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GearFoundry Documentation

What is GearFoundry?

GearFoundry (GF) is actually a wrapper addon for numerous plugins which for the most part are independent of each other. GF must be used with Virindi View Service (VVS) and its golden gear icon can be found on the Virindi bar. AetherFilter is also required and can be obtained from <http://kill.chopguild.org/AetherFilter>.



Note: The Minimalist Black theme is strongly recommended for use on all of GF's HUDs and was used in the development of GF. However, for the purpose of illustration in the documentation, the decal theme is used to make the images more easily viewed.

When the GF main HUD is first opened, it will be defaulted to no HUDs checked. As they are selected, the HUDs will open in the upper left corner. They can be moved and pinned and function in the same way as other Virindi windows. Many of them can be resized as will be discussed under each HUD.

When a HUD is checked, an icon for it will appear on the GF remote which will expand and shrink as HUDs are opened. If the HUD is to be used regularly, it should be closed by clicking its icon in the remote. It should only be unchecked in the main GF box, when it is to no longer be used and the user wishes to disable the HUD and associated functions entirely. Disabling the HUD from the main settings panel will result in loss of function for that HUD. For example, in order to collect stats on the inventory and on the collection and kill tasks, the HUDs must be in the remote but do not have to be opened in the main window.

The GearFoundry Remote

(Only those HUDs that are checked in the main GF window will appear on the remote.)

- ◀ GearButler: An interactive inventory tool .
- ◀ GearVisection: An interactive corpse HUD and corpse opening tool.
- ◀ GearInspector: An interactive loot identification and processing tool
- ◀ GearSense: An interactive Sixth-Sense type HUD which shows items in the environment.
- ◀ GearTactician: A combat tracking HUD and mob selection list which tracks debuffs and vulns.
- ◀ Gear: An in game auto-inventory program which tracks across multiple accounts.
- ◀ Armor: A HUD especially designed to help create armor suits.
- Workers Stats: Information for all toons in all accounts on server.
- ◀ Vertical and Horizontal SwitchGears: Quickslot bars which allow rapid exchange of weapons or the using of items. You can even use them to equip off hand for dual wielding.
- ◀ Portal Gear: A recall bar which allows one click access to castable recalls and commands like /ls
- ◀ Gear Tasker: A kill and collection task tracker.
- ◀ WormGear: A multifunctional HUD which triggers Foundry actions when selected.
- ◀ ON/OFF: Determines if Foundry is active. ON to use Foundry to autoprocess, OFF to let Virindi Tank do the work. GF Huds like PortalGear are non-functional if set to OFF.

GearButler

GearButler (GB) is a self-contained HUD module with three components: Butler, Valet and Augvisor. The butler opens with everything in your backpack listed. You can change what is displayed by selecting

 icons on the QSort line.

Description of icons left to right:

Equipped Items.

Unequipped Items.

Open Storage Chest Items.

Melee Weapons

Missile Weapons

Magic Casters

Armor

Keys

Keyrings

Lockpicks

Mana Stones

Healing Kits

Consumables

In the above illustration, two Qsort Icons are selected: The Icon for casters and the Icon for Unequipped items. When an icon is clicked a green circle encloses the icon. A Nether Baton has been selected and thus has turned red in the list and its icon is displayed in the upper box.

Buttons

[Use] Attempts to use the currently selected item.

[Pick] (Not shown if character does not have Lockpick skill) Attempts to use an intricate carving tool on the currently selected item.

[Destroy] Attempts to use a Mana Stone or Aetheria Desiccant on the currently selected item.

[Salvage] Attempts to salvage the currently selected item.

QSort Icons

There are two sets of QSort icons that work together to filter the items which are displayed. The first three QSort Icons on the left are, in order, “Equipped”, “UnEquipped” and “Open Storage Chest.” These three items are used in conjunction with the other 10 QSort Icons to quickly filter the items displayed in the Butler HUD list. The first 3 QSort Icons will interact with each other such that only one can be selected at a time from the three. The last 10 QSort Icons interact similarly. Note that, if items are specified in combinations like “Equipped” and “Mana Stones”, no items will display since this combination of filters has no common items. (Mana stones are not equipped.)

