP rules.

Please note that, if you are far from the boss or you are corpse-running when he dies, the mod will not catch the boss' death.

To avoid double entries, the mod will give DKP on bosses' kill only if the Timer is on.

Iron Man

The Iron Man is a system that awards players which stays for the whole raid. When you hit "Start", a table of the current raid is stored. When you click "Finish", the players in the stored initial raid are checked. If they stayed in the raid for more that 90% of the time (not offline), they'll get the Raid Bonus.

You can change the % of time they need to be in rad to get the bonus, and you can also specify that, to get the bonus, the player has both to be in raid when IronMan bonus is started AND when IronMan bonus is closed. To change those options, open the Options.ini and go to IronMan section.

In our guild, we start the Iron Man bonus as the player who subscribed in the forum are invited, In this way, to get the iron man bonus you both need to subscribe AND to do the whole raid.

Charging Methods

Log Loot click

When a player loots an item above a given rarity threshold, the loot is recorded in the Raid Log and/or in the Player Log. To charge him for that loot, just open the log and left click over the “loots [item]” entry. The Toolbox of that player will pop up with the item in the reason box. Just write the amount of DKP you wish to charge the player for that item and press Enter or Spend. You can change the player you wish to charge simply clicking on another player in the list. The rarity threshold for enabling the log in the raid or player's log is in Options.ini, in Loot section.

Charge Last Looter keybind

Within the In-Game Key Binding system, you'll find QDKP2 keybinds. One of them is “Charge last looted”. Using this keybind will charge the last player that looted an item above a given rarity threshold. You can change the player you wish to charge simply clicking on another player in the list.

Charge Last Chat Object Keybind

Another Keybind, this will scan the raid chat for object above a given rarity threshold. When you press this key, a dialog will ask you “Please enter the name of the player you wish to charge for [item]”. Insert the name, hit enter and you'll find the Toolbox of that player with the item in the reason box.

Bid Detect.

This can be a useless or a uber feature of the addon, depending on how your loot system works. If you do like our guild, where there is a DKP bid system and the player that win the bid gets the item, you are just fine.

This option will scan the raid chat. If detects a message with the following words:

- A valid Guild Member name (case insensitive)
- A number
- A trigger word (win, won, dkp, goes)

the Toolbox of that player will pop up with the detected DKP as amount and with the last item seen in the Raid Chat (if above a given rarity threshold) as reason. Then you can just hit “Enter” to charge the player.

This function is designed to import results from any bid manager addon around. For your information, QDKP support *BidManiac* out of the box. This doesn't mean you must use that addon for your bids. You can use any addon you like, or manually manage them.

Item Price

You can add the items you want to charge a looter for in the QDKP2_ChargeLoots table in Options.ini file. This works like the QDKP2_Bosses table, you specify a DKP amount to a certain item's name. When a player loots an item with that name, the Toolbox of that player will pop up with the specified DKP as amount and with the item as reason. Then you can just hit “Enter” to charge the player.

ZeroSum

ZeroSum is a way to redistribute the DKP spent by a player. It can be used as source of DKP instead of the usual Bosses/Timer bonuses (for example, in the farming-state instances), to avoid DKP inflation.

When a player “gives” DKP to the raid in the ZeroSum way, the DKP will be redistributed in a “round robin” style. Since QDKP doesn't support decimals, DKP will be given away one by one. Thus, if the amount of DKP gave away isn't divisible for the number of players who are eligible to the award, someone will get 1 more DKP to reach the amount.

(Example: “xyz” won [\[Mighty Weapon\]](#) for 35 DKP. In the raid we have 15 players that are eligible for the ZeroSum Award. 10 of them will get 2 DKP each and 5, randomly chosen, will gain 3 DKP each. $10*2 + 5*3 = 20 + 15 = 35$)

Options File

Options.ini is the only way to set up Quick DKP V2. There are many options to adjust the addon's behavior to your needs.

