

Update Notes 15-Sep-2019

[Classic-HF Rotations]

BETA Release

- Druid
- Hunter
- Mage
- Paladin
- Priest
- Rogue
- Shaman
- Warlock
- Warrior

[Classic-KFM Mage]

Improvement

- Interruption is implemented, supporting Counterspell.

[Classic-KFM Rogue]

Improvement

- Interruption is implemented, supporting Kick for normal interruption, and Gouge and Kidney Shot for control interruption.

[Classic-KFM Warrior]

Improvement

- Interruption is implemented, supporting Shield Bash and Pummel for normal interruption, and Concussion Blow for control interruption.

Update Notes 14-Sep-2019

[Classic-KFM Pandora's Box]

Improvement

- Questie integration has been updated to the latest version (4.0.18).

[Classic-KFM Druid]

Fix

- A script error has been fixed.

[Classic-KFM Priest]

Improvement

- Smite and Mind Blast now have separate settings.

[Classic-KFM Rogue]

Improvement

- Weapon Switch settings are added for pulling with Ambush.

[Classic-KFM Warlock]

Improvement

- Corruption is added to Active Pull.

[Classic-KFM Warrior]

Improvement

- A group of settings for Thunder Clap are added for AoE damage.

[Classic-HF General]

Improvement

- Rotation will be paused when eating/drinking

[Classic-HF Shaman]

Fix

- Earth Shock kick menu options should now work properly

United Combat Solutions

Update Notes 13-Sep-2019

[System]

Improvement

- WoW 1.13.2.31830 has been supported.

[Classic-HF Rotations]

BETA Release

- Druid
- Hunter
- Mage
- Paladin
- Priest
- Rogue
- Shaman
- Warlock

[Classic-KFM General]

Fix

- The coord system is now working normally on transports as well.

[Classic-KFM Druid]

Fix

- Rip is now used correctly under cat form with new combo point setting.

Improvement

- Whether to shapeshift back to human depends on mana reserve now.

[Classic-KFM Paladin]

Fix

- Summon Steed won't be spammed anymore.

Improvement

- Exorcism is added to Active Pull with a new mana threshold setting.
- Advanced Blessing system is now working when Do Healing is disabled.

[Classic-KFM Warlock]

Fix

- Container free slots are checked before creating stones.
- Summon Steed won't be spammed anymore.

Improvement

- Soul Link can be kept on.

[Classic-KFM Warrior]

Fix

- Berserker Rage is now usable in combat as well.
- A script error has been fixed.

Improvement

- Mortal Strike, Bloodthirst and Sweeping Strike are now used more often.

[Classic-HF Hunter]

Fix

- Rotation will no longer attempt to target dead units.
- Aspect of the Hawk will only be applied in combat

[Classic-HF Shaman]

Fix

- Flame shock will only be cast on main target

Improvement

- Added option for Lesser Heal Wave usage.
- Added range/unit check for Chain Lightning.
- Added option for Earth Shock to be cast only for kicks.
- Additional menu option for Earth Shock kick to be ignored if target has Stormstrike.

Update Notes 11-Sep-2019

[Classic-KFM Pandora's Box]

Improvement

- Model ID is displayed for game objects in Magic Vision, useful for reporting unidentified objects.
- Auto-Herbing and Auto-Mining are added.

[Classic-KFM Commander]

Improvement

- A new command “roll” is now available to remotely roll the loots.

[Classic-KFM Druid]

Fix

- Bear shapeshift is working better now.

[Classic-KFM Hunter]

Fix

- “Engage Actively” for pet control is working properly.

Improvement

- Disengage is now usable when OT.

[Classic-KFM Paladin]

Fix

- Blessing system now recognizes short term blessings. It will wait for them to disappear before re-applying normal blessings.

Improvement

- Lay on Hands and Blessing of Protection are added as defensive spells.
- Blessings in combat now has lower priority than team healing.

[Classic-KFM Priest]

Improvement

- Inner Focus now has a group of settings to control its usage.
- Mind Flay now has a new setting to configure its timing.

[Classic-KFM Warlock]

Fix

- Summon Demon is working smoothly now even if you interrupt it in the middle.
- Create Healthstone and Create Soulstone won't be spammed anymore.

Improvement

- Shadow Ward is now added as a defensive spell.

