Decursive, user possible actions

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\*How to use Decursive at the maximum of its possibilities\*

- \*\*Remove afflictions:\*\*

- Using the [MUFs][]:

If you've displayed the Micro-Unit-Frame (on by default) you can click on

the micro-frames to \*cure, target or focus\*.

- Using the [mouse-over macro][]:

A special macro created and maintained by Decursive automatically.

(see the link above for more details)

- \*\*Choose who your want to cure\*\* and their priority:

You can easily \*\*organize the micro-unit frame order\*\* by using the \*\*priority\*\* and

\*\*skip\*\* list, clicking on the buttons in the Decursive bar (These list can \*also\*

be displayed by \*Ctrl-Left-Clicking\* and \*Shift-Left-Clicking\* on the [MUF][] handle or on Decursive \*\*Mini-Map Icon\*\*).

These lists allow you to \*\*dynamically sort\*\* the members of your raid or

group per \*\*class\*\*, \*\*raid group\*\* or \*\*per name\*\*. A typical

priority list looks like this:

1. \*Your name\* (ex: Archarodim) \*(You're always the first player displayed)\*

2. \*The tank name\*

3. [Priests]

4. [Paladin]

Etc...

The lists Interface allows you to \*\*add, move, delete\*\* entries very easily and intuitively.

That's why \*\*Decursive doesn't need to display the player names on the MUF interface\*\*:

The more the player is high in the window the more important it is to cure him as quickly as possible.

\*\*You just need to click on the MUF. No time or thoughts are wasted

reading a player name and choosing if you have to cure him or not.\*\*

- \*\*Set Decursive's interface to feet your needs:\*\*

- \*\*The main 'Decursive bar' and the live-list:\*\*

This bar is the anchor of the live-list, it can also be used to access

Decursive options and different frames.

\*Middle-Clicking\* or \*Ctrl-Left-Clicking\* on the label "Decursive" will hide

the buttons and lock the frame and the live-list position.

\*Alt-Click\* to move the bar and the live-list.

Once you've placed the bar at a position you like you can \*\*hide it\*\*

completely clicking on the \*\*'X'\*\* button.

Various options exists to customize how the live-list behaves.

- \*\*The\*\* [MUFs][] \*\*window\*\*:

You can change almost \*every aspects\* of this window \*\*(Size, Shape,

Colors, Behavior, opacity, spacing, etc...)\*\*, just look in the options.

\*\*Move the MUF window\*\* by \*Alt-Left-clicking\* above the first MUF, there is a

hidden \*\*handle\*\* to move the frame.

- \*\*WoW key binding interface:\*\*

You can bind a lot of things to keys under "Decursive" section.

- \*\*The option menu:\*\*

There are \*\*several ways\*\* to access the options:

- On the MUFs handle, or on Decursive icon (Mini-Map or LDB), \*Alt-Right-Click\*

to display a \*\*static option panel\*\*. (Or type /DcrOptions in the chat window)

- In Blizzard Interface->Addons panel, there is a Decursive section.

Each options has an explanation tool-tip, here are \*\*the most important ones\*\*:

- \*\*Bind Decursive [mouse-over macro][] to a key:\*\*

Hitting the bound key will cure the unit under your mouse pointer (the

key alone is the first spell, use \*Ctrl+key\* for the 2nd spell and \*shift\* for

the third)

- You can \*\*choose what you want to cure\*\* and the \*\*priority\*\*

of \*\*each affliction type\*\*, the priority determines what affliction is shown

first (in the live-list) but also the key and click mapping of your spells in

the MUFs and in the [mouse-over macro][] (look at the tool-tips to know the

current bindings)

- You can \*\*add afflictions\*\* to ignore while in combat (or always) per

\*\*class\*\*, it \*\*avoids to waste time and mana\*\* ; Decursive already has

a comprehensive affliction list ignored on specific classes.

The addition of affliction names is \*\*easily done\*\* through a dynamic menu in the

options listing recently cured ones \*(no need to manually enter the affliction

name)\*

- You can \*\*display a fake affliction\*\* to set and place the different aspects

of Decursive's interface when a real affliction is detected.

- Change the way and where Decursive displays its various messages.

- You can \*\*save your settings\*\* per character/server/class

and create custom option profiles.

\*See also:\*

- [Micro Unit Frames documentation][MUFs]

- [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"