That file is much commented. Once you've familiarized with the addon, you should open it and set it up as you want. Once done, you can send it to anyone that will use the mod.

I'll report here the some options:

- **QDKP2_Bosses:** This is the table where you enter the bosses you want to give DKP at their death. (See “Boss Award”, in “Awards” section). The structure of this table is (for example)
{ {name=“Onyxia”, DKP=100}, ... }
- **QDKP2_ChargeLoots:** Here you can specify items you wish to charge a player as he loots them. The table's structure is the same as QDKP2_Bosses, with “item” rather than “name”
- **QDKP2_LogLoots:** If a player loots an item that is in this table, that loot will be logged even if the item is below the threshold you specified. You can tell the mod what to do when the loot occurs.
- **QDKP2_NotLogLoots:** Items in this table won't be logged when looted. Useful, for example, for the legendary weapons found in The Eye. In fact, comes preloaded with those items' names (enGB localization)
- **QDKP2_MAXIMUM_NET:** Players won't be able to build up a DKP pool greater than this amount. Any further gain will be discarded, and any award will be deactivated.
- **QDKP2_MINIMUM_NET:** Same thing as QDKP2_MAXIMUM_NET, but it defines the minimum DKP cap.
- **LOOT Section:** here you can specify the Rarity threshold to trigger various actions.
- **QDKP2_LOC_NotifyString:** You can edit this string to include the data you prefer. You can also change it accordingly to your guild' style (RP Guilds will love this), and put as many Data Fields as you wish.
- **ON-DEMAND DATA Section:** Here you can set the On-Demand feature of QDKP V2.
- **SPECIAL RANKS Section:** If you have a particular rank that can't gain DKP at all or can't get some type of award (EG. Initiate, Suspended, Alts etc), you can specify here the ranks and what they can or can't award.

These are only few options. You'd better open that file and have a look!

GUI (Graphical User Interface)

Main Window

Here you can find the main settings and the actions, and all the awarding functions.



Header section

List: Opens the name list window, with the guild roster or the raid roster

Raid Log: Opens the log window, and display the Raid log.

Award section

Raid award counter: Set here the amount of DKP you wish to award the raid on the press of “award button. Modify the value with with the mouse Scroll Wheel or clicking the arrowed buttons.

Award: Give to Raid Members the amount of DKP in the Raid Award Counter.

Iron Man: Click to start the IronMan bonus, click again to Close it. The IronMan Data is stored, so if you get DC when you'll log back in, you'll still find the IronMan Bonus running.

Timer Award Counter: Just like the Raid Award Counter, but this is used to specify the amount of DKP you wish to assign for each hour online in the raid. To set the value, use both the mouse Scroll Wheel or click the arrowed

buttons.

Timer On/Off: Click this to toggle the timer. The timer data is stored so, if you get a DC, as you'll log back in you'll still find the timer running.

Give DKP For Boss Kill: If checked, the mod will scan deaths to detect the ones specified in QDKP2_Boss table.

Auto Detect Bids: Enable to scan the raid chat for bid winner messages

Synchronization section

New Session: If you click this, you will start a new session. When you do so, all counters are reseted and the DKP values for each player are rosetted to the value in the Officer Notes. A popup will ask you for the session name. Is not requested, but it can be useful to make the log more readable. You can change a session's name at any time, just left click on the “session started” log entry. You should begin a new session every time a new raid or similar starts.

Send changes: If you have done changes to the DKP (some player's name is written in light blue), you have to click this button to modify the Officer Notes accordingly with the new values.

Backup Section

Backup: Store in the WTF directory the whole Officer Note data for each player. Note that, if you have un uploaded changes, they won't be included in the backup.

Restore: Read the last backup and modify the local data accordingly. To save the backup data you have to press “Send Changes” button.

Guild/Raid Roster

Here you will see the list of the guild members or of the Raid members (in guild), along with the DKP and Hours Data for each of them. The last 3 values are the counters, which reset on the session and helps you tracking the changes done during the current raid. The entries become light blue if you have unuploaded/unconfirmed changes, dark if you have selected them and light red if the upload failed.

