How to Use the RS_DKP plug-in

By using the **RS_DKP** plug-in for World of Warcraft, you can significantly reduce the amount of time it takes to update DKP. The process will be unfamiliar to you at first, but after a few times through the ropes it should go smoothly.

Installing the Plug-In

The RS_DKP plug-in installs like any other World of Warcraft mod.

1. Download the RS_DKP plug-in, and unzip it if necessary.
2. Move the RS_DKP directory inside the following directory: [your World of Warcraft Directory] > Interface > Add-Ons. You should place the RS_DKP directory within the Add-Ons directory.
3. Restart World of Warcraft if it is running.

You are now ready to begin using RS_DKP to manage your DKP. Here's how it's done.

During the Raid

Before the Raid Begins

Before the raid begins, you should download DKP information into WoW so that it knows how much DKP everyone has to bid with. Do this before you launch WoW; or, if WoW is already launched, restart WoW after you download and install the DKP file. (You can access the download page from a link at the bottom of the DKP standings page.)

When the Raid Begins

You begin recording DKP using one of the following commands:

- **/dkp mc** - Begins recording DKP for a Molten Core raid.
- **/dkp ony** - Begins recording DKP for an Onyxia raid.
- **/dkp bwl** - Begins recording DKP for a Blackwing Lair raid.
- **/dkp aq40** - Begins recording DKP for a Temple of Ahn'Qiraj raid.
- **/dkp naxx** - Begins recording DKP for a Naxxramas raid.
- **/dkp world** - Begins recording DKP for an outdoor boss raid.

Run this command right at the start of the raid. For instance, if the raid begins at 5:30, run the command right at 5:30. The very first thing the command does is determine who gets ontime bonus, so it can't be run too early, or people will get cheated out of their ontime bonus.

Players only earn DKP or ontime bonus if they are not AFK, not offline, and zoned into the instance.

How Players Find Out Their DKP

If you have downloaded the latest DKP information from the website, players can whisper you to find out their DKP.

- If someone whispers you with the word **dkp** it will tell them their DKP.
- If someone whispers you with the phrase **dkp Dieskae** it will tell them the DKP of a player named Dieskae. They can use this to find out someone else's DKP.
- If someone whispers you with the phrase **dkp warriors** it will tell them the DKP of all warriors in the raid. They can use this to find out where they stand amongst the warriors. This works for all classes in the game.
- **dkp melee** returns the DKP of rogues and warriors.
- **dkp casters** returns the DKP of warlocks and mages.
- **dkp healers** returns the DKP of priests, druids, shaman, and paladins.
- **dkp cloth** returns the DKP of classes that wear primarily cloth. Likewise for **leather**, **mail**, and **plate**.

Note that you will not see the mod responding to the players, to reduce chat clutter, but they will see your responses. Also, this will only work if a raid is currently being recorded; if you are not recording DKP, the mod will not respond to DKP requests.

When an Item Drops

If an item drops that is going to be bid on, type **/bids** followed by a space, then link the item to bid on by shift-clicking its icon. Your command should look like (for example): **/bids** [Cenarion Boots]

You do not have to be the one doing DKP to do a bid. If you are using version 1.5 or later of RS_DKP, you can start an auction with the **/bids** command, and when it finishes, the auction will automatically be recorded even if you are not doing DKP.

RS_DKP will announce the start of the auction and begin taking bids. RS_DKP will look for numbers in any incoming whispers. For instance, if someone whispers you "I bid 12 DKP," RS_DKP will recognize the number 12, and acknowledge the bid back to the player.

If there is more than one number in the whisper (for example, "should I bid 12 or 20 DKP?"), RS_DKP will tell the player that it was confused because there was more than one number. Spelling out numbers ("I bid four DKP") will not work. If that happens, respond to the player and tell them to rebid using a number.

RS_DKP will refuse their bid if they bid under the minimum amount, or if they do not

have enough DKP for the bid, or if they are not on the DKP website.

