

# Community Flare v1.13

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## Installation

**Installing via CurseForge:** You can download Community Flare from CurseForge using the CurseForge app. Type Community Flare in the CurseForge search bar and press Enter/Return. Click Install to install Community Flare.

**Upgrading via CurseForge:** Community Flare will automatically upgrade, along with your other CurseForge addons, when you open the CurseForge app.

**Installing manually for the first time:** To install Community Flare for the first time, unzip the `Community_Flare_v1.13.zip` file and add the `Community_Flare` folder to your AddOns folder:

**Windows:** `World of Warcraft\_retail_\Interface\AddOns`

**Mac:** `World of Warcraft/_retail_/Interface/AddOns`

Be sure to issue the `/reload` command in-game for changes to take effect.

**Updating manually:** If you are updating Community Flare, remove the old `Community_Flare` folder before adding the new one.

## Commands and Options

Commands are typed in a chat window. The various options are set in-game in:

esc - Options - AddOns - Community Flare. You can access the various options from the number (#) just above the minimap and below the “show calendar” button. Click the number, then choose Community Flare.

### Commands

Command	Description
/comf	<p>In a battleground, typing this command reports the number of healers and tanks on each team, a list of all Community members, and the total number of Community members in the battleground.</p> <p>When not in a battleground, the /comf command reports: Community: Not in Battleground yet</p>
/comf debug	Helps with debugging issues for Mesostealthy & others to report. (Must have Debug Mode enabled to utilize.)
/comf defaults	Sets all profile settings back to defaults.
/comf deployed	Checks if you still have people in community deployed in PVP.
/comf find <x><y>	<p>These commands are used to search Community Member database for various information.</p> <p>/comf find</p> <p>&lt;x&gt; = inactive to search for members who you have never seen online.</p> <p>&lt;x&gt; = nocompleted to search for members who have never completed a match with you.</p> <p>&lt;x&gt; = nogrouped to search for members who have never grouped with you.</p> <p>y = Short name for Communities to search from a specific Community.</p> <p>Examples:</p> <p>/comf find inactive &lt;community&gt; lists all inactive community members in the short-named community.</p> <p>/comf find nogrouped &lt;community&gt; lists members in the short-named community who have never grouped with you.</p>
/comf find old	If someone leaves a community, this command will tell you when they left. The database refreshes every 7 days so you will want to use it before it refreshes.
/comf leaders	Checks the order in which leaders get promoted in Battlegrounds.
/comf options	Opens the Community Flare options.
/comf refresh	Attempts to read the Community members from the blizzard server into your local user database again.

Command	Description
<code>!cf</code>	Issuing this command in party chat shows the party members using Community Flare and the version.
<code>!status</code>	<p>Whispering <code>!status</code> to anyone in a battleground using Community Flare will whisper to you the current status of the battleground. It also works with battle.net whispers. The user issuing the <code>!status</code> command will be notified when the battleground ends. Whisper commands only respond to senders that are in your same communities.</p> <p><b>Note:</b> We recommend using this command in a battle.net whisper so if you log out of your toon, notification of the end of the battleground will be sent to your battle.net account.</p>

## Community Options

Option	Description
Main Community?	<p>Allows you to choose the community from your subscribed list from the pull down menu.</p> <p>Default: None</p>
Other Communities?	<p>Select other communities from your subscribed list that you would like to use with Community Flare.</p> <p>Default: none checked</p> <p>Note: Below this option is the number of database members found (in main and other community databases that you have selected).</p>
Community Leaders?	Choose the communities that you want to build the leaders list from.
Refresh Members button	Use this to refresh the Members Database from currently selected Communities.
Rebuild Members button	Use this to totally rebuild the Members Database from currently selected Communities.
Always remove, then re-add Community Channels to General?	<p>Automatically deletes communities channels from general and re-adds them upon login.</p> <p>Default: unchecked</p>

## Invite Options

Option	Description
Automatically accept invites from Battle.NET friends?	<p>Check to automatically accept group/party invites from Battle.NET friends. Uncheck to manually accept or refuse invites from Battle.NET friends.</p> <p>Default: checked</p>
Automatically accept invites from Community members?	<p>Check to automatically accept group/party invites from Community members. Uncheck to manually accept or refuse invites from Community members.</p> <p>Default: checked</p>

