Auto quest turn in

Go to Page View First Unread. There's bug causing pieces of the quest UI to stay on the screen. Edit: Looks like it's just the auto complete. Not the accept quests also. Last edited by demonkunga : at PM. The whole complete quest dialog is shown, but all if it is invisible except for the parts shown in the screen shot. Though, WoW still acts as if the frame is there, you can't click past where the frame would be and such. Originally Posted by demonkunga. Thread Tools. Auto complete and accept quests There's bug causing pieces of the quest UI to stay on the screen. Send a private message to demonkunga. Find More Posts by demonkunga. Coasty A Flamescale Wyrmkin. Originally Posted by demonkunga The whole complete quest dialog is shown, but all if it is invisible except for the parts shown in the screen shot. Find More Posts by Coasty. Pennet An Aku'mai Servant. Originally Posted by demonkunga There's bug causing pieces of the quest UI to stay on the screen. Send a private message to Pennet. Find More Posts by Pennet. Posting Rules. You can use timers to make something happens every so many seconds, whilst with a turn script you can make it happen every turn. In a previous section, we made a bee fly into the kitchen after the player opened a window. To do this, we will use a timer. This timer will only be activated when the player opens the window in the kitchen. This message will only be printed if the player is in the kitchen. After we have done this, we will add the script command to activate it at the right time. In the Windows desktop version, add the timer by right-clicking the tree, or using the Add menu. The timer editor will now be displayed. Pesky bee. Launch the game, go to the kitchen and open the window. Wait for a while and verify that the message is printed every 20 seconds. Now go north to the lounge. That bee is only in the kitchen. If not, then do nothing. Now we need to add a new attribute to the player called turn, and a new entry in the dictionary for that attribute. If you launch the game now, you should see the turn variable displayed on the right-hand side of the Quest window. A turn script can apply to a specific room, or it can apply to the entire game. To make a turn script apply for just one room, you simply need to create it in that room. If you create a turn script outside of a room, it will apply to the entire game. So, right-click the tree menu or use the Add button to create a turn script. On the web version, click the move button towards the top right. You can optionally specify a name for your turn script. You can use this if you want to be able to switch your turn script on and off using script commands, in a similar way to how we switched a timer on and off in the previous section. You can leave the name blank for this turn script, as this will always be running. Congratulations, you now know the basics of using Quest. There is much more to it, but you are probably best learning that as you need it. Now go make that great game! The last part of the tutorial is about how to release your masterpiece. Toggle navigation Quest Documentation. Using timers and turn scripts You can use timers to make something happens every so many seconds, whilst with a turn script you can make it happen every turn. Timers In a previous section, we made a bee fly into the kitchen after the player opened a window. Setting up the Timer In the Windows desktop version, add the timer by right-clicking the tree, or using the Add menu. Setting up the turn counter as a status attribute We created a status attribute on the last page, this is just the same. Increasing the turn counter after each turn A turn script can apply to a specific room, or it can apply to the entire game. In the left box, type: player. Videos all credits to it's authors : English Youtube video German Youtube video Russian Youtube video The AutoTurnIn addon can handle accepting and turning in completed quests and choosing rewards. It can decide which reward to select by specifying options and if no suitable item is offered, the highest value one may be looted. Afterwards, it can also equip the chosen reward. Complete automated quest acceptance and completion. May handle just daily quests or any others you find in your adventures. About AutoTurnIn Every time questgiver window is opened the addon scans for available quests and decides whether they can be accepted. Accepting quests The decision is made based on these parameters: is offered quest is 'grey' so called trivial and whether 'grey' quest should be accepted. An example would be, a shaman's quest at class trainer: they may not be interested in completing on a high-level character. Such quest may be accepted under 'all' conditions chosen. Daily quests are a bit harder because the addon author that's me, hi! Some quests require special treatment, like items to be collected or special currency to proceed. And some of them have to be skipped for their bugged nature. I do my best to keep them updated. Sometime quest may be "available" but addon will stubbornly ignore it - check if the quest does not require an some special currency to be finished. No reason to accept a quest that may be turned in only after a weeks of grinding but instead it is good idea to accept and immediately and turn it in when currency is available. Completing quests What quest to turn in is decided by a few conditions. First of all, the addon must be turned ON of course, and "toggle" button must not be pressed. Toggle key inverts the addons current state, so if the addon is on, the toggle key will turn it off for a single interaction and vice versa. Quest requirements must be satisfied, i. Some quests requires a special items to be transfered to quest giver. For example, Calling the Ancients requires addon to know this

