

VuhDo – RaidFrames

User Manual - © 2008 by Iza(ak)@EU-Gilneas - dedicated to Vuh

Introduction

What is VuhDo? – VuhDo is a raid monitor similar to CTRaidAssist or Blizzards built-in raid frames. Basically this is about displaying the health of raid members in form of clearly arranged bars. VuhDo is primarily directed to healing classes, but will make use to almost any other class. Moreover several healing spells or other actions can be asserted to mouse clicks on those bars (Click-Heal).

Why VuhDo? – As mentioned before there already is a number of Click-Heal AddOns. What makes VuhDo unique is its high performance and the variety of configuration options to perfectly fit your needs.

Special features are

- Up to 10 independent heal panels
- Combat log parsing for faster health updates
- Panel configuration via drag-n-drop
- Health, debuff, mana, aggro, range monitoring in just one view
- Performance optimized, (halfway ☺) professional program code

Installation – Copy the contents of the archive file (folder “VuhDo”) to your WoW addon directory (which is “C:\Program Files\World of Warcraft\Interface\Addons” by default). There are no dependencies to other addons.

Restrictions – 1. The current version of VuhDo is only translated to English and German yet. In languages other than that VuhDo will not operate properly! 2. Up to now VuhDo hasn’t been tested with the upcoming “Wrath of the Lich King”.

Out-of-the-Box – When you start VuhDo for the first time you will notice four additional panels in the left half of your screen. They are for raid groups 1-8, main tanks, player targets and pets (the one without title) respectively. At first you may want to move them to a neat place on your screen. You can do that by clicking in a place next to their borders and then dragging them around. All further configurations will be explained later on.

The command line

The most important VuhDo-Settings can be done by the command line. The command always begins with “/vuhdo” or “/vd” (if you are in a hurry). Leaving out parameters or with parameter “?” or “help” all available options will be displayed in a help list:



```
- [ VuhDo Commands ] -
abo[out] - About VuhDo
gen[eral] - General Options
spe[lls] - Spell Settings
col[ors] - Bar Color Setting
pan[els], opt[i]ons - Panel Configuration
buff[s] - Buffs Settings
res[et] - Reset Panel Positions
lock - Toggle Panel Lock
mm, map, minimap - Toggle Minimap Icon
show, hide, toggle - Turn Panels on/off
[broad]cast, mt[s] - Broadcast maintanks
load [<profile>] - load <profile> / open load dialog
save [<profile>] - save <profile> / open save dialog
help,? - This command list
```

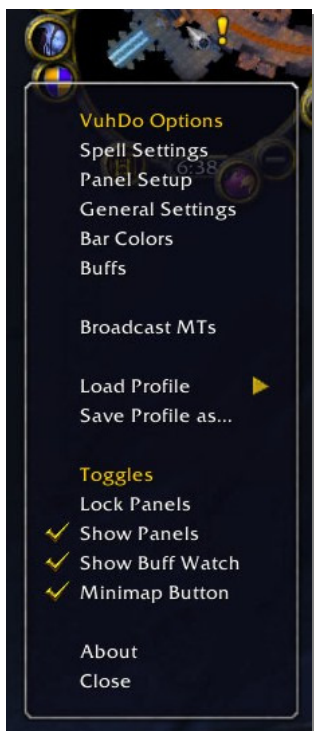
The part of each command displayed in a lighter color is significant, the part in brackets is optional. You may for instance type “/vd gen” instead of “/vd general”. Except for profile names, character case is of no matter.

1. Minimap

By default VuhDo attaches a new icon at the mini map. It shows the face of female Draenei. Using the left mouse button you can freely drag it around the minimap.



If you left-click the icon, panel configuration mode (see Chapter “Panel Configuration -> Panel Setup”) will be en-/disabled, right-clicking it will bring up a drop down menu:



It is offering about the same functionality as command line input.

2. Panel Configuration

2.1. Asserting spells to mouse clicks

How do I get there? – Type “/vd spe” in command line **or** right-click the minimap-icon, then select “Spell Settings” **or** enter panel configuration mode, then click button “Spells”.