## Queue Options

Option	Description
Always automatically queue?	<p>Checking this will automatically accept all queues for you.</p> <p>Default: unchecked</p>
Automatically queue if your group leader is your Battle.Net friend?	<p>Checking this will automatically queue if your group leader is your Battle.Net friend.</p> <p>Default: checked</p>
Automatically queue if your group leader is in Community?	<p>Checking this will automatically queue if your group leader is in Community.</p> <p>Default: checked</p>
Display notification for popped groups?	<p>Checking this will display a notification in your General chat window when groups pop. It will show popped groups and member counts.</p> <p>Default: checked</p>
Popup PVP Queue Window upon Leaders queueing up? (Only for Group Leaders.)	<p>Checking this will open up the PVP Queue Window if a Leader is queueing up for PVP so you can queue up too.</p> <p>Default: unchecked</p>
Warn if/when queues become paused?	<p>If checked, will provide a warning message or popup message for Group Leaders, if/when their queue becomes paused.</p> <p>Default: None</p>
Report queues to Main Community? (Requires Community channel to have / # assigned)	<p>Checking this will provide a quick popup message for you to send your queue status to the Community chat.</p> <p>Default: checked</p>
Community To Report To	<p>Choose the community that you'd like to report to from your subscribed list.</p> <p>Default: None</p>

Option	Description
Uninvite any players that are AFK?	<p>Select from pull-down menu for the number of seconds before AFK players are uninvited (Disabled, 3 seconds, 4 seconds, 5 seconds, 6 seconds).</p> <p>Default: Disabled</p> <p><b>Note:</b> If you have the Community Flare addon with auto queue enabled, you will auto queue and never be AFK/kicked.</p>
Force PVP Role?	<p>This setting forces a role (Tank, Healer, DPS) if you are invited to a party that is already in queue!</p> <p>Default: None checked</p>

### Party Options

Option	Description
Notify you upon given Party Leadership	<p>Select from pull-down menu if you would like to notified via raid warning when you are given leadership of your party. (None, Raid Warning)</p> <p>Default: Raid Warning</p>

### Battleground Options

Option	Description
Auto assist community members?	<p>Select from pull-down menu if you would like to give raid assist to others in the battleground if you are raid leader (None, Leaders Only, All Community Members).</p> <p>Default: Leaders Only</p>
Block shared quests?	<p>Select from pull-down menu if you want to block shared quests during a battleground (None, Irrelevant, All).</p> <p>Default: Irrelevant</p>

Option	Description
Adjust vehicle turn speed?	<p>This will adjust your turn speed while inside of a vehicle to make them turn faster while inside a battleground (Disabled, Default (180), Fast (360), Max (550))</p> <p>Default: Disabled</p>
Warn before Hearthstoning or Teleporting inside a battleground?	<p>Select from pulldown menu to issues a raid warning if you are about to Hearthstone or Teleport out of an active battleground. (None, Raid warning)</p> <p>Default: Raid warning</p>
Log roster list for matches from these communities?	<p>Choose the communities that you want to save a roster list for upon the gate opening in battlegrounds.</p> <p>Default: unchecked</p>
Display community member names when running /comf command?	<p>Check to automatically display all community member names found in the battleground when you run the /comf command. Uncheck not to automatically display all community member names found in the battleground when you run the /comf command.</p> <p>Default: checked</p>
Restrict players from using the /ping system?	<p>Checking this will block players from using the /ping system if they do not have Raid Assist or Raid Lead.</p> <p>Default: checked</p>
Always save Combat Log inside PVP content?	<p>Will always save combat logs for PVP matches.</p> <p>Default: unchecked</p>
Block Game Menu hotkeys inside a Battleground?	<p>Blocks the Game Menus from coming up inside a battleground from pressing their hotkeys. (To block during recording videos, for example.)</p> <p>Default: unchecked</p>

## Debug Options

Option	Description
Enable debug mode to help debug issues.	Check this to have Community Flare do various things to help debug issues in the addon. Uncheck to disable debugging issues.  Default: unchecked
Enable some debug printing to general window to help debug issues.	Check to enable some debug printing to General window to help debug issues. Uncheck to disable some debug printing to General window.  Default: unchecked

## Profiles

You can change the active database profile, so you can have different settings for every character.

Option	Description
Reset the current profile back to its default values, in case your configuration is broken, or in case you simply want to start over.	Click the <code>Reset Profile</code> button to reset the current profile.
You can either create a new profile by entering a name in the editbox or choose one of the already existing profiles.	You can create a new profile by entering a name in the edit box, or you can choose one of the already existing profiles from the pulldown menu.
Copy the settings from one existing profile into the currently active profile.	Select the existing profile from the pulldown menu.
Delete existing and unused profiles from the database to save space, and cleanup the <code>SavedVariables</code> file.	Choose the profile you wish to delete from the pulldown menu.

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**Note:** Just because you do not see an option doing anything on screen doesn't mean it isn't doing something.

