

Hi all

After quite a few people have requested a guide on how to use the rotation for optimal DPS I've decided to put together a little guide. The information below will be a combination of personal experience with various bot bases (originally I used PQR) and how this logic can be applied to getting the most out of Portal. The guide is focused on an Arcane and Frost hybrid build for heroic PVE raiding, focusing primarily on Arcane and using Frost as a backup for heavy movement fights. This will be explained below. As the bot does most of the work for you there is no need to go into detail about this (there are some instances where you will need to know your class) although icy-veins and mmo champion have both been used as reference sites. I'll try not to rob too much directly from there though.

Ok, if you've skipped the first paragraph this is where you want to start paying attention, i should point out that I'm not claiming this as the supreme optimal setting but rather what i have found works well for me and ranks regularly and is a very good starting point.

First things first, you'll want to **get your build right**. This information is aimed at 550+ ilvl, users below this will probably be fine but obviously your dps will be lower. I'll also assume you are using Purified Bindings of Immerseus as this is clearly BIS and quite important dps wise. (will become clearer later).

### **You will want to ensure the following**

**Haste, get to 12684** haste to get the best out of the hybrid build. The reason for this is it allows the extra tick of NT, if you are at lower ilvls **(520-550) I'd suggest going for 9762** (this ensure the last LB tick with either armor (and we will be swapping)).

You will want to be putting everything else into Mastery at this point. The reason for this gearing is simply because Mastery is optimal for Arcane and for Frost single target (slightly), the only time you would want extra haste would be to optimize frost bomb damage, as we will be using arcane for cleave fights there is no reason to go past these breakpoints. Try and avoid crit gear where possible.

I only wear 2 set bonus, currently chest and gloves. This is optimal if your other items are higher level. It would take too long to explain this thinking here but there is plenty of discussion over at MMO. Long at short it won't make a great deal of difference but 4 set for frost is a waste and is a marginal DPS increase for Arcane but only assuming same ilvl, you'll soon notice that the reason I took those two slots is because they are available very early on in SOO.

Great, so we have our gear sorted **lets get the bot fired up**.

I'll assume you already have a working hb install and that portal (premium) is your bot base, you may as well stop reading now if you don't use the premium version as you will not be able to change anything below.

First up, **Tyrael**, the config screen looks something like below.

