

18 October 2006

By: Tudor Stefanescu, Games Editor



Shaman		Druid	
Crazy	100%	Zaviax	100%
Platoros	100%	Timme	100%
Tatanka	100%	Ultimate	100%
Grondal	95%		
Ibel	100%		

[World of Warcraft Raiding Made Easy with CT Raid Assist](#)

CT Raid Assist mod is the WoW foremost utility raiding guilds use

Ever wondered how life would be out there, at the high end of the World of Warcraft journey, where all the time and effort you put in the game fully reward your hard work and dedication? If you enjoyed the game in the earlier stages, chances are you will eventually hit level 60 and this dream shall become reality, so you might as well get ready for the tasks ahead. CT Raid Assist is a completely free tool designed by the CT team, the best and foremost utility used by guilds in order to accommodate combatants with every logistical raiding need. CT Raid Assist is perfectly legal third party software that reports hitpoints, mana, buffs, and debuffs of all raid members to everyone in the raid. Blizzard fully endorses its use and players widely recognize the tool as a definite prerequisite of raiding. Since luck shines on the well prepared, you really don't have to wait until reaching level 60 to give it a try. Smart players can play their cards right and enjoy the multiple benefits of using raid assist even while leveling. The days when Onyxia was the only challenge a raid would encounter are long gone. With Blizzard introducing more and more highly scripted encounters, every class must use its specific abilities to the fullest and one tiny mistake can bring doom upon the raid. Players need to be informed about their team mates' status in real time, thus a tool to automatically handle the information flow was needed and the CT team eventually delivered Raid Assist. The effort is unprecedented; since Blizzard themselves could not create a program involving spoilers and partially use botting within the World of Warcraft bundle, yet game mechanics heavily rely on this software. There are hardly enough players to enjoy the latest raiding content as it is, without adding to it the stress of thinking like a machine in daily trying to comprehend the scripted encounters. You need the files from three archives: [CT RaidAssist](#), [CT_RABossMods](#) and the binding [CT MasterMod](#). Just extract the files in the archive to the World of Warcraft\Interface\AddOns folder and be sure to remember enabling the mod in game, from the Addon tab visible upon character selection. Once you enter the world of Azeroth, you'll notice a small dot on the upper right side of the screen, just below the map, triggering the Raid Assist menus. Once you've got a raid going, you can adjust each and every statistic from here, a rather self explanatory system dealing with interface appearance and a lot of checkboxes that trigger special macros. Once you've assembled a suitable interface for your class and role, you can save it for later use. Hitpoints, mana points, buffs and debuffs are visible for any raid member and help a lot with keeping everyone healthy and combat able. The other great addition is the designation of main tanks, which will always have an additional bar with their target's health bar. In PvE raiding, a third bar will provide the MTT, or the main tank target's target. The MT should be the only one showing and if you see your character's name there, then you've managed to get agro and are eligible for a swift and painful death. Nothing good ever comes out of agroing dragon bosses and molten hell spawn. In fact, Raid Assist provides an agro meter altogether. You should always stay behind the MT's agro threshold and everyone should be happy. Automatic debuff options have been implemented to cure those debilitating diseases, curses and magic effects you'll come across in the depths, similar to the Decursive mod that casters came to know all too well. Players can be ordered by class, groups or any other criteria for quick healing, ensuring no-one ever runs out of mana. With raid Assist, you can show as many as the whole 40 characters in the raid or none, for a clean interface. Every group can henceforth be dragged unto the screen and locked into position for the best effect. A truly invaluable tool to guild masters and raid leaders, since they can enable "silence mode," explaining various strategies while the other raid dialogue lines are temporarily suppressed. They can

also launch alerts, with special formatting to grab the attention of even the most unattentive guild member. The /rs enables raid leaders and assistants to send out strategic vital information that will appear to the center of the screen for everybody in the raid to notice at first glance, without the extra hassle of going through the raid chat spam. Raid invites are easier than ever with the /rainvite and /rakekeyword commands which allow you to mass invite everybody in a select level range or auto-invite anyone who is whispering the specific keyword. Recently, the CT team split Raid Assist into two modules, adding a different folder for the highly needed Raid Boss mod, a tool that automatically uses the said announcements in order to alert the raid for scripted boss behavior that would otherwise obliterate all opposition should players be caught unaware. Special strikes, curses, anti healing debuffs, mind control and pretty much every other incapacitating conditions World of Warcraft monsters can throw at you will be described and accounted for in this mod. Try forming a raid with your friends the next time you're scouting the landscape for outdoor player versus player action. It makes no difference if you're just two players looking for trouble. The main goal is to designate each combatant as main tank, up to five MTs, so that you'll be able to see what each of you is targeting, for better focus fire and maximum damage. That is especially useful if you have designated roles within the party, like crowd control characters whose abilities break on the first damage hit. Think about the rogue's sap, the mage's sheep. For one thing, Warsong Gulch will never be the same when your full raid comes into play. It's a great way to keep track of the flag carrier's hit points and buffs, in order to correctly assess the situation and deal that killing blow right before he reaches the cap point.

Features

- Display health, mana, buffs and debuffs for everybody in the raid. Report health and mana not only for yourself, but for the whole party if you so wish.
- Cure debuffs with the tap on a button. You can choose which groups to alert, if you want to split up the curing between members.
- Easily choose which groups/classes to display, and choose between sorting by group, class, or custom.
- Choose which buffs to display, and edit the priorities for which buffs to display if more than 4.
- Get a chat message when a buff you can cast expires. You can recast the buff by the click on a button, similar to curing debuffs. Again, you can split up rebuffering by selecting which groups to alert for.
- Assign 5 players as Main Tanks, which in turn displays name, health and mana of their targets.
- Customize the mod as much as you want. You can hide party frames, offline members, members not available, hide window borders, change window background, have the background change to a select color when debuffed with a special type of debuff, as well as many other features. The best way to see all it can do is trying it out for yourself.
- Conserve mana by auto-canceling healing spells if target is above X% health. Note that this check only is activated during combat.
- Quick inviting features including /rainvite which allows you to invite everyone in your guild of specified levels, and /rakekeyword to set a keyword so anyone who whispers it to you, will then be invited.
- Raid alert messages utilizing /rs, which allow raid leaders to send messages that will appear on screen for everyone using the mod.