particular quest, if it does then addon may check if you actually have required items and turn quest in or ignore it until you collect the missing amount. The best part: rewards! Depending what you want, the addon may loot the best item for your needs or the most valuable one. Best for my needs Once the addon decides that quest is able to be turned in, the reward question stands in our way. What to choose is ruled by a kind of sophisticated logic. Let's explore it from the simple to complex. One stat for all Warrior is a best example of single-stated class. Every piece of its gear except trinkets but that is a special case described below has strength. Also there are next to zero items that have strength and are not desired by warriors. Have you ever seen a cloth or staff with strength? So we are free to choose only strength check-box and leave any other checkboxes unfilled. To be exact, the same goes for Death Knights and Retribution paladins. Let's imagine a quest that offers some cloth, mail and a 2-handed sword. It is obvious that only thing that has a strength on it is a sword. Despite of swords aren't chosen in options pane it will be looted as the only thing with a required stat. Shaman is a good class to demonstrate how stats cooperate with weapon and armor types. For our example this shaman is an enhancement shaman. The primary stat of interest for a melee shaman is agility so the "agility" check-box is marked. Armor Agility may be found on leather and mail. So we have to select "mail" in armor type. Notice that if we leave armor panel as it is then only mail armor will be looted. That is not what we want, as there are rings, necklaces and cloacks with agility. Marking them also. Jewelry includes rings and necklaces but not the trinkets. Weapon Now let's examine weapon types: from all weapon types available to shamans we do not want staffs even with agility such type of items are more suitable for druids and we definitely not interested in daggers for their small highest damage number. Complete set of options includes: One-handed maces and Fist weapons. Only these two from all. And now secondary stats in play Secondary stat works differently comparing stat, armor and weapon stat. While previous three works "skip anything that does not satisfy this", secondary tries to select an item with closest conformity. The example. You play protection warrior and quest offer 4 rewards: agility fist wepon with crit and haste, two-handed sword with crit and haste, one-handed sword with parry and expertise necklace with dodge and haste. Latter three items have strength and addon can't decide what to loot. As a defender of the living you are certain you want protection stat, i. Expertise not sound like a first of interest but may benefit you sometime. Any other stats aren't desirable. Now examine the rewards: Fist weapon even not considered as a candidate as it has no strength and we selected strength in stat panel 2-handed sword receives 0 points as no dodge, parry or expertise on it 1-handed sword goes for 2 points for parry and expertise necklace is awarded with 1 point for parry. AddOn will loot 1-handed sword. Loot the most valuable item There are two way how to receive most expensive item from rewards: you may specify to skip any checks and just choose most valuable item for sale or loot most valuable item if nothing good is found. The first option is located on the main option tab and the second one on the reward option tab at the end of all choices. If you select "need" on main tab and do not select "greed if nothing found" on the reward tab and then addon will stop at reward select list. Sometime you may find this useful. Debug: let me see what will be looted If not sure about addon behavior with selected option you may check "Debug" option. Addon will inform you about its decision without actually looting anything. Reset, reset them all!!! If thing went wrong and you just want to see default settings press reset button on the main tab and then press "Ok" button. Toggle key If you need to interact with an NPC without accepting or completing quests, the "toggle key" allows you to. Press it and click on NPC and all quest will be ignored. The key works only for one interaction and if you want to completely turn addon off you have to check the corresponding check-box. Quest finishing text If you want to read quest final text check the "show reward text" option. The story will appear in a chat window. Command line Sorry, it is hard to keep command line clear while s much option exists. This addon Addon can pay him his dirty money and send you back just as you click on dat gnome. Games also require you to accept quest and then click on NPC and press "start the game" option but it can be automated also. Select "start the game" in addon options. Thanks, guys. Please, tell your friends about addon, press Like Button or tweet about it. Best author reward is too see that his work is useful. You have just downloaded by the author. If you like this AddOn why not consider supporting the author? This author has set up a donation account. Donations ensure that authors can continue to develop useful tools for everyone. Go to Page Addon Info. Change Log Other Files 1 Comments 0. Add Favorite. Compatibility: Shadowlands pre-patch 9. Optional Files 0. File Name. There have been no comments posted to this file. Be the first to add one. Report this File. Support AddOn Development! Find out more! Go to Page View First Unread. I want an addon that Auto takes the quest and turns it in with me just clicking the NPC. I want to do the runecloth tern in crap for rep and clicking and clicking is annoying. AutoTurnin It's even conveniently named for you! What about it "doesn't work"? That is very vague. How is it doesnt work vague.

