

Community Flare v0.26

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Installation

To install Community Flare for the first time, unzip the `Community_Flare_v0.24.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.

If you are updating Community Flare, we recommend removing 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.

Commands

Command	Description
<code>/comf</code>	<p>In a battleground, typing this command reports the number of healers and tanks on each team, a list of all SAS members, and the total number of SAS members in the battleground.</p> <p>When not in a battleground, the <code>/comf</code> command reports: SAS: Not in Battleground yet</p>
<code>/comf refresh</code>	Attempts to read the SAS community members from the blizzard server into your local user database again.
<code>/cfd groups</code>	Grabs the GUID's of all members that are online and it checks if they are in a party.
<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.</p> <p>Note: 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>
<code>!cf</code>	Issuing this command in party chat shows the party members using Community Flare and the version.

Queue Options

Option	Description
Always automatically queue?	<p>Check to always queue automatically whether or not the party leader is in SAS. Uncheck to require manual queueing.</p> <p>Default: unchecked</p>
Automatically queue only when leader is SAS	<p>Check to automatically queue only when leader is SAS. Uncheck to queue manually even if leader is in SAS.</p> <p>Default: checked</p>

Auto Queue Options

Option	Description
Random Epic Battlegrounds?	Check to auto queue for random epic battlegrounds. Uncheck to require manual queueing. Default: checked
Random Battlegrounds?	Check to auto queue for random battlegrounds. Uncheck to require manual queueing. Default: unchecked
Brawls?	Check to auto queue for brawls. Uncheck to require manual queueing. Default: unchecked
Report queues to SAS? (Requires SAS channel to have /# assigned)	Requires SAS channel to have /# assigned. Check to be prompted to report queues to SAS. Uncheck not to be prompted to report queues to SAS. Default: checked

Report Queue Options

Option	Description
Random Epic Battlegrounds?	<p>Check to be prompted to report queue to SAS. Uncheck not to be prompted to report queue to SAS.</p> <p>Default: checked</p>
Random Battlegrounds?	<p>Check to be prompted to report queue to SAS. Uncheck not to be prompted to report queue to SAS.</p> <p>Default: unchecked</p>
Brawls?	<p>Check to be prompted to report queue to SAS. Uncheck not to be prompted to report queue to SAS.</p> <p>Default: unchecked</p>
Uninvited 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>Note: If you have the Community Flare addon with auto queue enabled, you will auto queue and never be AFK/kicked.</p>

Invite Options

Option	Description
Automatically accept invites from SAS members?	<p>Check to automatically accept invites from SAS members. Uncheck to manually accept or refuse invites from SAS members.</p> <p>Default: checked</p>
Automatically accept invites from battle.NET members?	<p>Check to automatically accept invites from battle.NET members. Uncheck to manually accept or refuse invites from battle.NET members.</p> <p>Default: unchecked</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 SAS Members).</p> <p>Default: Leaders Only</p>
Auto promote leaders in SAS? (Requires Raid Leader status)	<p>Check if you want to promote leaders in SAS to raid leader if you are raid leader in a battleground. Uncheck if you do not want to promote leaders in SAS to raid leader. Note that you will remain raid leader if you do not manually promote someone else to raid leader if this is unchecked.</p> <p>Default: checked</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: None</p>

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

Summary of New Features

Community Flare v0.26

- If someone is offline or dead, it now will only ask you to kick them if you are party leader.
- BUGFIX: Sometimes failed to create initial member database.

Community Flare v0.25

- `!status` now shows proper SAS count.

Community Flare 0.24

- BUGFIX: If someone tries to get invited via Battle.NET friends list, it no longer converts party to raid!

Community Flare v0.23

- New setting to ask to kick users who are AFK when queuing up. (Disabled by default, has 3, 4, 5, 6 seconds delay settings.)
- New setting to enable Auto Queuing + Reporting Queue stuff for Random Battlegrounds.
- New setting to enable Auto Queuing + Reporting Queue stuff for Brawls.
- Epic Battlegrounds and Regular Battlegrounds specific queues are now reportable with setting/s enabled.
- When you leave a queue, or miss a queue, it sends a message to your PARTY that you've left/missed the queue.
 - This so is your party knows that you did not enter the queue, so they may choose not to as well.
- Auto invites people who use the quick join your party for Battle.NET friends and are NOT in SAS.
- If you have community reporter enabled, it asks you to report when your group has filled up.
- New `/comf` inactive command to look for people with 0 damage and 0 healing done.
- `!status` reports the final status of completed matches when match is over.
- Creates database for SAS members from main and ALTS communities.
- Asks to kick dead or offline players before queuing up.
 - NOTE: The database is filled by which community/communities you are in. (It pools main + ALTS together.)
 - Logging into a toon in the main SAS community will fill the database with main community members.
 - Logging into a toon in the SAS ALTS community will fill the database with alts community members.
- Added new global functions to check database if player is an SAS Leader or Member.

- INV whispers or Battle.Net whispers do not require group leader to invite anymore.
- /comf uses above database when looking for SAS members.
- /comf also reports any SAS mercenaries.