

Acknowledgments

This guide was originally developed by Drome on Kargath and Creely on Gnomergon. Once received, it was modified and will be maintained by Elenesski (of Suramar).

XUB is a highly configurable Add On (aka Mod) which will provide you with a WoW UI that is very visual, powerful and capable. Once fully configured, you will notice that you use your keyboard only to chat and move around, and you may even start hiding most of your your actions bars.

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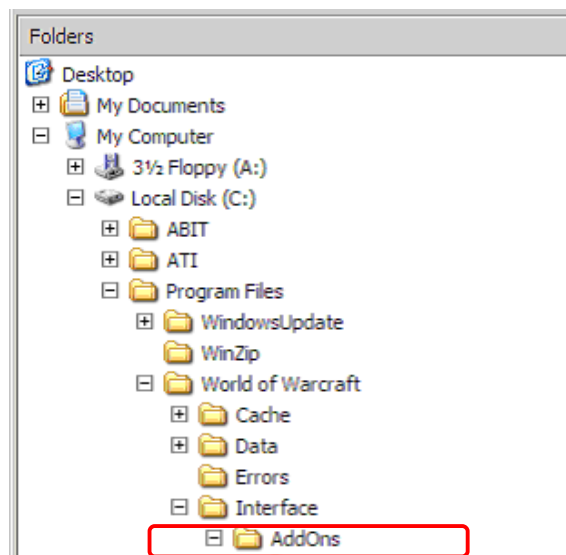
Overview

XUB is a very configurable add-on that allows a user to set up buttons attached to the various unit frames in your WoW interface. Currently XUB supports yourself (player), your party (party), your pet (playerpet), your party's pets (partypet), and whom you have targeted (target). The add-on is specifically designed for characters who heal, buff, and cure. As of 1.7 the way you configure XUB is via a set of text configurations. This how to will walk you through using this text configuration to configure XUB for your character.

Getting and Installing the AddOn

Presumably you have already done this as you are reading this HOW-TO. In case you have not browse to <http://www.wowinterface.com/downloads/fileinfo.php?id=6794> and download the zip file. The files contained in this file need to be put into your World of Warcraft add-on directory. Typically this is found at:

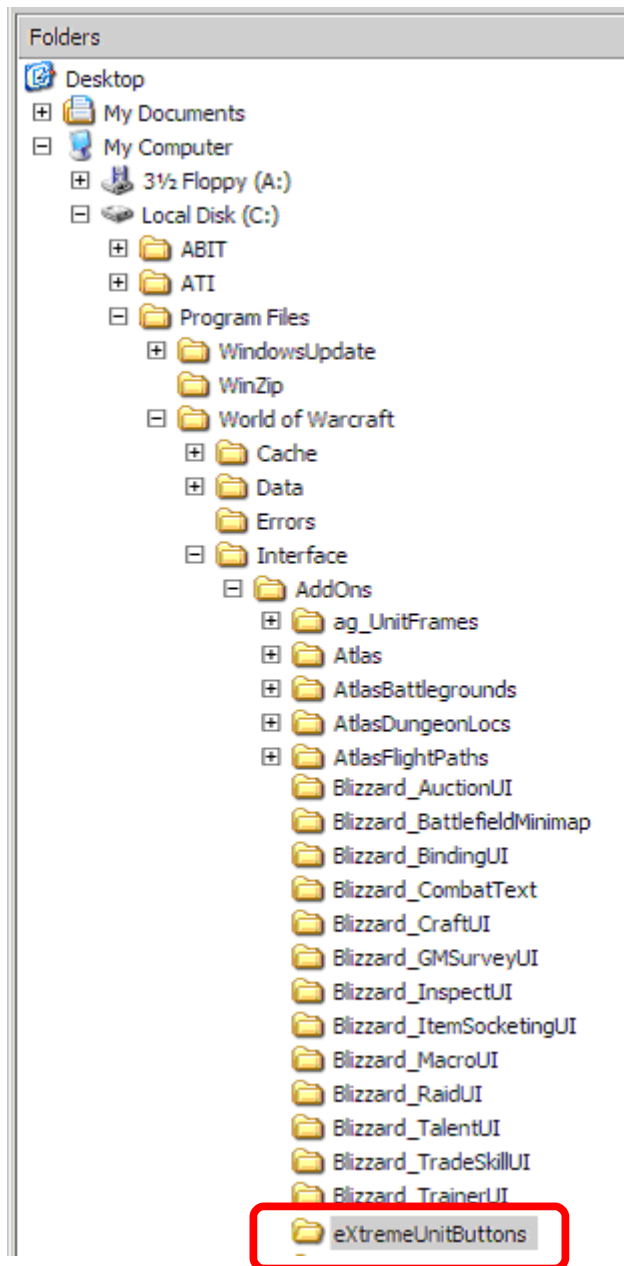
"C:\Program Files\World of Warcraft\Interface\AddOns\"



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The zip file includes the directory for XUB so after you unzip the files to the add-on directory you should have a new subdirectory:

“C:\Program Files\World of Warcraft\Interface\AddOns\eXtremeUnitButtons”



If you do not then you have not unzipped the file to the right place.