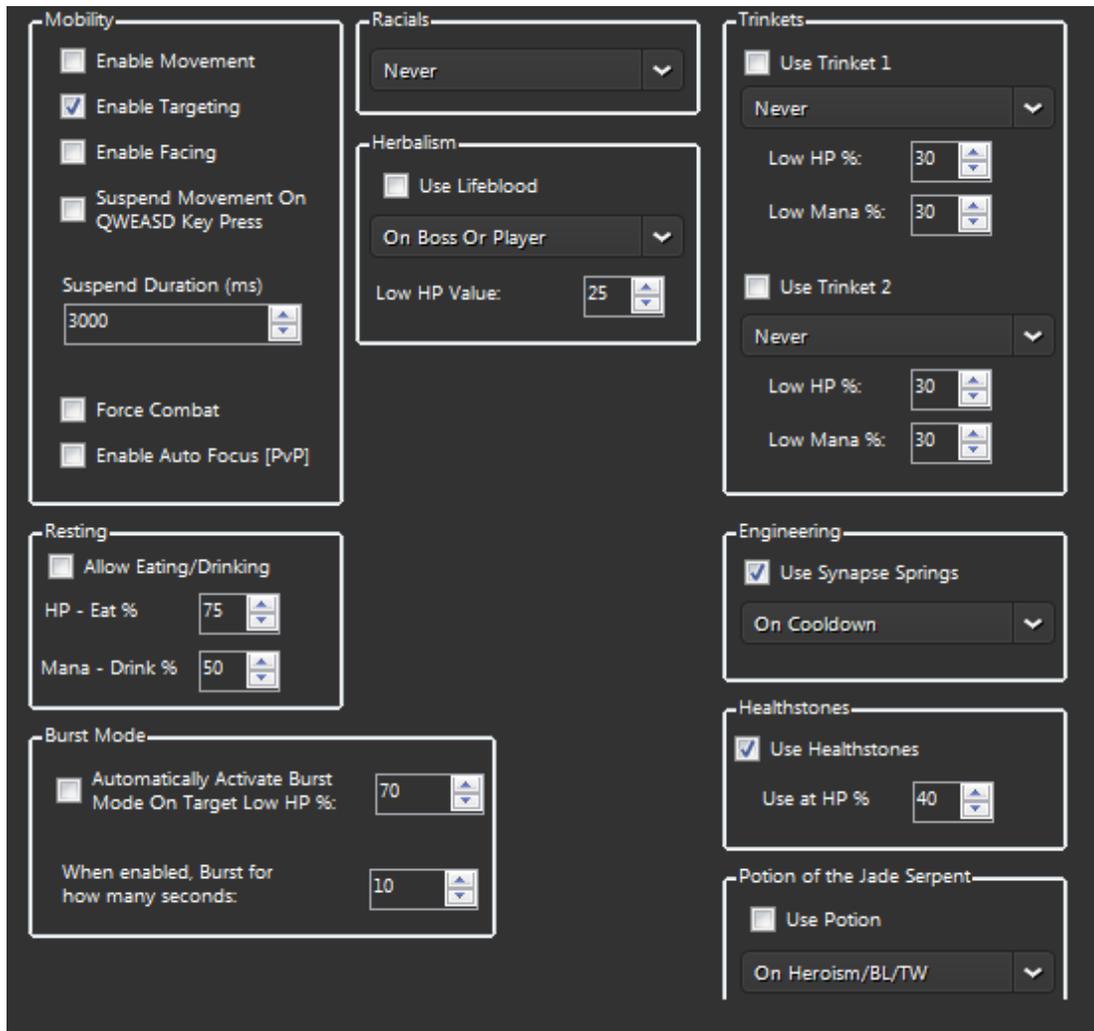
FrameLock Features	Select Pause Hotkey Combination	Quick Configuration Buttons
<input checked="" type="checkbox"/> Enable HardLock <input type="checkbox"/> Enable SoftLock	Alt - Mod	Casual Performance
<b>Additional Features</b> <input checked="" type="checkbox"/> Enable Automatic Updater <input checked="" type="checkbox"/> Enable Chatoutput <input type="checkbox"/> Enable Click to Move <input type="checkbox"/> Enable Continuous Healing Mode <input type="checkbox"/> Enable Plugins and AutoEquip	X	Normal Performance
		Quick Performance
		Maximum Performance

30 Ticks per Second. Save and Close

My graphics card isn't the best and so I've set the performance relatively low, I've not found any discernable difference between hard and soft lock so I've left it defaulted. There isn't really a lot to worry about here but **make sure you have the pause hotkey setup**, you will be needing it. There is no reason to alt+tab to hb unless you are changing settings.

Right then, onto settings. I'll take each page i Portal in turn.

## General



You will want to enable targeting, this will increase dps by auto selecting the next target if yours dies, this works really well and will not usually pull additional packs if they are not engaged in combat. I'd still be careful when tab targeting in game though.

You shouldn't be using suspend for raiding.

The rest of the settings here are fairly self explanatory to be honest, if you are an engineer enable synapse springs, sometimes there are issues with these though so be prepared to turn them off if you get stuck in the casting loop. There isn't really any reason not to cast these on cooldown.

I set health stones to 40%, to be honest this isn't 100% reliable as it tends to finish casts before using them. Trinket options are not really of use in the current tier.

Obviously if you are a herbalist / troll set the relevant options.

I do not enable burst mode, I'll explain how I use cooldowns later.

I also prefer to use pots manually but that's your call.

## Keybinds

The image shows a configuration window for keybinds, divided into three sections:

- Routine Controls:** A list of eight toggleable settings, each with a dropdown menu:
  - Toggle Modifier Key: Alt
  - Toggle Movement: None
  - Toggle Targeting: None
  - Toggle Facing: None
  - Toggle AoE: Z
  - Toggle Burst: None
  - Toggle Cooldowns: V
  - Slow Fall All Friendly Units: None
- Abilities:** A list of six abilities, each with two dropdown menus:
  - Polymorph Target: None
  - Polymorph Focus: None
  - Polymorph Mouseover: None
  - Ring of Frost Self: None
  - Ring of Frost Mouseover: None
- Manual Cast Detection:** A checkbox labeled "Pause Routine On Non-Movement Keypress" is checked. Below it is a numeric input field containing "350" and a unit label "ms".

