GuideReaderLite Progress

Authoring Guide – Tags & Examples

This README is for guide authors who want to create their own GuideReaderLite scripts. Below is a reference for supported step **actions** (A, T, C, etc.) and **tags** (|QID|, |N|, etc.), with examples.

Step Actions

A – Accept a quest

- Marks a step to **accept** a quest.

- **Advances on**: `QUEST_ACCEPTED` event (no longer just "quest appears in log").

Example:

 A Cutting Teeth |N|Get the quest from Gornek.|QID|788|

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T – Turn in a quest

- Marks a step to **turn in** a quest.

- **Advances on**: `QUEST_TURNED_IN` or when quest disappears from log after being seen.

Example:

 T Cutting Teeth |N|Return to Gornek.|QID|788|

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C – Complete quest objectives

- Used for kill/collect or similar objectives.

- **Supports multiple QIDs**.

Example (single quest):

C Scorpid Tails |N|Kill scorpids until you collect 8 tails.|QID|789| |QO|1|

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Example (multiple quests):

C Scorpids and Apples |N|Farm tails and collect apples.|QID|789,4402| |QO|1,1|

- → Requires **objective 1** from both quest 789 and 4402.

E – Examine / Read / Use

- Step for reading tablets, letters, books, or using items that spawn quests.

- **Advances on**: `ITEM_TEXT_BEGIN` or accept of follow-up quest via `|AQ|`.

Example:

E Read the Etched Tablet |N|Click the tablet.|AQ|3082| |M|44.7,68.7|

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R – Reach location

- Step for moving to a spot.

- Creates a TomTom waypoint.

- **Advances on**: Player within threshold (default 0.25%). Override with `|TH|`.

Example:

R Valley of Trials |N|Head to the Valley of Trials.|M|42,68| |TH|0.10|

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H – Set hearthstone

- Step for binding at an inn.
- **Advances on**: system message "Your home has been set."

Example:

H Razor Hill |N|Set your hearth here.|

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h – Use hearthstone

- Step for using hearthstone.
- **Advances on**: detecting recent hearth/astral recall.

Example:

h Return to Razor Hill |N|Use your hearthstone.|

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G – Gather/Collect quest item

- Step for special gather objectives (often for Use/Collect).

Example:

G Hidden Relic |N|Pick up the relic from the ground.|QID|1234| |QO|1|

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B – Buy items

- Step for purchasing items from vendors.

Example:

B Refreshing Spring Water |N|Buy from vendor.|QID|123| |ITEM|159|

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N – Note / Info

- Free-form instructions for the player.

Example:

N Grind mobs |N|Kill nearby mobs until level 6.|

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Z – Go to Zone/Area

- Step with no specific coords, but zone/area info.

Example:

Z Durotar |N|Travel to Durotar.|

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Common Tags

- `|QID|###|` – Quest ID(s). Can list multiple, separated by commas.

- `|QO|n|` – Objective index. For multiple quests, provide a comma-separated list aligned to QIDs.

- `|N|text|` – Note displayed in the frame.

- `|M|x,y|` – Coordinates.

- `|Z|Zone|` or `|AREA|Area|` – Zone/area hints. Example: `|Z|Durotar|`

- `|U|itemID|` – Item to use.

- `|AQ|qid|` – Follow-up quest spawned by an E step.

- `|TH|percent|` – Arrival threshold for R steps.

- `|S|` / `|US|` – Start/stop a sticky step (objectives tracked alongside current step).

- `|C|Class|` – Restrict step to specific classes.

- `|R|Race|` – Restrict step to specific races.

Examples for B and U

B – Buy items

B Refreshing Spring Water |N|Buy from the innkeeper.|ITEM|159|

This completes once you have the item in your bags.

U – Use items / gain buff

U Use Healing Potion |U|118|

U Eat Food for Buff |U|4540| |BUFF|Well Fed|

Completes when the item goes on cooldown after use, or when the specified buff is detected.

Best Practices for Authors

- Always pair A/T steps with `|QID|`.

- For multiple C quests, ensure `|QO|` matches the order of `|QID|`.

- Use `|N|` generously to explain context.

- Add `|M|` (and `|Z|`) to help navigation.

- For sticky objectives, wrap them with `|S|` and `|US|`.

- Use `E` + `|AQ|` whenever reading/using leads directly to a new quest.

- Keep steps short and actionable.

This README should help new authors build functional, efficient guides for GuideReaderLite.