

RollPlayHud

A lightweight RP roll HUD addon for World of Warcraft

Overview

RollPlayHud is a World of Warcraft addon designed specifically for **role-play events**, particularly combat-RP and narrative encounters where dice rolls can be easily lost in chat spam and emotes.

The addon captures dice roll messages from chat and displays them in a clean, persistent HUD on screen, allowing Dungeon Masters and players to track rolls clearly without interrupting role-play flow.

RollPlayHud does **not** provide combat advantages and avoids restricted addon APIs.

Features

- Captures multiple roll syntaxes:
 - Blizzard `/roll`
 - Guild or custom roll systems
 - TRP3 Extended dice emotes
 - Displays rolls with:
 - Timestamp
 - Character name
 - Raid marker icons (including TRP-style `{green}` , `{rt4}` , etc.)
 - Persistent roll list (does not auto-fade)
 - Movable and resizable HUD
 - Lockable UI to prevent accidental movement
 - Minimise to a small dice icon on the HUD
 - User-defined roll detection syntax
 - On-HUD buttons and slash commands
 - Saved settings across sessions
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Installation

1. Unzip the file and place the "RollPlayHud" folder in the following:

World of Warcraft/*retail*/Interface/AddOns/

2. Restart World of Warcraft or run `/reload`
 3. Enable **RollPlayHud** in the AddOns menu.
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Supported Roll Detection (Default)

RollPlayHud automatically captures chat messages that match any of the following formats.

Blizzard rolls

`/roll X`

Alehandra rolls 3 (1-20)

This reads the basic World of Warcraft roll output.

Guild / system rolls

Roll: Attack Check – Success

Currently reads the statement "Roll:" from `/s`, `/e`, `/i`, and `/p` to paste into the window.

TRP3 Extended dice emotes

((rolls 19 for Attack! 1d20+2 Pass! {green}))

This is a custom TRP3e dice I use, but exists as an example of other outputs based on specific syntax.

The RollPlayHud Window

Top Bar Buttons

Help

Prints all available commands to chat.

Lock / Unlock

Toggles whether the window can be moved or resized.

Min

Minimises the HUD into a small dice icon.

Clear

Clears all currently displayed rolls.

Resizing the Window

- Use the diagonal resize handle in the bottom-right corner.
 - Window size is saved automatically.
 - Resizing is disabled while the window is locked or minimised.
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Locking the UI

When the HUD is **locked**:

- The window cannot be moved.
- The resize handle is hidden.
- The minimised icon cannot be dragged.

This is recommended during live RP events to prevent accidental interaction.

Minimise Mode

When minimised:

- The main HUD window is hidden.
 - A small **dice icon** remains visible on the screen.
 - Rolls continue to be captured in the background.
 - Clicking the icon restores the HUD.
 - The icon can be repositioned unless the UI is locked.
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Custom Roll Syntax

RollPlayHud allows users to define additional roll detection rules.

These are useful for guild-specific or event-specific roll systems.

Add a plain text matcher

Triggers if the text appears anywhere in a chat line.

Command format:

`/rph addplain`

Example:

`/rph addplain [RPROLL]`

Add a Lua pattern matcher (advanced)

Uses Lua pattern matching to detect rolls.

Command format:

`/rph addpattern <lua_pattern>`

Example:

`/rph addpattern RollResult=%d+`

Invalid patterns are rejected safely and will not break the addon.

List custom matchers

Command format:

`/rph matchers`

Remove a matcher

Command format:

`/rph delmatcher`

Slash Commands

`/rph help`

`/rph clear`

`/rph hide`

`/rph show`

/rph lock

/rph unlock

/rph minimize

/rph restore

/rph size <10–32>

/rph lines <4–60>

/rph width <200–1200>

/rph height <120–900>

/rph wrap on|off

/rph matchers

/rph addplain

Happy role-playing.

Advanced Usage: Custom Lua Pattern Matchers

RollPlayHud supports **advanced roll detection** using *Lua pattern matchers*.

These allow you to teach the addon how to recognise **custom roll formats** used by different DMs, guilds, or RP systems.

This feature is optional, but extremely powerful for non-standard or evolving roll systems.

What Is a Lua Pattern Matcher?

A **Lua pattern matcher** is a rule that describes the *shape* of a chat message rather than its exact wording.

Instead of matching one specific sentence, you define a pattern such as:

- “Any message that contains a number”
- “Anything that looks like a damage roll”
- “Any emote that includes ‘rolls’ followed by a number”

If a chat message matches the pattern, RollPlayHud treats it as a roll and displays it in the HUD.

Adding a Lua Pattern Matcher

Use the following command:

```
/rph addpattern <lua_pattern>
```

Example:

```
/rph addpattern Damage:%s*%d+
```

This would match all of the following:

- Damage: 5
- Damage:12
- Damage: 37

The pattern works even if spacing or numbers vary.

Common Lua Pattern Elements

You only need a small subset of Lua patterns for most RP use cases:

- %d A single digit (0–9)
- %d+ One or more digits
- %s A space
- %s+ One or more spaces
- %a A letter
- .* Anything (any length)

Some characters must be **escaped** to be treated literally:

- %(Literal “(”
 - %) Literal “)”
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Practical Examples

Match emote-style rolls such as “rolls 15”:

```
/rph addpattern rolls%s*%d+
```

Match skill checks like “Stealth (14)”:

```
/rph addpattern %a+%s*%(%d+%)
```

Match generic success/failure messaging:

```
/rph addpattern Success
```

```
/rph addpattern Failure
```

Match custom system output like “RollResult=18”:

```
/rph addpattern RollResult=%d+
```

Managing Custom Matchers

List all custom matchers currently active:

```
/rph matchers
```

Each matcher is shown with an index number.

Remove a matcher by index:

```
/rph delmatcher
```

Example:

```
/rph delmatcher 2
```

Safety and Error Handling

- Invalid or broken Lua patterns are **rejected** when added.
- All pattern matching is sandboxed and cannot crash the addon.
- If a pattern fails internally, it is safely ignored.

This allows experimentation without risk during live events.

When Should You Use `addpattern`?

Use **`addpattern`** when:

- Your roll system includes variable numbers
- Spacing or wording is inconsistent
- Multiple DMs use slightly different roll formats

- You want one rule to match many similar rolls

Use **addplain** instead when the text is always identical.

Conceptual Summary

Think of Lua patterns as describing *what a roll looks like*, not *what it says*.

“If a message looks like this shape, capture it.”

That’s all RollPlayHud is doing — and it’s what makes the system flexible enough to grow with your RP.