

eXtreme Unit Buttons – User Documentation

eXtreme Unit Buttons, XUB (pronounced “zub”), is a mod that allows you to issue spells yourself, pets, party members and raid members by clicking a button next to the portrait/unit frame of that member thus freeing you from needing the keyboard for a vast majority of the activities you perform in World of Warcraft.

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Why Was XUB Created?

XUB was created because of the loss of functionality of GroupButtons in the v2.0 release of World of Warcraft. Group Buttons allowed us to create 20 buttons per unit frame and update their status when different game events took place. While other button mods exist, none had the to attach more than a handful of buttons to a unit frame or they were globally constrained by the 120 WoW limit for action buttons.

For me, games which have a heavy reliance on the keyboard very difficult to play. I'm much more effective at games that have a visual interface or require some kind of control that has tactile feedback, such as a mouse or joystick. When things get intense, where I have to make a lot of quick decisions I involuntarily click the wrong keys I know I have to click "4", think I'm clicking "4" but I'll click something else.

GroupButtons made it possible for me to not only play WoW, but be very good at it. Loss of this mod in 2.0 was rather devastating, because suddenly I was relegated to having to use the keyboard and it didn't take long to realize that wasn't going to work. I was no longer any good, and a brief stint against a level 55 bear (which killed me) and a ZG run, demonstrated my utter ability to be completely worthless as a priest when using only the keyboard. In the first 3 weeks of January I investigated other button mods but nothing came close to the functionality of GroupButtons. So I wrote XUB, and in an early test, was able to use it to defeat a level 58 elite mob without touching the keyboard.

Without XUB, WoW would become a game too difficult to play. **This is how important this mod is to me.**



XUB is Configuration is Very Different

I've built an incredible amount of functionality and flexibility into XUB. You can create any number of buttons on the screen, associate them to party, raid and custom frames, change the position of buttons, etc. XUB doesn't have a fancy User Interface to configure the mod. I started writing one a while back, and discovered that all the variability I was adding to the mod made the user interface exceedingly difficult to write¹. Furthermore, I use the mod just fine, so I don't need a user interface.

Instead, things are configured through text specifications like a computer program but less regimented. That's not for everybody. I thought that the text editor aspect would turn off a lot of people, but the feedback I got in the 0.9 release of the mod was “it's not as bad as I thought”.

Because the configuration is primarily text-based, **I wrote this document to thoroughly explain how to configure the mod**. There are some utility functions, such as Group Maker to simplify the text entry, however, I recognize that this style of configuration is not for everybody.

If you can configure the mod, you'll find it will almost completely frees you from the keyboard and allows you to use the game visually².

Before Continuing, Read the Quick Start Guide

Another user wrote another document called the “eXtreme Unit Buttons – Quick Start Guide”. This is designed for users to show you how to add your first few buttons to your player, party and target frames.

1 It's complicated because I decided to allow an unlimited number of buttons per unit frame. This meant I needed to scroll and scrolling is very challenging to implement.

2 While I still use the keyboard, it is only used to strafe left/right during battle.

Concepts

This mod uses the following concepts:

1. **Unit** – A unit is the generic name that Blizzard uses to describe all of the characters you can interact with players, party members, raid members, targets and (in 2.0) your focus.
2. **Unit Frame** – A unit frame is an item on the interface which you can associate buttons to, by default, Blizzard provides a set of unit frames, but other mods can provide their own. XUB generically names the types of frames and then provides a cross-reference between it's generic name and the actual names of the unit frames your UI uses.

XUB 1.1 will provide movable frames to attach your buttons to so that you are not constrained by the physical positioning of your unit frames.

3. **Buttons** – A button is a region that can be clicked within the game. It is attached to a (unit) frame. Buttons are divided into two types auto-generated and custom. Auto-generated buttons are created from your spell book. Custom buttons are broken into two types:
 - macros which provide additional “/” macro commands
 - spells which display based on three different types of criteria:
 - **health** – how much damage a unit has taken or how much a target has left
 - **buff** – whether a unit has been buffed with a specific spell or not
 - **debuff** – whether a unit has been debuffed with a disease, curse, poison or magic effect.
4. **Groups** – A group is a logical organization of buttons providing similar functionality. Once a group is created you can associate it with one or more unit frames.
5. **Class** – Class is the character type warrior, priest, paladin, rogue, etc. In XUB you need to know which classes benefit from your spells. For example, warriors and rogues get no benefits from intellect buffs. Therefore, these buttons should be hidden for those classes.
6. **Mode** – A mode is an organization of a particular set of groups for different activities you might perform in the game soloing, farming, fishing, instance running, raiding, raiding on specific bosses, pvp, etc. Profiles are given a name, so you can have different profiles to fit a variety of activities you are performing, or, just create one “all purpose” profile for all the things you do.
7. **Profile** – A profile is the full definition which maps groups to modes. The order the groups are specified for a unit also defines the order the groups are shown on the screen. A small spacing amount is provided between groups. When applied to the screen to make it easier to see the groups. Configurations can also use a special group called “CR” which causes the next group to begin on the row of buttons.

XUB Unit Names

To attach buttons to unit frames involves identifying which unit frame according to a code. That code is then translated into the name your unit frame mod uses.