You can scroll the list with the mouse Scroll Wheel or clicking on the arrowed buttons. Left click an entry to open his toolbox, and right click it to show his Log.

Finally, you can SHIFT-click a member to print his actual net DKP amount to the chat edit box.

Name	Rank	Class	Net	Total	Spent	Hours	G	S	H
Aeglas	Pg Secondario	Hunter	0	0	0	0	0	0	0
Aeneas	Procetto	Priest	0	0	0	0	0	0	0
Agonia	Pg Secondario	Rogue	-36	0	36	0	0	36	0
Agrippa	* External *	--	0	0	0	0	0	0	0
Ahriman	Procetto	Rogue	0	0	0	0	0	0	0
Aimi	Pg Secondario	Druid	0	0	0	0	0	0	0
Alak	Procetto	Warrior	0	0	0	0	0	0	0
Alania (Spac...	Pg Secondario	Warrior	0	0	0	0	0	0	0
Alatriste	Iniziato	Warrior	0	0	0	0	0	0	0
Alchemist	Officer	Druid	31	31	0	0	31	0	0
Alfaria	Pg Secondario	Rogue	0	0	0	0	0	0	0
Alidstair	Pg Secondario	Shaman	0	0	0	0	0	0	0
Alleriano	* External *	--	0	0	0	0	0	0	0
Alèxander	Procetto	Paladin	0	0	0	0	0	0	0
Amalygood	Gildano	Warrior	0	0	0	0	0	0	0
Andreaculo	Pg Secondario	Warlock	0	0	0	0	0	0	0
Angeldemon...	Iniziato	Shaman	0	0	0	0	0	0	0
Angèl	Pg Secondario	Warlock	0	0	0	0	0	0	0
Annibal	Veterano	Shaman	0	0	0	0	0	0	0
Aphròdite	Pg Secondario	Warrior	0	0	0	0	0	0	0

Externals Standby Alts Raid 2 / Guild 385

New Del. Post Add Rem. Set/clear Alt. Refresh

Data:

Net: The available amount of DKP the player has

Total: The whole amount of DKP the player has earned in his whole guild life

Spent: The sum of all the the DKP spent.

Hours: This is like a timer, we use it to find the players that don't meet the minimum weekly presence. We reset it once a Month with the command /dkp resethours raiding

G: The amount of DKP gained in that session

S: The DKP spent in this session

H: The hours lasted in raid in this session.

Sorting

Name: Sort the entries in alphabetical order, from A to Z.

Rank: Sort the entries first for the ranks, from higher to lower

Class: Sort the entries first for class, from Druid to Warrior

Note: If you want to sub-sort (eg: you want to sort by class and sub-sort classes by available net amount) then you must sort first by the field you want to sub-sort, then sort by the main sorting (sounds much more difficult than actually is eg: to archive the sorting by class and sub-sorting by net DKP amount you have first to push “net” and after “class”).

Other

Show all guild: If selected, the List will show all guild player. If unselected, only the raid players in guild will be displayed (if any).

Buttons

New External: Adds a player to the Guild Roster, even if he isn't in your Guild. Read the EXTERNALS section of this manual to know more.

Del External: Delete a previously added external from Guild Roster

Post External: Post all externals DKP amounts to the Guild.

Add Standby: Adds the selected Guild member to the Raid Roster. QDKP2 will handle him like every other guild member, thus giving hours and DKP awards. Used for those guild where players that await to enter the Raid as backups (standby) must get the same awards as the active raid members.

Using this function you can also create custom groups without having to be in a raid.

Please note that standby players are NOT purged when you leave the raid. You must do it manually.

Rem Standby: Remove a previously added standby player from the Raid Roster.

Set/clear Alt: Used to link a character to an other character, called main. Read the ALTERNATIVES section of this manual to know more.

