

nUI 5.03.00 Development Slash Commands

Command	Description	Message
/nui help	"Displays the list of all available slash commands if {command} is not given or, if {command} is given, displays information about that specific command",	<none>
/nui rl	"Reloads the user interface and all enabled mods (same as /console reloadui)",	<none>
/nui bb	"This command toggles the display of the Minimap Button Bag on and off.",	<none>
/nui movers	"Enables and disables moving the standard Blizzard UI frames such as tooltips, durability, quest timer, etc.",	"nUI: Blizzard frame movers have been %s",
/nui console {on off mouseover}	"Sets the visibility option for the top console where 'on' always show the console, 'off' always hides the console and 'mouseover' shows the console when the mouse is over the console.",	"nUI: Top console visibility has been set to cFFF0FFFF%s r",
/nui tooltips	"This option sets the location of the mouseover tooltips where 'owner' displays the tooltip next to the frame that owns it, 'mouse' displays the tooltip at the current mouse location, 'fixed' displays all tooltips at a fixed location on screen or 'default' does not manage tooltips at all",	"nUI: Tooltip display mode changed to cFFF0FFFF%s r",
/nui combattips	"This option toggles display of action button tooltips on and off while in combat lockdown. The default is to hide the tooltips in your action bar buttons while in combat.",	"nUI: Tooltip display during combat lockdown has been %s", -- enabled or disabled
/nui bagscale	"This option increases and decreases the size of your bags where {n} is a number between 0.5 and 1.5 -- 1 is the default",	"nUI: Your bag scale has been changed to cFFF0FFFF%0.2f r",
/nui bagbar {on off mouseover}	"This option sets the bag bar display on, off or only visible on mouseover. The default is always on.",	"nUI: The bag bar's display has been set to cFFF0FFFF%s r", -- on, off or mouseover
/nui framerate	"This option changes (or throttles) the maximum refresh rate for bar animations and unit frames. Increase {n} for smoothness, decrease {n} for performance. The default is "..nUI_DEFAULT_FRAME_RATE.." frames per second.",	"nUI: Your refresh frame rate has been changed to cFFF0FFFF%0.0fFPS r",
/nui feedback {curse disease magic poison}	"nUI provides a highlight on unit frames for any unit which has a curse, disease, magic or poison aura debuff on it. By default, all four types are highlighted. This option lets you turn each one on or off individually so that only those auras you can dispell are highlighted.",	"nUI: Unit frame highlights for cFFF0FFFF%s debuffs r has been %s", -- aura type and enabled or disabled
/nui showhits	"nUI's unit frames highlight the background red and green to show when the unit is taking damage or receiving heals. This option toggles that behavior on and off. By default it is on.",	"nUI: Unit frame display of hits and heals has been %s", -- enabled or disabled