[Classic-KFM Warrior]

Improvement

- Execute is now usable on multiple targets with low HP around.
- Concussion Blow is added to the rotation.
- Berserker Rage can be kept on.
- Stance switching now supports Whirlwind and Berserker Rage.

[Classic-HF General]

Improvement

- Added menu option for preserving mana if target <= HP or player <= mana

[Classic-HF Warlock]

Fix

- Summon demon menu option should now work properly.
- Pet attacking fixed

[Classic-HF Shaman]

Improvement

- Added menu option for choosing weapon enhancement type.

Update Notes 8-Sep-2019

[Classic-HF Rotations]

BETA Release

- Hunter
- Mage
- Paladin
- Priest
- Rogue
- Shaman
- Warlock

[Classic-KFM Shaman]

Fix

- Totem system is now working properly.

Improvement

- Weapon Enchant is added to keep a certain enchantment on the current weapon.
- Earth Shock now has a new setting to keep using it.
- Lightning Bolt now has a health threshold setting.

[Classic-KFM Warlock]

Fix

- Consume Shadow is now working properly.

[Classic-KFM Warrior]

Improvement

- Settings are re-arranged under different categories.
- Battle Shout is now also usable as a threat spell.

Update Notes 7-Sep-2019

[Classic-HF Rotations]

BETA Release

- Hunter
- Paladin
- Priest
- Rogue
- Warlock

[Classic-KFM Pandora's Box]

Improvement

- Magic Vision now has a new “tap” check setting.
- Magic Targeting now has a new “tap” check setting.

[Classic-KFM Druid]

Improvement

- Shapeshift before defensive healing is added.
- Auto-taunt in bear form is added.

[Classic-KFM Hunter]

Improvement

- Feed Pet is now supported to keep pet happiness out of combat.

[Classic-KFM Priest, Mage, Warlock]

Fix

- A minor issue in target range check is fixed.

[Classic-KFM Priest]

Improvement

- Vampiric Embrace is added to the rotation.

[Classic-KFM Warlock]

Fix

- Nightfall talent support is fixed and a new setting is added.

Improvement

- Soulstone support is added to keep it on myself.
- Dark Pact is added as a setting group, similar as Life Tap.

Update Notes 5-Sep-2019

[Classic-KFM Pandora's Box]

Improvement

- Magic Items now has a higher priority.
- “Questie” AddOn is now integratable to provide much more accurate “Quest Objective” tracking under Magic Vision.
- “Herbs” and “Ores” are now also easily tracable with Magic Vision.

[Classic-KFM Commander]

Improvement

- The original settings of “Master Switch”, “Active Pull” and “Heal out of Combat” of the current combat rotation will be restored after execution of “engage” command is done.

[Classic-KFM Hunter]

Improvement

- Concussion Shot now has a health threshold setting.

[Classic-KFM Mage]

Improvement

- Mana Shield is now added as a defensive spell.

[Classic-KFM Paladin]

Fix

- Self Aura is now applicable correctly.
- Self Blessing is now applicable correctly.
- Defensive healing is now working properly.

[Classic-KFM Priest]

Fix

- A script error has been fixed.

Improvement

- Shadow Guard is now used correctly.

[Classic-KFM Shaman]

Fix

- A script error has been fixed.

[Classic-KFM Warrior]

Fix

- Revenge is now used correctly.
- Stance Switch is now working property on all language clients.

Improvement

- Sweeping Strikes is added to the rotation.
- Rend is now applicable to multiple targets with a new setting.

Update Notes 3-Sep-2019

[System]

New

- Platform version 2.1.3 is released, bringing new support for **AMD Ryzen 3000 series CPU**. It won't freeze or crash a few seconds after launch anymore.
Thanks for your kind patience and feel free to give it a try!

WoW

- WoW version 1.13.2.31727 has been supported.

[Classic-KFM Pandora's Box]

Fix

- Magic Following won't throw any errors when you choose myself as target.

[Classic-KFM Paladin]

Fix

- A script error has been fixed.

[Classic-KFM Warlock]

Fix

- Lesser Healthstone won't be spammed anymore.

Improvement

- Amplify Curse is now added to rotation.

[Classic-KFM Warrior]

Fix

- Rend is now used correctly in Battle stance.

Improvement

- Rend now has a health threshold setting.
- Bloodrage is added to the rotation.