You should now see the following Dialog:



Type into the editors right of the mouse button names whatever (beneficial) spell cast you like to assume with that button. Selecting a modifier key (or a combination of them) you can define what happens when e.g. left-clicking while ctrl-key is held down. If your input leads to a valid action, text color will turn from red to green (as a shadow priest, I haven't skilled "Circle of Healing"):



Optionally your spell may carry the desired spell rank, e.g. "Flash Heal(Rank 1)". Be aware that the opening bracket must immediately follow the spell name (no blanks or stuff)

You may also enter Macro names. **Note, that the macro must address a target explicitly, the inherent button target will not work for macros! If your macro is like "/cast Renew" it won't target the player in the button automatically. I can't do anything about it.**

You also may enter the name of items, you want to use (e.g. "Heavy netherweave bandage"). Alternatively you may enter one of the keywords "**target**", "**assist**" or "**focus**" which will do exactly what you think they will.

New: Enter “**menu**” as a spell name to bring up the players context menu. This will allow for setting main tanks, player targets etc.

New: Enter “**tell**” as a spell name to bring up a chat prompt telling / whispering to that unit.

2.2. General Settings

How do I get there? – Type “/vd gen” into command line **or** right-click the mini map icon, then select “Spell Settings” **or** enter panel setup then click “General” button.

You will see the following Dialog:



Operation Mode

- “Neutral/ Healbot”: the life bars color will represent the players current physical condition. It reaches from green (full health) over yellow to deep red (almost dead).



- “Emergency <xxx>”: These modes are somewhat experimental. The life bar colors will turn red (default) if the player is one of the top n current emergencies. Otherwise the button will be blue (default). The more intense the red is, the more urgent is an emergency. You can choose how to determine the top emergencies: By HP-% (= balanced mode), by most HP missing (= main tank mode) or by least HP left (= periodical raid damage mode). With the slider below you can set the maximum number of emergencies at a time.



Irrelevant-if-more-Slider

If a player has more life-% left than this slider is set to, he is considered irrelevant in a sense of “not yet worth a heal”. The life bar color will be faded a bit by default.

Incoming Heal / Own Incoming / Over heal

Check this if you want to display incoming heal in life bars. Incoming heal is the amount of heal you and other healers are currently casting on a player but the cast is not yet finished. To recognize other healers incoming heals, the other healer has to have “HealComm” library installed. HealComm is deployed with VuhDo (and HealBot, too for example) automatically.



If you uncheck “own incoming” you will see other players incoming heals but not your own, as this may be confusing.

Potential overheal is displayed by brightening up the life bar. The more massive overheal is, the brighter gets the bar:

No overheal: some overheal:



Uncheck “Show overheal” button if you don’t like to see overheal in this fashion.

Range Check

Select this option if you want VuhDo to do range checking. Players out of range will be displayed a bit more transparent (by default). You can also select the update interval in milliseconds. *Info:* The same interval will also be used for charmed and aggro checking. So selecting this interval also makes sense, if you have range checking disabled. Furthermore you can select which spell to use for range checking as different spells may have different ranges. This ought to be your most common heal spell or the one with the lowest range. If you select “guess” instead, an unspecific standard check will be done. This should be selected if you play a class who has no beneficial spells (Warriors, Rogues etc.).

Debuffs

Chose this Option to do an automatic debuff checking. debuffs will then change the color of players life bar, depending on the magic school of the debuff. If you check “removable only” only debuffs which you can cleanse will be displayed. “Ignore irrelevant by...” excludes debuffs which can be neglected due to their nature. E.g. mana burning effects should not be much of a problem for Warriors or Rogues.

Smart Cast out of Combat

Out of combat spells can freely be assigned to button clicks. This can be useful to decide some things automatically. “Resurrect” a dead player before trying to cast anything else on him. Players being resurrected will have their names in green. That will prevent you from resurrecting players already being resurrected by others. (Requires other resser to have CTRaidAssist, Ora2, HealBot or VuhDo installed)

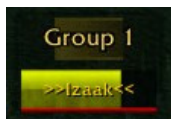
“Cleanse” a player (who is alive) automatically before healing him up. (not so important)

“Downscale heal” will select the appropriate spell rank of the clicked spell to heal the player to his max (by average).

“Auto-select Spell” will not only choose a spell rank but also the spell itself. Any mouse click not assigned to “target”, “assist” or “focus” will cast a spell and a spell rank that fits the lack of HP best. Handle with care since all buttons with spells assignments will be directed to this spell.

Detect Aggro

If a player has aggro, this will be shown as a red (default) line below his name and his name will be surrounded by “>>” and “<<”:



For technical reasons at least one raid member has to target or focus an enemy in order to properly display on whom this enemy has aggro.