Does it show up in the addons list? Does it throw errors for you? If there are slash commands for it, do they do anything? Is there a config for it? Did you make sure it's not in standby mode like the author asked another person in the comments when they said that it "didn't work"? Ask any author if "it doesn't work" is vague or not, and they'll give you a yes. Is it loading up??? If so then according to comments on Curse it is suggested to make sure it is not in Standby mode. Don't use it so no idea how it works.. Have used similar ones myself and generaly dont recomend them. As annoying as having to click repeatedly is, it dosnt compare to the conflicts you run into with multi quest npc's, holiday events, etc. If you are going to use one I suggest only using it for tedious repeatables such as the cloth turn-in's etc and then disabling it again. Originally Posted by spiritwulf. I would suggest Turn In. I've been using it since 2. You can configure settings for every quest npc etc. Thread Tools. Maelstrom A Cyclonian. Send a private message to Maelstrom. Find More Posts by Maelstrom. Psoewish A Scalebane Royal Guard. Send a private message to Psoewish. Find More Posts by Psoewish. Seerah Fishing Trainer. Send a private message to Seerah. Find More Posts by Seerah. Sepioth A Molten Giant. Send a private message to Sepioth. Find More Posts by Sepioth. Send a private message to spiritwulf. Find More Posts by spiritwulf. Originally Posted by spiritwulf Have used similar ones myself and generaly dont recomend them. Slakah A Molten Giant. Send a private message to Slakah. Find More Posts by Slakah. Turn In ftw I would suggest Turn In. Send a private message to flaicher. Find More Posts by flaicher. Posting Rules. Have a question about this project? Sign up for a free GitHub account to open an issue and contact its maintainers and the community. Already on GitHub? Sign in to your account. Currently, Alterac Valley has automatic quest turn-ins. I'd prefer if this was an optional setting, since sometimes I want to read the quest text and I don't think people should have to choose between that and having the main feature of this addon, battleground timers. The text was updated successfully, but these errors were encountered:. Yeah I deleted it because of that. Great add-on trash feature to hide. I went into the. I have finished my dailies for the day so ill try again tm. Skip to content. New issue. Jump to bottom. Labels enhancement. Copy link. Ideally, the options would be something like: AV auto turn-in off AV auto turn-in always AV auto turn-in when chosen modifier key is held The text was updated successfully, but these errors were encountered:. Yup it's like maybe 20 lines I just deleted. Sign up for free to join this conversation on GitHub. Already have an account? Sign in to comment. Linked pull requests. You signed in with another tab or window. Reload to refresh your session. You signed out in another tab or window. Ideally, the options would be something like: AV auto turn-in off AV auto turn-in always AV auto turn-in when chosen modifier key is held. So, the main reason for this post is I have had a lot of trouble turning in quests on my warrior recently. I will click the quest giver, select the option if there is more than one , then click complete. I just click and click on the Complete quest button. Well, if I do that, all my addons and settings disappear. That is not an option. I did a little research, and finally found a working solution at epicadvice. Plus, it had the solution I was looking for. I used the General tab, in case I run into problems on my other characters. The image will be on your bars once you put it there, so it should be different than any spell names your character uses. For example, I used Rune Strike for the image on my Warrior since, it is not a spell I will ever cast, this way, even my dumb ass does not click the macro if I am trying to use one of my abilities. Make sure there are no spaces before or after, and none in between words except the one after run. Incidentally, this macro is great for turning in repeatable quests such as rune cloth and Headresses for Timbermaw, as well. If the quest you need to turn in is the second option in a set after right-clicking on an NPC then change the number 1 in the macro to a 2. That is Amazing WoW! Things that interest me. Mostly video games. Home About Toons. If you are unfamiliar with creating your own Macro, the steps are easy. This makes your Macro interface pop up. Thus ends my quest turn in macro tutorial. Let me know if you have issues with it. Like this: Like Loading A different game? Wordy Warrior WTFspaghetti. Search for:. Site info That is Amazing WoW! Blog at WordPress. Post was not sent - check your email addresses! Sorry, your blog cannot share posts by email. By continuing to use this website, you agree to their use. To find out more, including how to control cookies, see here: Cookie Policy. FastQuest Classic is an addon to enhance quest log displaying, quest tracking, and notification. The difference is that the code is much smaller and faster, since it uses Blizzard's build-in components enhancing and improving them. But it does not have full set of features those addons offer, so try them and decide what is best for you! Vashen had left WoW after he released the great FastQuest 2. While I am trying to contact Vashen and also Alfred to seek for some other minor update for FastQuest, I did not get any response from them at that time. Then I decided to pick it up and try to fixed some minor issues, I then register an continued addon on Curse. Since that, FastQuest is released with version number like 2. Vashen started the new FastQuest with version number 3. I saw Vashen's messages and actions, I was thinking it's about the time to

turn back this great addon to Vashen and also the credits. However, there are some players still love the classic and standalone FastQuest, including me. So I decide to rename the addon name to "FastQuest Classic" and started from version 2. Below features have been temporary disabled due to WoW recently has modified the mechanism to display the quest details in QuestLog window and WatchFrame. Username or Email Address. Remember Me. Download Details Author: Alex Version: 2. Description FastQuest Classic is an addon to enhance quest log displaying, quest tracking, and notification. Many players feel it's easier with single right click to add or remove quests. Quest turn-in : Automatically complete turn-in quests such as the once in AV that you have to turn in one by one. When you right click on the NPC to turn in quest, FQ will

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click "Continue" and "Complete Quest" buttons for you, but will stop to let you pick reward if choice is given. Notification Sound : The addon will play a sound to notify you one of your quest is completed all target objectives have been achieved. The sound now is customizable. Disabled Features Below features have been temporary disabled due to WoW recently has modified the mechanism to display the quest details in QuestLog window and WatchFrame. Quests in WatchFrame are displayed in color that is based on difficulty. There are now over 20 shades of colors from bright green to bright red that are used to denote quest and monster difficulty. Quest that would be come trivial next level is highlighted giving you chance to complete it while it still yields exp. You will not see the quest completion information from NPC. Please sign-in with the following login form. Go to WP login page. Find Your Favorite Addon Search. Like us on Facebook. Methos Play Stream. Skip to toolbar Log in Search.