Command	Synonym	Туре	Targetable Unit	Description	Example
aura	buff	spell(id)	all	Display Auras (=Buff/Debuffs), make sure to pass the mine keyword to hide auras from all	dot unit=target recast=4.5
[harm help]	debuff			different sources (players) but yourself. Gnosis will usually search for names only, not spell	\zoom=7.0 mine : Vampiric Touch
[mine]	hot			ids (since that would require more processing). Use the spellid=id option to scan for the	Monk's Tigereye Brew (requires the spellid option)
[spellid=id]	dot			exact id.	buff mine spellid=116740:0
cast		any	all	shows all casts of selected unit	cast unit=boss1 nfs="who: name" : any
		spell(id)		shows cast if unit is casting spell(id)	cast unit=target nfs="who: name" : any
cd		spell(id)	player	displays player cooldowns	cd : Mind Blast
charspec		exact specname spec id	player	displays bar if specialization matches, see	charspec : Shadow
				http://wow.gamepedia.com/API_GetInspectSpecialization	
counter		exact name of counter	none	shows duration of an active counter	counter : test_counter
enchmh		exact name of imbue	player	displays duration of main-hand weapon imbue	no longer in-game
					enchmh : Instant Poison
enchoh			player	displays duration of off-hand weapon imbie	and and Charlet's Turk
equipped 			player	shows item if equipped	equipped : Sharkskin Tunic
exit		0	none	ends computation of timer bar configuration	exit: 0
fixed		spell(id)	player	displays a static bar	fixed rise": 1
gcd		any spell(id)	player	displays all global cooldowns displays global cooldown if matched by spell(id)	gcd : any
glyph		exact glyph name spell id	player	shows glyph if matched	glyph : Glyph of Mind Flay
	groupbuff	spell(id)	all	same as aura, but will scan all group/raid members for the given spell(id).	groupbuff mine
	groupdebuff	spe(ia)		same as analy sate in a south an group, that members for the given specifical.	\tfs="col<0,1,0>r<0m>col <pre>"</pre>
	grouphot				\: Guardian Spirit
-	groupdot				,
	-	spell(id) text	player	scans combat log for spell(id) text, starts timer of given duration (staticdur=x)	icd staticdur=12 : Shadowfiend
	proc		. ,		
itemcd		exact item name item id	player	displays the cooldown of the given item	itemcd : Shards of Nothing
npc		any	all	shows npc id	npc unit=target : 81103
		exact npc name npc id		shows npc id if matched	& fixed portrait=target
					\ nfs="Garrison Gryphon Master (Alliance)" : 0
recharge [chargecnt]		spell(id)	player	shows the time until a new charge is gained. Use the option chargecnt if you want to display	
				the current amount of charges of the given spell. Spells without charges will be ignored	& recharge chargecnt bcol=".2,.8,.2" : Shield Block
					recharge bcol=".8,.8,.2" : Shield Block <,,1>
		-16	-11		recharge bcol=".8,.2,.2" : Shield Block
resource		altpower	all all	alternative power (boss encounter specific)	racourse unit-player i humingembers, desimals
		burningembers[_decimals] chi	all	warlock's burning embers, add optional '_decimals' for exact amount monk's chi (light force)	resource unit=player : burningembers_decimals
		combopoints	all	rogue and feral druid combo points	
		demonicfury	all	warlock's demonic Fury	
		eclipse	all	balance druid's Eclipse	
		heal	all	incoming heal	
		health	all	displays unit's health	resource unit=target portrait=target : health
		holypower	all	holy paladin's holy power	
		power	all	powerbar (mana/energy/rage/focus/)	
		range	all	distance between yourself and the given unit	
			player	player's rested experience bonus	
		shadoworbs	all	shadow priest's shadow orbs	
		soulshards	all	displays amount of soulshards	
		threat	_	units threat towards your target	
		хр	player	player's experience	
runecd		1 through 6	player	displays the rune cooldown for the given rune (by number)	runecd:1
sort		minrem		sort entries, display minimum remaining duration	itemcd : Shards of Nothing
		maxrem		sort entries, display maximum remaining duration	cd : Shadowfiend
		mindur		sort entries, display minimum total duration	sort command: all options ignored, cannot be used with &, ?, * sort : minrem
spellknown		maxdur spell(id)	nlaver	sort entries, display maximum total duration shows spell if matched	not spellknown : Mind Flay
Spelikilowii		spen(lu)	player	onowo open n matuneu	& fixed nfs="we ain't shadow!" : 15473
talent		tier-column	player	shows talent if active	talent: 1-3