It's important to have at a minimum the above key binds. You will then be able to pause the bot, toggle cooldowns and toggle aoe at the click of a button. You should be using all of these at various stages of the raid. From here on in I'll assume you have these set up.

## Class abilities

The screenshot shows a configuration window for a Frost Mage's abilities. The settings are as follows:

- Armor:** None
- Cone of Cold:** Use Cone of Cold ; .and Only When Target Isn't Slowed
- Deep Freeze:** Use Deep Freeze ; Use Deep Freeze On Healers ; Use Deep Freeze On Burst
- Spellsteal:** Use Spellsteal ; Only Spellsteal Cooldowns and HoTs
- Totems:** Kill Totems Using Ice Lance
- Frost Nova:** Use Frost Nova When Unit in Range ; .and Only When Targeting Me
- Raid Buff:** Use Arcane Brilliance
- Ice Block:** Ice Block on Low HP: 15; Use Ice Block on Cauterize
- Slow Fall:** Use Slow Fall when Falling
- Counterspell:** Target ; Focus ; Any Casting ; Any Healing
- Evocation:** Use Evocation Low Mana %: 20; Use Evocation Low Health %: 30
- Mirror Image:** On Boss Or Player; Target Low HP Value: 0
- Remove Curse:** Decurse Self ; Decurse Focus ; Decurse All in Range
- Polymorph:** Any ; Any Healing ; Focus ; On Unit With Deep Freeze (and unit isn't our target)
- Blink:** Low HP (And Enemy In Melee Range That's Targeting Me) 80; When Stunned or Rooted ; Blink Forwards ; Blink Random Direction ; Blink Towards Team Member
- Mana Gem:** Conjure Mana Gem ; Use Mana Gem Low Mana %: 80
- Alter Time:** Use Alter Time [Offensive] ; Use Alter Time [Defensive/PvP]
- Conjure Refreshment:** Conjure Refreshments

Armor - set none, you will need to manage this manually, the last section will explain the armors / bombs and talents for each fight.

CoC - this is a good little dps boost, i generally run with this enabled when I have the CoC glyph (this is most of the time)

Deep Freeze - useful for CC and on trash but has little impact on most boss fights, either way it doesn't make a great difference.

Spell steal - Only turn this on at SPOILS, leaving it on permanently will slow the bot down considerably.

Totems - I've found this bugs sometimes, just ignore them or target them manually

Frost nova, you will want to only waste a GCD to use this if the mob is targeting you.

Arcane brilliance, buffs are good but it can give away the fact you are using an add-on so bear that in mind, i usually pause the bot when people are rezzing otherwise it tends to spam it a little

Ice block on cauterize is a cool little feature, obviously a dead mage does 0 dps. leave this on.

Slow fall - no need for this tbh, use it manually if you get blown up as you won't usually be casting!

I usually have this turned off, turn this on when you need to interrupt but bear in mind it slows performance.