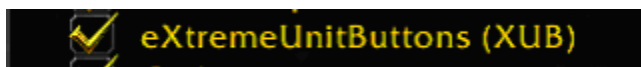
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Last check is to make sure that WoW sees the mod as being installed. Log into WoW and at the screen where you choose which character to play click on the **AddOns** button in the lower left corner of screen.



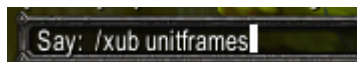
Scroll through the list and verify that "eXtreme Unit Buttons" is listed.



Configuring XUB for the first time

XUB needs to know which Unit Frames you use. Log in to WoW on a character that you want to use XUB. Enter the slash command to define the unit frames for XUB

`/xub unitframes` -or- `/xub uf`



This will bring up the dialog box (shown on the next page) that will let you configure your character.



The first thing we want to do is define if we are using an add on for **Unit Frames**. If you don't know what this means - you are probably using the Blizzard Standard unit frames. Whether you are using the default Blizzard unit frames or an Add-on you will need to tell XUB what you use.

From the Drop down that is at the top of the unit frames dialog select the unit frames that you use. If you use Blizzard the default should be set for you, if you use an Add-on then select it from the drop-down list. If you don't see your Add-on listed, there is a way of supporting it, however this is beyond the scope of this guide. Finally click "Apply". This populates the Player, PlayerPet, Target, Focus, Party and Party Pet fields with the names of the frames that should be used.



After you have selected your unit frames we can continue to the next section. Press the **Config** Button to go to the main configuration screen.

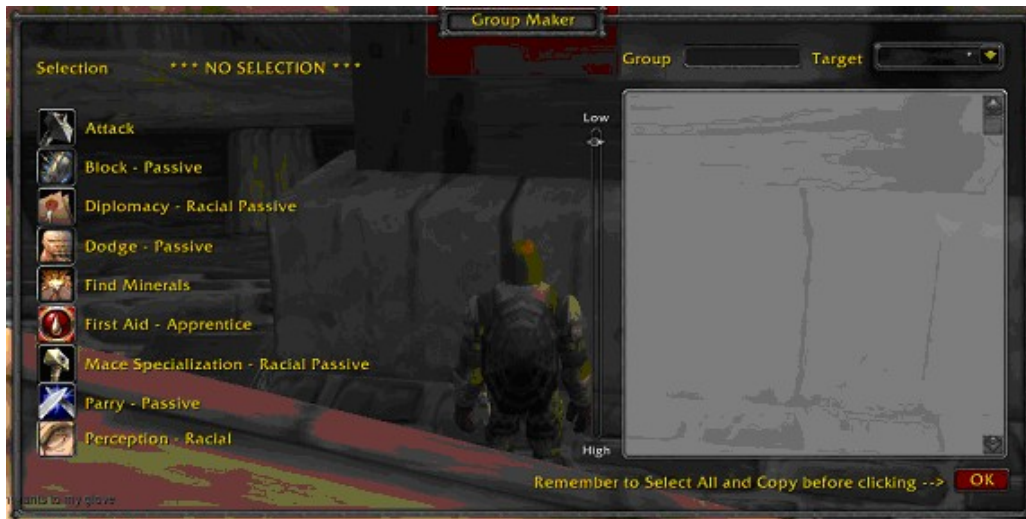
Define a Button Group

Ignore the first box (custom buttons) for now – it is for advanced features, right now we are concerned with the Group specification box on the left. To start we will create a single button that applies to yourself (player). For this guide let's assume a low level Paladin, however the steps that are presented apply to any spell that can be cast in the game. One of the core heals for a Paladin is Holy Light – lets make this our first button. Click on the **Make Groups** button.



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This brings up the make groups helper dialog. Within this screen we need to define the name of the group we want to use - "healing" and specify the spell to use.



In the Group box in the upper right enter "healing" without the quotes.



Leave the Unit drop down as an * - this is an advanced feature which we will cover later.