totemdur		1 through 4	player	displays torem duration	totemdur : 2
unitname		any	all	shows unit (name)	unitname unit=target portrait=target : Dungar Longdrink
		exact unit name		shows unit (name) if matched	unitname unit=target noicon : any
		chact and name		one in and finding it materied	and and target notion, any

Option	Usage	Description	Example
auraeffect	auraeffect=max_value	Auras only: will use the aura effect value instead of the aura's duration; Gnosis cannot know the maximum aura effect value, therefore requires a maximum value	buff auraeffect=100000 : Power Word: Shield
aurastacks	aurastacks=max_value	Auras only: will use the aura stack count instead of the aura's duration; Gnosis cannot know the maximum stack count, therefore requires a maximum count	Surge of Darkness stacks buff aurastacks=3 mcnt=3 msize=0.85 : 87160
bcol	bcol="r,g,b,alpha"	overrides the border color	not cd bcol=".2,.8,.2" : Shield Block
casttime	casttime	show casttime information of given spell if possible	
hidden	hidden="barname"	timer command only valid if bar "barname" is currently not active/shown	gcd hidden="castbar_name" : any
icon	icon=spell(id)	overrides shown icon	resource icon=1 : power
lag	lag	show current estimated latency information	
mcnt/msize	mcnt=# and msize=#.#	latency tick markers are used to break up the bar into mcnt pieces, e.g. to display combo points; the default value of msize is msize=1.0 (which is the maximum value); decreasing msize will decrease the tick marker size (valid values are 0.0 < msize <= 1.0)	resource mcnt=5 msize=0.9 : combopoints
nfs	nfs="overwrite name format string"	see description of name format string	fixed nfs="Test 1234": 1
noicon	noicon	hides the icon (hideicon can also be used)	resource unit=player noicon nospark : health
norefresh	norefresh	icd/proc only: optionally pass the norefresh option to disable timer refresh due to new proc (or similar effect)	proc staticdur=5 norefresh : Shadowy Apparition <4,5> & fixed nfs="SA did something!" : 78203
nospark	nospark	hides the castbar spark (hidespark can also be used)	
not	not	will show auras/cooldowns if they are not present or not on cooldown as a static bar	not unitname unit=focus : any & fixed nfs="No focus!" : 1
playf	playf="x-audio file"	plays given audio file every x seconds	
playm	playm="x-music"	plays given music every x seconds	debuff unit=player playm="10-Gnosis_Cuckoo" \: Arcane Volatility
plays	plays="x-sound"	plays given sound every x seconds	
portrait	portrait=unit	overrides shown icon with portrait of given unit	resource unit=player portrait=player : health
recast	recast=4.5	give recast advice, given remaining duration will be marked, 4.5s in this example (remark: reapply dots when remaining duration is smaller than 30% of normal duration)	vampiric touch dot dot unit=target recast=4.5 zoom=7.0 mine : 34914
runetype	runetype=1 through 4	runecd only: command will be evaluated only if the runetype matches the current rune (see http://wow.gamepedia.com/API_GetRuneType)	not runecd runetype=4 sbcol="1,1,1" : 1 not runecd : 1 runecd runetype=4 sbcol="1,1,1" : 1 runecd : 1
sbcol	sbcol="r,g,b,alpha"	override the statusbar color	resource sbcol="0,1,0" : health <65%> resource sbcol="1,0,0" : health
shown	shown="barname"	timer command only valid if bar "barname" is currently active/shown	
spec	spec=1 or 2	timer entry will only be active for the given talent specialization	
startcnt	startcnt="duration-counter_name"	starts counter "counter_name" of the given duration (in seconds)	unitname unit=boss1 : Phemos & exit startcnt="420-twinogron_enrage" : 0
startcntcpy	startcntcpy="counter_name"	starts counter "counter_name" with the duration of the current timer command	bandaid: cd ending early when gcd is triggered cd startcntcpy="mbcd": Mind Blast <1.0,1.65> cd: Mind Blast counter nfs="Mind Blast" icon=8092: mbcd
staticdur	staticdur=30	forces the timer to always display 30 seconds or more	
stopcnt	stopcnt="counter_name"	stops counter "counter_name"	not npc unit=boss1 : 78237 & exit stopcnt="twinogron_enrage" : 0
tfs	tfs="overwrite time format string"	see description of time format string	cast tfs="r<1>": any
unit	unit=unitid or friendly player name	unit override (see http://wowpedia.org/UnitId)	cast unit=boss1 : any
zoom	zoom=x	zoom into the timer when less than x seconds duration remain	