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See the name! What kind of pastebins do you use? Messed around with some of Eira, Breg123s, and everything I find with Google search. However, not entirely content. (And god it takes a long time to remove the surgery after adding a bunch) What do you use and why? Page 2 32 Comments Group are one of the main building blocks in TSM and you will need to understand them to get the most out of TSM. Groups are collections of items in World of Warcraft that you want TSM to be treated the same. You can check out Part 1 here and a full review of the series here. As part of the guide I'll show you exactly how I made my TSM charming group out of my guide last week. Operations We can not understand the group completely without a little look at the operation. Surgery is the rules for treating elements in a group. The group may have multiple operations in some areas, for example if you want to place an item in several different stack sizes. This means that the way groups are configured is primarily based on how you want TSM to relate to your elements. Creating a group Creating a Group is very simple. You simply open the TSM window by typing /tsm into the chat and go to the groups section. Then you click on the little round icon that appears when you hover over the base group, as shown in the screenshot above to make the nested group you just click the same character on the group you just did. Normally, you want to give your group a name right away. There are tons of naming conventions out there. TSM will sort the group in alphabetical order, so you can add numbers first to get full control of the order. In this case, we'll just call it charming. To change the name, you select the group and then click the pen icon next to the name, as shown below. Investing groups Creating subgroups can be very helpful. The main advantage of subgroups is that they inherit the default parent group operations. So if you want some groups to have the same mailing operation, but different auction operations can be done by separate subgroups. In the example, we make a charming group. We want to separate groups for weapons and ring enchants as we may want to treat them differently. So to do this, we do one basic group called Charming. We then do two subgroups called Ring Enchants and Weapon enchants. At the end it will look like the screenshot below. Adding items to the group Once you have a group structure, you want it time to add items to your groups. The easiest way to add an item to a group is if you have it in your inventory. You can then simply select it from a list of ungrouped items on the group screen. As you can see in the screenshot below, I chose one high level charm ring I have in my inventory. To get the rest of the items in the groups, we will use a different method. The creator of the TSM Group, the TSM website has a great tool for quickly building groups. We will unite with a wowhead website to get all the other enchants into the group. First, we'll hiring a owhhead at the database. We will look for items that have been added to the BfA and made charming. You can see the screenshot of the search below. We scroll down to the pact enchants and choose all of them. Then you need to copy them. Next, we'll get to the creator of the TSM group. You insert a selection of wowhead directly into the box as shown below. As you can see in the lower box you know there is a string of imports. We will copy this and head back to TSM in the game. Now we'll go to the import tab and select the charm ring group. Insert a line from the website into the box and click on the import and confirmation buttons. Repeat for weapon enchants We will repeat this for weapons enchants. Once again we scroll down to the arms oozing on the wowhead. The completed group is complete. We have done the basic structure and we have all the elements that we want in the group. Next week we'll start adding operations to it! Part 3: Operation 101 If you want to level the gold solutions consider supporting my Patreon. Ahead of the August 27 launch, we wanted you all to know that TradeSkillMaster 4 will be available and operational in the WoW Classic! According to 4.8 TSM, the addon will be loaded into the game for The Classic just as it does for retail. You may have to choose the option to download out-of-date addons initially. When using TSM4 in Classic WoW, it's important to be aware of some restrictions, including price data. Blizzard has not yet provided any data to the Auction House API for the Classic, it is expected to be at launch