

KM Procs Tracker — Documentation

Overview

KM Procs Tracker is a lightweight World of Warcraft (Retail) addon for Frost Death Knights. It tracks **Killing Machine** proc activity with a focus on **wasted procs** (overcapping at 2 stacks).

The addon provides:

- A compact on-screen frame with the Killing Machine icon.
 - Stack-aware visuals (alpha/border) and numeric stack display.
 - A **Wasted** warning + temporary grayscale icon effect when a proc occurs at **2 stacks** (overcap).
 - Running totals for **Procs** and **Wasted** (tooltip also shows **Consumed**).
 - A minimap button (LibDataBroker + LibDBIcon).
 - Start/Stop, Reset, and Close buttons.
 - Automatic start/stop based on combat state.
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Definitions (What the addon counts)

Procs

A **proc** is counted when the Killing Machine aura **gains stacks**:

- 0 → 1 counts as +1 proc
- 1 → 2 counts as +1 proc

This is derived from aura stack delta changes on the player.

Consumed

Consumed is counted when the aura **loses stacks**:

- 2 → 1 counts as +1 consumed
- 1 → 0 counts as +1 consumed

Note: this is “stack loss”, which can include spending stacks or losing them for other reasons (e.g., expiration). The main UI shows Procs/Wasted; Consumed is visible in the tooltip.

Wasted (Overcap)

A **wasted** proc is counted when a proc event happens while you already have **2 stacks**, meaning the proc cannot increase stacks further.

Implementation detail:

- Detected via **COMBAT_LOG_EVENT_UNFILTERED** using `SPELL_AURA_REFRESH` for Killing Machine on the player.
 - Wasted is incremented when current stacks are already ≥ 2 and the refresh event indicates the aura stayed at 2 stacks.
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UI Behavior

Icon state

- **0 stacks:** icon is semi-transparent.
- **1 stack:** icon is fully opaque.
- **2 stacks:** icon is fully opaque with a bright border.

Wasted warning

When a wasted proc is detected:

- Red “**Wasted**” text appears over the icon.
- The icon becomes temporarily **desaturated** (grayscale).
- After ~1 second, the icon returns to normal.

Totals

Below the icon:

- Procs: X Wasted: Y

Tooltip (hover the frame):

- Procs
 - Consumed
 - Wasted
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Controls

Buttons under the frame

- **Start / Stop**
 - Start enables tracking when in combat (and clears manual pause).
 - Stop disables tracking even if you remain in combat (manual pause).
- **Reset**
 - Resets counters: Procs / Consumed / Wasted.
- **Close**
 - Hides the on-screen frame (addon continues running; minimap button remains).

Automatic combat start/stop

- Tracking automatically enables when you enter combat.
- Tracking automatically disables when you leave combat.
- If you press **Stop**, the addon will remain paused until you press **Start** again.

Slash command

- `/kmpt` — toggle frame visibility.
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Minimap Button

If LibDataBroker + LibDBIcon are available (embedded or installed separately), a minimap icon is created.

- **Left-click:** show/hide the main frame
 - **Right-click:** reset counters
 - Tooltip shows current totals.
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Installation

1. Create folder:
 - World of Warcraft/_retail_/Interface/AddOns/KMProcsTracker/
 2. Place addon files inside (including Libs/ if you are embedding libraries):
 - KMProcsTracker.toc
 - Core.lua
 - UI.lua
 - Minimap.lua
 - Libs/... (LibStub, CallbackHandler, LibDataBroker, LibDBIcon)
 3. Restart the game or run `/reload`.
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Notes and Limitations

- The addon is designed for **Retail** API (modern aura scanning and C_Spell support).
 - “Consumed” reflects **stack loss**, not necessarily “spent by Obliterate” specifically.
 - If you want “spent-by-ability only”, the addon can be extended to correlate stack drops with casts (e.g., Obliterate/Frostscythe) in combat log.
 - Wasted detection assumes that overcap procs emit `SPELL_AURA_REFRESH` for Killing Machine at 2 stacks (common behavior). If your client/log behavior differs, the wasted filter may require adjustment.
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Troubleshooting

No minimap button

- Ensure LibDataBroker-1.1 and LibDBIcon-1.0 are present:
 - either embedded in `Libs/` and listed in the `.toc`
 - or installed as separate addons.

Counts look wrong

- Make sure you are testing in combat (tracking is gated by combat state).
 - If Wasted appears unexpectedly often, combat log behavior may differ; enable debug logging (can be added) to print the KM subevent sequence and stack state.
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