Parse Combat Log

Parsing the combat log will greatly increase the speed you health bars will be updated with. It is not recommended to uncheck this unless you have a reason to.

Panel Setup

How do I get there? – Enter “/vd pan” or “/vd opt” in command line or left-click the mini map icon or right click the mini map icon, then chose “Panel Setup”.

When you enter panel setup you will notice some additional icons a text around each heal panel as well as a small extra window which is the main menu.

How do I get back from there? – Enter “/vd pan” or “/vd opt” again or left-click the mini map icon again, right-click the mini map icon then again chose “panel setup” or click “done” in the main menu or click one of the red “x”-Buttons over the top left of each panel.



What does it do? – From here you can entirely setup your heal panel(s).

- You can set individual colors and sizes.
- You can setup what groups and classes will be displayed and in which order.
- You can add new panels or delete existing ones. You can set main tanks and personal targets.



The most common options can be found in the menu flap. Click on the down arrow left of the panel you want to configure. It will open the flap. Click on the up arrow in the flap to close it.

The Menu flap



In the menu flap you can setup some basic settings.

“Grow to” – With this combo box you can tell in which direction your panel will grow to as the number of raid members increases. E.g. with “->down” selected your panel will grow to right-down, so the anchor point of your panel will be in the top left. The flaps position changes along with the selected anchor point.

“max. Columns” – Sets how many groups at max. will be displayed in one row. If there are more groups in your panel, they will be shown in a new “line”.

Example 4 columns



Example 2 columns



=>

“show empty” – If this option is set, group headers will be shown even if there is nobody in the group:



“Sort by” – Determines in which order players will appear in each group. (Note: This does **not** affect in which order the groups itself appear in your panel.) You can sort group members by their *max. HP* (decreasing from top to bottom) alphabetically by their name or by their original Unit-ID (Bars will appear in the same order as in Blizzards built-in raid frames).

“grouped” – If you uncheck this option, the party members in your panel will no longer be divided in groups with headers, but will freely be appear one under another. In this case the “max. Columns”-Slider will turn into a “max. Rows”-Slider, saying how many bars will max. be drawn in one Row, before a new column is added:

Example max. 5 rows



Example max. 2 rows



The order of raid members for ungrouped panels can also be selected with “Sort by”. The “show empty” button is disabled because not needed for this kind of view.

Settings Main tanks and player targets.

You can easily assign main tanks and personally selected players by clicking on the players bar in configuration mode. Note that you must at least be “assistant” of your raid in order to define main tanks.

If you click a players bar (in configuration mode only) following menu will show up:



New: This will also happen outside of the configuration mode if you bound the command “menu” to one of your clicks.

Now you can select, if this player is a MT and his MT number. This is CTRA/ORAZ compatible and will be broadcasted to the whole raid. For private use you can select your own targets ("Player Target"). If you have your panels configured for MTs and/or player targets (see Chapter "Adding Models"), you will see the following (the skull is Izadoras target, which has a raid icon):



You can also broadcast the currently set MTs to the raid by entering `"/vd mt"` or by right-clicking the mini map icon, then select "Broadcast MTs".

New: If you have any Buffs directed to one exclusive target (such as priests "Fear Ward" or shamans "Earth Shield") you can directly assert a player to them:

Models and Bars

To easily configure your panels and their content, there is an alternative view which hides all the life bars and shows the panel models (Group, classes etc.) instead. Activate the check box in the main menu saying “Models” the panels will change like this:



Click on the other check box saying “Bars” to change back from to bars view.

Adding and Removing panels.

Add Panel - To add a new, empty panel click on the plus button in the main menu (not: in the menu flap), saying “New Panel”.



Remove Panel – To remove an existing panel click on the minus-Button “Clear” in the menu flap. On the *first* time you click the panel will be cleared (all models will be removed) the *second* time you click, the whole panel will removed. Before clearing the panel there will be a security check, so don’t worry to accidentally delete your panels.