Unit Frame	What It Is
player	The unit frame associated with your own character.
playerpet	The unit frame of the pet or minion you control.
party	The set of unit frames for each of your four party members.
partypet	The set of unit frames for each party member pet or minion.
target	The unit frame of the character you select with the mouse.
focus	The unit frame of the character who was a target when you typed “/focus”.
raid	The set of unit frames for each member of your raid party.
raidpet	The set of unit frames for each pet or minion in your raid party member's control.
float	See advanced features near the end of this document.

Button Types

XUB supports a variety of different button types. These are:

1. **Spell** – A spell is anything in the player's spell book. Any spell book item can be placed on the screen and associated with a unit frame. All spells are automatically generated, including Auto Rank spells which are spells that are cast without a rank. This WoW 2.0 feature will auto scale the spell to match the player.
2. **Health** – A health button³ is turned on/off when the health on a unit changes. The button appears/disappears based on the damage a unit has. How it is shown is based on a threshold number which can be positive or negative. When the threshold is positive, the button appears only when the amount of damage is greater than a specified threshold amount.

A negative threshold can also be used on a hostile target, so that a class can program button as a “killing blow” spell. This is a spell which causes more damage than the target has health. The negative threshold is the amount of health left on the target. The game only provides you with a percentage of how much health a hostile target has, so an estimate is rendered based on how much the previous damage hit took against the overall percentage. When the health falls below the threshold, the button is shown.

3. **Buff** – Normally, when a spell is applied to a unit that has a lingering effect, the button is dimmed down to indicate that spell has been applied to the unit. For example, on a priest, we have “Power Word: Fortitude”. If this spell is not on the unit, the button is shown at full intensity.

A buff is a spell that has one or more alternate spells, that if it is applied to the player, it causes the spell to continue to be dimmed down. For the priest they have “Prayer of Fortitude” which provides a stamina buff to all party members. If this buff is on a player, the Power Word: Fortitude button remains dimmed down.

4. **Debuff** – A debuff is a spell applied to a unit that has a negative effect. A debuff button is a spell that can remove the negative effect. A priest has two such debuffs one for disease and the other for magic.
5. **Macro** – A macro is any slash (“/”) command. This could be to start default Blizzard commands, run scripts (/script <script-name>), or start any other installed mod. While a unit is active, a macro button always appears. Typical uses of macros to define the use of bandages on myself or other party members, for greetings and comments with other players, etc.

3 In version 0.9 of the mod, this used to be called a heal button. It was changed to a “health” button when it supported a negative threshold amount. A negative threshold allows DPS player button to appear when a “finishing blow” can be used.

Configuration

Configuration of the mod occurs through five dialog boxes:

1. **Config** – This dialog box is where you'll spend most of your configuration life. This is where you enter your text specifications for your buttons, groups and profiles. In Config, you can access two additional dialog boxes:
 - **Select Macro Image** – Gets the # of the icon to use for your macro button. This dialog lists all 700+ available icons and when you click the picture gives you the number of that picture.
 - **Group Maker** – This dialog simplifies the creation of groups. With this screen, you provide a group name, and target, and the screen lists all of the spell, auto-rank and custom buttons. Clicking a button will generate the correct group specification.
2. **Options** – This dialog box allows you to set basic options such as how bright your buttons become when they represent buffed situations, global X/Y settings, and how buffs are shown.
3. **Unit Frames** – This dialog box allows you to specify which unit frames you are using. By default, the system assumes you are using the Blizzard frames. You need to set this option if you are using a non-Blizzard unit frame. The following Unit Frames are Supported:
 - agUnitFrames (party)
 - Blizzard (party+raid)
 - CTRaid (raid)
 - Discord Unit Frames (party)
 - Perl Classic Frames (party)
 - XPerl (party)

If your unit frame is not on this list, the Unit Frames dialog box allows you to support it by specifying the specific frame names your mod uses.

Config

This dialog box is where you enter all of your specifications for the mod. Here we see the configuration for my Level 31 mage. The first time you come into this dialog box for a new character only the top text box is filled in. Over time, you fill in the CUSTOM BUTTON, GROUP and PROFILE specifications as you learn new skills, define groups and identify playing styles. For an established character, it may take some time to properly configure your character. As well, you should expect that you will tweak the configuration several times over your usage.

Buttons on this screen are documented below.

1. **Get Macro #** – This closes the configuration dialog and opens the Select Macro Image dialog. You use this when you want to create a macro and you need an icon to uniquely identify your command. When you close the macro dialog, you return to this configuration screen.
2. **Make Groups⁴** – This closes the configuration dialog and opens the Group Maker dialog. You use this dialog when you want to create a group specification. This gives you the text you copy-and-paste into the GROUP definition area.
3. **Verify** – Verify validates the syntax of your button, group and profile definitions to make sure it makes sense. If valid, a button appears called “Save & Exit”.
4. **Save & Exit** (hidden) – If you successfully verify your buttons, groups and profiles, this button appears to save your configuration. After clicking, the configuration dialog closes and the last mode you used is reloaded.
5. **Unit Frames** – Shows the Unit Frames configuration dialog.
6. **Options** – Shows the Options configuration dialog.
7. **Cancel** – Closes the dialog box.

