Importing UI / Scripts

**DOWNLOAD THE UPDATED SCRIPT FILE AND UI (ACCOUNT) FOLDER. UPDATED 2/5/2012**

For those who still are having problems importing my UI or my scripts I am writing this to help make things more clear or so you don't have to re-listen to the videos again. Importing my folders is pretty straightforward, the folder names explain it all. The text document with a list of my binds and macros is simply for reference, so that you know what everything is bound to when you try to learn the binds, so nothing needs to be done with that. Then my account folder tells you to rename it to your own account name in all caps, and put it in your WTF-> accounts folder, then inside the account name folder you rename the server name folder to whatever server name you are on, inside that folder you rename the character name folder to your character name. Server name and character name I believe are case sensitivity (use capitalizations where they appear in game). If this does not work, usually something was messed up on your end, I have done this many times when I play multiple accounts and I know people from pvpcoach who have done it with success. Sometimes windows access can mess it up if you have things on restricted access or something. You may also need to type these commands into chat on your own account if it does not work: /console synchronizeSettings 0 /console synchronizeMacros 0 /console synchronizeBindings 0 (3 separate commands typed individually into chat). This will make your settings all saved in your folders instead of saving stuff on the server itself. If you still have a problems after that, delete your account folder completely / my account folder that is renamed to your account folder (make a backup of your original one of course), then log back into your account, enter world, and WoW will re-create your account folder, then exit game, and re-import my folder again with renaming it. You have to restart WoW completely after importing the folders.

**Scripts**: The folder that tells you to rename it to AutoScript and put it in your interface->addons folder is where the scripts are contained. If you want to alter the position of the icons or make the icons show outside of arena so you can set it up more easily, you will need to open up the AutoScript folder, and open the .lua file with the **notepad++** program. With the AutoScript.lua open in notepad++ **lines 1-74 are to display the pvp trinket cooldown on the arena frame. Lines 76-79 are to display the combat icon on target frame and focus frame** (in parenthesis are the X, Y coordinates in orange, and in parenthesis next to setsize in orange are the dimension numbers if you want to make it bigger or smaller.).

**Lines 81-85 are to move and resize the "special bar icons" (dance and stealth icons that are in the bottom left under the chat panel). Line 82 is where you change the coordinates, the first number is for horizontal movement, the 2nd number is for vertical movement. The number on line 83 controls the size of the icons.**

**Lines 97-100 are for the class icons to be displayed on the unit frames instead of portraits**, so remove these lines if you don't want that.

**Lines 86-95 are for the DR tracking icons.** Lines 87-89 are for cheap shot. Lines 90-92 are for sap and gouge, and lines 93-95 are for garrote silence. **In order to change icon position or size, or the actual icon itself or to add a new DR to track follow these steps:** Look at lines 93-95. On line 94, in orange, the numbers -47, 5 are the X and Y coordinates for where the icon is positioned, change the first number for left and right and the second number for up and down. The 22, 22 is for the icon size, so you can make it bigger or smaller. On line 94, the "Interface\\Icons\\ability\_priest\_silence" is the name of the actual icon itself. To find this, go to wowhead.com and look up the ability and click icon of the ability, then a window will pop up with the icon name. On line 95 the 703 is the spell ID for garrote, to find this look up the spell on wowhead.com and at the end of the URL the spell ID number is shown. Then near the end of line 95, after the GetTime, the 23 is for 23 seconds, which is the DR for the garrote silence. If you are adding a new DR to track, test times to find the lowest time that it doesn't DR (make sure it doesn't DR 4 times in a row).

So to add in a new DR to track, you can copy paste lines 93-95. SL stands for SiLence, so say you are making it for Blind. Pick an abbreviation for blind, you can do BL, replace EVERY "SL" with "BL" Then look up blind on wowhead.com click on the ability tab, click on the icon. Then in the URL it shows the spell ID number, which is 2094, so on like 95 where it says ==703 replace the 703 with the new spell ID. Then click on the blind Icon and a window will pop up that says spell\_shadow\_mindsteal so on line 94 replace the ability\_priest\_silence with the new icon name. And on line 93 replace SILENCE with the new spell name. Then on line 94 adjust the coordinates and on line 95 set time for the DR.