Use the scroll bar in the middle of the dialog box to move up and down the list of available buttons. In this case we will choose the unranked holy light button (We could choose a specific rank if we want to) and click on the **image** (button) of the Spell. This causes the configuration text to be created in the right hand panel.



We want to cut the text from the pane on the right to the clipboard, the easiest way to do this is to highlight the text using the mouse and then pressing CTRL-X. You can use CTRL-C however it does not give you feedback that the text has been copied. You can also write this down and enter it by hand in the next step.

The line we are interested in is:

healing,HolyLight,*

After we have copied the text press the OK button. This will take us back to the CONFIG screen .

We want to paste this line into the Group Box (on left). Click in the very top-left corner of the dialog (this can be warder then you think), you should see the white cursor when successful. Now paste the holy light spell with CTRL-V or enter the text manually:



Now that we have the group defined (that wasn't too bad) we need to tell XUB who we should attach the healing group to. To do this we define a profile.

Using a Profile to assign the group to someone (yourself)

Next we need to tell XUB who should get this new group. This is done in the text area on the right by defining a profile that attaches the group to one of the unit types. In this example we will enter:

```
normal,player,healing
```

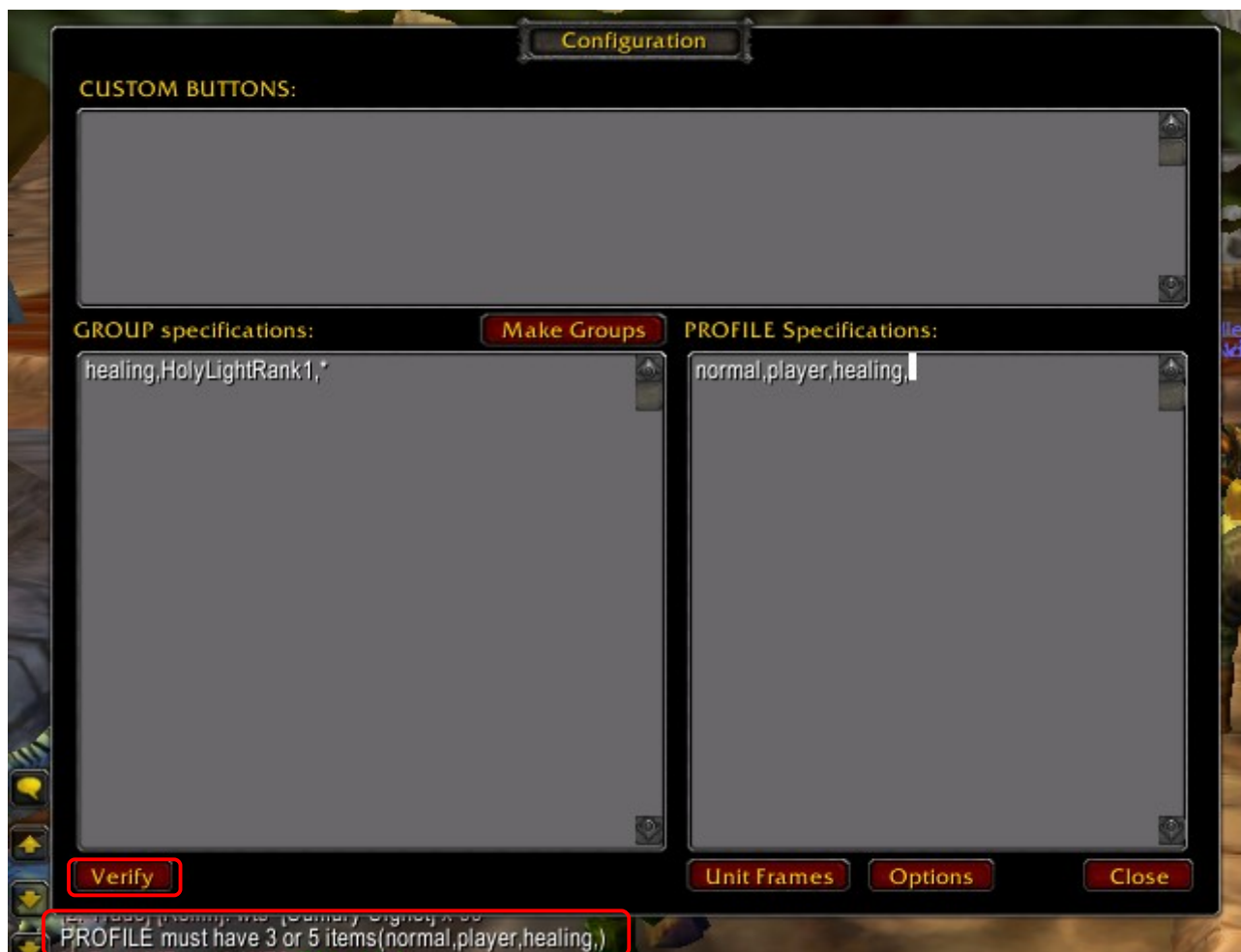


In this example we have created a new profile called “normal” that will assign the “healing” group to the “player” (your character).