Butler HUD List

The columns in the Butler HUD List work as follows. Clicking the item icon on the left hand side will select that item. Clicking the item name in the 2nd column will report information about that item to the chat line. Note that items without ID information may report very little information. The “Backpack” icon moves the associated item to slot 0 in your main pack. When the “Chest” icon is hit, Butler will attempt to place the selected item into an open storage chest. When an NPC or player is selected, clicking the “Green Arrow” Icon gives the associated item to the target. Lastly, clicking the “Coins” icon will place the associated item into an open vendor or trade window.

The Valet

The valet allows you to make suits of armor for different purposes and then to wield them.

When you first open the valet, the Slots in rotation window contains all the body parts and ones you might want to have removed are checked. If you uncheck an item that one will not be removed. So, for example, if you have a piece you cannot re-wield without a rare, leave it unchecked.

To create a suit of armor, type the name in the textbox for the suit you are designing and select an icon for that piece. I have selected an item of armor from the suit the toon was wearing in the example. Then click Create and the pieces will be listed in the bottom window. To choose the order to rewild them toggle the numbers in the pieces box.

Make another suit in a similar fashion.

Now, if you select a suit in the middle box, you can use the Equip button to wield the suits. (In the example, armor is selected as designated by the yellow color.)

The Augvisor

The Augvisor displays the augmentation gems available in the game.

Red – The toon does not yet have the gem.

Green – The toon has all of the augmentations available of this type.

Yellow – The toon has some of the augmentations available for this type. (In the toon from which this display was taken, she has 3 of the 5 possible Archmages Endurance augmentations.

GearVisection (Corpse HUD)

Color Key:

Killed by self: Antique White
Rare Kill: Magenta

Killed by fellow: Green
Dead Self: Yellow

Killed by others: Slate Grey
Permits: Cyan

The GearVisection HUD is a simple corpse tracking and corpse opening HUD. It can be configured to one of two display modes, R. Mini which is a smaller, compact version of the HUD (above right) and Full mode (above left). If you are not using Virindi Tank to auto-loot, click on the corpse icon to open and loot a corpse with GF.

On most GF HUDs there is a “Set” tab. Selecting that tab, displays the setting choices for the HUD. The GearVisection HUD settings are a set of tracking options which pertain only to corpses.

Gear Inspector

Inspect Tab

The Inspector lists the items in loot containers (chests and corpses) based upon the selections made under the “Inspect” tab on the main GF Settings pages. Some specialty settings are available on the “Set” tab which will identify loot items as well.

Foundry will auto-loot the identified items if appropriately configured in the Foundry tab. The GF looting system is detailed in Appendix B.

Process Tab

<<<Put a filled “PROCESS” window here. >>>

This allows you to queue up items for processing with Foundry set to OFF, then later auto process the items in batch by hitting [Process] or individually by selecting the processing icon from the column on the left of the list.

Ident. Salv.: Checking allows identification of salvage per the “Salvage” tab under “Inspect” on the Main GF Settings page. Ident. Salv. must also be checked for Foundry to “Auto-Loot and desiccate junk Aetheria.”

Unk L7 Spl.: Identifies L7 spells that your character does not know.

Value: Identifies items greater than or equal to this pyreal value. 0 disables.

Salv. Value: Flags the items identified using “Value” to be converted to salvage. This occurs independently of the values specified in “Inspect” => “Salvage”.

ManaTanks: Minimum mana value that will be considered for filling a Mana Stone. Mana Stones should be maintained using the “Inspect” => “Trophies” tab and selecting “Loot Max” to keep the desired number of mana stones on your character.

R. Mini: Shows a minimalist version of the HUD.

GS Str.: Enables chat line reporting using GearScore Strings.

Alinco Str.: Enables chat line reporting using Alinco formatted strings.

Gear Sense

Gear Sense a Landscape tracking HUD that will report NPC's, Players, Mobs, Portals, Trophies and other landscape items. It can be rendered as a full size HUD with text or a smaller HUD with only icons. The number beside the item's name indicates the distance in map units that the item is from your character. Clicking on an item's name will select the item and render a 3D arrow pointing to the item. Clicking the item's icon will attempt to move the item into your pack if it is something like a trophy which can be picked up.

