

Singular Configuration

General Class Specific Debugging

General Class Specific Debugging

Movement
 Disable Movement False

Racial
 Gift of the Naaru HP 30
 Shadowmeld Threat Drop True
 Use Racial True

Tanking
 Disable Targeting False
 Enable Taunting for tanks True

Targeting
 Disable Targeting False

Debug Logging

Enables debug logging from Singular. This will cause quite a bit of spam. Use it for diagnostics only.

Singular

Community Driven

v2.5.6295.462 [\$Revision: 771 \$]

Save & Close

Singular Configuration		X										
General	Class Specific	Debugging										
Common <table border="1"> <tbody> <tr> <td>Blessings</td> <td>Auto</td> </tr> <tr> <td>Flash of Light Health</td> <td>50</td> </tr> <tr> <td>Holy Light Health</td> <td>90</td> </tr> <tr> <td>Lay on Hand Health</td> <td>30</td> </tr> <tr> <td>Word of Glory / Eternal Fla</td> <td>65</td> </tr> </tbody> </table>			Blessings	Auto	Flash of Light Health	50	Holy Light Health	90	Lay on Hand Health	30	Word of Glory / Eternal Fla	65
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Ardent Defender Health Ardent Defender will be used at this value												
<p>Singular Community Driven v2.5.6295.462 [\$Revision: 771 \$]</p> <p>Save & Close</p>												

The screenshot shows the 'Singular Configuration' window with the 'Class Specific' tab selected. The configuration is organized into a list of items with their respective values. The 'Protection' and 'Retribution' sections are expanded, showing sub-items. The 'Ardent Defender Health' section is highlighted, and its description is shown below the list.

Item	Value
Light of Dawn Count	2
Light of Dawn Health	80
Protection	
Ardent Defender Health	40
Avengers On Pull Only	False
Consecration Count	3
Divine Protection Health	80
Guardian of Ancient Kings	40
Retribution	
Auto GotAK and Holy Aver	True
Consecration Count	3
Divine Protection Health	70

Ardent Defender Health
Ardent Defender will be used at this value

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Save & Close

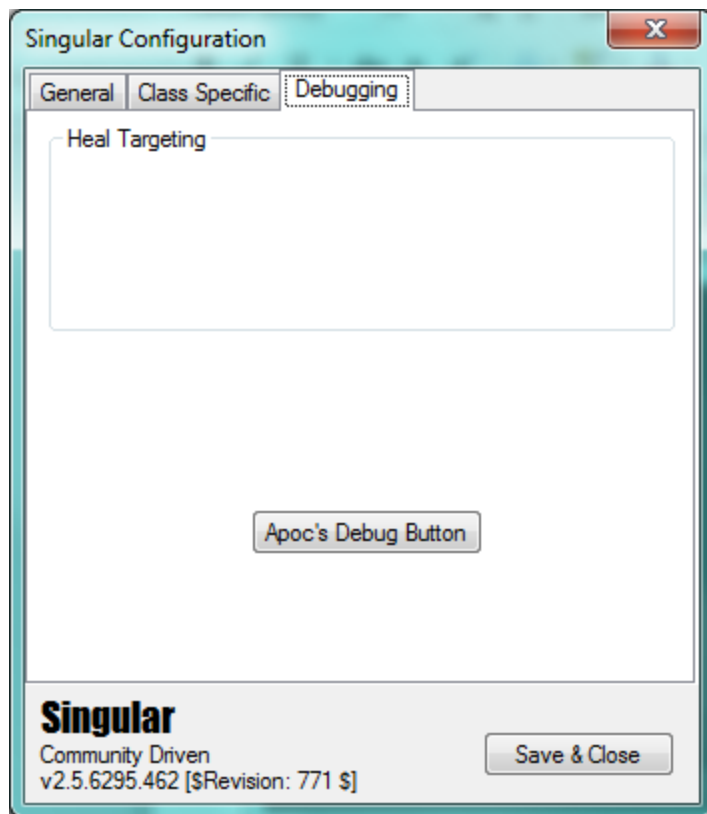
The screenshot shows the 'Singular Configuration' window with the 'Class Specific' tab selected. The window has a title bar with a close button. Below the title bar are three tabs: 'General', 'Class Specific' (active), and 'Debugging'. Under the 'Class Specific' tab, there are icons for a list, a search, and a refresh. The main content area is divided into two sections: 'Protection' and 'Retribution'. Each section contains a list of configuration items with their current values. The 'Protection' section includes 'Ardent Defender Health' (40), 'Avengers On Pull Only' (False), 'Consecration Count' (3), 'Divine Protection Health' (80), and 'Guardian of Ancient Kings' (40). The 'Retribution' section includes 'Auto GotAK and Holy Aver' (True), 'Consecration Count' (3), 'Divine Protection Health' (70), and 'Heal Health' (30). At the bottom of the window, there is a 'Singular' logo, the text 'Community Driven', the version 'v2.5.6295.462', and the revision '\$Revision: 771 \$'. A 'Save & Close' button is located in the bottom right corner.

Category	Item	Value
Protection	Ardent Defender Health	40
	Avengers On Pull Only	False
	Consecration Count	3
	Divine Protection Health	80
	Guardian of Ancient Kings	40
Retribution	Auto GotAK and Holy Aver	True
	Consecration Count	3
	Divine Protection Health	70
	Heal Health	30

Ardent Defender Health
Ardent Defender will be used at this value

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Save & Close



Settings & Tools

Mount

☒ Use Mount

Ground

Flying

☐ Random ☒ Automatic

Mount Distance

Meshes

Mesh Folder Path

Change

Developer Tools

Plugins

☒ Advanced Mode

Class Config

Bot Config

Save & Close

Settings & Tools

Vendors

☒ Use Flight Paths

☒ Find Vendors Automatically

Drink Amount

Food Amount

Mail & Refreshments

Mail Recipient

Food Name (Or ID)

Drink Name (Or ID)

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Plugins

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Settings & Tools

Looting

☒ Loot Mobs

☒ Loot Chests

☐ Skin Mobs ☐ Ninja

☐ Harvest Minerals

☐ Harvest Herbs

Loot Radius

General

☒ Kill Between Hotspots

☒ Logout For Inactivity

Pull Distance

Log Level

Developer Tools

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☒ Advanced Mode

Class Config

Bot Config

Save & Close