Complete Configuration and lets see what happens

Press the **Verify** button in the lower left, this will verify that the configuration we have entered is in a valid format.

If there is an error XUB will display an error message in the general area of chat. For this screen shot I entered an extra comma at the end of the profile line and clicked verify several times.



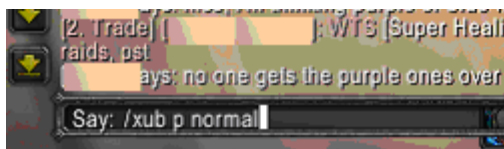
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If you get any errors correct them until the **Save & Apply** button to appear. After clicking this button, click **Close** on the far right to close the configuration dialog.

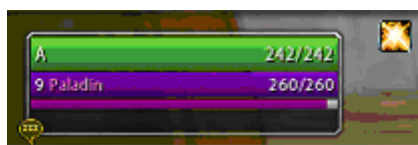


Activate the normal profile by entering this command:

```
/xub p normal
```



You should now have a new button attached to your unit frame.



You have now done the basic steps you need to do to get a great deal of benefit from XUB. The next section does these same steps to add more buttons and assign them to more groups.

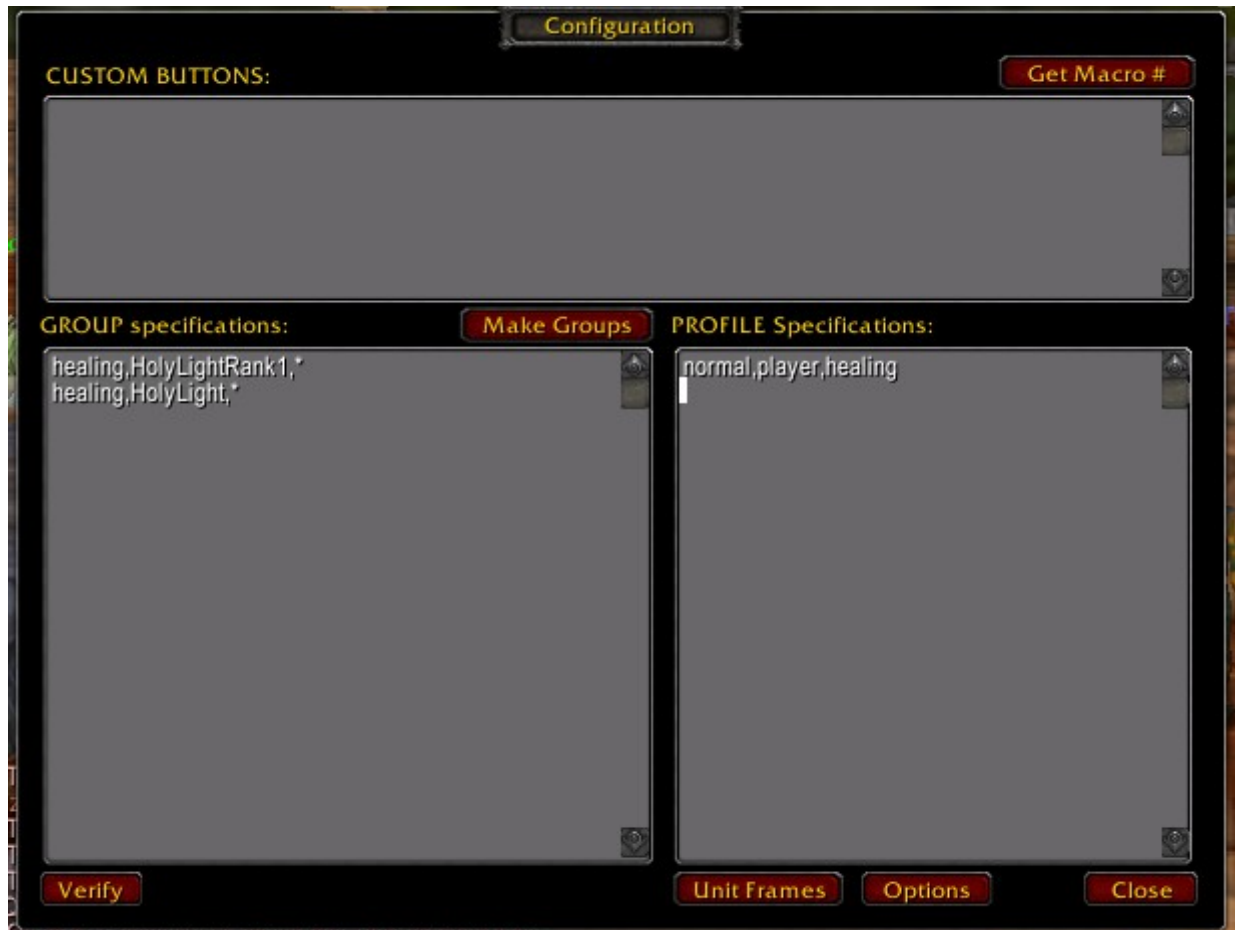
Extending the first group

Most healers have many spells for healing – and often they will use different ranks to save mana. The next thing we will do is add a low rank heal to our paladin. To do this we:

1. Run /xub config
2. Press the make Group Button
3. Enter healing in the group name
4. Keep the * in the drop down
5. Click on the Holy Light Rank 1 spell



6. Copy the generated line to the clipboard (healing,HolyLightRank1,*)
7. Click OK
8. Paste the copied line to the Group text area (we will put it before the full version).



9. Verify
10. Save and Apply.
11. Click Close.

Viola – our paladin now has two buttons.



Adding more Groups

Now it is time to get real crazy. Lets add a group for de-cursing and another group for buffing players. We will call these groups decurse and buff and add the paladin Purify and Blessing of Might spells to each of these. The steps are:

1. /xub config
2. Click on **Make Groups** button

3. Enter “decurse” into Group box in upper right
4. Keep * in drop down
5. Click on Purify
6. Change the group name to “buff”
7. Click on “Blessing Of Might” spell



8. Cut (or Copy) the generated text to Clipboard
9. Click on ok
10. Paste this text in the group text area
11. Go to the Profile area
12. Add a line for the decurse group
normal,player,decurse
13. Add a line for the buff group
normal,player,buff
14. Verify
15. Save and exit

Now we are talking – this I can use.



Expand to cover the Party and Target

Basically we want to duplicate the buttons that are defined for the player and apply them to party members and the target. Follow these steps to do this:

1. Run /xub config
2. Go to the Profile area
3. Duplicate the lines for the player to make a total of nine lines
4. Keep the first three lines the same
5. In the second set of 3 lines change player to party
6. In the last set of three lines change the player to target



This screen is looking at the middle five line, the last of the player lines, all of the party lines and the first target line

7. Verify
8. Save and exit



Why Groups?

The important aspect of the groups feature is to make it easy to assign the same set of buttons to more than one unit. For example, we created a “healing” group and assigned it to the player, party and target units. We could also assign it to the party pet and raid pet units. If you had ten buttons in the heal group, and six units you assigned it to, you have to modify six times as much information every time you added a heal. This way, you create it once, especially as you learn additional healing spells as your character levels up, you can add your additional spells to the one group. They are then universally applied to all units. This saves time.

To effectively use XUB you need to think about the types of spells you cast or or actions you perform and who you is involved. For some characters, such as a mage, the only things they do with other characters is cast intellect and decurse. Warriors and Rogues have no spells that affect other players. Priests, druids and shaman have significant spells they cast.

Why a Text-Based Interface?

It's far easier to implement a text-based interface than a GUI. I released it as a text-based interface because I was faced with a hard reality. Make a mod that would restore the functionality of GroupButtons, or don't play WoW. The 2.0 patch made WoW unplayable for me, because my dyslexia messes up my ability to use the keyboard in stressful situations.

If you can get by the fact that it is text-based that doesn't have a fancy GUI, you'll find the AddOn highly configurable resulting in a WoW UI that is very powerful and capable.

Conclusion

This is a very basic use of XUB. The user guide goes into a lot of detail on other features that are available. Some of the most valuable features are:

1. Converting the spell type into Heal, Buff and Debuff types.
2. Creating multiple profiles so you can change your buttons on the fly depending on what activities you want to perform.
3. Creating Buttons that call macros (in addition to the 40 macros blizzard already provides).
4. Targeting the spell at another unit frame to minimize mouse travel.
5. Adding buttons to raids and raid pets.