Adding, Removing and ordering Models

Adding Models – To add another model (group or class) to a panel click on the plus button saying “Add Model” in the menu flap:



This will add a new group to your panel:



In this example the panel already had groups 1-3 and now we want to add a column for group 4 also. Whenever possible VuhDo tries to guess what you may want to add to a panel, so group 4 will be pre-selected. You may change this selection by selecting another type and value from the combo boxes. Click “Okay” whenever you feel fine with your selection. For example we could change our mind and want Mages for our new model:

Click on “Class” ... select “Mages” ... click “okay” and there it is



You can change a model later on by clicking “choose”

Removing a model – Just click on the minus button “Remove” of the model you want to remove:



Ordering Models – You can change the place of a model by dragging and dropping it. You can even drag a model from one panel to another. Just click and hold in the area saying “Drag me!”. If you move the mouse to a valid destination while dragging the target position will be highlighted with blue bars:



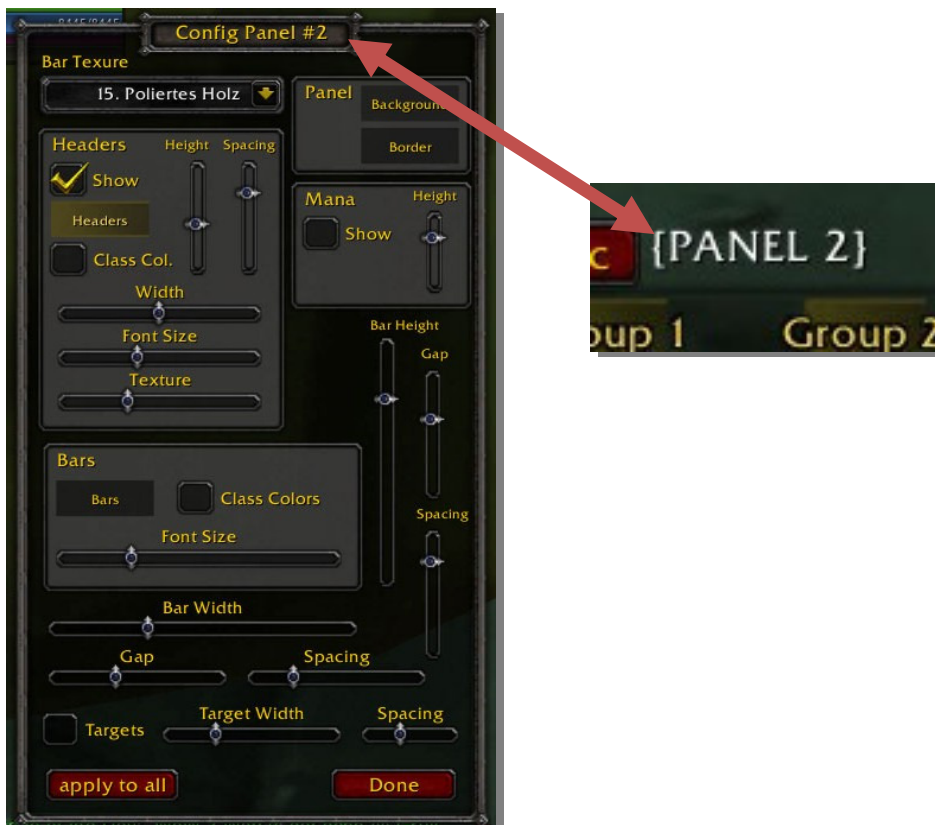
In this example Group 8 would be placed between the Groups 2 and 3.

Miscellaneous Panel Settings

To bring a final touch to your panels, you may want to change the bars sizes, panel colors etc. To do this open the panels miscellaneous settings by clicking on the “Misc” button on the top left of the panel you want to configure:



This will bring up the following dialog (The currently edited panel will be shown in the Title line, the configured panel will have its panel number highlighted):



Note that every panel can be configured separately. If you want to have its setting for all other panels too, click on “apply to all”.

All settings will be updated in real time so you can immediately see the impact on the panel. I’m not going to explain every single knob you can change, this would take all day. Just play around with it for a while and you will soon get familiar with it.

Important: To quickly change to another panel just click to anywhere inside the desired panel.

Important: Left-Click on a color swatch to change the **background** color (if available) right-click on the swatch to change the **text** color (if available)

Bar Color Settings

Other than the miscellaneous the bar colors settings will affect all panels. You can setup different colors representing the players state (e.g. poisoned, offline, dead, etc.)

How do I get there? – Enter “/vd col” in the command line or right click on the mini map icon, then select “Bar Colors” or – while in panel config – chose “Colors” from the main menu.