Colors Meaning:

White/Green: Normal (plain) color.

Light Blue: Character's DKP amount has been changed and not uploaded yet to officer notes.

Purple: The character is an alt.

Blue: The character is an external.

Toolbox



Give/Spend

DKP Box: Write here the amount of DKP the player have earned or spent. Only numeric values.

Award and **Spend:** the first give DKP to the player, the other subtract it. Please note that, for example, giving -15 DKP is different than subtracting 15 DKP.

ZeroSum: Make the selected player spend the given amount of DKP, and redistribute it to the Raid Members.

Reason Box: Here you can write the reason of the award/spend. It's optional, but it will be shown in the log and reports, making them easier to read.

Other

Notify: Whispers to the player his current DKP amount and the earned/spent session counters. Asks if you wish to send him also the log of the last session (you can avoid this setting the relative option in Options.ini file). You can change the Notify text template in your localization file.

+1 Hour: Quite useless, will increase the raiding time by 1 Hour. The player will NOT award the hourly bonus.

Change Data: This will toggle the Set Player Info window, which let you specify the Net-Total-Hours absolute values of the player.

LOG



Thebreaker's Log		
Purge Data: Deactiv. -3 Sessions -4 Days All		
Sun 19:10	136	Leaved the raid
Sun 19:08	136	Joins the Raid
Sun 19:08	136	Leaved the raid
Sun 19:05	136	12 Gains 12 DKP
Sun 19:05	124	12 Gains 12 DKP
Sun 19:05	112	12 Gains 12 DKP
Sun 19:04	100	Joins the Raid
Sun 19:04	100	Leaved the raid
Sun 19:03	100	Joins the Raid
Sun 19:03	100	Leaved the raid
Sun 18:59	100	Joins the Raid
Sun 18:59	100	Leaved the raid
Sun 18:45	100	Joins the Raid
Sun 18:45	100	Leaved the raid
25/07 21:34	100	-19 [Raid Award] Gains -19 DKP for Iron Man Bonus
25/07 21:27	119	1 Gets 1 DKP from Alsk
25/07 21:27	118	-1 Gives 1 DKP to the Raid
25/07 21:27		EXT: Spends -292 DKP
25/07 21:27		EXT: Gains -260 DKP
25/07 14:46	87	Earns 0.2 hours for Timer Tick
25/07 14:45	87	0 Gives 1 DKP to the Raid for 1
25/07 14:45	87	-1 Gives 1 DKP to the Raid for cazzone
25/07 14:44	88	Earns 0.2 hours for Timer Tick
25/07 14:43	88	Earns 0.2 hours for Timer Tick
25/07 14:42	88	Earns 0.2 hours for Timer Tick

The log is a powerful tool for control and correction of the DKP data. This log is interactive and dynamic. Interactive because you can select an entry and modify or delete it (thus changing the DKP values), dynamic because the color of the entries change with their different status.

For the modify entry (created when a DKP total is changed) the colors mean:

Light Blue: Entry not yet uploaded or confirmed

Green: Entry successfully uploaded and confirmed

Grey: Deactivated Entry (Deleted)

Purple: Lost Entry (Because you started a new session without uploading that entry. Those DKP are lost)

Light Red: Lost Award (Because the member was offline, or Low Rank, or manually excluded ...)

You can click on a modify entry to change the amount of the modification, undo and redo it and change his description. If you modify or delete an entry, you'll modify the player data, and thus you'll have to send the changes (the player's name turns light blue).

There are events, like the Raid Awards and the ZeroSum Operations, that will create Linked Entries. These Linked Entries cannot be edited one by one. You can just choose to include or exclude a given player from the Award. But you can open the Main Entry (For a raid award is the entry in the raid's log, for a ZeroSum is the entry of the charged player) and edit it. Doing so, you will change all the linked entries, along with the DKP amounts of the players.

You can SHIFT-click a log entry to print in the chat edit box the reason of that entry. For loot entries, you'll get the itemlink of the looted item.