however it is still unknown whether they will ever be introduced. This means that TSM will not be able to provide any price data for your kingdom or region through Desktop App for Classic. This also means that you don't require an AppHelper addon when using TSM4 in a classic. With that in mind, we've made sure that support from both the auctioneer and the auctioneer is being made, so if you had to scan the auction house in the game with any of these addons, you can use this price information in your TSM operations. We hope you enjoy reliving the memories of Vanilla WoW, or discovering the original game as it was in Classic WoW - all the while making enough gold for your epic grief with TSM! #1 09-06-2019, 07:39 AM (This post has been last updated: 04-07-2020, 06:45 AM by Phoen1x.) This is the only guide you need to fully customize TSM sniper operations and make it work in Classic WoW. Remember snipers always comes with risk, so make sure you have some idea of the prices of things or what you can do before you buy things and spend your gold. Sniper can be a pretty lucrative way of making gold, especially now that people have no idea about it. The cost of items and TSM and similar addons do not have a historical price chart. Protip: If you're looking for historical pricing data from Vanilla private servers, check Website: This will help you make an informed decision and keep you ahead of the curve when it comes to pricing items. For example, just looking at the price of Recipe: Savory Deviate Delight on AH my classic area in the EU, it is going for only 24 silver, but looking at the data from private servers these things go for as much as 180 gold. There are many such items if you want to devote time. This guide is written for goblins who want to get a leg up over others, TSM will eventually make a more direct forward system to obtain dbmarket, obregion, obregionavg, etc. but, until these lines of import and operations do the job very well, since you are extracting data yourself using the TSM scanning operations mentioned below. I also went ahead and included a pretty comprehensive guide at the bottom explaining how the sniper operation in TSM 4 works in Classic WoW and how you can customize my default lines to get this little edge over all the other snipers. I've looked at Google and there seems to be no setup guide at the moment for the Classic WoW TSM Sniper, so you can be one of the few if not just a sniper in your kingdom. Thus, this guide is written only for intermediate TSM users. Don't PM me if you run into any questions when implementing this. Steps can be followed even by beginners who want to use TSM Sniper in Classic WoW. 1. Installing the minprice variable: Open the TSM user interface by typing /tsm into the chat window. At the top of the menu go to Settings. Select custom sources from the left vertical menu. Add a new custom price source Change it from custompricea to minprice, enter the line below. Click enter once done. According to custom price sources, enter the import lines below and then click type. Line for custom price source: Code:max (min (DBHistorical, DBRegionMarketAvg, DBRegionHistorical), VendorSell) Alternate line (this line will be much more picky on what it will show. DBMarket, DBHistorical, DBRegionMarketAvg, DBRegionHistorical, VendorSell) Make sure you have copied the line accurately, check if there is a line at the end. 2. Set up a sniper operation: Open the TSM user interface by typing /tsm in the chat window; At the top of the menu, go to operations; Select Sniper from the left vertical menu and click on the #Default; In line with the user price below, the text box will replace the current value. Click enter once done. Replace all with the line below. (f!gte!(f!gte(PknkKalli, 1, minprice - !f!gte (minprice, 250g, 80, !f!gte (minprice, 100g, (minprice - 100g) - (80 - 70) / (250g - 100g) !f!gte (minprice, 50g, (minprice - 50g) - (70 - 60) / (100g - 50g) - 60, !f!gte (minprice, 10g, (minprice - 10g) 10g) (50g - 10g) 50, !f!gte (minprice, 5g, (minprice - 5g) !f!gte (minprice, 1g, (minprice - 1g) - (30 - 10) / (5g - 1g) 10.0)))/100), VendorSell - 1c) Just copy this line in textual of your choice and use Find a Replace replace the value and percentage of placeholders with the values and percentages you want to use. Values should be replaced first if you want or it will give you a mistake. If you get the wrong price error make sure the minprice is really saved, go back to Step 1 and check if you have a variable minprice saved in TSM. Wem /reboot in the chat as soon as it is done. Assign a sniper operation that you've just created for the Base Group and any other groups you want it to be a prima. The operation assigned to the Base Group applies to all ungrouped elements. Now you can open AH, switch to the Sniper tab and run a ransom sniper scan. Sniper Scans will constantly scan the last page of AH, which contains a very recently placed 1-50 auctions over and over again, and it will inform you of any auction it sees that are listed below your sniper price. 