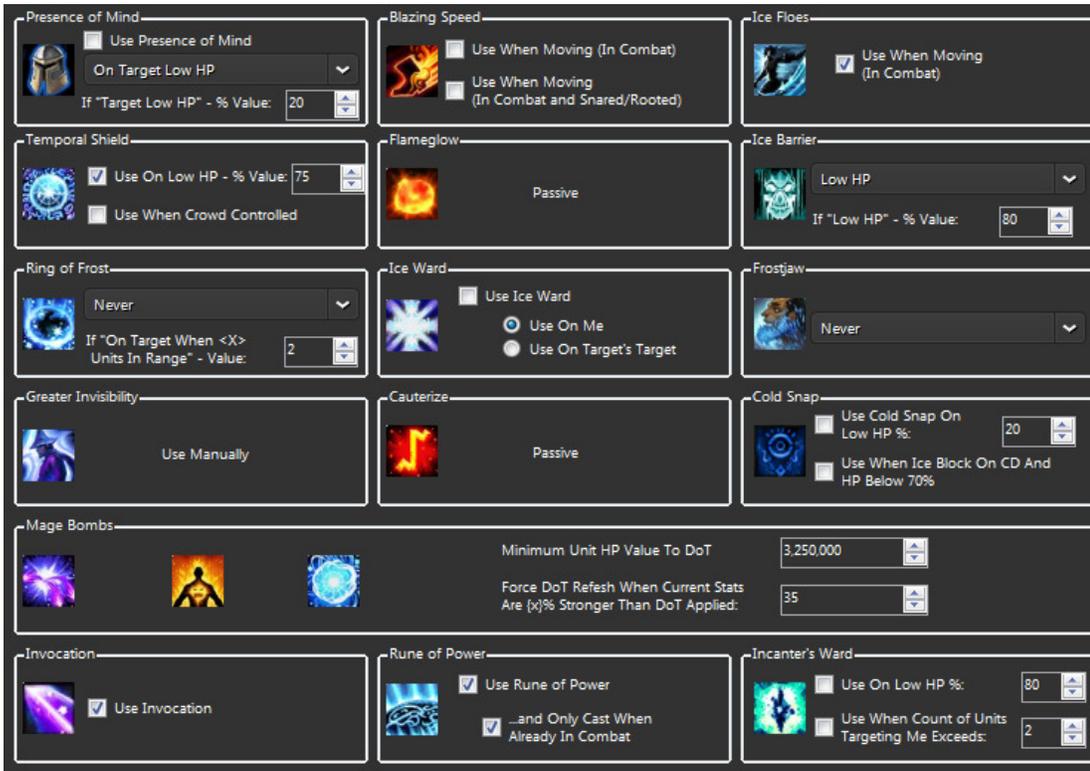
Mirror image, bosses or players only, otherwise it spams it constantly on CD.

No need for remove curse, polymorph or blink.

I believe that the mana gem is defaulted at 80, that's fine.

You only want to alter time offensively in PVE.

## Talents



As we are Arcane/Frost we should not be using POM.

Temporal shield is not on the GCD so we can set this quite high, I've found 75% to be a nice setting, I didn't check for CC's as this is mainly a PVP setting (although it does happen in PVE it's not using imo but feel free to turn it on if you like).

Ring of frost is not needed in PVE.

Blazing speed, you should control this manually if you have it talented but tbh you should be taking ice flows, which is the next setting, turn this on!

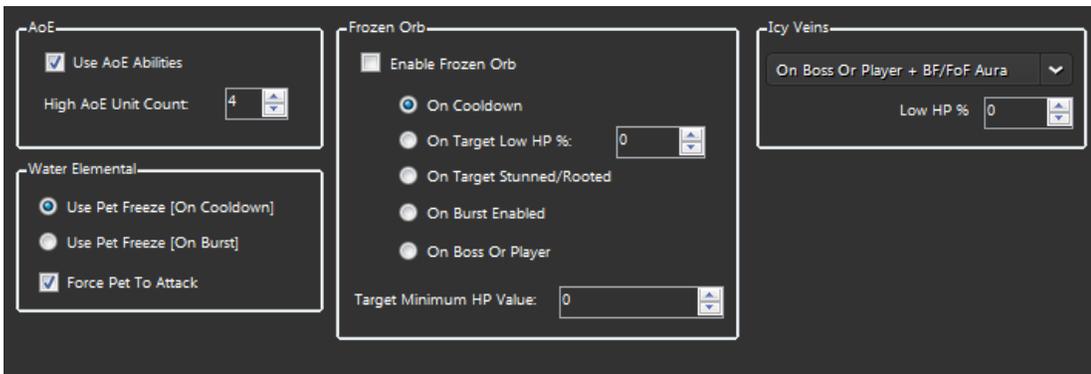
Ice barrier should rarely be used but because it's not reactive like TS you can set it slightly higher, this is a DPS loss though so avoid this where possible. Personally I use TS 100% of the time.

Cold snap, you will rarely take this talent, leave it off.

Dots - I've set my value to 3.25m here, this is in a 25m heroic raid. I find anything under this value will die too fast to warrant dotting. It also avoids dotting any players who become MC'd. Refresh I've found optimal at 35%, there was some math done at MMO that suggested it was worth refreshing at this percentage and not below. I've found this to be a nice number personally.