Update Notes 2-Sep-2019

[System]

Notice

- We also noticed there are users on Windows special insider versions (by looking at “winver” with last revision > 1000). These test versions cannot be supported due to Microsoft restrictions so please switch to a stable retail Windows version.

Pendings

- AMD Ryzen 3000 series CPU is confirmed to be unsupported. While the developers are working hard to support it, any users with this model please wait for further notice. ETA is 1 week.

[Classic-KFM Priest, Paladin, Druid, Shaman]

Improvement

- “Healing Baseline” setting is added to all healer rotations to delay the healing according to health percentage.

[Classic-KFM Warrior]

Fix

- Rend will not be cast to Mechanics and Elementals.

Improvement

- Piercing Howl has a new cast setting to look at any target around with specific health threshold.

[Classic-KFM Rogue]

Fix

- Rupture will not be cast to Mechanics and Elementals.

[Classic-KFM Druid]

Fix

- Rake and Shred will not be cast to Mechanics and Elementals.

Update Notes 1-Sep-2019

[System]

Notice

- We also noticed there are users on Windows special insider versions (by looking at “winver” with last revision > 1000). These test versions cannot be supported due to Microsoft restrictions so please switch to a stable retail Windows version.

Pendings

- AMD Ryzen 3000 series CPU is confirmed to be unsupported. While the developers are working hard to support it, any users with this model please wait for further notice. ETA is 1 week.

[Classic-KFM Commander]

Improvement

- When executing a new command other than the previous one, all previous command actions will be terminated as well.

[Classic-KFM Priest, Mage, Druid]

Improvement

- All buffs have separate settings to be cast on team members.

[Classic-KFM Warlock]

Fix

- Rain of Fire can be cast correctly.

Improvement

- Drain of Soul now has a “Shards” threshold setting.
- The rotation logic is optimized.

Update Notes 31-Aug-2019

[System]

Notice

- We also noticed there are users on Windows special insider versions (by looking at “winver” with last revision > 1000). These test versions cannot be supported due to Microsoft restrictions so please switch to a stable retail Windows version.

Pendings

- AMD Ryzen 3000 series CPU is confirmed to be unsupported. While the developers are working hard to support it, any users with this model please wait for further notice. ETA is 1 week.

[BfA-KFM Paladin-Protection]

Fix

- A script error has been fixed.

Improvement

- Azerite Essence is now supported.

[Classic-KFM Pandora’s Box]

Improvement

- “Magic Items” is now back, bringing auto food and drink!

[Classic-KFM Commander]

Improvement

- The “engage” command now will turn on rotation in the first place followed by movement, which is helpful for earlier engagement in combat.
- When receiving a new command, the team member character will stop all current actions first to save you a bit more trouble.

[Classic-KFM Warrior]

Fix

- Demoralizing Shout will not be spammed anymore.

Improvement

- A new “tank” setting category is added with auto-taunt and Sunder Armor settings.
- Last Stand and Shield Wall are added as defense spells.
- A new “Stance” setting category is added for stance keeping and smart switching.
- Many more spells are added for both damaging and tanking.

[Classic-KFM Paladin]

Improvement

- A new “Judgement” setting category is added for casting of Judgement for different occasions.
- Team blessing system is added to automatically refresh blessings for all classes in the team.
- Many more spells are added for damaging.

[Classic-KFM Mage, Priest and Warlock]

Improvement

- A “Force Auto-Attack” setting is added to all 3 classes, allowing to force Attack and Shoot when mob health is below a certain threshold.

[Classic-KFM Priest]

Fix

- Flash Heal won't be spammed in team healing.

Improvement

- Renew is now used as a team healing spell.
- Fade is now used when OT.

Update Notes 30-Aug-2019

[System]

Pendings

- AMD Ryzen 3000 series CPU is confirmed to be unsupported. While the developers are working hard to support it, any users with this model please wait for further notice. ETA is 1 week.

[Classic-KFM Pandora's Box]

Fix

- Spell Names can be added correctly.

[Classic-KFM Hunter]

Improvements

- "Aimed Shot" now has a separate setting based on mob hp%.
- "Multi-Shot" is now added with 2 settings to configure its AoE timing.

Update Notes 29-Aug-2019

[System]

- New platform version 2.1.2 is released. “Legacy” mode has been offline.