3. Getting values for items: Since TSM for classic WoW can't pull auction area data from the API (as Blizzard hasn't released it at the moment), you need to do a manual scan of the auction house to feed the TSM data. This can be done by team-tsm scanning in a chat. The impact section was before the changes to TSM4 were made. TSM4 now automatically captures auction value from its app. 4. (Optional) Receiving notification in the background: Open the TSM user interface by typing /tsm in the chat window. At the top of the menu go to Settings. Choose Shopping/Sniper from the left vertical menu. Under Sniper Options - The found sound of the auction drop, select any sound you want. Make sure WoW Sounds Options also selects a setting to turn on the sound in the background. Spread/reboot in the chat box after that. How does TSM Sniping work in Classic WoW? TL;DR: The line captures low-cost products that are listed at incredibly low prices and high-quality products that are listed at somewhat low prices. It also shows you the items listed below their supplier price to make a quick buck. Sniper line will calculate the number between 0 and 80 and use this as a percentage of the minprice item (the custom source we created) the value we are willing to pay. The higher the value of the goods, the higher the percentage that we use. An item that has a minprice value of 500g, for example, will show up as long as it gets placed at or below 80% of its value, so at or below 80% 500g and 400g. But an item that is only estimated at 5g will only show if it gets placed at or below 30% 5g and 1g50s. Which makes sense because you wouldn't want to waste time low-cost items with low margins. In addition to this, the sniper line will also always show you all the items that get posted below their VendorSell price, and this will completely eliminate all gray quality items (unless they are listed below their VendorSell price). The idea is that we really really don't want to miss valuable items when they get posted on the cheap, so we want to see them even if they get listed just below their minprice value. Then we can still manually decide whether or not we want to buy the item. But for lower cost items we only want to get notified if they get posted very cheaply, otherwise, it's not worth our time to even mess with them and we don't want our sniper to get flooded with low cost items that aren't really big deals. How does TSM Sniping decide what percentage to use for which item? The line uses 6 (percentage of value) pairs that look like this:1g 10% 5g 30% 10g 40% 50g 60% 100g 70% 250g and above 80% In addition to this, All items that are priced below the value of the first (cost of interest) pair, so below 1g, will use 0% - so items below 1g will be completely excluded and they will never appear (unless they get posted below their VendorSell price). This means that an item costing 50g will show if it gets placed at or below 60% of its value and an item costing 10g will show if it gets placed at or below 40% of its value. Now you may ask yourself: But what about the item is estimated at 30g? There is no percentage determined for this value, is there? This is where the math of the string stuff comes into play. The line dynamically calculates the percentage that should be used for any given value. Take, for example, 30g. Since 30g is halfway between 10g and 50g, it will use 50% as its interest because it is halfway between 40% and 60%. How do I change the TSM Sniper line? In case you want to set up a string to better meet your needs, you can easily adjust the values of 6 certain pairs of values. Accordingly, the percentages for items with values between certain values will follow. Let's say, for example, you want to move (10g/40%) Up to 20g you can just change each 10g appearance in a row by 20g, for example. But things can get a little confusing if you want to change a lot of values and percentages. So instead of changing existing values, you can use this line (it's not the actual TSM line): Code:max (f!gte (item, 1, minprice and !f!gte (minprice, Value6, Percentage6, !f!gte(minprice, Value5, (minprice - Value5) (minprice - Value4) (Percentage5 - Percentage4) !f!gte (minprice, Value3, (minprice - Value3) / (Value3 - Value2) - Percentage2, !f!gte (minprice, Value1, (minprice - Value1) - (Percentage2 - Percentage 1) / (Value2 - Value1) )/100), VendorSell - 1c) Just copy this line in textual of your choice and use Find a Replace replace the value and percentage of placeholders with the values and percentages you want to use. Values should be replaced by actual gold values such as 250g, and interest should be replaced by simple numbers without a percentage symbol like this, for example, 80. Value1 represents the value of the cheapest value point, and Percentage1 represents the percentage that will be used for items of that value. Value6 represents the most expensive value, and Percentage6 represents the percentage that will be used for items of that value. The percentage is special. This is the percentage that will be used for items that are valued less than the value you replaced Value1. In the original line I use 0. So I exclude items with a minprice value of less than 1g, which is my lowest point value. To better illustrate how it works, here's a table that shows that I replaced each placeholder to come to my sniper line: Value1 1g; Percentage of 1 '10 Value2' 5g; Percentage2 30 Value3 10g; Percentage3 40 Value4 50g; Percentage4 60 Value5 100g; Percentage5 70 Value6 250g; Percentage6 80 Also Useful: TSM 3 Imported Groups for Classic WoW Last Update: 6 October 2019 Changes: Replaced previous sniper lines with a new one made by Billisoxnia Added more information on how the sniper works and how to customize it as written by Billisoxnia ----- I've written over 350 guides for World of Warcraft on this forum. If my content has helped you and you want to support me, please check the donate option at the top of the menu site. The following 404 users say Thank you Phoen1x for this post:404 users say Thank You Phoen1x for this post: 01flake, 1042203, 90poundwuss, abbekim, Abdirngude, accal, alfredmaster, AlurndF4, Aly1vids, Amashes, Anarchy95, andreifonz, andy40, AndyZ92, Anomandaris, AnubisGamingTV, Applepletker, Apt, arcooson, Ash, Assoc2717, Auriel, Axifly, Aylan, Ainus, bagabontche, balto37335, Banshiism, bantex, bavery22, Bavheidbob, bbaboktay, Beanii, Bene90, bergbergen, Bernhardt, betagames, BHKEx, BlackMage, blibbles1, Blufash, blutengel988, bnccollin, bobgmay, bochusek, Berhay, Bosi, boueb, bro bubbatoez, BuendelBaron, C1Out, c2658212, Camacho, Capacius, Cellana, cheesestring, Cheesytaaco, Chillvan, Chorek, Chrisbeen90, Chrisjr1994, chrome, cmill, codeman93, col12345, Coolci, Cuur cueball, daex, daguides, DaMousse, danh586, dankinatron, dannemad, darkghon, darkkon, Dave2269, Dazare, denied, descendant, devilhide, digital, dinneybaz, DireArcticWolf, dijgeo, Djuwers, dltias, Dorimo, Draetellus, dupoonie, ela, elfenz, elfrost, elvarian2363, embrague, EngieBenji, Epiloguer, Etlaswand, Eversin, Fairlaw, Faid, Finattik, FIR3FLY, Light Water, Fiskpung, flamingbug, flowermuffin, for2sang, forlor, FrankPork, FrankPork, galenus, GentleSphee, Ghar14, Gitarkovich, Gosuyaner, Gotta, gozin, grillmazt, grimszart, grimszart, hardwoud, HarvestLurker, Hayvanmodus, hbirdGG, Hellfire92, hizzouse, hjonas91, hmaicus, hondzywondzy, htm95, hungfat, humnaverik, Hvillum, HypheronTV, iamsweeptea, IcEeyx, idleness, Impurex, insmrt23, ironcut06, irukor, Itzy87, JackieNL, jacman501, jadsdwen, janedl, jaryana, javix, jaynes12189, jgstudent, jimbury, jinnjonn, Jippykaye, jirrich, jmac3087, Joesh, jokerash, Jonesy11, jonteu9, joshey8555, Justthereforz, jztiger, kakawkin, Kalour, Kamzres, Kap91, kappafoki, Karbanossi, Karkus, Karrypto, Kassel771, kazzula, Kerso, kevcronus, Khlav, kidonama, Kio, klassee, klonis, klodeckel1990, Kolhammer, koobs, Koopa, Kranios, kulab4, kw3rti, kyleswiss, Kyrol, ladyelenor, Lag, Lapunios, ldmzdev, Lekatron, lHotarubi, loch1316, lokhi05, lolneur0, Lordy, Maddon, MaddyHT, madmeater, makarai, Mannah, Mardok, MaryLouWho, mastropos21, matiaskpo, mattread77, Mav, mdsbx, megapatato123, Mephetic, metawowgmmail, Michael.geo91, Miel, mik1313, mikel2rm, Mike778, mingun63, Miraxx, mnt93, Monitor, mr.gldfish, Musterasias, Mutalk, myko, naykan42, neche, netser, Nezzing, Ngen, Nicharia, Nightoad801, Nightwhite91, nimbler28, Nincer, Noroelle, nostad, Nostrand, nozmulde, Nugget , ockam, ohtcukme, ohpossum, oiajsdpoiaz, Olas, Oopsteared, Ovelux, Ownage, Palidroma, pankakan, PanNalesnik, Panzirtank, papula91, perineo, Peska29, Phaemous, PhaxeNor, phedor, ploixbox, Pointblank02, Poldi4, Pope, poses93, preciSe, Primalpat, Procsome, promoari, prozak06, Quag, Quarterroys, qwert99, rageagainst, Ragnarokgg, ramboozar, raph223, rassamok, rava, rebelmania, ReggieReckless, Reiner200, remz, respawni, Rhaggag, RichardStrokes, riffaff80, Riiff, Ripcracker, rooftopinquiry, rosbur, rosettox, Ryooq, sakara123, sammit, Sander, Sandro, santi1110, Santis, scream, seatoccupied, Septimus, setamata, sethandmyrcine, sgoatr, shadownova420, Shannicus, shaun986, Shendoah, shinooni, shitbird, shoi, sidy1313, skyllan, slipperyfistol, Smileysaur, smitty225, smoochiebear, sneepsin, spdkf, SpectreNZ, Spenzor12, splataeux, spotsfood, Squalleon82, Squidlord991, sragdoll, ssierra3, starailii, sterken,

