The Micro-Unit Frames (MUFs)

============================

Decursive makes your life easier, it clearly shows you who is afflicted by

something you can remove, this is done using \*\*Micro-unit-frames (MUFs)\*\*.

A micro-unit-frame is a little square on your screen that \*changes its appearance

according to the unit status\*. If you click on a MUF, it casts a cleaning

spell, \*\*the choice of the spell depends of the mouse button you click\*\*, Decursive

manages the button mapping automatically.

MUFs have several colors (which can be configured):

- \*\*Full red\*\*: the unit is in range and is afflicted by something you can cure by

left-clicking on the MUF.

- \*\*Transparent red\*\*: the unit is out of range and afflicted by something you could

cure by left-clicking on the MUF

- \*\*Full blue\*\*: idem as red but with right-clicking instead of left-clicking.

- \*\*Full orange\*\*: idem as blue or red but with ctrl-left-clicking.

- \*\*Transparent grey\*\*: The unit does not exists anymore.

- \*\*Dark Transparent green\*\*: the unit is in scan range and is not afflicted by

something you can cure.

- \*\*Transparent purple\*\*: The unit is too far to be scanned or cured.

- \*\*Transparent light-green\*\*: The unit is cloaked.

- \*\*Any color but with a little green square in the middle\*\*: the unit is

Mind-Controlled (Charmed).

- \*\*Black\*\*: the unit has been blacklisted because it was \*out of line of sight\* when you

tried to cure it, the time in blacklist can be change in the options.

\*The information above are also indicated by tool-tips in the game when you hover the MUFs.\*

\*MUFs display is done according to your settings\*, \*\*you can change every aspects

of the MUFs\*\* (size, spacing, number, colors, grow directions, etc...), look in the \*Micro unit

frame\* configuration options.

MUFs are very discreet when no action is required, you can see right through

them.

\*You can change the spell mapping when you are not in combat\*, \*\*the mapping is

done according to your cure priorities\*\* ; go to the "curing options", the

priorities are indicated by green numbers in front of the affliction types.

Besides casting, MUFs allow you to \*target\* the units by \*Middle-clicking\*,

\*Ctrl-Middle-Clicking\* will focus them. (To clear the focused unit, use the

command /clearfocus)

\*\*MUFs are organized intelligently by default\*\*, you're always first then the rest

of your group, the groups after yours, the group before yours and the \*\*pets (you

can choose to monitor them or not)\*\* and, at last, your focused unit (changed

using the command /focus 'name' or by \*Ctrl-Middle-Clicking\* on a MUF).

\*\*You can completely change this order by using the priority and skip list, a

very manageable list of players.\*\* (see [Decursive usage][user-actions] for more information)

\*\*IMPORTANT:\*\*

TO MOVE THE MUFS, ALT-CLICK AND HOLD THE HANDLE JUST ABOVE THE FIRST MUF (IT

HAS THE SAME SIZE AS A MUF AND HIGHLIGHTS WHEN YOUR MOUSE POINTER IS OVER IT).

\*This handle has several uses, a tooltip explains them all.\*

\*See also:\*

- [Decursive usage][user-actions]

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

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

- [commands][]

[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"