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 a different source but yourself.	dot unit=target recast=4.5 \ zoom=7.0 mine : Vampiric Touch
cast		any	all	shows all casts of selected unit	cast unit=boss1 nfs="who: name" : any
		spell(id)		shows cast if unit is casting spell(id)	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://www.wowwiki.com/Specialization_Ids	charspec : Shadow
counter		exact name of counter	none	shows duration of active counter	counter : test_counter
enchmh		exact name of imbue	player	displays duration of main-hand weapon imbue	
enchoh		exact name of imbue	player	displays duration of off-hand weapon imbie	
equipped		item(id)	player	shows item if matched	equipped : Sharkskin Tunic
exit		0	none	ends computation of timer bar configuration	exit : 0
fixed		spell(id)	player	displays a static bar	fixed nfs="Blub!" : 1
gcd		any	player	displays all global cooldowns	gcd : any
		spell(id)		displays global cooldown if matched by spell(id)	
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 above, but will scan all group/raid units 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
npc		any	all	shows npc id	npc unit=target : 81103
		exact npc name|npc id		shows npc id if matched	& fixed portrait=target \ nfs="Garrison Gryphon Master (Alliance)" : 0
resource		altpower	all	alternative power (boss encounter specific)	
		burningembers	all	warlock's burning embers	
		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	
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 matched	talent : 1-3
totemdur		1 through 4	player	displays selected totem 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	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 :
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	
hideicon	hideicon	hides the icon	resource unit=player hideicon hidespark \ : health
hidespark	hidespark	hides the castbar spark	
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
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
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
sbcol	sbcol="r,g,b,alpha"	override 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	
sort	sort:criterion	minrem, maxrem (min/max remaining); mindur, maxdur (min/max duration)	
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
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	