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## Summary of New Features

### Community Flare v1.13

- -New Command: `/comf debug` added to better help with debugging issues for Mesostealthy & others to report. (Must have Debug Mode enabled to utilize.)
- -New Option: Always save Combat Log inside PVP content, will always save combat logs for PVP matches.
- -When joining tracked PVP Queues, it will now report your current faction when reporting.
- -BUGFIX: If `/reload` used during Battleground, match data/roster was not saved into the match log list.
- -Bumped TOC to v10.2.7

### Community Flare v1.12

- New Feature: Right click on your Party Members to "Request Party Lead". (They must have Community Flare v1.12+ as well.)
- BUGFIX: Fixed some issues with the Community Leaders priority being updated properly.
- Bumped TOC to v10.2.6

### Community Flare v1.11

- History: Added more stuff to track, like first seen, last channel message time, channel message count, etc.
- New `/comf find <x> <y>` commands to search Community Member database for various stuff.
  - x = inactive to search for members who you have never seen online.
  - x = nocompleted to search for members who have never completed a match with you.
  - x = nogrouped to search for members who have never grouped with you.
    - y = Short name for Communities to search from a specific Community.
- -BUGFIX: Notification now shows properly when someone is removed from a Community.
- Old Command: `/comf findold` is now `/comf find old`.

### Community Flare v1.10

- Only group leaders can report to community when they leave a queue.
- Auto group invite now auto invites if the first word whispered is `inv` or `invite`. (Not case sensitive.)
- BUGFIX: Last Seen now works again properly when right clicking on a Community Member.

### Community Flare v1.09

- Last Seen Around option only shows for community member list now.
- Bumped TOC to v10.2.5.

### Community Flare v1.08

- `!status` check while inside Isle of Conquest should now report Gate Percentages.
- BUGFIX: Fixed `!status` reporting a win/loss properly as a Mercenary.

### Community Flare v1.07

- New `/comf deployed` command to check if you still have people in community deployed in PVP.
- New setting to allow Community Leaders list to only build from selected Communities.
- Block game menu hotkeys inside PVP content reworked a bit with raw hooks.

### Community Flare v1.06

- New setting to force Tank/Healer/DPS specialization for PVP in Queue Options.
  - This setting forces a role if you are invited to a party that is already in queue!

### Community Flare v1.05

- Match Logs are kept for previous 7 days only to avoid super large settings files.
- `/comf options` will open the Community Flare options.

### Community Flare v1.04

- Block group invites if you are currently queued for a Battleground as a mercenary.
  - This normally would auto accept the invite and drop your queue!

### Community Flare v1.03

- No Subscribed clubs found message will only show up once per character that does not have any club selected.
- Can Report Queue Joins/Drops/Pops/etc for Brawl: Comp Stomp.
- Log Names List now stores properly if you are a Mercenary.
- New Setting: Display notification for popped groups?
  - If enabled, will show popped groups and member counts.
- frFR Locale language has first been added.
- Added better queue tracking stuff.

### Community Flare v1.02

- Removed esMX language from Locales loading, was just there for testing purposes before.
- When gates open, Mercenary names will show counts from communities now.

#### Community Flare v1.01

- Added ability to obtain CF data to other CF users in the same Main Community.
- Updated some Locales strings and converted some more.

#### Community Flare v1.00

- Localization added for this release. Only enUS and esMX added so far. If someone wants to make the others and send to me?
  - Find Mesostealthy-Dentarg in-game and let me know what languages you would like to help with.
- New setting to stop players from using the /ping system if they do not have Raid Assist or Raid Lead! (Raid Leaders & Assistants only.)
- New setting to warn you if your queue becomes paused. Group Leader gets a Raid Warning message, others get normal message.
- New setting to adjust vehicle turn speed while inside a Battleground. Allows for faster vehicle turning!
- Auto Raid Warning when Captain Balinda Stonehearth is engaged in combat, Alliance. (Raid Leader issues /RW, otherwise local warning only!)
- Auto Raid Warning when Captain Galvangar is engaged in combat, Horde. (Raid Leader issues /RW, otherwise local warning only!)
- Refresh Database added for options to just refresh the members in communities without rebuilding entirely.
- Added some debugging stuff to help debug various issues. (Requires Debug Mode Enabled in Options!)
- Now monitors for when your queues become paused / unparsed and issues an alert to Group Leader.
- When queue becomes paused, it checks for anyone that's offline to be Kicked for Group Leader.
- Whisper commands only respond to senders that are in your same communities now.
- Some Players in database had a "space" in their name, spaces now are removed.
- Saves last completed date / time when player is inside a community Epic Battleground.
- Saves last grouped date / time when player is inside a community Epic Battleground.
- Saves counter for number of grouped community Epic Battlegrounds for players.
- Saves last seen date / time when player were last seen online in database.
- /comf defaults will set all profile settings back to defaults.
- Added build number to the options title bar for minor updates.
- BUGFIX: Community Count when gate opens \*SHOULD\* be fixed!
- Bumped TOC to v10.2.0