

Brief Introduction

Commander (BFA - KFM)

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KFM Commander is a next-gen helper for multiboxing playing. It allows you to send customized commands (including macros, movement, combat etc) to other team members from the team leader, which completely changes the existing gaming pattern combined with your innovation and creativity. It looks more like an advanced but easy-to-use toolkit to turn your imagination into reality. A brief getting started guide is as below.

1. Team leader and the team members need to be in the same party or raid.
2. Choose the command mode respectively while the team members fill in the leader name.
3. Start KFM rotations on every client and you will see the successful connection message in the default chat frame.
4. Create various commanding macros on team leader to begin your multi-boxing trip.

Note:

- The team leader (the game window with "Commander Mode" set as "Team Leader" in KFM panel) and team members ("Commander Mode" as "Team Member") are required to be in the same party or raid group.
- Multi-boxing on single PC and different PCs are both supported.
- **[NEW FEATURE]** For all commands that end with "_ex" postfix (check the panel command list), you need to download and install the UCS map pack into UCS folder beforehand to get them working via the following link:
<https://ucs.scriptvirt.com/maps>

General

1. **Command Mode:** Make the current character in game as team leader or team member
2. **Team Leader Name:** Enter the Team Leader's name, leave empty for Team Leader. (Make sure the first letter is capitalized. For character in different server, use Name-ServerName)
3. **Command Channel Name:** The name of the Command Channel has to be the same between the team leader and its members (alphanumerics only with maximum length of 6)
4. **Command Channel Secret:** The key of the Command Channel has to be the same between the team leader and its members for communication encryption (alphanumerics only with minimum 6 maximum length of 32)

Food & Beverages (applied to <rest> command)

1. **Use Food:** Enter the full name of food, one food name only.
2. **Use Food (Health Pct):** Use food to recover when the character's health percentage is below the threshold.
3. **Use Drink:** Enter the full name of drink, one drink name only.
4. **Use Drink (Mana Pct):** Use drink to recover when the character's mana percentage is below the threshold.

Macro Fundamentals

1. All commander macros share the same prefix **"/kfm cmd [members]"** with similar following structures. Use whitespace as delimiter for each part of the command, which is nothing different from a standard WoW macro.
 - **"/kfm cmd"** is the common prefix.
 - **"[members]"** can take **"*"** for everyone, or the actual team member names supporting multiple names delimited by commas. Notice that if there are spaces in the names, you must replace all of them with **_**.
2. All **"TARGET"** parameters must be **character full names, UnitID or "leader"**, enclosed by **"()"** representing the reference system as team leader, or **"[]"** representing the reference system as team member. If there is whitespace in the name, use **_** to replace it.

Eg. **King_Of_KFM** refers to a team member named "King of KFM", **(target)** refers to team leader's target, **[target]** refers to current character(whoever runs the command)'s target, **[leader]** refers to the team leader.

Command <run>

Run a specific macro, which will terminate the current running command. Note that the MACRO has the same length limit as the in-game macro, and “mouseover” is not supported.

1. Syntax
/kfm cmd [members] run MACRO
2. Samples
 - */kfm cmd * run /click LFDRoleCheckPopupAcceptButton*
Every team member accepts role check popup.
 - */kfm cmd Illidan run /dance*
Have the team members named “Illidan” dance.

Command <stop>

Stop all current command executions and actions.

1. Syntax
/kfm cmd [members] stop
2. Samples
 - */kfm cmd * stop*
Send stop command to all team members.
 - */kfm cmd Illidan stop*
Send stop command to the team member named “Illidan”.

Command <report_request>

Request a report from team members.

1. Syntax
/kfm cmd [members] report_request [category]
2. Samples
 - */kfm cmd * report_request inventory*
Show inventory info from all team members.

Command <follow>

Keep specified distance range with the specified target, the follow command won't stop until lose target or another command is sent.

1. Syntax

/kfm cmd [member] follow [follow_target] [DIST_MIN] [DIST_MAX] (JUMP_PCT)

2. Samples

- */kfm cmd * follow Illidan 8 25*

Have all team members follow the player named "Illidan" with distance 8-25 yards, no jump percentage parameters provided so followers won't jump.

- */kfm cmd * follow (target) 8 25 0.3*

Have all team members follow the team leader's target with distance 8-25 and have 30% rate to jump while following.

Command <move_to_unit>

Move into a distance range with a specific target. This command will stop once the team member is moved to target within the specified range.

1. Syntax

/kfm cmd [member] move_to_unit [follow_target] [DIST_MIN] [DIST_MAX] (JUMP_PCT)

2. Samples

- */kfm cmd * move_to_unit Illidan 8 25*

Have all team members move to the player named "Illidan" within distance 8-25 yards, no jump percentage parameters provided so movers won't jump.

- */kfm cmd * move_to_unit (target) 1 1 0.3*

Have all team members move on to the team leader's target and have 30% rate to jump while following.

Command <move_to_pos>

Move to a specific position.

1. Syntax

/kfm cmd [member] move_to_pos [POSITION] (JUMP_PCT)

2. Samples

- */kfm cmd * move_to_pos cursor 0.3*

Have all team members move to the cursor position with 30% jump rate.

Command <engage>

Engage an attackable target and optionally configure the range to keep from it and rotation settings.

1. Syntax
/kfm cmd [member] engage [engage_target] (DIST_MIN) (DIST_MAX) (SETTINGS)
2. Samples:
 - */kfm cmd * engage (target)*
Have all team members attack team leader's target.
 - */kfm cmd * engage [target]*
Have all team members attack their own target.
 - */kfm cmd lamRESTO engage [target]*
Have the team member named "lamRESTO" start healer rotation, if he is a healer.

Command <interact>

Interact with a specific target (NPCs, world items etc) and optionally configure the distance range to keep from it.

1. Syntax
/kfm cmd [member] interact [interact_target] (DIST_MIN) (DIST_MAX)
2. Samples:
 - */kfm cmd * interact (target)*
Have all team members interact with team leader's target.
 - */kfm cmd * interact (mouseover)*
Have all team members interact with mouseover target.

Command <cast>

Cast a specific spell and optionally configure the target distance range to keep from it.

1. Syntax
/kfm cmd [member] cast [SPELL] (CAST_TARGET) (DIST_MIN) (DIST_MAX)
2. Samples:
 - */kfm cmd * cast Frostbolt (target)*
Have all team members cast Frostbolt at team leader's target.
 - */kfm cmd * cast Blizzard cursor*
Have all team members cast blizzard at mouseover position.

Command <use>

Use item and optionally configure the target distance range to keep from it.

1. Syntax
/kfm cmd [member] use [ITEM] (CAST_TARGET) (DIST_MIN) (DIST_MAX)
2. Samples:
 - */kfm cmd * use Healthstone*
Have all team members use healthstone.

Command <loot>

Loot all corpses with specific range.

1. Syntax
/kfm cmd [member] loot [RANGE]
2. Samples:
 - */kfm cmd * loot 20*
Have all team members loot all corpses within 20 yards.

Command <rest>

Rest on site and use food or drink to recover health and mana if necessary.

1. Syntax
/kfm cmd [member] rest
2. Samples:
 - */kfm cmd * rest*
Have all team members rest.