Decursive's Macro

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Decursive also creates and maintains (for all your characters) a macro that

allows you to cure units (or other unit-frames) you mouse-over, \*you choose the

key in Decursive's options\*.

Hitting the key alone will try to cast the first spell, \*Ctrl-hitting\*, the

second and \*shift-hitting\* will try to cast the third. Decursive will show you

if the unit beneath your cursor is afflicted by something through its

\*live-list\* and a sound.

\*\*NOTE:\*\* To change the key, use the drop-down option menu, it is accessed

by right-clicking the handle or the "Decursive" bar. You can also use the

command line for example, "/dcr macro SetKey V" will set the new key to [V].

\*See also:\*

- [Decursive usage][user-actions]

- [Micro Unit Frames documentation][MUFs]

- [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"