Others colors meaning:

White: Generic Event

Yellow: Loot

Orange: Raid attendance (“Joins/Leaves the raid”, “Goes Online/Offline”)

Red: Problems with the public/officer notes sync

You can purge the log with the purge buttons. Please note that purge works on the whole log, not only on the selected player.

All: Reset the log

-x Days: Purge the log entries older than X days. You can change the day threshold with the mouse scroll wheel.

-x Sessions: Purge the whole log except for the last X sessions. You can change the sessions threshold with the mouse scroll wheel.

Deleted: Purge the deleted entries.

Alternatives

An alternative (from now on, an “Alt”) is a character that shares the same DKP amounts and log of an other character (the “Main”), usually used to make a unique DKP pool for all characters of a player (this only if your guild binds a DKP pool to the player and not to each of his characters). Both the alt and the main need to be in the Guild (or to be a n existing external, see “EXTERNALS” section.)

To define an alt, you have to write the name of the Main (which will be the most played character of that player) in the Alt public/officer notes (the one you use to store DKP data).

You can also define an alt using the button “Add-Remove Alt” in QDKP2 Guild Roster window. You have to select a player, press that button and write the name of the Main. To clear a previously defined add, leave the “Main” field empty. Remember to push the “Send changes” button to save the alt's state before logout!

External Players

Quick DKP V2 allows to add players that aren't in the Guild to his Guild Roster.

Since those external players haven't got an in-game data field that can be viewed by every Guild members (like the public/officer notes), their DKP data is stored in QDKP's StoredVariables file in the WoW/WTF folder of your computer.

Please keep in mind that, since externals' data is kept only in local, there are heavy limitations against normal Guild Member:

- Externals' data will be only available on your computer, on the account, the realm and the character you used to create and edit them.
- If you add or modify an external, that creation or modify won't be viewed by any other Guild Member. This means that only one officer in the guild should manage external's DKP, or you will have to manually synchronize their amounts across all officers. To partially overcome this limitation, in the Guild Roster you can find the “Post Ext. Data” button, which will send to the Guild Chat the DKP amounts of the stored externals.
- If you wipe your WoW/WTF directory, you will lose all externals (and backup) data.
- The Backup will correctly include the externals. However, their values will be restored only if the externals are already added to the guild roster. This means that, if you've deleted your externals from the Guild Roster for any reason, they won't be created by the “Restore Backup” function and you'll have to manually add them right before restoring. This isn't a bug, is the intended behavior.

Externals can use the On-Request Data feature of QDKP2 to know DKP amounts, logs (both their and of other guild members), Prices of items and DKP given at bosses death.

TRICK:

There is an easy and convenient trick to overcome all externals-related limitation: You (or the external) must create a Level 1 toon with a name similar to the external's name and add him to the guild. After that, you can make the external an Alt, and make the new character the Main. In this way, your external's DKP amounts will be stored in the new character's officers (or public) notes.

Example: “Gandalf” is not a member of your guild, but wants to raid with you.

1. Create a new character with a name similar to gandalf (for example, “Gandalfalt”)
2. Add “Gandalfalt” to the guild
3. In QDKP2 Add a new external named “Gandalf”
4. Select “Gandalf” in QDKP2 Guild Roster and press “Add-Remove Alt”
5. Set “Gandalfalt” as the main's name

Please note that all DKP officers should do the point 3,4 and 5.

There is a table in Options.ini (named “QDKP2_ExtAlt”, under “misc”) that can do that job for you. The only thing you have to do is to add a line like the following to that table:

```
{ ext = "Gandalf", main = "Gandalfalt" },
```

Change “Gandalf” to the external's name and “Gandalfalt” to the toon that will be the main. If you don't provide the “main” field, QDKP V2 will only create an External with the specified name.

On-Request Data

If enabled, your Guild Members can whisper you (or any other player running QDKP_V2) a keyword to get various DKP-related informations.