Get Macro

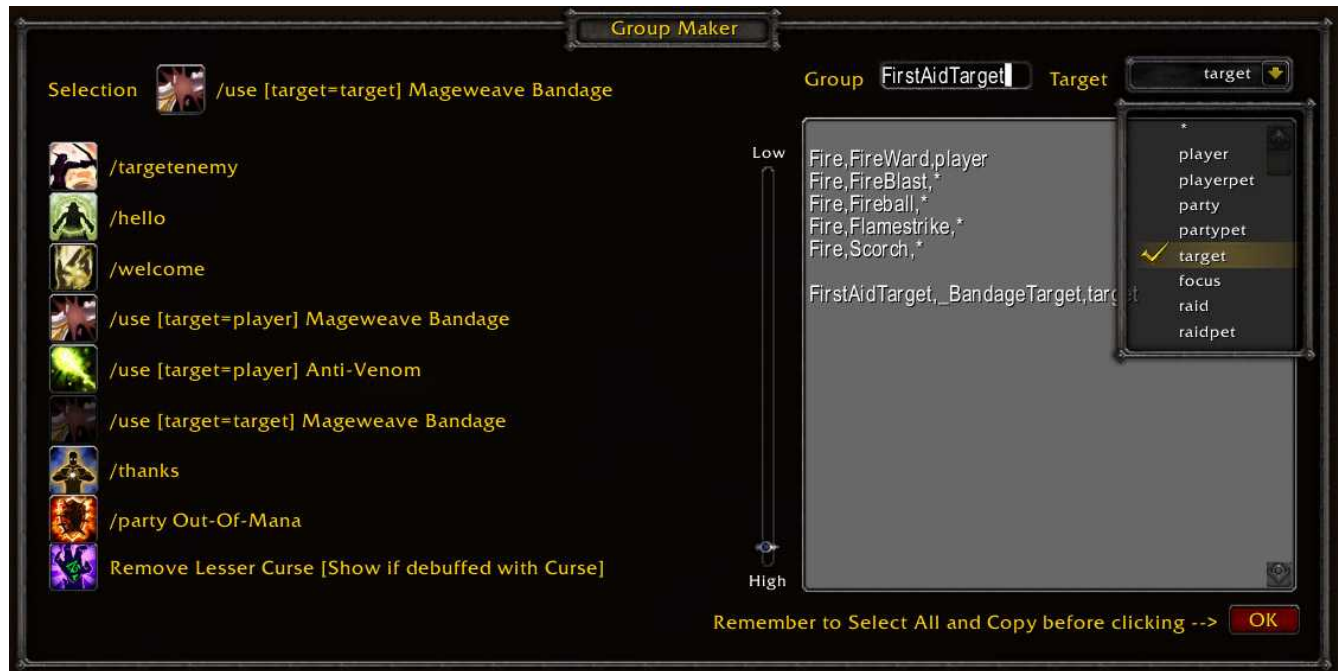


This dialog allows you to identify the number of the icon you want to use for a macro button. The dialog does nothing other than identify a number. You need to write it down or remember it for your macro.

Click OK when you are finished and it will return you to the Config screen.

⁴ I will eventually create a Make Buttons and Make Profiles dialog box. People who used the 0.9 version of the mod seemed to struggle the most with making groups, so this is the first dialog that was built.

Make Groups



This dialog is used to assist you in making your button groups. Along the left-hand side is all of the buttons (auto generated and custom) you have created. On the right is a text box where the groups are created.

To use this dialog, you first identify the name of the group you want to create. Next you specify the unit you are creating the group for. See the documentation below to understand the units. To create an entry, simply click the icon to the left and the mod will figure out the correct configuration and append it to the right.

You can create any number of groups here, but to use them in the configuration dialog means you need to copy-and-paste the specification it creates into the GROUP text area on the Config screen. To reach the Config screen, simply click OK.

Note: This mod always creates a blank line when creating the first specification.

Options



Configuration Item	Description
Button Enabled	How visible buttons are that are enabled and can be clicked.
Spell Cooldown	How visible the button is when it is in a cooldown.
Unit Buffed	How visible is a button that represents a buff or debuff (cast by you or others) on a unit. The button is dimmed, but still cast able.
Out of Mana/Energy/Rage	How visible is a button that cannot be used because the player has no mana (casters), energy (rogue) or rage (warrior).
Out of Range	How visible is a button that is associated with a unit that is out of range.
Inter-Button Spacing	Defines a small space between each button on the screen.
X / Y Offset	When the first button is assigned to a unit frame, you can use these sliders to adjust the X/Y location of the button relative to the First Button Anchor setting.
First Button Anchor	Identifies where on a unit frame the first button is applied. These settings are global, but in a future version they will be assigned to each type of unit frame you have.
ToolTips	Identifies when and if tool tips are shown.

Configuration Item	Description
Transparency or Color	Identifies how cooldowns and out-of-mana (energy or rage) are displayed. With transparency according to the setting above. With Color, Cooldowns are shown in red and out-of-mana (energy or rage) are shown in blue.
Show Countdown?	When checked, shows a spell cooldown count in minutes or seconds.
Health Button Action	Identifies how health buttons react when the threshold hasn't been met. <ul style="list-style-type: none"> • Hide and Disable – Means the buttons are hidden and disabled preventing you from clicking them. • Buffed and Enabled – Means the buttons appear as if the unit was buffed and they are enabled allows you to click them.
Config	Shows the configuration screen.
Unit Frames	Shows the Unit Frames screen.
Apply	Applies the current settings to the buttons to see how they react with the current settings.
Apply & Exit	Applies the current settings and closes the dialog box.