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Protip: If you're looking for historical pricing data from Vanilla private servers, check Website: This will help you make an informed decision and keep you ahead of the curve when it comes to pricing items. For example, just looking at the price of Recipe: Savory Deviate Delight on AH my classic area in the EU, it is going for only 24 silver, but looking at the data from private servers these things go for as much as 180 gold. There are many such items if you want to devote time. This guide is written for goblins who want to get a leg up over others, TSM will eventually make a more direct forward system to obtain dbmarket, obregion, obregionavg, etc. but, until these lines of import and operations do the job very well, since you are extracting data yourself using the TSM scanning operations mentioned below. 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Under Sniper Options - The found sound of the auction drop, select any sound you want. Make sure WoW Sounds Options also selects a setting to turn on the sound in the background. Spread/reboot in the chat box after that. How does TSM Sniping work in Classic WoW? TL;DR: The line captures low-cost products that are listed at incredibly low prices and high-quality products that are listed at somewhat low prices. It also shows you the items listed below their supplier price to make a quick buck. Sniper line will calculate the number between 0 and 80 and use this as a percentage of the minprice item (the custom source we created) the value we are willing to pay. The higher the value of the goods, the higher the percentage that we use. An item that has a minprice value of 500g, for example, will show up as long as it gets placed at or below 80% of its value, so at or below 80% 500g and 400g. But an item that is only estimated at 5g will only show if it gets placed at or below 30% 5g and 1g50s. Which makes sense because you wouldn't want to waste time low-cost items with low margins. In addition to this, the sniper line will also always show you all the items that get posted below their VendorSell price, and this will completely eliminate all gray quality items (unless they are listed below their VendorSell price). The idea is that we really really don't want to miss valuable items when they get posted on the cheap, so we want to see them even if they get listed just below their minprice value. Then we can still manually decide whether or not we want to buy the item. But for lower cost items we only want to get notified if they get posted very cheaply, otherwise, it's not worth our time to even mess with them and we don't want our sniper to get flooded with low cost items that aren't really big deals. How does TSM Sniping decide what percentage to use for which item? The line uses 6 (percentage of value) pairs that look like this:1g 10% 5g 30% 10g 40% 50g 60% 100g 70% 250g and above 80% In addition to this, All items that are priced below the value of the first (cost of interest) pair, so below 1g, will use 0% - so items below 1g will be completely excluded and they will never appear (unless they get posted below their VendorSell price). This means that an item costing 50g will show if it gets placed at or below 60% of its value and an item costing 10g will show if it gets placed at or below 40% of its value. Now you may ask yourself: But what about the item is estimated at 30g? There is no percentage determined for this value, is there? This is where the math of the string stuff comes into play. The line dynamically calculates the percentage that should be used for any given value. Take, for example, 30g. Since 30g is halfway between 10g and 50g, it will use 50% as its interest because it is halfway between 40% and 60%. How do I change the TSM Sniper line? In case you want to set up a string to better meet your needs, you can easily adjust the values of 6 certain pairs of values. Accordingly, the