

M1Peng Manual

M1Peng enhances the BG minimap (see for Arathi here):



I describe it as a Horde player (for Alliance, you must invert it):

- **say INC with 2 clicks:** the 1st click is *WHAT* (one of the red or blue symbols), the 2nd click is *WHERE* (a zone on map). In the example above, the two clicks "*rogue at...*" and "*...farm*" say "*rogue at farm!*" in /bg channel.

With blue symbols you warn of allies at X - with red symbols you ask hordies to X.

In Warsong, there are additional symbols for red and blue flag.

If you doubleclick a red or blue symbol, your current zone will be inserted (if you doubleclick the blue inc symbol, being at mine, you will say "*allies at mine!*").

- **call help:** if you click **help!** and a zone, you call help to that zone. By doubleclicking **help!** you call help to your current zone. So you can say the inc and fight (the command **/m1peng helpme** does the same, so you can integrate that in a macro).
- **attacked players blink** on minimap, so you can see incs very quickly. Click **?** to ask, whether help is needed (maybe, the blinking player is a warlock doing lifetap).
- **players are colored** on minimap: group 1+2 is red, group 3+4 orange, group 5+6 yellow, group 7+8 is blue. This should give an overview in Alterac, whether the offense (red) and defense (blue) are at their places. In 15vs15 battles, group 1 is red, group 2 yellow, group 3 blue.
- **timers:** In the example above, you see the Lumber Mill turning from Alliance to Horde, which will complete in 32 seconds. In Alterac, there are timers for the most important points (bunkers, towers, aid station and relief hut), and a life indicator for Galvangar and Balinda. You can click that, to post it into /bg chat (the command **/m1peng timer** posts all current timers into /bg chat).

- **win estimation:** in AB and EotS you see the time until win. Unlike other addons, it takes turning bases into account (so, in the above example, it will calculate that the Lumber Mill will start to produce points for Horde in 32 seconds). In EotS, it tries to take the points from flag into account (an average over the last minutes).
- **bases needed to win:** more interesting than time until win is often the question "will 3:2 bases be enough to turn lose into win? or 4:1 bases?" M1Peng simulates some scenarios to get the minimal count of bases needed to turn lose into win. In the above example, Alliance wins in 17:33 unless Horde gets a 3rd base quickly. The simulations calculate times for going to base, fighting and tapping, which are a bit realistic and a bit optimistic...
- **coloring of BG messages:** I wanted to have all pro-Alliance messages blue and all pro-Horde messages red. So, in AV the yells of the herald ("tower was tapped" etc) are colored red or blue, and in EotS red and blue for the message "has lost a tower" are swapped.
- **add your text macros:** If you understand the guidance in MyPengREADME.lua, you can add `textmacroname=textmacrotext` pairs. With `/m1peng textmacroname` you can say the `textmacrotext` (a battle tactics, for example) to /bg channel.
- **redirection of output:** for all commands (like `/m1peng helpme` or `/m1peng timer` or `/m1peng textmacroname`) you may append `/s` or `/y` or `/g` or `/p` or `/w player` to redirect the output from /bg channel into other channels. With `/m1peng timer /g` you can post your current battle situation to guild channel, for example.