**Then lines 93-160 are for the cooldown icons.** These need to all be set up individually if you want to move the position of them or change the size of the icons or add a new one. **To see the cooldown icons outside of arena on line #72 remove the "not" in blue**, make sure there is only one space then after deleting the "not" then click the save icon, then type /reload in wow and all of the icons will be shown. Put the "not" back in when you are done fixing the positions. Type **/framestack** in game to see where the coordinates are of your cursor so you can easily find coordinates of where you want to move them to.

If you look at the coordinates I use, you will see **Y coordinates** stay the same because I group them left to right instead of up and down, **Y is for up and down X is for left and right**. So my **Y** **coordinates** stay the same for each class-grouping, then my **X coordinates** change. The icons are **22** **units** wide, so you will notice the **X coordinates** from each group of class icons will always be different by **22 units. For example line 88 to line 89, X changes from 1060 to 1082, a difference of 22.** **1060** is where **First** icon of each grouping starts, this does not mean the very first **Line** in auto script will always be **1060**, I may have added in the cooldown at a later point and decided I wanted that cooldown to be shown first instead of another one. So when adding a new icon you will need to look through all of the coordinates of that classes cooldowns to see what coordinates are in use instead of just assuming the last line in that group is the highest # for the X coordinate.

To add in a new spell entirely: each spell has its own unique number, you will see **line 104** is number 1 "t1p", then **line 105 is #2 "t2p"**, ETC. Not everything is in perfect order, because each time I add something that I forgot to add, it won't be in perfect order unless I change all of the numbers to make it in perfect order. So if you are adding in a new spell you will need to find what is the highest # in use right now. The last line, **line 171** is **t57p**, so check if there is a 58 somewhere by doing Ctrl+F and type in 58. **There is a 58, so try to Ctrl+F a 59, hit enter a few times, there is no 59. So the next spell to be added will be #59.** Copy any line to get the format and paste it, then change EVERY **t number p** to the **new number (in this case 59). So look at line 171 again, there are 8 places 57 appears, so if you used line 155 to copy paste to make a new spell you will need to change 8 57's to 59.** **REMEMBER the number "22" is for the ICON SIZE, so the line with t22p will have an extra 22 which is for the size, so don't change that.**

So assume you use line 171 to copy paste and you want to add a new spell in. If you are adding in a spell for mages, then find the group with mage spells and paste the copied line 1171 at the end of that group so it is organized. Then change all the 57's to 59's since 58 is already taken. Assume you want to add in dragons breath since I do not have that. Go to www.wowhead.com and type in **dragon's breath**, click on **talents** then click on dragon's breath. So now you see the tooltip of dragon's breath, so that you know the EXACT spelling of it, now look at line 155 at the very end in quotes "Tremor Totem" **change that to "Dragon's Breath"** then you will have to find the cooldown in **seconds**, there may be talents that reduce the tooltip cooldown so you may need to ask a fire mage what the final cooldown after talents is for dragon's breath. I'm not sure what it is, I think there is even a glyph that some mages use and some dont, its somewhere around 14 or 17 seconds. Assume it is 17, so on line 155 after "Tremor Totem" you see the number **60** in orange, that is the time of the cooldown in seconds, so change that to the cooldown of Dragon's Breath. Then **click on the dragon's breath icon on wowhead** it pops up a window with text that says **inv\_misc\_head\_dragon\_01** now on line 155 at the start it says **"Interface\\Icons\\spell\_shaman\_spiritlink"** change the full text inside the quotations to the **inv\_misc\_head\_dragon\_01 THIS is the NAME of the actual ICON that the cooldown shows.** And there you have it, one last thing needs to be done and you have successfully added in a new spell. Make sure the **Y coordinate** is the same as all the other **Y coordinates** for the mage grouping, then choose the **X coordinate** you want for it, if you want it at the very beginning you will need to then shift every other spell **22 X units higher to make room for it to be the first icon on the left**. I generally make the first icon the cooldown that is most important for ME as a rogue to notice, so stuff I can actually do something about. Again, each icon is **22 units wide, so each icon side by side is 22 X units apart**. The **Y coordinates** for groups that are either right above or below each other are **30 units** difference to leave a little gap between them.

**LAST THING**, **IN GAME IN A MACRO /run for i=1,58 do \_G["t"..i]:Hide() end**

**THAT macro is used to CLEAR the cooldown icons off your screen after each arena, the 58 in it needs to be updated to 59 or it WILL NOT WORK.**

**After making any change to the AutoScript.lua you can simply click the save icon then type /reload in game for the changes to take effect. Also /testaef will display your arena frames outside of arena to help with setting those coordinates.**