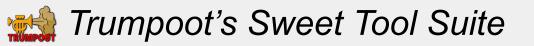


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- 12. <u>Global Settings Menu</u>
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## **Getting Help**

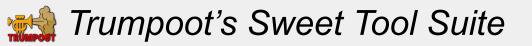
This help file is quite extensive, and is presented in the order that should help a new user set up their account and begin using it.

If you need an account send alliance [TAG], "Alliance Name" and a password (not game password) to.

- Email: <u>trumpoot@gmail.com</u>
- MCOC Chat: Trumpoot
- LINE ID: subcommander

If you have further questions, or want to suggest a bug/feature, feel free to join the LINE chat.

<u>HERE</u>  $\leftarrow$  click here on your mobile to go directly to the chat.



# Logging In

To Log in, aim your browser at <u>http://www.trumpoot.com/tsts/index.php</u> ... you need three pieces of information:

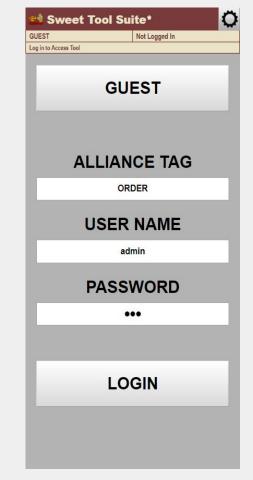
- Alliance TAG,
- User Name
- Password.

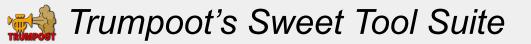
You can also log in directly using URL parameters using the following format:

http://www.trumpoot.com/tsts/index.php?atag=TEST&uname=admin&pwd=pass

Just replace the blue words with you login information.

WARNING: if you received your account information in the LINE app, you will need co copy the link and paste it into your broswer URL bar. The link will not work if you click it inside of the LINE app.

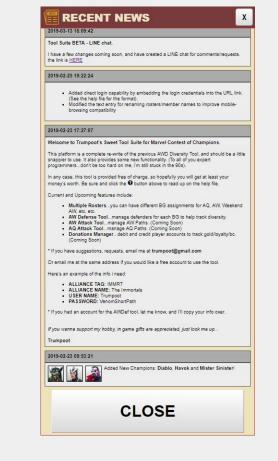




#### **Latest News**

If there is any new News, or any new announcements, you will see the "News" reader displayed.

You can close the news reader by clikcing on the 'X' in the upper right hand corner, or scrolling to the bottom and clicking the 'CLOSE' button.

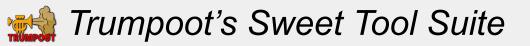




#### **Roster List Tool**

- When you log in, you will be on the Roster List Tool.
- You can also return here by clicking the button shown by arrow-1.
- The tool allows you to have 30 members entered into your alliance.
- These members are then divided into 3 BG for different events.
- You have 10 different rosters that will let you group your members in upto 10 different groupings.
- This page lets you choose the 'ACTIVE' roster that will be editted by all other other tools.
- When you click on a roster to select it, the name of the roster will be displayed in the field shown by arrow-4.
- To rename these rosters, click on each roster (as shown by arrow-2)
- Then click the [A] button to rename it (as shown by arrow-3).
- Click the UNDO button to undo changes
- Click the SAVE button to save your changes to the server.
  - (changes are not live until they are saved).

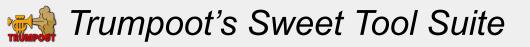




## **Roster BG Tool**

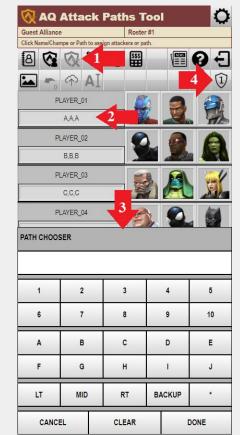
- This tool allows you to assign players to different BG in the current roster, and rename the players
- Click on the button in the menu bar to access this tool. (as shown by arrow-1)
- When you click on a player, (arrow-2) they are highlighted yellow. At this point there are three actions you can take. (notice the message pointed to by arrow-3)
  - Click them again to unselect them.
  - Click on a different player to swap the two players.
  - Click on the [A] button to rename the player.
- Use this tool to rename players and to assign players to different BG in each roster.
- Remember to save before moving to the next tool.





