SHM420

Things to Note:

1. Will cast turgur's to overwrite balance by design
2. Tank gets assigned as follows:
   MT, if none then MA, if none then self
3. HoT will only be used on Tank (different from HealTankAt, that is for all tank types)
4. When using a spell that isn't memmed, it won't do anything except heal between the time the spell is memmed and it goes off cooldown

Config Options:

[General]

ReturnToCamp (On/Off) – will return to camp when out of combat. If on when started, camp will be set at your current position

ChaseAssist (On/Off) – will chase main assist

ChaseDistance (#) – distance to chase at

Buffs (On/Off) – turns long duration buffs on/off

Med (On/Off) – character attempts to med out of combat

MedStart (0-100) - % Mana to start medding at (Med must be On)

MedStop (0-100) - % Mana to stop medding at (Med must be On)

MedCombat (On/Off) – character attempts to med in combat (Med must be On)

XTarHeal (On/Off) – whether or not character will heal xtargets (determined by XTarHealList)

XTarHealList (0-20) – will heal xtargets up to XTarHealList(#) (XTarHeal must be On)

[Heals]

HealRegAt (0-100) - % HP to heal non tanks and pets at

HealTankAt (0-100) - % HP to heal tanks at (your group MT/MA and all war/pal/sk)

HoTAt (0-100) - % HP to use HoT (only works for MT, HoTTank must be On)

GroupHealAt (0-100) - % HP to use group heals / clicks

GroupHealTarCountMin (#) – min number of group members at GroupHealAt % HP for group heals to activate

Heal1 (SpellName) – Main heal used for HealRegAt and HealTankAt

HoT (SpellName) – HoT spell used for HoTTank

HealClicky[1-3] (ItemName) – used for fast heals, if one of your heal targets hp is below SoothsayersAt (this is used as a panic heal%) and your other panic heals aren't ready, it will cast the first heal clicky in the list that is off cooldown.

GroupHeal1[1-2] (SpellName) – group heals to use

GroupClick[1-2] (ItemName) – similar to HealClicky but for group

[Shaman]

AACanniAt (0-100) - % mana to cast Cannibalization AA at

AAMalo (On/Off) – will use Malaise AA when debuffing

AASingleTurgurs (On/Off) – will use Turgur's Swarm AA when slowing

AEMalo (On/Off) - NYI

AESlow (On/Off|#) – will use AESlow from current spell lines. # is the number of slowable aggrod targets before attempting to aeslow

AETurgurs (On/Off) – will use Turgur's Virulent Swarm AA when ae slowing

AncAidAt (#) – Group Member % Hp to activate Ancestral Aid AA

AncGuardAt (#) - % HP to activate Ancestral Guard AA

CanniAt (#) - % HP to activate Canni from current spell lines NOTE: Must be memmed already

CallOfWild (On/Off) – Will use Call of the Wild AA to combat rez group and raid members

Champion (On/Off) – will keep Champion on the group. NOTE: Must be memmed already

Cripple (On/Off) – will cast Cripple (when debuffing) from current spell lines if the target isn't humanoid. If it is humanoid, see feralize

EpicOnCD (On/Off) – cast shaman epic on cooldown

EpicWithBardSK (On/Off) – cast shaman epic when you have bard or sk epic

Feralize (On/Off) – will cast Feralize (when debuffing) from current spell lines if target is humanoid

HealGroupPets (On/Off) – will heal group members pets

HealWardAt (#) - % HP to cast Call of the Ancients AA. Uses GroupHealTarCountMin

HoTTank (On/Off) – will use HoT spell on tank as defined in heals section

Malo (On/Off) – will use the Malo spell from current spell lines when debuffing

Panther (On/Off) – will keep panther on the group while in combat

RezOOC (On/Off) – will use incarnate anew to rez group / raid members when out of combat

RezStick (On/Off) – will use Staff of Forbidden Rites item to rez group / raid members in or out of combat

SelfDI (On/Off) – will use second life / preincarnation etc as defined in CurrentSpellLines

SlothTank (On/Off) – will keep Sloth from current spell lines on MT

Slow (On/Off) – will attempt to slow while debuffing

SoothsayersAt (#) - % HP to activate Soothsayer's Intervention AA

UnresMalo (On/Off) – will cast UnResMalo from current spell lines when deuffing

UnionAt (#) – % HP to activate Union of Spirits AA

Ward (On/Off) – will keep Ward from current spell lines on self

[CurrentSpellLines] (SpellName) – All keys in this section work the same way. This is to keep important shaman-specific spell lines up to date all in one place. Ranks are not needed. Examples for SoD below:

AESlow=Grezan's Drowse

Cripple=Crippling Spasm

Canni=Ancestral Obligation

Feralize=Feralization

Malo=Malosenea

Panther=Talisman of the Lynx

SelfDI=Second Life

Sloth=Listlessness

Slow=Balance of Discord

UnresMalo=Malis

Ward=Ward of Restoration

[Combat]

AttackAt (#) – Target % HP to turn melee on at (Melee must be On)

DebuffAt (#) – Target % HP to start debuffing at

DDAt (#) - NYI

DoTAt (#) - NYI

DebuffStop (#) - % HP to stop debuffing at

DDStop (#) - NYI

DoTStop (#) - NYI

DPSNormal=Off

DPSNamed=DD|DoT|Burn

Melee=Off

TimeAntithesis=On

[Pet]

PetHold=On

PetAssist=99

PetRange=115

PetShrink=On

[Spells]

MiscGem=7

MiscGemRemem=1

LoadSpellSet=Box

;Buffs

Buff1=Talisman of Unity|MA

Buff2=Spirit of Bih`li

Buff3=NULL

Buff4=NULL

;Cures

Cure1=Radiant Cure

Cure2=Blood of Avoling

Cure3=Chant of the Burnyai

Cure4=Pure Spirit

Cure5=NULL

;DDs
DD1=Ice Sheet
DD2=Bite of the Ukun
DD3=NULL
DPSClicky1=Mysaphar's Silverfanged Coat
DPSClicky2=NULL
;DoTs
DoT1=Breath of Queen Malarian
DoT2=Mojo
DoT3=Blood of Jaled`Dar
DoT4=NULL
;Pet
Pet=Aina's Faithful
PetBuff1=Spirit Quickening
PetBuff2=NULL
PetShrink=Tiny Companion

[GoM]
GoMSHelp=Format - Spell|Target, MA Me or Mob, i.e. Rampaging Servant Rk. II|Mob
GoMSize=3
GoMSpell1=NULL
GoMSpell2=NULL
GoMSpell3=NULL

[Merc]
Help=To use: Turn off Auto Assist in Manage Mercenary Window
Merc=Off
MercAssistAt=99

[Burn]

BurnAllNamed=Off

BurnIf=mq.TLO.Me.Buff("Spire of the Ancestors").ID()

UseTribute=Off

Burn1=Spire of the Ancestors|AA

Burn2=Ancestral Aid|AA

Burn3=Dampen Resistance|AA

Burn4=Focus Arcanum|AA

Burn5=Spirit Call|AA

Burn6=Rabid Bear|AA

Burn7=Blessed Spiritstaff of the Heyokah|Item

Burn8=NULL

Burn9=NULL

Burn10=NULL

Burn11=NULL

Burn12=NULL

Burn13=NULL

Burn14=NULL

Burn15=NULL

Known Issues:

To do:

1. Cures
2. Commands
3. GUI
4. Burn
5. Gift of Mana
6. Merc
7. DDs
8. DoTs
9. Melee
10. Powersource