Trk is short for Track. The various options available for tracking are shown on the "Set" tab to the left.

"Trophies" corresponds to the items in "Inspect" => "Trophies" and "Mob List" corresponds to the items in "Inspect" => "Mobs"

Forget Dist.: Sets the number of map units past which items will not be reported.

Gear Tactitian

The Tactitian displays the debuffs and health on nearby mobs. For example, if playing an area in which it is essential not to draw extra mobs, one player can debuff specific mobs and other players can then click on the mob that is debuffed to focus fire on that one target. It is also helpful when fighting a boss to be certain all the debuffs are on it and still active.

Clicking on the 11 under the F (focus) gives the following mini-HUD:

The settings panel for the Tactician:

In this settings selection the mobs that have debuffs will show. If “Show all Mobs” is clicked, every mob shows.

As expected, only the checked debuffs will show. On the above picture the two void spells cast on the Master’s Acolyte led to it being on the screen.

Current target shows the debuffs on the currently selected target. It can be rendered and used even when the main hud is closed using the remote.

Monsters out of range clear when there is a reason to rescan, e.g. the health changes on one of the mobs. It also clears when moving far enough from a target.

Gear

Gear is an auto-inventory HUD and function. If you enable inventory in the main gear and never use the HUD, it will still update your inventory on game startup and every five minutes thereafter. That update will include the inventory and character statistics of the ingame toon as well as all other game choices; e.g., HUD settings. The chests of the toon’s account will also be inventoried when a player goes to that house chest and opens it.

Inventory includes the items for all accounts after all toons have been brought online at least once. But another feature is that the inventory (in fact all the stored material for Gearfoundry) can be moved easily between computers. To do that, right click the gold gear on the desktop on the right side of toolbar.

The Export Settings and Inventory File when clicked, causes a file named Transfer.gz to be placed into the GearFoundry documents folder which is located in the following path:

C:\Users\YourUserName\Documents\Decal Plugins\GearFoundry.

Once Transfer.gz is transferred, choose “Import Settings and Inventory File on the second computer’s toolbar Gear.”

While on this picture, let me mention that the inventory can also be used by the Mag-SuitBuilder if you click on the “Export to Mag-SuitBuilder Format.

The Gear HUD:

The HUD contains dropboxes that are fairly self-explanatory. In the example, the Armor class, Adept Set, and covers head has been selected. A list of all armor was formed when armor was selected that was winnowed down as each further choice was made. In the textbox Legendary;Epic mean that both Legendary and Epic spells are being selected and the *helm means that only items with helm in the name are being selected. (Note the ";" is used to separate search choices. It is necessary to use a "*" preceding a partial name and that part cannot be capitalized.) It would also work to type in accurately the full name with appropriate capitalizations. Epic and Legendary are spell names which work differently.)

If items are being inventoried, the bottom line shows the countdown of the number left to inventory.

Gear Display HUD

If you click on one of the items in the inventory HUD, the info about the item appears in the chatline for cut and paste purposes as well as in this Display HUD to increase readability.

Gear Armor HUD

This is a quite specialized HUD that may be helpful when manually designing armor suits – especially when there are multiple fighting toons and there is a necessity to coordinate suits between them. Obviously the Inventory HUD can be used for this purpose.

The first tab displays the armor of the toon currently online when the hud first opened or if no other toon has been chosen in the drop box.

The dropdown at the top allows one to choose any toon in any account in that server and display the armor being wielded when that toon was last inventoried. Thus if a new piece of uber armor is found, the toon who might need it can be found without having to change toons. If no toon is chosen and when the hud is first opened, this page displays the wielded armor on the toon currently in game.

The main work of the HUD is on the Update Armor tab. It is on this page that it is possible to search the files for pieces of armor that are needed based on what you see in the first list which is the armor the toon is currently wielding.

The second box is filled based on selections placed in the bottom of the screen from the inventory available across all accounts on the server if all the toons have previously been inventoried.

This is a large HUD taking a great deal of the screen but it would be open only when updating armor. It can be left on the remote if a major activity at the time is updating toon armor, or it can be unchecked on the main GearFoundry HUD, and thus be out of sight and mind until the next time armor needs to be updated.