“Vivid” – If you deselect this, the color change from green to red in the health bars will be linear, if enabled it is more dynamic. Try the difference. It’s just a matter of taste.

Check Boxes - Some of the color swatches have check boxes next to them. Enable or disable them in order to have only certain parts of that color applied.

- “Text” = Apply text color
- “Backg.” = Apply background color
- “Opacity” = Apply opacity

Example: if you want somebody who is out of range to just have his button a bit more transparent, select the desired opacity by left-clicking on the “out Range” color swatch, then disable “Text” and “Background” and only enable “opacity”. If you also enable “Backg.”, players out of range will also get the configured background color (a dark blue maybe) .

Important: To change a **background** color/-opacity **left**-click on the color swatch, to change the **text** color, **right**-click on the swatch.

Note: Colors in sub-panel “Neutral mode” will only come visible, if you have selected “Neutral/HealBot” in general options, while colors in sub-panel “Emerg.Mode” will only if you selected one of the emergency modes instead.

Profiles

Different heal situations may need different VuhDo settings also. For that reason you can save your current settings into a profile or replace current setting with a save profile. Profiles will save all general settings, colors, positions and sizes but NOT your spell assignments.

Note: Profile names are case sensitive.

Hint: Profiles are saved per account, not per character. So if you have more characters you want to use VuhDo with you may save your settings to a profile and then load it from another character. This way you don't need to configure same settings twice.

Saving a Profile

How do I get there? – You can either type “/vd save <profile name>” to immediately save the current profile to <profile name>. Or just type “/vd save” to open the save dialog. You can also select “Save Profile” in the mini map dropdown or in main menu while in panel configuration.

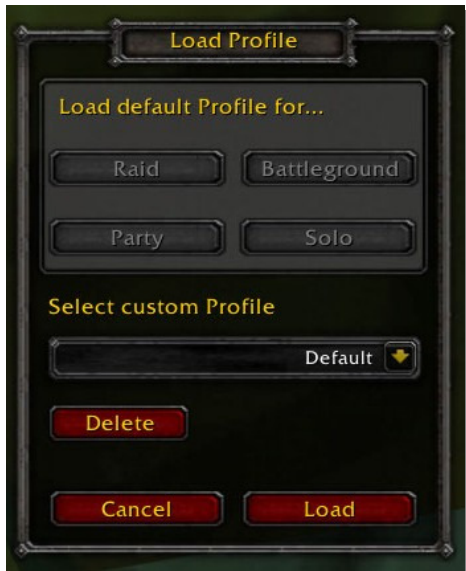


You may enter a new profile name or select an existing for overwriting.

You may toggle “auto enable in” to automatically load the profile in certain situations (doesn't work yet!!!)

Loading a profile

How do I get there? – You can either type “/vd load <profile name>” to immediately load a profile. Or just type “/vd load” to open the load dialog. You can also select a profile to be loaded in the mini map dropdown.



You may select a saved profile or a standard profile for a given situation, if you flagged any for it on saving the profile. You can also delete a profile if you don't need it any longer.

Tooltip configuration

How do I get there? – Enter the panel configuration mode (e.g. “/vd pan”). Click on the speech bulb (🗨️) left to the panel:



Now you can select the position of tool tips, background and bar colors, size and if you want tooltips in fight. If you select “custom position” you can drag the tooltip around with your mouse.

Buff Watch (new)

By default VuhDo will show a Window to watch and control all buffs available to your class. The Window has a title label "VuhDo – Buff watch" you can move it around by dragging the border. On first start there aren't any buffs configured for that. Click on "config" button in the upper right corner of the panel. As soon as you click all your buffs will appear and the configuration dialogue opens.

Buff setup

How do I get there? – Choose "Buffs" in your mini map drop down or enter "/vd buf" or click on the "config" button next to the buff watch window



What exactly it will look like depends on your class and the skills you've learned. Above is an example for my shadow priest.

You can now select or deselect single types of buffs to have them shown in your buff watch or not. Also you can select groups, classes, names and buff variants depending on the type of buff.

Your buff watch window now should look like this:



You can now select or deselect single types of buffs to have them shown in your buff watch or not. Also you can select groups, classes, names and buff variants depending on the type of buff.

Buff Watch

Display

You can now see the status of all of your buffs including minimum cool down rest duration, number of members with low rest duration or all unbuffed, also you can see if it is possible to cast the buff at the moment. ("OK" => "N/A").