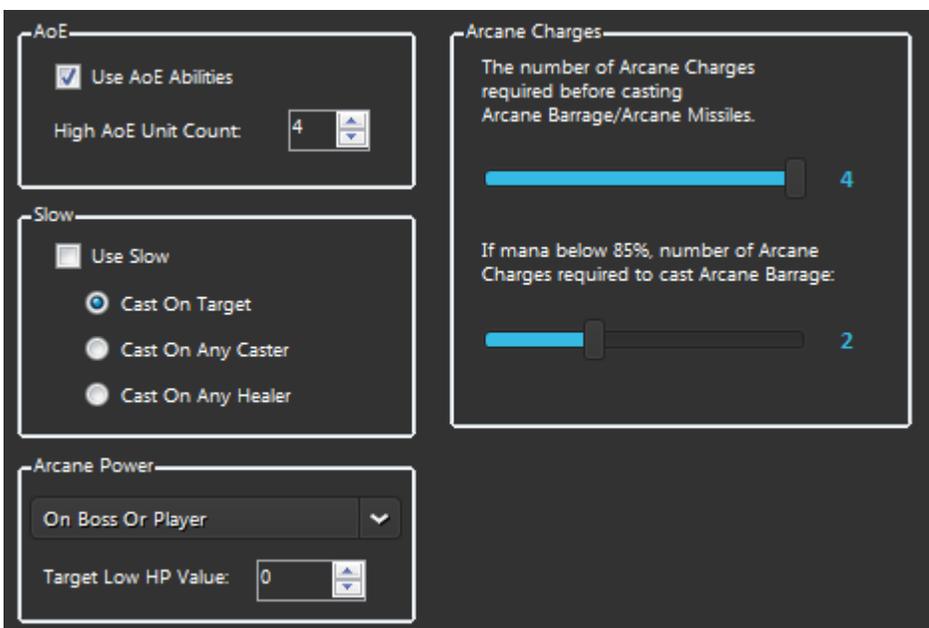
You can if you like cast Invo/Evo manually but I like to have this enabled, only cast runes in combat, you will want to cast your first 2 runes manually when your pull countdown starts.

## Frost



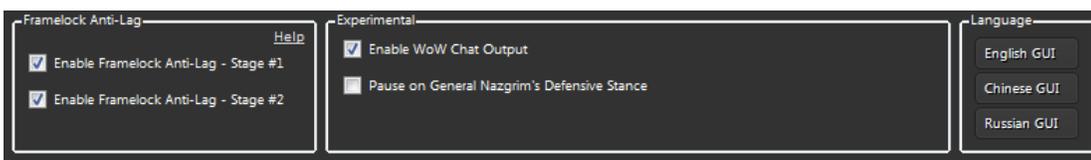
These options are pretty much default, pet freeze is worth using and ensure pet is set to attack. You will want to be casting frozen orb manually for maximum dps but it's OK to leave it on for trash. Use IV on boss or player.

## Arcane



Not a lot to say here, the above settings are what you want.

## Advanced



Assuming your connection can cope, leave the lag options ticked. if you have high latency you will want to disable stage 2 I believe. Someone may want to confirm that though.

## **Bosses.**

OK, so we've set the bot up. Let's have a look at how we set our talents, glyphs and armor up for each fight.

As a general rule I will run with the following unless otherwise stated.

### **Arcane**

Ice Floes

Temporal Shield

Ring of Frost

Cauterize

Living Bomb

Rune of Power

### **Frost**

As above but with Invocation instead of ROP.

### **Glyphs**

You will want to go with Splitting Ice, Icy Veins and CoC as your default for frost and Arcane Power, CoC and Arcane Explosion. You will need to swap these for some fights though.

### **Bosses**

The following is based on heroic versions, I'm not saying the other spec isn't viable but this is what I've found personally does more DPS.