As long as the Gear hud is on the remote, the armor is auto inventoried and thus this hud does not need to be open for that function to occur.

Worker Stats

This hud displays all the toons in all accounts on the server. It lists the level of the toon, the available pack space and the burden to make it easy to find a toon that can carry items and toons that need to be cleaned. Either selecting through the drop box, or clicking the name of a toon from the list will display information specific to that toon. (See display below.) The Worker Specifics tab is discussed below also.

Worker Properties

This is a pop-up window that appears when a worker is selected in the dropdown box or a name is clicked in the hud list on either tab. It contains a great deal of information including:

Name of toon and ID

Level of toon; xp and Luminance available for use; Unused skill credits; Health; Stamina; and Mana

A list of the portals the toon knows

And a list of the portals that are missing.

The number of enchantments on the toon when stats were last recorded.

Base and buffed: Attributes, Specialized skills, Trained Skills

Augmentations categorized in same way as displayed in ACPedia.org.

Missing augmentations categorized according to ACPedia.org.

Luminance augmentations.

Worker Specifics Tab

This is a window for listing toons that meet specific qualifications.

Currently it will display toons that are missing selected portals.

In the example, The Lost City of Neflet Portal is of interest. Logically this would only pertain to toons over 200 so to reduce the number displayed, the user can select the desired level of toon.

In the example 200 has been selected.

The Dropbox displays all possible portals. The example is for Lost City of Neflet Recall. All the toons in the list are missing that portal.

Clicking on a toon in this list will display the previously discussed Worker Properties.

Switch Gears

There is both a horizontal and vertical switch gear which allow for rapid wielding or use of weapons or consumables. They work identically but allow making a choice of which will fit best into your display. I do use both on many toons putting regular weapons on one bar and specialty ones on other bar.

To add an item to the bar, press the "+" and then the icon of the item in the inventory. (The first item placed will look like a thin slit until two or three are placed. Sorry, haven't been able to solve that problem.)

To remove an item, click the "-" and then the item icon on the bar.

To wield a weapon or magic caster in the main hand, simply click the icon.

The ~ is used by a dual wield toon to wield the offhand weapon. When using the ~, first click it and then the weapon to be wielded.

Hint: These switch gears (especially the vertical one) are very difficult to move once moved and pinned. In order to move them easily, hold down the control key and click the pin that then becomes visible. Continue holding down Ctrl key while moving the gear.

↓ Pin on Vertical gear.

↓ Pin on horizontal gear.

Portal Gear

The green wheel on the remote is the Portal Gear.

Portal gear will automatically read the character's spell book and list only portal options known by the character. Thus, the number of portal gear icons will vary from character to character. For instance, in the example above, the toon has all the portals except for Ulgrims. A list of portals the particular character is lacking is provided on the "Missing" tab for easy tracking and recall quest planning.

To use the Portal gear, Foundry must be set to ON. (Discussed under Foundry below.) A caster can be selected by clicking the first icon and then a caster; GearFoundry will auto-select the caster with the highest Melee Defense from the character's inventory if no manual selection is made. (Note that this can potentially result in selecting an unwieldable caster).

To use a portal, simply click the appropriate icon. Most of the icons are identical to the icons used by the associated recall spell. Other icons, were assigned using icons which seemed appropriate and will hopefully act as a mnemonic. (A tooltip will appear with the portal name when the cursor hovers over one of the icons.)

@recall icons

Lifestone: @ls

Pot: @hr

Chandelier: @mr

Wedding Couple: @ah or @hom

Coin: @mp

Note: The casted portals will conflict with some Virindi Tank options including "Peace Mode when Idle". Best practice is to "Pause" Virindi Tank when using this feature of GF.

Gear Tasker

The Gear Tasker keeps track of many kill and collection tasks: both those on a specific quest in which the purpose is to kill mobs or collect items and over the long term if it is a task that will require days or weeks to complete. The plugin will only keep track of tasks if you enable it in the Main GF Settings page, but will continue to update even if de-rendered as long as it is still on the remote.

