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://www.wowwiki.com/Specialization_Ids	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
resource		altpower burningembers chi combopoints demonicfury eclipse heal health holypower power range rested shadoworbs soulshards threat xp	all all all all all all all all all all all player all all unit's towards target player	alternative power (boss encounter specific) warlock's burning embers monk's chi (light force) rogue and feral druid combo points warlock's demonic Fury balance druid's Eclipse incoming heal displays unit's health holy paladin's holy power powerbar (mana/energy/rage/focus/...) distance between yourself and the given unit player's rested experience bonus shadow priest's shadow orbs displays amount of soulshards units threat towards your target player's experience	resource unit=target portrait=target : health
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! 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	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
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	