KFM development team has fixed a long list of bugs over the past 2 days of Classic, just to name a few here:

[Classic-KFM Mage, Priest and Warlock]

Fixes

- Wand usage is working properly now.

Improvements

- A few settings for spell usages based on mob health are added, good for saving mana while leveling.

[Classic-KFM Priest]

Improvements

- Renew is now added as a defensive spell on myself.
- A new setting is added to keep “Power Word: Shield” on myself.

[Classic-KFM Rogue]

Improvements

- Slice and Dice now has a new setting.

[Classic-KFM Warlock]

Improvements

- “Create Healthstone” is now supported.

Update Notes 27-Aug-2019

Classic kernel support is now live!

KFM rotations are all available while the development team is leveling their characters with all users onsite now and keep fixing all bugs and adding new features to PvE rotations.

HF development team is also working hard on release the best PvP rotations within the next few days.

Should you see any errors (shown in chat frame), feel free to screenshot report to admin.

Enjoy your Classic ride!

KFM development team has fixed a long list of bugs over the past day 1 of Classic, just to name a few here:

[Classic-KFM All]

- Tons of script errors are gone.
- All debuffs will not be spammed anymore, including Hunter, Warrior and Warlock.
- All classes now have a “Healthstone” setting.

[Classic-KFM Pandora’s Box]

- Magic Vision now has an additional setting to filter out “dead units”.

[Classic-KFM Commander]

- Server names with spaces are fully supported now.
- “Loot” command won’t cause the character to walk non-stop while the lootable corpses happen to disappear.

[Classic-KFM Hunter]

- Hunter’s Mark is working properly on different timings.
- Mend Pet on health threshold is now supported.

- Arcane Shot now has a mana threshold setting.

[Classic-KFM Rogue]

- Eviserate now has a “low health” priority setting.

[Classic-KFM Warlock]

- All necessary spells now have a “target health” threshold setting.
- Immolate will be kept on normally.

Update Notes 25-Aug-2019

[System]

New

- The new kernel now finally supports **AMD Ryzen CPUs** and above! We will unload the “legacy” kernel in a few days if everything goes well.
- The new kernel is now also available for multiple sessions. You need to choose the session count first and open exactly the same amount of game sessions after launch or you will have BSOD.
- As a big gift for every KFM supporter, now every existing user and new user registered within next limited days can get a maximum of **2 sessions for free!**
- If you need additional session purchase, please kindly contact admin.

[BfA-KFM Commander]

New

- This is a brand new next-gen module for multi-boxing based on pure WoW macros, which is super advanced and easy-to-use. More details can be found under KFM “general” category.
- Classic Commander is also coming soon along with all class rotations.

[BfA-KFM Priest-All]

Improvements

- Azerite Essences are added to all specializations.

[BfA-KFM Priest-Discipline]

Improvements

- Atonement now has a new setting to keep it on tanks.

[BfA-KFM Priest-Shadow]

Improvements

- Dark Void target count now only respects units with Shadow Word: Pain.

[BfA-KFM Monk-All]

Improvements

- SimC logics are all now updated.
- Azerite Essences are added to all specializations.

Update Notes 23-Aug-2019

[System]

New

- A new platform version 2.1.1 is released bringing faster global network connection. Classic support is coming!

Pendings

- AMD users must use “legacy” launch for the time being.

[BfA-KFM General]

Fixes

- “Quake” will not make melee classes stop casting.

[BfA-KFM Priest-Shadow]

Fixes

- Spell castings other than my own spells will not be interrupted anymore.

[BfA-KFM Rogue-Assassination]

Fixes

- A critical buff check error in rotation logics has been fixed.

[BfA-KFM Warlock-Affliction]

Improvements

- DoT priority has been adjusted: 1 Agony / 2 Corruption / 3 Siphon Life.

[BfA-KFM Warrior-Protection]

Improvements

- “Dragon Roar” now has a separate control setting.
- Azerite Essences are added.

Update Notes 21-Aug-2019

[BfA-KFM Pandora's Box]

Improvements

- Auto Skinning now always selects the closest corpse.

[BfA-KFM Death Knight-Unholy]

Fixes

- A script error is fixed.

[BfA-KFM Druid-Restoration]

Fixes

- A script error is fixed.

[BfA-KFM Monk-Mistweaver]

Fixes

- A script error is fixed.