## AQ Attack Paths Tool (Paths)

- This tool allows you to assign attack paths for each player in a BG for the current roster.
- Click the third menu button to access this tool. (shown by arrow-1)
- Click on the path BELOW the player name (arrow-2) to open the "PATH CHOOSER" window.
- In this window, (arrow-3) click on different numbers or letters to build up the path assignment that you want.
- CANCEL if you want to stop without making any changes.
- CLEAR to clear the path name and start over.
- DONE to assign the current path to the selected player.
- Make all path changes that you want to this BG, and then click the button shown by arrow-4 to show the other BGs.
- Remember to save before opening up a different tool.

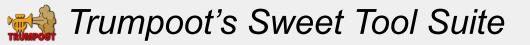




#### AQ Attack Paths Tool (Attackers)

- Click the third menu button to access this tool (arrow-1)
- Click ON the player name (arrow-2) or an attacker (arrow-3) to open the attacker selection window. (shown in bottom half of screen).
- In the attacker selection window, the champ that is highlighted by a red square (shown by arrow-4) is the next one that will be replaced.
- Click on the champs in the lower portion of the screen to select a new attacker. (arrow-5).
- If you clicked on an attacker (arrow-3) to open this selection screen, it will close after replacing a single champ.
- If you click on the player name (arrow-2), you can stay in the attacker selection screen, and make all your selections, then click on the check mark (arrow-6) to close the selection window.
- Select attackers for all the players, then change BG by clicking the button shown by arrow-7.
- Remember to save before switching to another tool.

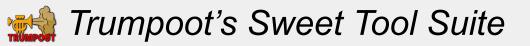




#### **AW Attack Paths Tool**

- This tool allows you to assign the attackers for AW.
- Click the fourth menu button to access this tool. (shown by arrow-1)
- This tool works exactly like the AQ Attack Paths Tool described above.





## **AW Defense Tool**

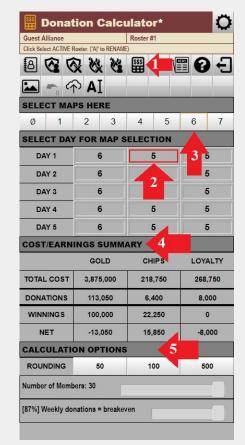
- This tool can be accessed by clicking the button shown by arrow-1.
- This tool allows you to assign defenders to different players, and calculate diversity.
- Change BG by clicking the button shown by arrow-2.
- Diversity is shown by arrow-3.
- Just like assigning attackers, you can click on the player name (arrow-4) to assign all defenders, or a champ face (arrow-5) to swap out an individual defender.
- To delete a champ, click on the champ with no face (arrow-6)
- The defenders with a red background have already been chosen and will not count toward diversity if selected a second time.
- NOTE: diversity is calculated by BG, not across the entire 30 players. This is the same as KABAM math.

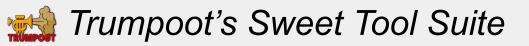




#### **Donations Calculator Tool**

- This tool can be accessed by clicking the button shown by arrow-1.
- This tool allows you to calculate donations for AQ.
- For each Day, you can assign the map that you want to run in each BG. Click on the Day/BG to highlight which map you want to assign (arrow-2)
- Then, click on the map number (arrow-3).
- The tool will copy the choice down to the other days for quicker editing. If you want different maps each day, start with day 1 and go to the following days.
- The summary (arrow 4) shows the total cost, the donations for each member, winnings for 100% completion, and net cost/earning for each player.
- The options (arrow-5) let you...
  - Assign roundings to each cost (gold/BC/Loyalty)
  - Divide the total cost between up-to 30 players.
  - Choose 100% or 87% donations (87% lets you break even if you donate every 7 days, and AQ runs every 8 days)