The following keywords are supported (text inside < > means that you have to put the required arguments):

“?help”: This command will send a list of the supported keywords

“?dkp <name>”: This command will send to the player that whispered you the DKP amounts (“You have xx DKP....”) of the given Guild member's name (case insensitive). If omitted, QDKP will send the DKP amounts of the player who whispered.

Example1: Killerbee whispers you “?dkp”. QDKP will whisper to Killerbee his own DKP amounts.

Example2: Killerbee whispers you “?dkp thebreaker”. QDKP will whisper to Killerbee the DKP amounts of thebreaker.

“?classdkp <class>”: This command will send to the player that whispered you a list with the top-rated player of a given class, sorted by net DKP amount. If omitted, the class will be one of the player who whispered you.

Example: “?classdkp warrior”

“?rankdkp <rank>”: This command will send to the player that whispered you a list with the top-rated player of a given guild rank, sorted by net DKP amount. If omitted, the rank will be one of the player who whispered you.

Example: “?rankdkp officers”

“?log <name> current|previous|all”: This command will send to the player that whispered you the report of the given Guild member's log (case insensitive) of the current or previous session, or the whole log (all). If report type is omitted, QDKP will send the report of the current session. If <name> is omitted, QDKP will send the DKP amounts of the player who whispered.

Example1: Killerbee whispers you “?log”. QDKP will whisper to Killerbee the report of the current session of his own log.

Example2: Killerbee whispers you “?log thebreaker”. QDKP will whisper to Killerbee the report of the current session of Thebreaker's log.

Example 3: Killerbee whispers you “?log latander previous”. QDKP will whisper to Killerbee the report of the previous session of Latander's log.

NOTE: To get the report of raid's log, players need to whisper you “?report raid”

“?price <keywords>”: This command will send to the player that whispered you the price of all items (found in QDKP2_ChargeLoots table in the Options.ini file) which contains the given keywords (case insensitive)

Example: “?price token”

“?award <keywords>”: This command will send to the player that whispered you the DKP given at bosses' kill (found in QDKP2_Bosses table in the Options.ini file) which name contains the given keywords (case insensitive)

Example: “?award vash”

You can disable,enable and configure those features in the Options.ini file.

Command Line

Almost every function available in Quick DKP V2 can be managed from the WoW command line. Just write “/qdkp” (or “/qdkp2” or “/dkp”), without quotes, followed by the command you want to use. All the commands are case insensitive, except from the leading “/qdkp” that has to be lower case. Please mind that the command line is not included in the localization, so all the commands are in English.

In the following list, the text inside the “<...>” means you have to change the given label with the required value.

Several words with a “|” between them means you have to use only one of those words.

Text inside “[...]” means optional argument.

Here it is the list:

Generic Commands:

newsession [<sessionName>]

Starts a new session.

<sessionName>: optional, the name of the new session

EG: “/qdkp newsession kharazan group A”

upload

Uploads all the changes to the officer notes. You can also type “send”, “sync” or “synchronize”

EG: “/qdkp upload” or “/qdkp synchronize” etc.

resethours

The raiding hours total of every guild member is set to zero

EG: “/qdkp resethours”

Features Control

timer on|off

Starts or stop the timer.

on or **off:** on to start, off to stop

EG: “/qdkp timer on” or “/qdkp timer off”

ironman start|stop|wipe

Starts, stops or clear the ironman bonus

start: Puts the IronMan's start mark

stop: Finalize the IronMan bonus and award the players who deserve it the raid award

wipe: If you have IronMan bonus data (you have started it), with this command the data is wiped.

EG: “/qdkp ironman start”

autoboss on|toggle|off

switch on or off the AutoBoss Award

on or **off:** on to start, off to stop

toggle: toggle the status, so if is active will be deactivated, and vice versa.

EG: *“/qdkp autoboss on” or “/qdkp autoboss off”*

detectwin on|toggle|off

switch on or off the AutoBoss Award

on or **off:** on to start, off to stop

toggle: toggle the status, so if is active will be deactivated, and vice versa.