Refreshing Options

XUB has a sophisticated feature for updating the buttons on the screen. This is to prevent lag when several hundred buttons need their status updated. The first option controls when XUB updates the units on the page. This is primarily a Raid feature to prevent your screen from “lagging out” when lots of players leave the raid at once.

- **Party/Raid Change Delay** defines a delay up to 15 seconds before XUB will update the members in the party or raid. In situations where there are several members being added to a raid or leaving a raid this feature eliminates the issue of constantly updating when the buttons are reset on the page. If the mod is counting down when a unit joins or leaves a party or raid but has not reached zero yet, the counter is reset to whatever value you specify and only when it reaches zero does the mod reapply the last mode. NOTE: If you execute a "/xub p" before the count-down finishes, the system will immediately replot the buttons and reset the countdown counter.

The next two features identify how often updates take place and how many units are updated.

- **Update Rate** identifies how frequently the units are updated.
- **Max Units to Update Each Time** identifies how many units have their buttons refreshed for each number of seconds specified in the "Update Rate". In combination with the Update Rate, this feature allows you to control just how frequently buttons are refreshed with status changes. Experimentation with your machine will dictate the optimal settings. But if you are experiencing lag, decrease the number of updated units before changing the update rate.

XUB also has the ability to remove all the from the screen with "/xub p remove". The buttons will stay off until you log off/log on, reload the screen, enter/leave an instance or change continents.

Example Tool Tips

All buttons created by XUB come with an accompanying tooltip. Here is an example of the how they are displayed:



Unit Frames Screen



Unit Frames allow you to identify the internal frame names that XUB will attach its buttons to. When you first start the mod, this will default to the Blizzard set of frames. If you are using a custom unit frame mod⁵, you can select it from the drop-down list at the top, then clicking “Update Fields with Drop-Down Entry”.

If your mod is not listed, it is possible to provide support in-game by identifying the name of the unit frames your mod uses. For Party and Party Pet frames, you can use the # symbol in your frame name to substitute the number 1 to 4 according to your frame name. Check with mod developer to get the names of the frames, then add a comment to the WoWInterface.com page for XUB to have your mod supported in future versions of XUB.

Raids are also supported by XUB, except that specific code must be written to support each mod type. When your mod is supported by a raid type, should see it in the drop-down. At the time of the writing of this documentation, only CTRaid was supported, but other mods will be added in the future.

With this screen you can also specify the width of the buttons. Since buttons are square, this also dictates the height of the buttons. The default is 20 pixels. A variety of sizes from 10 to 40 pixels are supported.

Click the Apply button to see how your settings affect how XUB reshows the mod text.

⁵ Current supported party frame mods are: agUnitFrames, Blizzard, Discord Unit Frames, Perl Classic Frames, XPerl

Creating Custom Buttons

Auto-Generated Spell Buttons

All Spell Buttons are generated from a Player's Spell Book, so there is no need for a player to create any of them. The format of the generated line is:

```
<button-name>, spell, <spell-name>, <rank>
```

for example the button called “FireBallRank2” is a spell that casts “Fireball” “Rank 2”.

```
FireballRank2, spell, Fireball, Rank 2
```

Any spell button that has a rank associated with it will automatically generate an Auto Rank button. This is the same as the ranked versions, but does not include the rank when cast. WoW will automatically scale the button to the appropriate rank for the target.

```
Fireball, spell, Fireball,
```

Casts that highest fireball spell possible auto adjusting as the player trains higher levels.

Health Buttons

Health buttons⁶ are custom buttons which appear and disappear according to how much damage the unit the buttons are (ultimately) assigned to is taking. The format is:

```
<button-name>, health, <spell-name>, <rank>, <threshold>
```

For example:

```
_Heal1, health, Renew, , 50
_Heal2, health, Flash Heal, Rank 4, 400
_Heal3, health, Flash Heal, , 850
_Heal4, health, Greater Heal, Rank 2, 1200
_Heal5, health, Greater Heal, Rank 4, 1500
_Heal6, health, Greater Heal, Rank 5, 1800
```

Defines 6 heal buttons in which Renew appears after 50 points of damage occurs on a player. When 400 points of damage occurs a Flash Heal button appears. Since 400 is greater than 50, the Renew button will continue to be displayed. If the damage drops below 400, but above 50, the Flash Heal button disappears but the Renew remains visible.

⁶ Formerly “heal” buttons in 0.9 version of the mod.

Killing Spells

Health buttons can also be specified with a negative number. When the button is applied to a target, it can be used to define a button that only appears when the health of the unit is almost zero. This allows DPS classes to identify their instance high damage spells as a killing spell. For example:

```
_Killer,health,Fire Blast,, -350
```

Appears when the target's health is estimated to have 350 health points or fewer.

Unfortunately, for hostile targets the game doesn't tell you how many health points they have (only a percentage), so XUB calculates the estimated remaining amount by comparing the amount of damage you deal it with the difference in percentage indicated on the mob using this formula:

```
Remaining Health = ( Damage Dealt / Percentage Reduction ) * Remaining %
```

Since the percentages are to the nearest whole number, the remaining health can fluctuate several points especially with higher level mobs. Therefore, your threshold should be 1-2% lower than the minimum damage your instant spell deals to guarantee a kill if the spell isn't resisted.