### **Immerseus**

Bomb = Living Bomb (adds die too fast to warrant using NT)

Armor = Frost Armor

Frost - default glyphs above

Tips: Save orbs for adds, get into melee range for adds and keep moving to force arcane explosion

### **The Fallen Protectors (enable counter spell)**

Bomb = NT (cleave)

Armor = Mage Armor

Arcane - default glyphs above

Tips: make sure all adds are in range so dots can be applied, you can take glyph of counter spell if you are assigned to an interrupt cycle

## **Norushen**

Bomb = Living Bomb (adds die too fast to warrant using NT)

Armor = Frost Armor

Arcane - glyphs, replace coc and AE with momentum and rapid displacement

Tips: try and focus adds until you have been phased

## **Sha of Pride**

Bomb = Living Bomb (adds die too fast to warrant using NT)

Armor = Frost Armor

Arcane - default glyphs above if you want to pad, replace CoC and AE with momentum and rapid displacement if you want to do the fight properly

Tips: if you want to pad meter target one of the adds to force flame strike then switch to the corrupted fragments to free your guild mates, use a /target macro

## **Galakras (enable counter spell)**

Bomb = NT (cleave)

Armor = Mage Armor

Arcane - default glyphs above

Tips: keep shaman targeted

## **Iron Juggernaut**

Bomb = Living Bomb

Armor = Frost Armor

Arcane - replace CoC and AE with momentum and rapid displacement

Tips: If you use the "run away" tactic you can go frost and your elemental will stay on boss

## **Kor'kron Dark Shaman**

Bomb = Living Bomb (Bosses will usually be split on Heroic, you need maximum single target dps)

Armor = Frost Armor

Frost - replace CoC and AE with momentum and rapid displacement

Tips: try and get somewhere you will not have to move when slimes arrive for blizzard (target one of them), save your orb for this as well, do not get into AOE range, you will die.

## **General Nazgrim**

Bomb = Living Bomb (adds are too split, you need to maximum single target anyway)

Armor = Frost Armor

Arcane - glyphs, replace AE with Glyph of Counter spell

Tips: Save cooldowns for berserker stance where appropriate

## **Malkorok**

Bomb = Living Bomb

Armor = Frost Armor

Arcane - replace CoC and AE with momentum and rapid displacement

Tips: If you struggle as arcane go frost until it's on farm, this isn't easy as arcane to pull max dps

## **Spoils of Pandaria** (turn on spell steal in options)

Bomb = NT (cleave)

Armor = Mage Armor

Arcane - default glyphs above

Tips: if you already have the dps buff but it has less than 10 seconds remaining and another one appears then cancel your existing one to get a fresh one, stealing it again will NOT refresh but buff.

## **Thok the Bloodthirsty**

Bomb = Living Bomb

Armor = Frost Armor

Frost - replace CoC and AE with momentum and rapid displacement, if bats are a problem keep default glyphs

Tips: Save orb for bats.

## **Siegecrafter Blackfuse**

Bomb = Living Bomb

Armor = Frost Armor

Frost - replace CoC and AE with momentum and rapid displacement

Tips: Pray, make sure all CC options are enabled, pray some more.

## Paragons of the Klaxxi

Bomb = Living Bomb (use NT if you want to fish for procs / pad meter)

Armor = Frost Armor

Arcane - default glyphs above

Tips: Living bomb is more useful damage, NT will pad quite a lot and be a very small useful dps loss (plenty of discussion about this on MMO)

## Garrosh Hellscream (enable counter spell)

Bomb = Living Bomb (use NT if you want to pad in ph1 but you should be using LB)

Armor = Frost Armor

Frost - default glyphs above

Tips: Save orb for adds

## How to use hotkeys and cooldowns

Pre pull - set the bot to ON, set cooldowns to OFF. you will want to start your pre-pull rotation with 4 seconds left on the timer. (having already cast your runes / evocation) You should at this point cast potion, synapse springs (start at 3 if not engineer), mirror image and precast a frostbolt/arcane blast to land just after the 0 on the timer.

Once the bot kicks in you're not quite done yet, do NOT enable cooldowns right away, even if you want to. What we are looking for now is PBOI to proc, the second it procs you will want to enable cooldowns, this way we increase the length of this buff (and will not lose it completely if it goes off during alter time). You can do this by downloading the add-on <http://www.curse.com/addons/wow/extractd>



You should get a bar like this showing your trinkets, cloak etc, PBOI is the first on this list, you can change the order and size though. It will say 2M as soon as it has procc'd, this is when you want to enable cooldowns. It's not perfect every time, ideally you are looking for it to proc before you reach 4 stacks but its just luck :).

Once this is done your main work is over so kick back and try and keep your char alive whist the bot does it's thing, you job now is mostly about positioning and fight mechanics.