

[illegible]

Option	Usage	Description	Example
auraeffect	auraeffect=max_value	Auras only: will use the aura effect value instead of the aura's duration; Gnosis cannot know the maximum aura effect value, therefore requires a maximum value	buff auraeffect=100000 : Power Word: Shield
aurastacks	aurastacks=max_value	Auras only: will use the aura stack count instead of the aura's duration; Gnosis cannot know the maximum stack count, therefore requires a maximum count	-- Surge of Darkness stacks buff aurastacks=3 mcnt=3 msize=0.85 : 87160
bcol	bcol="r,g,b,alpha"	overrides the border color	not cd bcol=".2,.8,.2" : Shield Block
casttime	casttime	show casttime information of given spell if possible	
hidden	hidden="barname"	timer command only valid if bar "barname" is currently not active/shown	gcd hidden="castbar_name" : any
icon	icon=spell(id)	overrides shown icon	resource icon=1 : power
lag	lag	show current estimated latency information	
mcnt/msize	mcnt=# and msize=#.#	latency tick markers are used to break up the bar into mcnt pieces, e.g. to display combo points; the default value of msize is msize=1.0 (which is the maximum value); decreasing msize will decrease the tick marker size (valid values are 0.0 < msize <= 1.0)	resource mcnt=5 msize=0.9 : combopoints
nfs	nfs="overwrite name format string"	see description of name format string	fixed nfs="Test 1234" : 1
noicon	noicon	hides the icon (hideicon can also be used)	resource unit=player noicon nospark : health
norefresh	norefresh	icd/proc only: optionally pass the norefresh option to disable timer refresh due to new proc (or similar effect)	proc staticdur=5 norefresh : Shadowy Apparition <4,5> & fixed nfs="SA did something!" : 78203
nospark	nospark	hides the castbar spark (hidespark can also be used)	
not	not	will show auras/cooldowns if they are not present or not on cooldown as a static bar	not unitname unit=focus : any & fixed nfs="No focus!" : 1
playf	playf="x-audio file"	plays given audio file every x seconds	
playm	playm="x-music"	plays given music every x seconds	debuff unit=player playm="10-Gnosis_Cuckoo" \ : Arcane Volatility
plays	plays="x-sound"	plays given sound every x seconds	
portrait	portrait=unit	overrides shown icon with portrait of given unit	resource unit=player portrait=player : health
recast	recast=4.5	give recast advice, given remaining duration will be marked, 4.5s in this example (remark: reapply dots when remaining duration is smaller than 30% of normal duration)	-- vampiric touch dot dot unit=target recast=4.5 zoom=7.0 mine : 34914
runetype	runetype=1 through 4	runecd only: command will be evaluated only if the runetype matches the current rune (see http://wow.gamepedia.com/API_GetRuneType)	not runecd runetype=4 sbcol="1,1,1" : 1 not runecd : 1 runecd runetype=4 sbcol="1,1,1" : 1 runecd : 1
sbcol	sbcol="r,g,b,alpha"	override the statusbar color	resource sbcol="0,1,0" : health <65%> resource sbcol="1,0,0" : health
shown	shown="barname"	timer command only valid if bar "barname" is currently active/shown	
spec	spec=1 through 4 or spec="1,2,3,4"	timer entry will only be active for the given talent specialization	cast unit=player spec="2,3" : any
startcnt	startcnt="duration-counter_name"	starts counter "counter_name" of the given duration (in seconds)	unitname unit=boss1 : Phemos & exit startcnt="420-twinogron_enrage" : 0
startcntcpy	startcntcpy="counter_name"	starts counter "counter_name" with the duration of the current timer command	-- bandaid: cd ending early when gcd is triggered cd startcntcpy="mbcd" : Mind Blast <1.0,1.65> cd : Mind Blast counter nfs="Mind Blast" icon=8092 : mbcd
staticdur	staticdur=30	forces the timer to always display 30 seconds or more	
stopcnt	stopcnt="counter_name"	stops counter "counter_name"	not npc unit=boss1 : 78237 & exit stopcnt="twinogron_enrage" : 0
tfs	tfs="overwrite time format string"	see description of time format string	cast tfs="r<1>" : any
unit	unit=unitid or friendly player name	unit override (see http://wowpedia.org/UnitId)	cast unit=boss1 : any
zoom	zoom=x	zoom into the timer when less than x seconds duration remain	