Killing Spells work the best when you are soloing because the mod doesn't pick up the damage caused to it by other people. Therefore, when in a party or raid, this feature may act unpredictably.

Buff Buttons

Buff buttons are custom buttons which identify a sister spell. For example, if the spell is “Power Word: Fortitude” this button will appear dimmed if the unit has this buff on them. Or, this button appears dimmed down if the “Prayer of Fortitude” is present on the unit. Format is:

```
<button-name>,buff,<spell-name>,<rank>,<sister-spells>
```

For example:

```
_Fortitude,buff,Power Word: Fortitude,,Prayer of Fortitude
```

Debuff Buttons

Debuff buttons are custom buttons which identify a spell which can remove a debuff. For example, a priest can remove disease and magic debuffs. If a specific spell affects more than one type of debuff, you specify several effects by separating them with a “/” character. Format is:

```
<button-name>,debuff,<spell-name>,<rank>,<debuff-types>
```

Examples:

```
_AbolishDisease,debuff,Abolish Disease,,Disease
_DispelMagic,debuff,Dispel Magic,,Magic
_Stonescale,debuff,Stonescale,,Poison/Disease
```

Macro Buttons

Macro buttons are custom buttons which provide access to the slash commands (“/”) in the game. In order to provide an icon for the button, the specification identifies a button number. This number is sequentially assigned starting at 1 according to the buttons in the “/macro” dialog box. Note: As long as the unit is available, a macro button will stay lit. The format is:

```
<button-name>,macro,<icon-number>,<macro-command>
```

For example:

```
_TargetEnemy,macro,129,/targetenemy
_Hello,macro,76,/hello
_Welcome,macro,408,/welcome
_BandageMe,macro,265,/use [target=player] Wool Bandage
_BandageTarget,macro,265,/use [target=target] Wool Bandage
_Thanks,macro,43,/thanks
```

With macro buttons, you can also use the # symbol in the macro text. When present, the # is substituted for the party number or raid number making it possible to use macros on party members:

```
_BandageParty,macro,265,/use [target=party#] Wool Bandage
```

Groups

Groups identify a series of buttons. While this may seem like an extra step, it allows you quickly assign several buttons to your player, player pet, party, party pet, target, focus, raid and raid pet unit frames. The format is:

```
<group-name>,<button-name>,<spell-focus>[,<exclude-classes>]7
```

The <group-name> is a unique name you provide for the group. You can specify any number of buttons in the group. The <button-name> is the previous defined spell, health, buff, debuff or macro button that was declared in the buttons area.

<spell-focus> is the unit that receives the cast when the button is pressed. It can be an "*" or any one of the pre-existing XUB Unit Names. By default (when you use a "*"), the unit receiving the spell is same unit the buttons are attached. If you don't use a "*", the unit receiving the spell is the unit is specify instead of the "*". Therefore it is possible to have spells that affect yourself (the player) or your pet, intermixed with buttons on a target unit frame which affect the target. The key reason is to minimize mouse movements during combat.

However, this can confuse first time XUB users. For example, all classes have a spell called "Attack". If you use the "*" then attach it to the target frame, the button doesn't work. "Attack" is something you are telling the player to do and you must identify the player for the spell. If you create a button and the button doesn't appear or function, the most likely reason is you've used the wrong Spell Focus.

For example, if this is declared as a "*" it means the <spell-focus> adopts the unit the group is assigned to. For example, consider this group definition:

```
attack,Fireball,*
```

If the "attack" group is assigned to both the target and focus frames, and both are hostile targets, then the both buttons (one on the target frame and one on the focus frame) will throw a Fireball at their respective units. However, if it is declared as:

```
attack,Fireball,target
```

Then if the "attack" group is assigned to both the target and focus frames, then both buttons will throw a Fireball at only the "target" regardless of who the focus frame is on.

Typically, the <cast-unit> is the "player" so that the mouse movement is minimized when casting friendly spells on the player while the mouse is over buttons on the target. This is the rest of the attack group for the Mage:

```
attack,Frostbolt,*
attack,ArcaneMissiles,*
attack,FireBlast,*
attack,FrostNova,player
attack,ManaTapRacial,*
```

⁷ The thing in [square brackets] means it is optional.

```
attack,ArcaneTorrentRacial,player
attack,Fireball,*
attack,FireBlast,*
attack,ArcaneExplosion,player
attack,Shoot,*
attack,Flamestrike,*
```

The group specification has an additional but optional parameter called <exclude-classes>. You use this feature to identify which classes this spell should not be visible for. For example, a mage can cast “Arcane Intellect” but this spell is worthless to a rogue or warrior because they don't use the buff. Furthermore, I believe you shouldn't cast some spells on classes that can do the cast themselves. Therefore to hide the an Arcane Intellect spell on rogues, warriors and mages, (for the intellect group, specify:

```
intellect,ArcaneIntellect,* ,Rogue/Warrior/Mage
```

The order of the excluded classes is irrelevant. Attaching the intellect group to a party or target frame, will hide the “Arcane Intellect” button for the identified classes.

