# 5Report Identify

File: nok3\_report\_identify.xml

Identify and report the stats of an item to a channel.

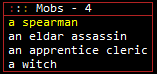
The command is: rid <item> <channel>

rid ‘tier pin worn’ gtell would show:



# Masaki Mob Counter

File: Masaki\_Mob\_Counter.xml



A few modifications to Masaki’s mob counter for Blacksmiths:

* Dropdown list which shows all the mobs being engaged with hammerswing
* Mob currently aimed at is highlighted in yellow
* Made everything a little smaller to conserve window space
* Scrubbed out the Masaki flair

# Tick Timer

file: nok3\_tick\_timer.xml

This is a modification of WinkleWinkle’s tick timer. In addition to the normal tick it shows timers for the following:

* Double exp
* Quest timer
* Spell timers





# Who Wanted

file: nok3\_who\_wanted.xml

Self explanatory. The help file for the who says that ‘who wanted’ was intentionally left out of the game. Thus, my rebellious nature drove me to create this.

Command: who wanted

# Remove All Curse

file: nok3\_removeallcurse.xml

This isn’t actually a plugin so you will just use File -> Import… to bring this in. It is just two triggers and an alias that, while you are in a room with a healer, will call ‘heal curse’ until you don’t have any cursed items left. Save QPs by circumventing the Uncurse wish!

Command: removeallcurse

# Stack Tracker

file: nok3\_stack\_tracker.xml

Credit to LouyB on this one for the original idea and some testing.

This plugin attempts to keep track of the number of attack spells you have stacked.

The current number of stacked spells is displayed in a small window which can be put wherever you’d like. The bottom-right corner of the main output window seems to be a good place for it.



Caveat: This will not work with damage mode 5. I need to see the spell hitting the mob in order to decrease the counter.