Please note, for this HUD to function correctly it is necessary to initially acquire the task or kill an associated monster after enabling Gear Tasker. Talking to the task NPC will not flag the quest as active as the “in progress” messages are different from the “initiation” and “complete” messages.

When the tasker is first opened, no tasks will be shown on the complete or incomplete tabs. They must be individually selected for tracking on the “Kill” and “Collect” tabs. Then the “Incomplete” and “Complete” tabs will begin to populate as the HUD “learns” where you are in the quest completion process. This is done by killing mobs, talking to NPCs, and collecting appropriate items. The numbers in () will update as you advance the task. The “Incomplete” tab will not begin to display quests selected from the “Kill” and “Collect” tabs until partial completion is achieved (i.e. the first mob is killed or item collected) in order to reduce clutter on these tabs. Clicking on the task name in the “Incomplete” tab will report information about the task to the chat box.

When the total number of items is collected or mobs are killed, the task moves from the Incomplete tab to the Complete tab. It is cleared from this list after the task is completed, eg by talking to an NPC. Clicking on the task name in the “Complete” tab will cause the chatline to display information pertinent to the turn-in.

The Kill and Collect tabs are nearly identical. There are check boxes to select for tasks to be followed. The buttons allow starting a new task, editing the selected task, or deleting the selected task.

The edit and new page are identical and appear if you select Edit or New above.

The Collect Task Name is for your convenience so any name can be put there. The Item Name must be exact with appropriate capitalization(s).

The number is the number to be collected or killed.

The NPC information is for the users use and not necessary for the tracker to function. This info is reported when clicked in the “Complete” tab.

The Flag Text must be some part of the message that is received when being flagged and must include proper capitalization.

Comp. Text: must include capitalization and be some part of the statement that the NPC gives when contacted after completing a task.

Foundry and Worm Gear

Foundry: The Foundry tab is found in the main gear. This is where a great deal of the work to be done automatically by GearFoundry is selected. Please note that the green light on the remote must be on for the actions on this page to occur. Many of the actions in this panel can be triggered on demand using WormGear (discussed below).

The top left corner contains many of the various auto-actions that Gear Foundry will do. The rest of this page consists of a variety of lists. If an item is in the list, it will be performed. For example, if you have a Legendary Key and the appropriate Key ring, and have checked AutoRing in the upper left hand list the key will be ringing.

The following actions are available:

AutoStack: Stacks items when appropriate and the item is stackable.

AutoCram: Allows Foundry to stuff items into side packs to clear main pack space if needed.

AutoLoot Containers: Allows Foundry to “bob for apples” and pick items out of opened loot containers.

AutoRead Spell Scrolls: Causes unknown L7 scrolls, when looted, to be read automatically.

Auto Dessicate Junk Loot Aetheria: Loots Aetheria which are not identified using a “Rule” and attempts to convert them to Aetheria Powder using Aetheria Desiccant.

AutoReveal Locked Aetheria: Uses the Aetheria Mana Stone on unopened Aetheria which are looted.

AutoDrain Mana Tanks: Uses Mana Stones to drain mana from Mana Tanks (Specified on the “Set” tab of GearInspector”.)

AutoCombine Craft Items: Combines items from the “Foundry Crafting Combine” List.

AutoCarve Craft Items: Uses an Intricate Carving Tool on items from the “Foundry Crafting Carve” List.

AutoRing Keys When Looted: Attempts to match Keys to Keyrings and ring them to conserve pack space using the items in the “Ringable Keys” List.

AutoSalvage Looted Items: Adds salvage items to the Ust panel and crushes them. Disabled until chests are manually closed when looting chests and things that lock.

AutoCombine Salvage Bags: Combines salvaged items into bags using the salvage rules from the “Inspect” => “Salvage” tab.

If you have an action checked and the button on the autoremove is set to green, the action should happen when an object is looted or when you hit the process key on the Inspector HUD.

The Green Light: At the bottom of the remote is an on/off button which changes between green and red. This must be on green for many of the GearFoundry actions. I have been mentioning them as I wrote the above. If an action begins repeating and is causing a problem, cycle the button to clear the queue and restart Foundry without any actions pending.

WormGear: Worm Gear is basically a control panel for a number of Foundry actions to induce them on demand.

