Project Sylvanas Documentation PvP Helper Library PvP UI Module Library Scripting Reference > Documentation > User Docs > Universal Utility > Universal Items Inventory Helper Universal Items Dungeons Helper Custom UI Overview Custom UI Functions 🛭 Barney's Basic Guide (With examples) 🎯 The Universal Items module is an optional sub-plugin of the Universal Utility suite. You can install it from the Marketplace. Once enabled, it becomes accessible under: User Docs Common Issues Main Menu -> Universal Utility -> Universal Items How To Get Gold This module provides automated item handling for combat situations, managing your Trinkets, Elixirs, Potions, and Getting Started Stones based on custom rules, combat context, and prediction systems. Multi-Session Setup Menu Offensive Control Panel Damage Elixir Target Selector Enable Damage Elixir Cast 💟 Spell Queue Long Fight v Combat Forecast Forecast Mode **Health Prediction \$ 100** Health Threshold Universal Kicks Universal Utility Universal Items Spell Batch Filter 🔽 Universal Racials Combat Length Filter 💲 💈 Universal Dispels PvP Panel (CC Panel) Only Cast On Bosses Rotations Guides Paladin Retribution Mage Fire BB 1 - Supported Items Trinkets Supports all trinkets, customizable for slot (Top/Bot/Both), GCD usage, cast type (self/target/skillshot), and logic (offensive/defensive). Dynamic Slot Similar to trinkets, but more flexible. The Dynamic Slot system allows you to assign any equipment slot (e.g., head, gloves, wrist, cloak, weapon, etc.) for active item usage. You can store multiple configurations, switch them based on loadouts, and delete or save custom setups. This is ideal for utility-based gear that provides clickable effects such as belt gadgets, on-use cloaks, or weapon actives. You can: Set and manage multiple slots dynamically Customize logic for each slot (like GCD usage, conditions, cast types) Pair slots with specific spells or cooldown timings Save/load your configurations per spec or build Think of Dynamic Slots as trinkets—but with **no slot restriction**. You choose which gear piece to activate and when. Damage Elixir / Healthstone / Health Potion / Mana Potion These items can be configured with: Health thresholds Distance checks Combat length filters Forecast mode to predict upcoming damage Advanced Configuration You can access additional options like Prediction Mode, Spell Data Overrides, Buff Pairing, and Cooldown Syncing to finely tune the casting logic for trinkets and other consumables. Q TIP Perfect for players who want maximum value from their consumables without micromanagement. Trinkets The **Trinkets** module is designed to support **every trinket in the game**, no matter its type, cooldown behavior, or effect style. Whether it's a passive proc trinket with an on-use burst, or a complex skillshot-based trinket, this module can handle it—as long as you configure it properly. (i) NOTE To access this menu, go to: Main Menu -> Universal Utility -> Universal Items -> Trinkets 1 - Configuration Workflow You only need to set up your trinket **once per item**. When you swap gear or get a new trinket, just repeat the setup for the new item. Follow these steps: Step 1: Choose Item Slot Use the **"Item Slot"** dropdown to select: Top → activates only the top trinket slot Bot → activates only the bottom slot Both → activates both trinkets using separate logic Step 2: Global Cooldown Behavior Use the **"Global Cooldown"** option: • Skips Global (Common) if the trinket does not trigger the GCD Has Global if the trinket does trigger GCD Some PvE or PvP trinkets (e.g., Gladiator's Badge) skip the GCD and should be set accordingly. Step 3: Logic Type Select what kind of logic will handle this trinket: • Offensive → used to burst enemies Defensive → used to protect yourself (e.g., damage shields) Step 4: Cast Type This tells the script how to use the trinket: Self → used on yourself Target → used on the enemy target Skillshot → casts at a position in the world If you pick Skillshot , two **new submenus** will appear: Prediction Settings Spell Data Settings 2 - Skillshot Prediction Settings These options define how to aim skillshot trinkets, like the old *Gladiator's Maledict* or upcoming AoE effects: Prediction Type Most Hits → casts where it will hit the most enemies Accuracy → aims where it's hardest for the enemy to dodge Prediction Mode No prediction → casts directly on the enemy's current location Center → aims at the geometric center of the enemy model Intersection → aims behind the target (predicts backward movement) Custom → spawns a new slider for "Interception percentage" → This value defines how far behind the enemy the cast will land (use with caution). 3 - Spell Data Settings These advanced options are especially useful for skillshots or slow-cast spells: • Time to Hit Override If you know your trinket takes exactly x seconds to hit the target, set this value to ensure prediction and timing logic works as expected. Cast Delay Adds a deliberate delay before casting the trinket (e.g., wait for stun to land before casting). Conditionals Logic filters that prevent wasteful casts, such as: "Don't cast while target is immune" "Only cast if enemy is not behind LOS" "Only cast if more than X enemies are clumped" 4 - Presets and Min-Maxing Tools Once you've configured the trinket, select a **preset** if available. These are pre-optimized rules for popular PvP/PvE trinkets. Q TIP Under **Advanced Settings**, you'll also find:

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Overview

Trinkets

Summary

1 - Supported Items

Advanced Configuration

1 - Configuration Workflow

3 - Spell Data Settings

2 - Skillshot Prediction Settings

4 - Presets and Min-Maxing Tools

▼ TIP
 Under Advanced Settings, you'll also find:
 • Spell Pairing → use trinket when a specific ability is also being cast
 • Buff Pairing → use trinket only when you have a specific buff (like Combustion or Wings)
 These settings are ideal for high-end PvP or raid burst windows.

## Summary

Previous

Trinket automation is fully customizable, but powerful out of the box:

Setting	Description
Item Slot	Selects top, bottom, or both
Global Cooldown	Whether the trinket uses GCD
Logic Type	Offensive or Defensive purpose
Cast Type	Self, Target, or Skillshot
Prediction Mode	Aims skillshots with various prediction logic
Spell Data	Fine-tunes cast time and impact behavior
Advanced Pairing	Sync with other spells or buffs

(i) NOTE	
We recommend setting this up once when equipping a new trinket. You'll get perfectly timed usage every without pressing a button again.	y fight

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