- If the label reads "N/A" then nobody is available (range) for rebuffing.
- If it reads "OK" then you can possibly recast the buff though the rest buff duration is satisfying
- "GO!" means you should rebuff immediately because at least one in the buff group is unbuffed.
- "LOW" means that the buff is running out for at least one player and you should rebuff soon.
- "CD" means that this spell is on cool down and so can't be cast anyway.

The text color will change accordingly from green over yellow to red. It will be grey if the spell is on cool down, and a bit transparent if the group is empty.

Click-Buff



If you left-click one of the buff buttons, then the buff will be recast. If exactly one member of the buff target is low on that buff or hasn't got it on, then the single target variant will be taken, the group variant otherwise (e.g. "Powerword: Fortitude" in favor of "Prayer of Fortitude"). The single target variant will moreover only be taken if you are out fight.

If you right-click the button, a context menu will open allowing for selecting another buff variant of that type or for selecting the groups you want to buff:



Any other mouse key (middle, or thumb keys) will force the group variant of the buff to be cast if there is one. This allows you to entirely rebuff your raid before a boss fight without toying around with single target buffs.

Buff Options

How do I get there? – Open the buff setup (e.g. “/vd buf”) then click the “Options” button.

The following menu will appear:



Play around with the different options until you buff watch looks the way you want it to. Left clicking a color swatch will change the background color, right clicking is for the text color.

Hint: If you want to select a player for a single unique buff of yours (such as “Fear Ward” or “Earth shield”) but the players name has a lot sharps and weird characters in it (e.g. “Fàcémeltôr”), bind a click-key-combo to the word “Menu” (if you haven’t already done that), then click that combo on the players health bar and select the appropriate spell in the drop down menu.

Hint: If you entirely want to disable the buff watch window deselect “Show Buff Watch” in the mini map options.

Hint: The buff watch panel will have its position locked along with the heal panels (e.g. type “/vd toggle”)

Hint: The rest duration of some buffs cannot be monitored because they don’t bring up a player buff icon matching the buff spell icon (e.g. shamans weapon enchants).

Appendix:

Questions and answers

Q: Your English is pretty bad, did you know?

A: Yeah, thanks, I know.

Q: I bound a click-key combination to the highest spell rank. But if I click then, always spell rank 1 is being cast.

A: That is because you have smart cast "select spell rank" enabled. Probably you will be at full health while testing, so Rank 1 seems to be the appropriate spell rank for that. This is not going to happen in-fight or when you disable smart cast ("/vd gen").

Q: When I enter a spell name, the text is always red, although there is not typo.

A:

1. If you enter a spell rank the opening bracket "(" must immediately follow the spell name. No blanks allowed.
2. After opening and before closing bracket there mustn't be any blanks
3. The spells name and the word "Rank" must match you clients language and spelling.
4. All words are case sensitive.

Q: VuhDo consumes a lot of memory, is that reasonable?

A: VuhDo is optimized for fast reaction and therefore caches a lot of graphical elements.

Q: Why isn't there any PvP-Flag avoidance option?

A: Don't be a sissy.

Q: VuhDo doesn't work properly on my client.

A: VuhDo is only translated to English and German so far. Further translations are planned for coming releases.

Q: Auto-enabling profiles doesn't work.

A: I know. It is not implemented yet.

Q: VuhDo looks pretty much like HealBot. Did you pirate it?

A: No. Even if some elements may remind you of HealBot and were undoubtedly inspired from it, VuhDo was newly written from the scratch. Some minor elements as "irrelevant" debuff names and such were copied from it though. I didn't want to reinvent the wheel, really.

Q: Sometimes bars are titled with "[VOID]". Is this an error?

A: No, somebody left the raid while you were in fight. Since you can't change button assignments in fight, invalid button assignments will be marked as void. The bars will be newly arranged next time you leave combat.

Q: The incoming heal-bar is still showing a short while after the heal spell already succeeded. Is that an error?

A: No, you just can't avoid it. VuhDo will update the incoming heal bars as soon as "healComm" library tells it to. And because VuhDo parses the combat log it is always a bit ahead of that. Try disabling "own incoming" in general options.

Q: On startup I get an error message saying blah- "...reset due to compatibility..."-blah.

A: Don't worry about that these messages appear the first time you start VuhDo, and eventually if you install an updated version, which is not compatible to the old version.