Not all buttons will appear for all characters. For instance, characters without item magic will not get “Weaken Lock” while characters without lockpick will not see the “Lockpick” option.

Weaken Lock. Scans the character's spell book and casts the highest level weaken lock available to the toon. Only appears if the character can cast Weaken Lock.

LockPick. Scans the character's inventory and uses the highest level lockpick on the current selection until it unlocks. Only appears on the remote if the character has Lockpick skill.

Key Chest. Scans the character's inventory for a matching key or ringed key for the current target (chest) and uses the item on the chest. Auto opening of the chest will occur after using this action.

Pack Inventory. Auto-Stacks, Auto-Crams, Auto-Carves, Auto-Salvage Combines, Auto-Rings Keys and basically does everything selected by Foundry to clear up pack space.

Trade level VIII comps. Adds all L8 components to an open trade window.

Sell/Trade Salvage. Using the icons on the “Inspect” => “Salvage” tab will attempt to auto-sell salvage tagged with a “coin” icon if a vendor window is open. If a trade window is open, it will add to trade all salvage flagged with a “chest” icon on the “Inspect” => “Salvage” tab.

Buy Mana Scarabs: Attempts to buy the number of Mana Scarabs specified in the Asheron's Call “Components” list from an open vendor. (For more info, see @fillcomps on an AC reference site.)

Buy Plats: Attempts to buy the number of Platinum Scarabs specified in the Asheron's Call “Components” list from an open vendor. (For more info, see @fillcomps on an AC reference site.)

Buy Components: Attempts to buy the all components specified in the Asheron's Call “Components” list from an open vendor. (For more info, see @fillcomps on an AC reference site.)

Buy Trade Notes: Converts all inventory prieals into Trade Notes.

Inspect Tab

The inspect tab is the site in the Main Gear HUD where it is possible to set up rules for looting and individualize the mobs, trophies and salvage lists.

Search Rules:

Creating Rules

Several Example Search Rules come installed with GF. The above example is for the search rule 1L (One legendary) on Armor, Clothing or Jewelry. The classes Armor, Clothing and Jewelry have been checked in the list box on the left. In the center box, the -1 indicates that no GearScore (See description below), Arcane Lore, Work, Char Level are being specified. However the piece must have a minimum of 1 Spell on it from the selected spells on the Req. Spells tab. In the last list are checked the paper doll slots to be matched.

Do visit the Inspect page/Search Rules and click on various rules to both understand what rules are already written and how rules are written. Then read Appendix B to better understand looting parameters.

Gear Foundry loot identification relies heavily on the GearScore (GS). GS is a computed score of an item's intrinsic properties. These properties would consist of the base values of an item and include cantrips peculiar to the item; eg, legendary Defender on a wand. The GearScore is discussed in detail on the website and eventually will be included in Appendix A.

What is important to understand is that GearFoundry with very little rule modification is an excellent looting program for several types of requirements:

- a. A new or returning player who needs a variety of good armor, jewelry, clothing, wands and weapons in the Tier 6 to Tier 8 loot range. The rules guarantee picking up the armor required in a decent suit – ie, one that is not paper and has good spells (legendary, double epics, or triple majors) and/or is in a set with good spells.
- b. Finding one specific piece of armor /clothing or jewelry with a specific spell. (See below how to design that.)
- c. Finding armor pieces of a specific type or color for tailoring purposes.

The GearFoundry looting system can also be used to set up a rule for a very complex purpose by an advanced player using the advanced page (discussed below) in conjunction with reading about looting and GearScores on the website and eventually in the appendices.

Properties Tab

Used to specify wield skills, mastery, elemental damage types, wield skill requirements and specific sets to be matched by the rule being constructed.

Set Suits: To design a program to loot specific set pieces, first select the pieces you want and the GS you want on the Inspect Tab => Search Rules already discussed. If there are specific maximum lore requirements make certain they are included. Then go to the properties page. On the right is a table with all the sets from which to choose the set(s) you desire.

Appearance Tab:

Used to choose armor pieces with a specific appearance or armor and wands with particular colors.

