Decursive for World of Warcraft

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\*Decursive is a cleansing mod intended to render affliction removal easy, effective and fun for all the classes having this ability.\*

[Decursive usage][user-actions] - [Micro Unit Frames documentation][MUFs] - [Decursive Macro documentation][mouse-over macro] - [Frequently Asked Questions][FAQ] - [commands][]

Decursive key benefits

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- \*\*Ease of use:\*\*

- Decursive configures itself \*\*automatically\*\* for your character class, \*it works straight out of the box\*, no configuration is required.

- Intuitive interface and detailed options, Decursive is suitable for simple usage and power users.

- Control \*\*what and who\*\* you want to dispel:

- Easily \*\*Filter out\*\* afflictions you don't want to cure or that are useless to remove by class (\*some are pre-configured\*).

(Such as afflictions affecting mana on non-mana classes, etc...).

- \*\*Choose\*\* between what you can dispel (\*\*magic, curses, poison, diseases, charms\*\*) choosing their priority.

(this allows you to \*share\* the cleansing work with other players effectively)

- \*\*Prioritize\*\* or exclude members.

(keep players, classes, or raid groups in a specific order to cleanse them in order of importance)

- \*\*Manage Mind controlled units:\*\*

- If you are a Mage, a Druid or a Shaman you can \*Polymorph/Cyclone/Hex\* mind-controlled players.

- In any case Decursive will allow you to target mind controlled units easily.

- Decursive supports \*\*magic charming affect removal\*\* for Shamans (\*Purge\* and \*Hex\*), Priests (\*Dispel Magic\*),

Hunters (\*Tranquilizing Shot\*), and Warlocks (\*Fellhunter and Doomguards spells\*).

- \*\*Don't waste time:\*\*

- Your cleansing spell \*\*Cooldown\*\* is displayed to maximize your dispel speed.

- An \*\*automatic blacklist\*\* will prevent you from loosing time on players that cannot be dispelled.

(player 'out of line of sight' for example).

- Decursive choose a \*\*logical cleansing order\*\* depending on your current position in the raid.

(preventing dispel concurrence between players and thus 'nothing to dispel' messages)

- \*\*React faster:\*\*

- \*\*Visual\*\* and/or \*\*auditive\*\* alerts when someone needs your attention and \*can\* be dispelled.

- Special sound alert when \*Unstable Affliction\* is detected and you're about to dispel it.

- Visual and auditive alert when your dispel attempts are \*resisted or fail\*.

- \*\*Integration in any interface:\*\*

- Decursive is designed to \*\*save screen real estate\*\* and to be forgotten when not needed.

- Many options allow you to customize Decursive appearance and interface behavior.

- All Decursive alert colors can be modified making it suitable for color-blind people.

- \*\*Highly optimized and effective coding:\*\*

- Decursive was developed with \*\*memory and CPU usage\*\* in mind, \*\*installing Decursive won't affect your frame rate even in the worst battle conditions\*\*.

- Bug free: \*\*bugs are not tolerated in Decursive\*\*.

In brief, what you get with Decursive is \*\*effectiveness\*\*, \*a player using Decursive will always dispel faster than other players\*.

\*See also:\*

- [Decursive usage][user-actions]

- [Micro Unit Frames documentation][MUFs]

- [Decursive Macro documentation][mouse-over macro]

- [Frequently Asked Questions][FAQ] \*try this before asking any question\*

- [commands][]

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Decursive is dedicated to the memory of Bertrand Sense known as Glorfindal on

the European server \*Les Sentinelles\*.

He was the raid leader of my guild (<http://www.wow-horizon.org>)

[MUFs]: http://www.wowace.com/projects/decursive/pages/main/mufs/ "Micro Unit Frames"

[MUF]: http://www.wowace.com/projects/decursive/pages/main/mufs/ "Micro Unit Frame"

[FAQ]: http://www.wowace.com/projects/decursive/pages/main/faq/ "F.A.Q section"

[mouse-over macro]: http://www.wowace.com/projects/decursive/pages/main/macro/ "Decursive's mouse-over macro documentation"

[commands]: http://www.wowace.com/projects/decursive/pages/main/commands/ "Command lines"

[user-actions]: http://www.wowace.com/projects/decursive/pages/main/user-actions/ "Decursive, user possible actions"