EG: *“/qdkp detectwin on”*

GUI Control

gui show|toggle|hide

shows, toggles or hides the main window, the one with the data and award control

show or **hide:** guess what? :)

toggle: hides if visible, and show if not

EG: *“/qdkp gui show”*

list show|toggle|hide

shows, toggles or hides the raid/guild list (the roster)

show or **hide:** guess what? :)

toggle: hides if visible, and show if not

EG: *“/qdkp list toggle”*

log show|toggle|hide

shows, toggles or hides the log window

show or **hide:** guess what? :)

toggle: hides if visible, and show if not

EG: *“/qdkp log hide”*

toolbox show|toggle|hide

shows, toggles or hides the toolbox, the window witch let you charge a player.

show or **hide:** guess what? :)

toggle: hides if visible, and show if not

EG: *“/qdkp toolbox toggle”*

showlog <player>

shows the log of the given player (or raid)

player: the name of the player, case insensitive. To view the raid's log enter “raid”

EG: *“/qdkp showlog thebreaker” or “/qdkp showlog raid”*

showtoolbox <player>

shows the toolbox of the given player, the window witch let you charge him.

player: the name of the player, case insensitive.

EG: *“/qdkp showtoolbox thebreaker”*

DKP Editing

charge loot

opens the toolbox of the last guild member that looted an object above the rarity threshold specified in the Options.ini file, with the looted object as reason.

EG: "/qdkp charge loot"

charge chat

Asks a player name, then opens his toolbox and place the last object seen in raid chat (above the rarity threshold specified in the Options.ini file) in the reason box.

EG: "/qdkp charge chat"

do <player> spend <amount> [for <reason>]

The given player Spends the specified amount of DKP.

<player>: the name of the player that has to spend

<amount>: the amount of the spent DKP

<reason>: Optional, the reason of the spend

EG: "/qdkp do slisro spend 10" or "/qdkp do wrenleah spend 20 for being too ugly"

do <player> award <amount> [for <reason>]

The given player Awards the specified amount of DKP.

<player>: the name of the player to give DKP to

<amount>: the amount of DKP to award

<reason>: Optional, the reason of the award.

EG: "/qdkp do beltaner award 10" or "/qdkp do thebreaker award 20 for this cool addon"

raid awards <amount> [for <reason>]

Give to the raid the specified amount of DKP

<amount>: the DKP to give to each guild member in raid

<reason>: Optional, the reason of the award

EG: "/qdkp raid awards 100" or "/qdkp raid awards 50 for being kind"

raid zerosum <amount> [for <reason>]

The raid shares the specified amount of DKP with the ZeroSum rule

<amount>: the DKP to give to each guildmember in raid

<reason>: Optional, the reason of the award

EG: "/qdkp raid zerosum 200" or "/qdkp raid zerosum 350 for thebreaker's loot"

set <player> totallspentlhours <amount>

Set the given field with the given value

<player>: the name of the player to give or subtract DKP from, case insensitive

<amount>: the DKP to give to each guildmember in raid

totallspentlhours: specify the field you want to modify (only one)

EG: "/qdkp set thebreaker total 400" or "/qdkp set thebreaker hours 0"

decay <amount%>

Reduces all guild member's DKP poll by the given percentual.

<amount%>: the amount to cut from guild members' DKP Net amount, percent.

EG: *“/qdkp decay 20”*

raiddecay <amount%>

Reduces all raid member's DKP poll by the given percentual.

<amount%>: the amount to cut from raid members' DKP Net amount, percent.

EG: *“/qdkp raiddecay 20”*

getvalues <player>

Will output on the default chat window the amounts of the given player.

<player>: the name of the player

EG: *“/qdkp getvalues thebreaker”*

Guild/Raid Roster Control

makealt <altName> <mainName>

Link a player to another, making him an alt. Note: You'll lose all alt's DKP data. Once created, you have to send changes to write the link in the notes.

