

# Community Flare v0.32

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## Installation

To install Community Flare for the first time, unzip the `Community_Flare_v0.32.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`. Starting in Community Flare V0.27, 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
<code>/comf</code>	<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 <code>/comf</code> command reports: <code>Community: Not in Battleground yet</code></p>
<code>/comf leaders</code>	Checks the order in which leaders get promoted in Battlegrounds.
<code>/comf refresh</code>	Attempts to read the 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><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>
<code>!cf</code>	Issuing this command in party chat shows the party members using Community Flare and the version.

## 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>
Rebuild Members button	<p>Use this to totally rebuild the Members Database from currently selected Communities.</p>
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>
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>
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 main community from your subscribed list.</p> <p>Default: None</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><b>Note:</b> If you have the Community Flare addon with auto queue enabled, you will auto queue and never be AFK/kicked.</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>
Displays 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>
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>
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 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

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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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## 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.

## Summary of New Features

### Community Flare v0.32

- Selecting `None` for Main Community will not clear database, only removes previous clubs added.
- Tome of Town Portal added to warning if you try to use it in an active Battleground.
- Astral Recall added to warning if you try to use it in an active Battleground.
- Community Database is automatically cleaned up and refreshed.
- Verifies leader/owner/priority status for database.
- Bumped TOC to v10.1.7

### Community Flare v0.31

- Community Leaders can send command to obtain Raid Lead inside of a Battleground, or group lead outside of one.
- Hopefully counts are working properly for the people it was not working for when doing `/comf`
- Receiving whispers `INV` should work once again.
- `!status` should be working once again.
- `/comf` shows cross faction groups now.

### Community Flare v0.30

- New setting to popup the PVP Queue Window if a Community Leader has just queued up for PVP.
- New setting to Auto Queue/Ready Check if the party leader is your Battle.NET friend.
- Removed individual settings to turn on/off Report Queue for Random Battlegrounds, Random Epic Battlegrounds & Brawls.
- Removed individual settings to turn on/off Auto Queue for Random Battlegrounds, Random Epic Battlegrounds & Brawls.
- Ready check reports for group leaders who have Community Flare and what version!
- Added new Button in Addons -> Community Flare -> Rebuild Members.
  - If you have toons in multiple communities, should run this from your toon that has the MAIN community set as MAIN.
- BUGFIX: Counts should display properly upon Gates opening inside Battlegrounds for Community members found again.
- BUGFIX: Check to see if people are Offline or Dead should ask you to Kick those players once again.

### Community Flare v0.29

- Bugfix: `!status` reports proper Community Members count before the gates open in Epic Battlegrounds now.

- Should Auto Ready Check & Auto Queue if you have no toons in ALTS and an ALT is your party leader.
- Should auto update member notes, roles and priorities upon any changed upon login in the database.
- Changed some backend stuff for how leadership is auto passed to Leaders in priority list.
- Bumped TOC to v10.1.5

### Community Flare v0.28

- `/comf` command should show proper counts for Tanks/Heals/Community and Mercenaries now.
- Changed backend for re-add community main channel to general window upon login.
- Added Debug Options to be used in the future to help with debugging stuff.
- Moved some Options around in the options menu.
- New global function to get Report ID from other addons.

### Community Flare v0.27

- New setting to set the main community to be used for all operations.
- New setting to set any other communities to track for all operations.
- New setting to set the community you wish to report queues and status to.
- New setting to enable displaying community member names when gates open for Battlegrounds.
- New setting to enable a warning if you try to Hearthstone or Teleport out of an active Battleground.
- New setting to enable a warning if someone passes you group leader. (So you know you have to queue for the group!)
- New setting to readd community main channel to general window upon login.
- New `/comf leaders` command to check the order in which leaders get promoted in Battlegrounds.
- `!status` for Wintergrasp now reports if the match they are in is Defense or Offense.
- Issues a Raid Warning for yourself if someone makes you the party leader.
- Separated some of the code to their own files as main is growing large.
- Added Community Flare Icon for the IconTexture display.
- Bugfix: Count is displayed when gates open as well now.
- Bumped TOC to v10.1.0

### 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.