Profiles and Modes

A profile declaration allows you to identify which modes are created. A mode ties a group name to a unit. The format is:

```
<mode-name>,<unit-name>,<group-name>[,<x>,<y>]
```

For example

```
solo,target,attack
```

This means that you have a mode configuration called “solo” which assigns the “attack” group to the “target” unit. You can assign these units:

```
player
playerpet
party
partypet
target
focus
raid
raidpet
float8
```

This mechanism allows you to create several different modes depending on what type of activities in the game you are performing, such as, soloing, farming, fishing, instance running, raiding, raiding on specific bosses, pvp, etc. There are no restrictions as to how many modes you can define.

At the end of a mode specification, you can also identify optional X/Y offset coordinates. If present, this feature overrides the group spacing definition and allows you to reposition the location of a group of buttons relative to the upper-right corner of the last button drawn, or if this is the first group for a given unit, relative to the global button settings. This X/Y offset affects all subsequent groups, so care is required when setting the groups. With this feature, and one button per group, you can get very sophisticated and put a set of buttons in a circle around a unit frame⁹.

For example:

```
solo,target,attack,0,-32
```

Furthermore, the X/Y coordinates are automatically scaled according to the size of the button if your XUB Option “Relative Spacing” is checked (default). A button at 100% is 64 pixels wide. If you set the button size to 16, then, the X/Y coordinates are multiplied by the scaling factor of 25%. Therefore, “16,32” is positioned with an actual offset of 4 and 8 pixels respectively. You do not check the Relative Spacing option, the offsets are absolute, and “16,32” are unaffected by scaling.

⁸ See the Advanced Features section for information on using the float unit.

⁹ This feature is for users with a lot of time on their hands.

Selecting Your Profiles in the Game

Once you have created a profile, saved it and exited the configuration screen, you need to tell the mod which MODE you are in.

To specify a mode you use the profile command in, you enter in the name of the profile with this command:

```
/xub profile <mode-name>
```

For example:

```
/xub profile solo
```

Once you enter in a given mode, the mod remembers what it is, so to recreate the buttons you type “profile” or “p” for it's short form.

```
/xub profile  
/xub p
```

All XUB Commands

These are the other commands supported in XUB. It's assumed you've typed in “/xub ” before the command.

Command Name	Description
profile <mode-name>	Replaces all the current buttons with buttons for the specified mode.
p <mode-name>	Same as above.
profile	Replaces all the current buttons with the last selected mode.
p	Same as above.
config	Shows the config dialog box.
c	Same as above.
options	Shows the options dialog box.
o	Same as above.
unitframes	Shows the unitframes dialog box.
uf	Same as above.
	Without any parameters, you get a list of these options.

Advanced XUB

This section is for very advanced users who have either written WoW mods or have computer programming experience. If you want to ignore that warning and want to continue reading, then you should have absolutely no difficulties with how XUB works with the text-based interface and how to configure it.

These are features for advanced users who want to get even more out of XUB (as if it didn't provide enough already). If you do use the features described in this section, be aware that the information described here is **subject to change without notice**. No support is provided for these features.

Have I warned you enough?

Using XUB to Configure XUB

Consider the following three custom buttons.

```
_UF,macro,454,/xub uf
_CONFIG,macro,448,/xub config
_OPTIONS,macro,1,/xub options
```

These buttons allow you to start the XUB mod in one of the three editing modes. Like other macros they can be assigned to any button so that you can start the appropriate features.

Using the Floating Frame

The Floating Frame is a feature added in version 1.0 Beta. It works almost exactly like Unit Frame mods except that it is unique to XUB. By default, the floating frame appears in the center of the screen and is not shown unless there are buttons assigned to it. It is shown at 50% alpha, and buttons are always attached to its top-right corner. If you are having difficulty seeing the square, rotate your view against a lighter background, it should become visible. Click and drag the frame to another more convenient part of the screen.

While you can put any button you want on this frame they must always be assigned to a specific unit, since this floating frame doesn't actually refer to any unit in the game when you use a “*”. If you do use a “*” the mod will stop adding buttons and give you an error message.

Specifying the group options to assign the above macros to the floating frame are:

```
config,_UF,player
config,_CONFIG,player
config,_OPTIONS,player
```

In this case you are not truly executing against the player, but that overrides the issue with “*”. Finally, to assign the config unit to the floating frame with:

```
solo,float,config
```

Modifying Variables Outside of the XUB Dialogs

This feature allows you to modify the variables that control the variables outside of the options dialog. This feature exists primarily to modify the refresh rates when in small, medium and large raids, or when soloing, and is used in concert with the assignment of specific modes.

The following table identifies all of the variables that you can modify and what they are used for. Modification of the variables outside of the OPTION and UNIT FRAMES dialog boxes is **done at your own risk**. You may want to back up your WTF directory in case you really mess something up.

The variables are case-sensitive, so for some, be careful how you set them. The rows highlighted in light green are the ones most likely to be modified by a player outside the the dialogs.

You use a /script command to modify them. For example, suppose you want to go into a raid mode, setting the update rate to 0.1 seconds and refresh queue size to 5 units, you use this script:

```
/script XUB_UPDATERATE=0.10; XUB_QUEUEUSIZE=5; XUB_ApplyMode("raid");
```

If you wanted to go back to a solo mode that was also good for parties, you might say:

```
/script XUB_UPDATERATE=0.03; XUB_QUEUEUSIZE=10; XUB_ApplyMode("solo");
```

Now assigning these to scripts to macros and assigning the macros to the floating frame, you now have very precise control over some of the XUB settings.