There are six commands you can run while bidding is open:

- **/bids call** - Re-announces the auction on raid chat to remind the raid it is still going on.
- **/bids check** - Prints a list of all bids so far that only you can see.
- **/bids chomp** - Ignores the highest bid so far
- **/bids cancel** - Cancels the auction.
- **/bids end** - Ends the auction and announces the winner. Handles a tie if necessary.
- **/bids double** - Ends the auction and announces the two highest bidders; good for when two items of the same kind drop.

You should use **/bids call** periodically to remind people an auction is in progress.

If someone whispers you with a number, but it is not for a bid, RS_DKP will think it is for a bid. For instance, if someone whispers you with, "I just bought a new 2006 Honda Civic," RS_DKP will put them down for a bid of 2,006 DKP. To cancel that "bid," run **/bids chomp**. "Chomp" automatically removes the highest bid from the list. Since 2,006 is most likely higher than any other bid, this is what you want.

If someone had whispered you with, "I was up until 4 AM yesterday," it will put them down for a bid of 4. If 4 is not the highest bid, you can't use "chomp" to get rid of it. However, if 4 is not the highest bid, they are in no danger of winning the auction, so you have no need to remove their bid anyway.

If you use "chomp" when more than one player is tied for the high bid, it will ask you to specify which player's bid to chomp. For instance, if PersonA and PersonB both have a high bid for 42 DKP, but you want to chomp PersonB's bid, then rerun the command as: **/bids chomp PersonB**. This will remove PersonB's bid but leave PersonA as the high bidder.

A player can also withdraw his bid by whispering the word **withdraw** to you.

If there is a problem during the bidding process, or some special consideration that RS_DKP cannot handle, you can always use **/bids cancel** and just run the auction manually. You will have to manually add the bid to the DKP website if you do that, though, so be sure to write down the winner!

When you want to end the auction, always always always run **/bids check** first. Make sure that the winning bidder looks correct and reasonable! You never know if you forgot to chomp a mistaken bid, or something like that. Once you're sure everything looks good, type **/bids end** to end the auction and announce the winner. If there is a tie, RS_DKP will ask for rebids. This works exactly like normal bids. Run a second **/bids check** and **/bids end** to end the tied re-auction.

If two of the same item drop, you can make it a double auction by ending it with the **/bids double** command. In this scenario, the plug-in will announce the two highest bidders and record two auctions. If there is a two-way tie for second place (i.e., one person came in first and won, and two people came in second), you must end the tie rebid with **/bids end** (since only one person can win that second item). If there is a three-way tie for first place, you must end the tie rebid with **/bids double** since you still want two winners. Make sense?

RS_DKP will make sure that only people who can bid on item get to bid. That means for normal auctions, only people in the raid group will be able to bid, and for tied auctions, only the people who tied get to rebid.

When the Raid is Over

When the raid has ended, use **/dkp end** to stop recording DKP. If you leave the group, DKP will automatically get ended.

If There's a Problem

RS_DKP communicates between people who are using the plug-in. If one person starts DKP, everyone with RS_DKP chips in and does his or her own logging. That way, if your DKP officer suddenly disconnects, someone else can pick up his role.

Once in a raid group, the person who firsts uses the **/dkp** command becomes the "master." All the other people running RS_DKP become the "slaves." Once a master has been assigned, no one else can start DKP with the **/dkp** command until the master ends DKP.

If the master disconnects, or simply wants to give up the job, anyone can take on the role by using the **/dkp master** command. If you type that command, you become the master, and are responsible for ending DKP when the raid is finished.

Slaves can take bids and record DKP earned and spent along with the master, but only the master can end the raid.

Adding the Raid to the DKP Web Site

After the raid is over, it's time to add it to the DKP web site. You have to quit WoW before you can upload DKP, so make sure WoW is no longer running.

Visit the DKP upload page for instructions on how to do this. (You can access this page from a link at the bottom of the DKP standings web page.)

What the Users Need to Know

There's only a few things that people who are not running the DKP need to know, and they all have to do with bidding.

When bidding begins, users whisper a bid to you in numerical form only (not spelled out). They can change their bid by whispering you a new number. They can withdraw their bid by whispering you the word "withdraw".

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