## Image Export Tool

- This tool can be accessed by clicking the button shown by arrow-1.
- This tool allows you to export various different types of images
  - Roster Images
  - Alliance Quest
    - Attack Paths
    - Attack Paths with Attackers
    - Donations
  - Alliance War
    - Attack Paths
    - Attack Paths with Attackers
    - Defenders & Diversity
    - Available Defenders (what defenders are available)

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	ORT ME	NU		C
Roster Image Menu Roster Images	BG1	BG2	BG3	A
Alliance Quest Imag	e Menu			
AQ Attack Paths	BG1	BG2	BG3	A
AQ Paths & Teams	BG1	BG2	BG3	A
Member Donations	SIN	IPLE	DETA	ILE
Alliance War Image I	Menu			
AW Attack Paths	BG1	BG2	BG3	A
AW Paths & Teams	BG1	BG2	BG3	A
AW Defenders	BG1	BG2	BG3	A
Available Defenders	BG1	BG2	BG3	A



## **Global Settings Menu**

- Clicking on the "gear" button shown by arrow-1, Global Settings Menu.
- **Champ Sel Cols:** determines how many columns to show the defenders in. (makes shamp selection better for portrait/landscape display).
- **Saturation**: Colors were a bit harsh on my mobile device. This option desaturates the champ images.
- **Filters:** This option determines which champs are viewable in champ selection screen.
  - Filter by class
  - Filter to show/hide dupes.
  - Filter to show/hide the alphabet blocks.
- Name/Champ selection mode.
  - The default behavior is that when you click the player name, you select ALL their defenders or attackers before closing the champ selection screen. And when you click a champ face, you only select that attacker/defender.
  - This option changes that behavior.

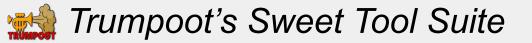
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3 BG for War. 10 in each BG.		DUPE	ABC					
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IMG SIZE: 100%	IMAGE EX	(PORT	OPTI	ONS				
	IMG SIZE: 10	0%						ſ



## **Global Settings Menu (Cont)**

- 2 or 3 BG war.
  - The default is 3 BG of 10 players each.
  - If you select 2 BG for war, it will display 2 BG of 15 players each.
    - The first BG will be BG1 + players 1-5 of BG3.
    - The second BG will be BG2 + players 6-10 or BG3.
  - This will allow you to calculate diversity for 2 BG with 15 players each.
  - Then, it doesn't matter which of the 15 players join each BG, you will still get full diversity.
- Image Size: choose image size for images created.

CHAMP	SELECT	орті	ONS				
CHAMP SEL	COLS: 7						
SATURATIO	N: 85%						
FILTERS	DUPE	ABC	4	Q	2	d b	4
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	3	BG for V	Var. 10 in	n each B(	Э.		
IMAGE E	XPORT	OPTIC	DNS				
IMG SIZE: 1	00%						1



#### Sample Images

	lliance Name	-
	ROSTERS	A DEC STATES
Roster #1		BG: AL
PLAYER_01	PLAYER_11	PLAYER_21
PLAYER_02	PLAYER_12	PLAYER_22
PLAYER_03	PLAYER_13	PLAYER_23
PLAYER_04	PLAYER_14	PLAYER_24
PLAYER_05	PLAYER_15	PLAYER_25
PLAYER_06	PLAYER_16	PLAYER_26
PLAYER_07	PLAYER_17	PLAYER_27
PLAYER_08	PLAYER_18	PLAYER_28
PLAYER_09	PLAYER_19	PLAYER_29
PLAYER_10	PLAYER_20	PLAYER_30



	Alliance Name
	IANCE WAR DEFENSE
Roster #1	BG:2 [29]
PLAYER_11	
PLAYER_12	
PLAYER_13	
PLAYER_14	- <u>% (2 8 2 2</u> 2
PLAYER_15	
PLAYER_16	- 🕺 🔮 🙈 😂 🤔
PLAYER_17	
PLAYER_18	55555
PLAYER_19	55555
PLAYER_20	55555