Common Variables

Variable Name	Default	Description
XUB_ENABLE_ALPHA	1	Alpha of Available buttons
XUB_BUFFERED_ALPHA	.2	Alpha of Buffered Buttons
XUB_COOLDOWN_ALPHA	.5	Alpha of buttons in a cool down.
XUB_NOMANA_ALPHA	.05	Alpha of buttons when the player has no mana. Ignored with the XUB Option "Transparency or Color" when set to "Color".
XUB_OUTOFRANGE_ALPHA	0	Alpha of buttons that are out of range or invalid for the specified target.
XUB_GROUPSPACING	20	Spacing between groups of buttons
XUB_BUTTON_SPACING	0	Spacing between individual buttons
XUB_UPDATERATE	0.5	How frequent are buttons updated.
XUB_QUEUEUSIZE	10	How many units are updated per refresh?
XUB_CHANGEDELAY	5	How many second delay when party/raid members change?

Variable Name	Default	Description
XUB_UF_WIDTH_Float	"20"	For the Float Frame, this is the width of the buttons. This is always expressed as a "quoted" number expression.
XUB_UF_WIDTH_Player	"20"	For the Player Frame, this is the width of the buttons. This is always expressed as a "quoted" number expression.
XUB_UF_WIDTH_PlayerPet	"20"	For the Player Pet Frame, this is the width of the buttons. This is always expressed as a "quoted" number expression.
XUB_UF_WIDTH_Party	"20"	For the Party Frames, this is the width of the buttons. This is always expressed as a "quoted" number expression.
XUB_UF_WIDTH_PartyPet	"20"	For the Party Pet Frames, this is the width of the buttons. This is always expressed as a "quoted" number expression.
XUB_UF_WIDTH_Target	"20"	For the Target Frame, this is the width of the buttons. This is always expressed as a "quoted" number expression.
XUB_UF_WIDTH_Focus	"20"	For the Focus Frame, this is the width of the buttons. This is always expressed as a "quoted" number expression. This value is not saved on the OPTIONS screen, but it is saved between sessions.
XUB_UF_WIDTH_RaidMember	"20"	For the Raid Member Frames, this is the width of the buttons. This is always expressed as a "quoted" number expression.
XUB_UF_WIDTH_RaidPet	"20"	For the Raid Pet Frames, this is the width of the buttons. This is always expressed as a "quoted" number expression.
XUGNextUpdate	25	Number of seconds before the next update takes place. This this negative if you want a refresh to occur immediately, otherwise set it to the number of seconds before the next update takes place.

Common Functions

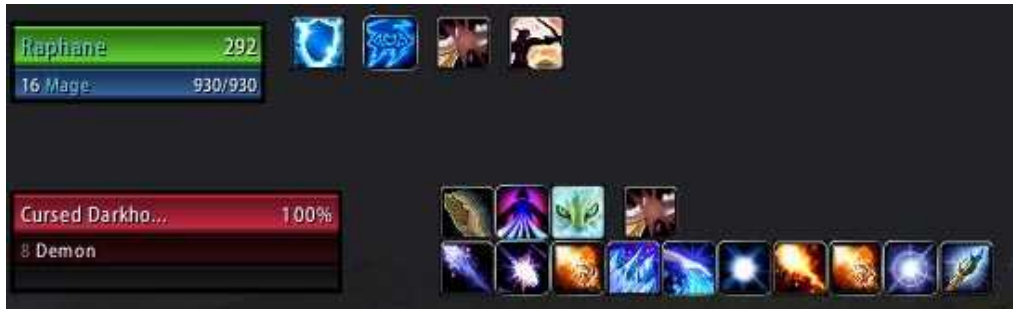
Function	Parameter	Description
XUB_ApplyMode	"<mode-name>"	Applies the named mode. eg. XUB_ApplyMode("solo");
XUB_RemoveButtons		Removes all the buttons from the screen. Same as /xub p remove. eg. XUB_RemoveButtons();
XUB_ButtonMouseExit()		Forces the game tool tip to turn off.

Common Operations

Operation	Description
XUBConfig:Show();	Shows the XUB Config dialog box.
XUBOptions:Show();	Shows the XUB Options dialog box.
XUBUnitFrames:Show();	Shows the XUB Unit Frames dialog box.

Appendix A: Level 15 Blood Elf Mage

Below are the buttons, groups and profiles which are used to create this interface:



Custom Buttons

```
_TargetEnemy,macro,129,/targetenemy
_Hello,macro,76,/hello
_Welcome,macro,408,/welcome
_BandageMe,macro,265,/use [target=player] Wool Bandage
_BandageTarget,macro,265,/use [target=target] Wool Bandage
_Thanks,macro,43,/thanks
```

Groups

```
prep,FrostArmor,*
intellect,ArcaneIntellect,*

polymorph,PolymorphRank1,target

attack,Frostbolt,*
attack,ArcaneMissiles,*
attack,FireBlast,*
attack,FrostNova,player
attack,ManaTapRacial,*
attack,ArcaneTorrentRacial,player
attack,Fireball,*
attack,FireBlast,*
attack,ArcaneExplosion,player
attack,Shoot,*
attack,Flamestrike,*

targetmacro,_TargetEnemy,*
welcome,_Hello,target
welcome,_Welcome,target
welcome,_Thanks,target

bandageme,_BandageMe,player
bandagethem,_BandageTarget,target
```

Profiles

solo,player,prep
solo,player,intellect
solo,player,bandageme
solo,player,targetmacro

solo,party,intellect

solo,target,intellect
solo,target,welcome
solo,target,bandagethem
solo,target,CR
solo,target,polymorph
solo,target,attack

Appendix B: Level 60 Undead Priest



Note: This screen is shown with the heal buttons option set to “Buffed and Enabled”.