Select the style of armor to be looted in the first box. To choose palettes, click an item of the color you want. On the left choose the type of armor you are selecting. On the right click the Report Palettes button. One or more of the Palettes will have a number beside it. If you want to exactly match the colors on the piece you have selected, type the numbers into the textbox as I have done.

Inputting the negative of the report numbers will get those colors in any combination on the armor. Palettes are specific to the model and graphic you are attempting to match and vary greatly among different armor and weapons types.

Req. Spells: To select spells for loot items use the Req Spells tab. Click on the type of spells to display in the check boxes below the lists. Legendary cantrips are selected in this example. All pertinent Legendary Life and Creature spells are then listed in the current spells box. Clicking on the spell in “Current Spells” moves the spell to “Available Spells” and disables that spell. Clicking on “Available Spells” has the opposite result.

Advanced: This is the page on which it is possible to become quite specific as to properties for the items looted and to develop extremely complex rules. In the example, two long keys have been chosen. Under Key Type there will be the choice of a Long or a Double key in the drop down box on the first line and End/And/Or for the second box. I have selected “And” after the first Key but in the second box, I am showing the various choices. Obviously “End” would be chosen if you wanted to make no more selections. This page will eventually be discussed much more completely in Appendix B under Looting.

Trophies/NPC Tab

This tab contains Trophies and NPC's that you want to have appear on GearSense and/or to be notified by a sound when they appear in the environment or in loot containers. All trophies are enabled by default. A new trophy or NPC is added by clicking "Add New Item" then editing the resulting "New Item" in the text box OR by selecting a trophy you want to loot and clicking "Add Selected".

Loot Max = 0 means identify every item of this type as loot. (Ex: A'nekashay Bracers)

Loot Max > 0 will identify the item as loot until the # is reached in the character's inventory, then stop identifying the item as loot. (Ex: Mana Stones)

Loot Max = -1 will identify exactly 1 of these items as loot per login session, then stop identifying additional items as loot. (Ex: Tusker Tusks)

Mobs Tab

This tab is pretty much identical to the Trophies/Npc Tab except that there is no max number to loot for obvious reasons. Again the mobs that are selected will appear in GearSense if Track Mob List is checked on the Settings Tab. (Refer to GearSense above.)

Salvage Tab

If you will be collecting salvage using the GearFoundry looter, this is an extremely important list to set up.

By design there are no buttons to delete salvage. Instead, you would disable salvage you do not want to loot. For the sake of illustration, I have three types of salvage shown. In the second column, you can click between coins for salvage to be sold at a vendor, a chest for salvage to be stored (traded), and a backpack for salvage to remain on the toon.

In the Salvage Combine String box, you insert the way you want the salvage combined. As you can see, I have most salvage set to 1, all will be picked up and combined in any order. However, I have some set to combine bags of work 1-6, work 7 and 8 and to salvage separately work 9 and work 10.

For this picture my cursor was on Ivory and I had chosen the chest option so the chest is seen on the HUD. Hitting the salvage bag on WormGear will cause this type of salvage to be placed into a trade window for muling.

Sounds

The sounds tab is in three sections:

Gear Sense Sounds: Occur when there is a hit in the environment.

GearVisection Sounds: Occur when there is a hit relating to a corpse.

GearInspector Sounds: Occur when looting a chest.

If you click on the green down arrow, a list of choices appear as shown in the bottom box. If you click on a sound, it will be played for you. As you can see I clicked on “Till” in both GearSense and GearVisection to illustrate that the same sound can be used in more than one situation.

About

So thank you all who helped us create this plugin.

Special thanks go to the developer of Alinco who opened the source code from which the inspiration for GearFoundry was derived.

GearFoundry has its own email address for reporting bugs and asking questions:

acgearfoundry@gmail.com

Appendix A: GearScores

Gear Scores (GS) are used extensively in Gear Foundry. These scores are calculated using intrinsic properties of an item. The purpose is to allow an easy way to identify how one item compares to another. Please refer to discussion of these scores by Irquuk at <http://kill.chopguild.org/gearscore>.

Appendix B: <http://kill.chopguild.org/Looting>

Looting with GearFoundry

posted by *irquk* on **Wed, 09/24/2014 - 06:25**

At this time please refer to looting discussion on website.[What is GearFoundry?](#)