Command	Synonym	Type	Targetable Unit	Description	Example
aura [harm|help] [mine]	buff debuff hot dot	spell(id)	all	Display Auras (=Buff/Debuffs), make sure to pass the mine keyword to hide auras from all different sources (players) but yourself.	dot unit=target recast=4.5 \ zoom=7.0 mine : Vampiric Touch
cast		any spell(id)	all	shows all casts of selected unit shows cast if unit is casting spell(id)	cast unit=boss1 nfs="who: name" : any cast unit=target nfs="who: name" : any
cd		spell(id)	player	displays player cooldowns	cd : Mind Blast
charspec		exact specname|spec id	player	displays bar if specialization matches, see http://wow.gamepedia.com/API_GetInspectSpecialization	charspec : Shadow
counter		exact name of counter	none	shows duration of an active counter	counter : test_counter
enchmh		exact name of imbue	player	displays duration of main-hand weapon imbue	-- no longer in-game enchmh : Instant Poison
enchoh		exact name of imbue	player	displays duration of off-hand weapon imbie	
equipped		item(id)	player	shows item if equipped	equipped : Sharkskin Tunic
exit		0	none	ends computation of timer bar configuration	exit : 0
fixed		spell(id)	player	displays a static bar	fixed nfs="Ahoy!" : 1
gcd		any spell(id)	player	displays all global cooldowns displays global cooldown if matched by spell(id)	gcd : any
glyph		exact glyph name|spell id	player	shows glyph if matched	glyph : Glyph of Mind Flay
groupaura [harm|help] [mine]	groupbuff groupdebuff grouphot groupdot	spell(id)	all	same as aura, but will scan all group/raid members for the given spell(id).	groupbuff mine \ tfs="col<0,1,0>r<0m>col<pre>" \ : Guardian Spirit
icd	innercd proc	spell(id)|text	player	scans combat log for spell(id)|text, starts timer of given duration (staticdur=x)	icd staticdur=12 : Shadowfiend
itemcd		exact item name|item id	player	displays the cooldown of the given item	itemcd : Shards of Nothing
npc		any exact npc name|npc id	all	shows npc id shows npc id if matched	npc unit=target : 81103 & fixed portrait=target \ nfs="Garrison Gryphon Master (Alliance)" : 0
recharge [chargecnt]		spell(id)	player	shows the time until a new charge is gained. Use the option chargecnt if you want to display the current amount of charges of the given spell. Spells without charges will be ignored	not recharge : Shield Block & recharge chargecnt bcol=".2,.8,.2" : Shield Block recharge bcol=".8,.8,.2" : Shield Block <,,1> recharge bcol=".8,.2,.2" : Shield Block
resource		altpower	all	alternative power (boss encounter specific)	
		burningembers[_decimals]	all	warlock's burning embers, add optional '_decimals' for exact amount	resource unit=player : burningembers_decimals
		chi	all	monk's chi (light force)	
		combopoints	all	rogue and feral druid combo points	
		demonicfury	all	warlock's demonic Fury	
		eclipse	all	balance druid's Eclipse	
		heal	all	incoming heal	
		health	all	displays unit's health	resource unit=target portrait=target : health
		holypower	all	holy paladin's holy power	
		power	all	powerbar (mana/energy/rage/focus/...)	
		range	all	distance between yourself and the given unit	
		rested	player	player's rested experience bonus	
		shadoworbs	all	shadow priest's shadow orbs	
		soulshards	all	displays amount of soulshards	
		threat	unit's towards target	units threat towards your target	
		xp	player	player's experience	
runecd		1 through 6	player	displays the rune cooldown for the given rune (by number)	runecd : 1
sort		minrem maxrem mindur maxdur		sort entries, display minimum remaining duration sort entries, display maximum remaining duration sort entries, display minimum total duration sort entries, display maximum total duration	itemcd : Shards of Nothing cd : Shadowfiend -- sort command: all options ignored, cannot be used with &, ?, * sort : minrem
spellknown		spell(id)	player	shows spell if matched	not spellknown : Mind Flay & fixed nfs="we ain't shadow!" : 15473
talent		tier-column	player	shows talent if active	talent : 1-3
totemdur		1 through 4	player	displays torem duration	totemdur : 2
unitname		exact unit name	all	shows units name if matched	unitname : Dungar Longdrink

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 or 2	timer entry will only be active for the given talent specialization	
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	