[BfA-KFM Rogue-Outlaw]

Improvements

- Roll the Bones now has a separate setting group to control its timing.

[BfA-KFM Warrior-Arms]

Fixes

- Warbreaker can be disabled correctly.

Update Notes 20-Aug-2019

[System]

New

- A new platform version 2.1.0 is released. Classic support is coming!

[BfA-KFM Death Knight-Unholy]

Improvements

- Azerite Essences are fully supported.

[BfA-KFM Druid]

Improvements

- Azerite Essences are fully supported.

[BfA-KFM Druid-Restoration]

Improvements

- Moonfire and Sunfire now have a setting to be kept while in cat form.
- Shapeshift setting is now a full control. Rotation will never shapeshift between human and other forms if you disable it.

[BfA-KFM Monk]

Improvements

- Azerite Essences are fully supported.

Update Notes 17-Aug-2019

[System]

Fixes

- A potential BSOD issue on Intel CPUs has been fixed. Now the new kernel is even more stable.

Improvements

- WoW 8.2.0.31478 has been supported.

[BFA-PvE General]

Fixes

- Focused Azerite Beam cast by rotation engine will not be interrupted anymore.
- Healthstone switch is working properly now.
- The azerite Anima of Life and Death can be cast properly.

[BFA-PvE Mage-Fire]

Improvements

- Meteor now has a “Unit Count” setting to prevent waste on trashes.

[BFA-PvE Rogue-Assassination]

Fixes

- A script error has been fixed.
- A potential energy overflow issue has been fixed.

[BFA-PvE Warlock-Affliction]

Improvements

- A new cooldown setting for Corruption Seed is now available to prevent double cast.

Update Notes 13-Aug-2019

[BFA-PvP Healers]

Fixes

- Fixed HoTs spam when moving.

[BFA-PvP Hunter]

Fixes

- Kill Command now checks for roots on pet.

[BFA-PvP Paladin-Holy]

Improvements

- Holy Shock is used offensively when noone to heal to get the Light Infusion buff.

[BFA-PvP Shaman-Elemental]

Improvements

- Earth Shock is now also triggered with Master of the Elements buff.

[BFA-PvP Warlock-Destruction]

Improvements

- Chaos Bolt stops casting into reflect-like buffs.

Update Notes 11-Aug-2019

[System]

Fixes

- Windows 10 v1903 is now compatible with all Intel CPUs!

Pendings

- AMD users still need to use “KFM Legacy” launch mode.

[BFA-PvE Pandora’s Box]

Fixes

- Magic Interruption won’t overlap spells for a single interruption.

Improvements

- Magic Interruption now has a range filter.
- Magic Interruption now accepts spell IDs.

[BFA-PvE All]

Improvements

- Defensive Dispel now has a delay setting.

[BFA-PvE Rogue-Assassination]

Improvements

- Updated to the latest SimC and Garrote is well taken care of.

Update Notes 7-Aug-2019

[System]

Fixes

- Startup BSOD for some users has been fixed (new kernel).

Pendings

- Windows 10 v1903 with intel CPU later than [Broadwell Architecture](#) can still cause WoW freeze.
- AMD users still need to use “KFM Legacy” launch mode.

[PvE Rotations]

All Healers

- Players with Darkest Depths debuff (in Blackwater Behemoth encounter) will not be healed.

Demon Hunter-Vengeance

- A Lua script error has been fixed.

Paladin-Holy

- Light of the Martyr will not be used when there is Whispers of Power debuff.
- Crusader Strike and Holy Shock is used less often when Avenging Wrath is enabled.

Rogue-Assassination

- A Lua script error has been fixed.

Warlock-Affliction

- More spells are used during movement.

Update Notes 5-Aug-2019

[System]

KFM Legacy Mode

- “KFM Legacy” launch mode is added as a temporary fallback for all valued users, which is exactly the same old KFM kernel. Should you be an AMD user or find any difficulty in launching, please switch to this mode.
- DO NOT mix up the new kernel with the legacy one, or you will get a BIGGGG blue screen.
- Notice that such legacy mode obviously won't resolve Windows 10 1903 compatibility issues either. Please stay cool for our further updates.
- Such legacy mode will be removed once the new kernel has completely supported both AMD and Windows 1903.

[PvE Rotations]

Fixes

- All interruption issues are fixed.