percentages for items with values between certain values will follow. Let's say, for example, you want to move (10g/40%) Up to 20g you can just change each 10g appearance in a row by 20g, for example. But things can get a little confusing if you want to change a lot of values and percentages. So instead of changing existing values, you can use this line (it's not the actual TSM line): Code:max (f!gte (item, 1, minprice and !f!gte (minprice, Value6, Percentage6, !f!gte(minprice, Value5, (minprice - Value5) (minprice - Value4) (Percentage5 - Percentage4) !f!gte (minprice, Value3, (minprice - Value3) / (Value3 - Value2) - Percentage2, !f!gte (minprice, Value1, (minprice - Value1) - (Percentage2 - Percentage 1) / (Value2 - Value1) )/100), VendorSell - 1c) Just copy this line in textual of your choice and use Find a Replace replace the value and percentage of placeholders with the values and percentages you want to use. Values should be replaced by actual gold values such as 250g, and interest should be replaced by simple numbers without a percentage symbol like this, for example, 80. Value1 represents the value of the cheapest value point, and Percentage1 represents the percentage that will be used for items of that value. Value6 represents the most expensive value, and Percentage6 represents the percentage that will be used for items of that value. The percentage is special. This is the percentage that will be used for items that are valued less than the value you replaced Value1. In the original line I use 0. So I exclude items with a minprice value of less than 1g, which is my lowest point value. To better illustrate how it works, here's a table that shows that I replaced each placeholder to come to my sniper line: Value1 1g; Percentage of 1 '10 Value2' 5g; Percentage2 30 Value3 10g; Percentage3 40 Value4 50g; Percentage4 60 Value5 100g; Percentage5 70 Value6 250g; Percentage6 80 Also Useful: TSM 3 Imported Groups for Classic WoW Last Update: 6 October 2019 Changes: Replaced previous sniper lines with a new one made by Billisoxnia Added more information on how the sniper works and how to customize it as written by Billisoxnia ----- I've written over 350 guides for World of Warcraft on this forum. If my content has helped you and you want to support me, please check the donate option at the top of the menu site. The following 404 users say Thank you Phoen1x for this post:404 users say Thank You Phoen1x for this post: 01flake, 1042203, 90poundwuss, abbekim, Abdirngude, accal, alfredmaster, AlurndF4, Aly1vids, Amashes, Anarchy95, andreifonz, andy40, AndyZ92, Anomandaris, AnubisGamingTV, Applepletker, Apt, arcooson, Ash, Assoc2717, Auriel, Axifly, Aylan, Ainus, bagabontche, balto37335, Banshiism, bantex, bavery22, Bavheidbob, bbaboktay, Beanii, Bene90, bergbergen, Bernhardt, betagames, BHKEx, BlackMage, blibbles1, Blufash, blutengel988, bnccollin, bobgmay, bochusek, Berhay, Bosi, boueb, bro bubbatoez, BuendelBaron, C1Out, c2658212, Camacho, Capacius, Cellana, cheesestring, Cheesytaaco, Chillvan, Chorek, Chrisbeen90, Chrisjr1994, chrome, cmill, codeman93, col12345, Coolci, Cuur cueball, daex, daguides, DaMousse, danh586, dankinatron, dannemad, darkghon, darkkon, Dave2269, Dazare, denied, descendant, devilhide, digital, dinneybaz, DireArcticWolf, dijgeo, Djuwers, dltias, Dorimo, Draetellus, dupoonie, ela, elfenz, elfrost, elvarian2363, embrague, EngieBenji, Epiloguer, Etlaswand, Eversin, Fairlaw, Faid, Finattik, FIR3FLY, Light Water, Fiskpung, flamingbug, flowermuffin, for2sang, forlor, FrankPork, FrankPork, galenus, GentleSphee, Ghar14, Gitarkovich, Gosuyaner, Gotta, gozin, grillmazt, grimszart, grimszart, hardwoud, HarvestLurker, Hayvanmodus, hbirdGG, Hellfire92, hizzouse, hjonas91, hmaicus, hondzywondzy, htm95, hungfat, humnaverik, Hvillum, HypheronTV, iamsweeptea, IcEeyx, idleness, Impurex, insmrt23, ironcut06, irukor, Itzy87, JackieNL, jacman501, jadsdwen, janedl, jaryana, javix, jaynes12189, jgstudent, jimbury, jinnjonn, Jippykaye, jirrich, jmac3087, Joesh, jokerash, Jonesy11, jonteu9, joshey8555, Justthereforz, jztiger, kakawkin, Kalour, Kamzres, Kap91, kappafoki, Karbanossi, Karkus, Karrypto, Kassel771, kazzula, Kerso, kevcronus, Khlav, kidonama, Kio, klassee, klonis, klodeckel1990, Kolhammer, koobs, Koopa, Kranios, kulab4, kw3rti, kyleswiss, Kyrol, ladyelenor, Lag, Lapunios, ldmzdev, Lekatron, lHotarubi, loch1316, lokhi05, lolneur0, Lordy, Maddon, MaddyHT, madmeater, makarai, Mannah, Mardok, MaryLouWho, mastropos21, matiaskpo, mattread77, Mav, mdsbx, megapatato123, Mephetic, metawowgmmail, Michael.geo91, Miel, mik1313, mikel2rm, Mike778, mingun63, Miraxx, mnt93, Monitor, mr.gldfish, Musterasias, Mutalk, myko, naykan42, neche, netser, Nezzing, Ngen, Nicharia, Nightoad801, Nightwhite91, nimbler28, Nincer, Noroelle, nostad, Nostrand, nozmulde, Nugget , ockam, ohtcukme, ohpossum, oiajsdpoiaz, Olas, Oopsteared, Ovelux, Ownage, Palidroma, pankakan, PanNalesnik, Panzirtank, papula91, perineo, Peska29, Phaemous, PhaxeNor, phedor, ploixbox, Pointblank02, Poldi4, Pope, poses93, preciSe, Primalpat, Procsome, promoari, prozak06, Quag, Quarterroys, qwert99, rageagainst, Ragnarokgg, ramboozar, raph223, rassamok, rava, rebelmania, ReggieReckless, Reiner200, remz, respawni, Rhaggag, RichardStrokes, riffaff80, Riiff, Ripcracker, rooftopinquiry, rosbur, rosettox, Ryooq, sakara123, sammit, Sander, Sandro, santi1110, Santis, scream, seatoccupied, Septimus, setamata, sethandmyrcine, sgoatr, shadownova420, Shannicus, shaun986, Shendoah, shinooni, shitbird, shoi, sidy1313, skyllan, slipperyfistol, Smileysaur, smitty225, smoochiebear, sneepsin, spdkf, SpectreNZ, Spenzor12, splataeux, spotsfood, Squalleon82, Squidlord991, sragdoll, ssierra3, starailii, sterken,

steveomills, Suitable, superslam, supertorsten, swagsammy, Sylvin, synci, Tantalus91, Tenebrous, Tenjii, terror2190, Tezzlan, tfw0329, thagreatk, thedrifter70, thejubjub, thespy007, Thickerito, ThornBismark, throwaway122, Tikker, Timzntv, toebba, TramaLama911, Triux91, turtlekid123, tynliz, t\_storm, Ulfric99, umandez, unit13, Unknownn2, unkownperson, unspokenfury, Valahus, Vanek, Vanilkaa, verrall, viktor007, vittpsu21, wallace734, Warsog, Wedra, welsghjemz, Wicek, wladimyr, Wokey66, wow123wow123wow, wtfpwnberat, WulffTL, xain138776, xingudi, Xomkaz, Xpernega, xnighthawk, Yanodas, z1ver, zapp166, Заркси, збпр, zedamoita, zeraff111, Зеppон, ЗиноксГамин, Зохан, zoid65, зхеон спасибо за это! Благодарю вас за это » Хороший человек. Искал это! Большое спасибо #7 09-06-2019, 04:29 вечера (Этот пост был последний изменен: 09-06-2019, 05:00 вечера по rosettoх.) Appreciated! (09-06-2019, 07:39) Phoenix posted: This is the only guide you need to fully customize TSM sniper operations and make it work in The Classic WoW. Remember snipers always comes with risk, so make sure you have some idea of the prices of things or what you can do before you buy things and spend your gold. Sniper can be a pretty lucrative way of making gold especially now that people have no idea about the actual value of the items and there is no place to reference the historical price of items. This guide is written for goblins who want to stay ahead of the curve, TSM will eventually make a more direct forward system to obtain dbmarket, dbregion, dbregionavg, etc. but, until these lines of import and operations do the job very well since you are extracting data yourself using the TSM scanning operations mentioned below. I've looked at Google and there seems to be no setup guide at the moment for the Classic WoW TSM Sniper, so you can be one of the few if not just a sniper in your kingdom. Thus, this guide is written only for intermediate TSM users. But these steps can be followed even by beginners who want to use TSM Sniper in Classic WoW. 1. Installing the minprice variable: Open the TSM user interface by typing /tsm into the chat window. At the top of the menu go to Settings. Select custom sources from the left vertical menu. Under the variable name, enter minprice, enter the line below. Click enter once done. According to custom price sources, enter the import lines below and then click type. Line for custom price source: Type/reboot in chat as soon as it's done. 3. Getting values for items: Since TSM for classic WoW can't pull auction area data from the API (as Blizzard hasn't released it at the moment), you need to do a manual scan of the auction house to feed the TSM data. This can be done by team-tsm scanning in a chat. 4. (Optional) Receiving notification in the background: Open the TSM user interface by typing /tsm in the chat window. At the top of the menu go to Settings. Choose Shopping/Sniper from the left vertical menu. Under Sniper Options - The found sound of the auction drop, select any sound you want. Make sure WoW Sounds Options also selects a setting to turn on the sound in the background. Spread/reboot in the chat box after that. Thank you very much! Thank you very much good sir! Thank you so much for the sniper strings and thank you for that! Hank is up to you for it! Thank you for that! Thank you very much! Just watched as some guy at it sets it up. Thank you very much

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