Custom Buttons

```

_Heal1,heal,Renew,,50
_Heal2,heal,Flash Heal,Rank 4,400
_Heal3,heal,Flash Heal,,850
_Heal4,heal,Greater Heal,Rank 2,1200
_Heal5,heal,Greater Heal,Rank 4,1500
_Heal6,heal,Greater Heal,Rank 5,1800
_AbolishDisease,debuff,Abolish Disease,,Disease
_DispelMagic,debuff,Dispel Magic,,Magic
_Fortitude,buff,Power Word: Fortitude,,Prayer of Fortitude
_Spirit,buff,Divine Spirit,,Prayer of Spirit
_Shadow,buff,Shadow Protection,,Prayer of Shadow Protection
_TargetEnemy,macro,129,/targetenemy
_Hello,macro,76,/hello
_Welcome,macro,408,/welcome
_BandageMe,macro,265,/use [target=player] Heavy Runecloth Bandage
_BandageTarget,macro,265,/use [target=target] Heavy Runecloth Bandage
_Thanks,macro,43,/thanks

```

Groups

```

battle,PowerWordShield,*
heal,_Heal1,*
heal,_Heal2,*
heal,_Heal3,*
heal,_Heal4,*
heal,_Heal5,*
heal,_Heal6,*
fade,Fade,*
fear,WilloftheForsakenRacial,player
fear,PsychicScream,*
prep,TouchofWeakness,player
prep,InnerFire,player
initialattack,PowerWordShield,player
initialattack,Shoot,*
aoe,HolyNova,*
debuff,_DispelMagic,*
debuff,_AbolishDisease,*
buff,_Fortitude,*
buff,_Spirit,*
buff,_Shadow,*
rez,Resurrection,*

```

```
prayer,PrayerofFortitude,*
prayer,PrayerofSpirit,*
prayer,PrayerofShadowProtection,*
targetmacro,_TargetEnemy,*
welcome,_Hello,target
welcome,_Welcome,target
welcome,_Thanks,target
bandageme,_BandageMe,player
bandagethem,_BandageTarget,target
shackle,ShackleUndead,*
dot,HolyFire,*
dot,ShadowWordPain,*
attack,Smite,*
attack,MindBlast,*
attack,DevouringPlague,*
mana,ManaBurn,*
mind,MindControl,*
mind,MindSoothe,*
mind,MindVision,*
```

Profiles

```
solo,player,targetmacro
solo,player,bandageme
solo,player,battle
solo,player,heal
solo,player,fade
solo,player,fear
solo,player,aoe
solo,player,debuff
solo,player,buff
solo,player,welcome
solo,party,battle
solo,party,heal
solo,party,debuff
solo,party,buff
solo,party,rez
solo,target,battle
solo,target,heal
solo,target,debuff
solo,target,buff
solo,target,rez
solo,target,bandagethem
solo,target,CR
solo,target,prep
solo,target,dot
solo,target,initialattack
solo,target,attack
solo,target,mana
solo,target,mind
solo,target,shackle
```

Appendix C: Level 60 Night Elf Druid

Groups

Bear, DireBearFormShapeshift, player
Bear, FaerieFireFeral, *
Bear, FeralCharge, *
Bear, Maul, *
Bear, MangleBearRank2, *
Bear, DemoralizingRoar, *
Bear, ChallengingRoar, *
Bear, Swipe, *
Bear, Growl, *
Bear, Bash, *
Bear, Enrage, player
Bear, FrenziedRegeneration, player
Cat, CatFormShapeshift, player
Cat, FaerieFireFeral, *
Cat, TigersFury, player
Cat, Rake, *
Cat, MangleCat, *
Cat, Claw, *
Cat, Ravage, *
Cat, Pounce, *
Cat, Prowl, player
Cat, FerociousBite, *
Cat, Rip, *
Cat, Cower, player
Cat, TrackHumanoids, player
Spell, EntanglingRootsRank6, *
Spell, FaerieFireRank4, *
Spell, StarfireRank7, *
Spell, MoonfireRank10, *
Spell, WrathRank8, *
Spell, HurricaneRank3, *
Spell, SootheAnimalRank3, *
Spell, HibernateRank3, *
Heal, RejuvenationRank6, *
Heal, Rejuvenation, *
Heal, RegrowthRank5, *
Heal, Regrowth, *
Heal, HealingTouchRank6, *
Heal, HealingTouch, *
Heal, Tranquility, *
Buff, MarkoftheWild, *
Buff, Thorns, *
Buff, Innervate, *
Buff, AbolishPoison, *
Buff, RemoveCurse, *
Buff, Rebirth, *
Self, Barkskin, *
Self, ShadowmeldRacial, *

Profiles

solo, target, Bear
solo, target, CR
solo, target, Cat
solo, target, CR
solo, target, Spell
solo, target, CR
solo, target, Heal
solo, target, Buff
solo, player, Heal
solo, player, CR
solo, player, Buff
solo, player, Self
solo, party, Heal
solo, party, Buff