<altName>: The name of the alt

<mainName>: The name of the main

EG. *“/qdkp makealt giano queltalas”*

clearalt <altName>

Remove the link between the alt and his main. Once cleared, you have to send changes to remove the link in the notes.

<altName>: The name of the alt

EG. *“/qdkp clearalt giano”*

addexternal <name>

Adds a player to the guild roster, even if he isn't in the guild at all. His amounts will be stored locally. Externals are heavy limited versus normal guild members. Read the section “Externals” of the user's manual for more info.

<name>: the name of the external player to add

EG. *“/qdkp addexternal frederik”*

remexternal <name>

Removes a previously created external from the guild roster.

<name>: the name of the external player to remove

EG. *“/qdkp remexternal frederik”*

addraid <name>

Adds a guild members to the raid roster, even if he isn't in the current raid. QDKP will handle him just as he'd be in the raid. This feature is usefull for those guild which has a pool of standby players, ready to join the raid as needed, and they get the same awards of regular raid members. Note: This feature works even if you aren't in a raid.

<name>: the name of the standby player to add

EG. *“/qdkp addraid queltalas”*

remraid <name>

Removes a previously added guild member (with the “addraid” command) from the guild roster

<name>: the name of the standby player to remove

EG: “/qdkp remraid queltalas”

Log, Report and Notify

purgelog all|days|sessions|deleted [<number of days or sessions>]

Purges the log data with the given rule

all: Clear all the log.

days: All entries older than **<number of days or session>** will be deleted.

session: Only the last **<number of days or session>** will be kept.

deleted: All “Deleted” (deactivated) modify entries will be removed from the log.

EG: “/qdkp purgelog deleted” or “/qdkp purgelog sessions 3”

report <player> current|previous|all <channel> <subchannel>

Creates a report and send it to the given channel

<player>: The name of the player to report. To report the raid enter “raid”

current: Report the current session

previous: Report the session before the current

all: Report all

<channel>: The name of the channel to send the report. can be “say”, “yell”, “guild”, “officer”, “raid”, “channel” and “whisper”. The single letter is also ok, like “s” for say, “y” for “yell”, “g” for “guild”....

<subchannel>: If you have entered “channel” or “whisper” as the report channel, here you have to enter the name or number the channel you want to send if you have entered “channel”, and the name of the player you want to send the report to if you have entered “whisper”

EG: “/qdkp report thebreaker current yell” or “/qdkp report raid previous w frostbeer”

notify <player>

Sends to the player the notification message, with the net amount of dkp, the session's gained/spend and other info.

<player>: the name of the player

EG: “/qdkp notify queltalas”

notifyall

Sends to every player in raid the notification message, with the net amount of dkp, the session's gained/spend etc.

EG: “/qdkp notifyall”

classdkp <class> <channel> <subchannel>

Sends a Top-Ten list of players of the given class to the given channel, sorted by net.

<class>: The class to report.

<channel>: The name of the channel to send the report. can be “say”, “yell”, “guild”, “officer”, “raid”, “channel” and “whisper”. The single letter is also ok, like “s” for say, “y” for “yell”, “g” for “guild”....

<subchannel>: If you have entered “channel” or “whisper” as the report channel, here you have to enter the name or number the channel you want to send if you have entered “channel”, and the name of the player you want to send the report to if you have entered “whisper”

rankdkp <rank> <channel> <subchannel>

Sends a Top-Ten list of players of the given rank to the given channel, sorted by net.

<rank>: The rank to report.

<channel>: The name of the channel to send the report. can be “say”, “yell”, “guild”, “officer”, “raid”, “channel” and “whisper”. The single letter is also ok, like “s” for say, “y” for “yell”, “g” for “guild”....

<subchannel>: If you have entered “channel” or “whisper” as the report channel, here you have to enter the name or number the channel you want to send if you have entered “channel”, and the name of the player you want to send the report to if you have entered “whisper”