<code>/nui maxauras {1-40}</code>	"By default nUI will display up to the maximum possible 40 auras on each of the key units: player, pet, vehicle and target. This option lets you set the maximum number of auras to a smaller value between 0 and 40. Setting maxauras to zero (0) will disable the aura display.",	"nUI: The maximum number of auras has been set to cFFF0FFFF%d r", -- a number from 0 to 40
<code>/nui autogroup</code>	"By default nUI automatically changes your unit panel to the best fitting panel when you join or leave a group or raid or when your raid roster changes. This option toggles that behavior on and off.",	"nUI: Automatic unit panel switch is %s when joining and leaving groups or raids",
<code>/nui raidsort {unit group class}</code>	"Selects the sort order used to display unit frames while in a raid. The 'unit' option sorts unit frames by the unit ID from raid1 to raid40. The 'group' option sorts unit frames by the raid group number and the 'class' option sorts by the player class. The default is to sort unit frames by the raid group.",	"nUI: Raid group sorting has been set to cFFF0FF00%s r", -- sort option: group, unit or class
<code>/nui anim</code>	"This option toggles display of animated unit portraits and unit bars on and off",	"nUI: Display of animated unit frames has been %s",
<code>/nui hplost</code>	"This option toggles display of player health on unit frames from HP remaining to HP lost. This is of particular value to healers.",	"nUI: Display of health values has been changed to %s", -- "health remaining" or "health lost"
<code>/nui hud</code>	"This command provides access to a set of commands used to control the behavior of the nUI HUD. Use the '/nui hud' command alone for a list of available sub-commands.",	<none>
<code>/nui hud scale {n}</code>	"This option sets the scale of the HUD where 0.25 <= {n} <= 1.75. Smaller values of {n} decrease the HUD size and larger values increase the size. The default is {n} = 1",	"nUI: The HUD scale has been set to cFFF0FFFF%0.2f r",
<code>/nui hud shownpc</code>	"This option toggles display of HUD bars for non-attackable NPC targets on and off when out of combat",	"nUI: Non-attackable NPC target HUD bar display has been %s",
<code>/nui hud focus</code>	"By default, the HUD does not display information about the player's focus. Enabling this option will replace the HUD target and ToT with the player's focus and focus target when a focus is selected.",	"nUI: HUD display of the player focus and focus target is %s", -- enabled or disabled
<code>/nui hud healthrace</code>	"This option toggles display of in-HUD health race bar on and off",	"nUI: The HUD health race bar display has been %s",
<code>/nui hud cooldown</code>	"This option toggles display of in-HUD spell cooldown bar, cooldown alert messages and cooldown sounds on and off.",	"nUI: The HUD spell cooldown bar display has been %s",
<code>/nui hud cdalert</code>	"When the in-HUD spell cooldown bar is enabled, this option turns the display of ready messages on and off.",	"nUI: The HUD spell cooldown ready messages have been %s",
<code>/nui hud cdsound</code>	"When the in-HUD spell cooldown bar is enabled, this option turns the playing of ready sounds on and off.",	"nUI: The HUD spell cooldown ready sound has been %s",

<code>/nui hud hgap {n}</code>	"This option sets horizontal gap between the left and right sides of the HUD where {n} is a number greater than 0. Increase {n} to increase the gap between the left and right of the HUD. The default value of {n} is 400",	"nUI: The horizontal HUD gap has been set to cFF00FFFF%0.0f r",
<code>/nui hud idlealpha {n}</code>	"This option sets the transparency of the HUD when you are completely idle where {n} = 0 for an invisible HUD and {n} = 1 for a fully opaque HUD. The default is {n} = 0",	"nUI: The HUD idle alpha has been set to cFF00FFFF%0.2f r",
<code>/nui hud regenalpha</code>	"This option sets the transparency of the HUD when you (or your pet) are regenerating health, regenerating power or are debuffed where {n} = 0 for an invisible HUD and {n} = 1 for a fully opaque HUD. The default is {n} = 0.35",	"nUI: The HUD regen alpha has been set to cFF00FFFF%0.2f r",
<code>/nui hud targetalpha</code>	"This option sets the transparency of the HUD when you have selected a valid target where {n} = 0 for an invisible HUD and {n} = 1 for a fully opaque HUD. The default is {n} = 0.75",	"nUI: The HUD targeting alpha has been set to cFF00FFFF%0.2f r",
<code>/nui hud combatalpha</code>	"This option sets the transparency of the HUD when you or your pet are in combat where {n} = 0 for an invisible HUD and {n} = 1 for a fully opaque HUD. The default is {n} = 1",	"nUI: The HUD combat alpha has been set to cFF00FFFF%0.2f r",
<code>/nui mountscale</code>	"This option sets the scale for the seat indicator displayed at the top center of the display when you are on a special mount. The default is '/nui mountscale 1' where 0.5 < {n} < 1.5 -- values less than 1.0 cause the indicator to be smaller, values of {n} > 1.0 increase its size.",	"nUI: The scale of the special mount seat indicator has been set to cFF00FFFF%s r", -- a number between 0.5 and 1.5
<code>/nui clock {server local both}</code>	"This option sets the display of the dashboard clock to either display the current local time {local}, the current server time {server} or both the server and local time together {both}. The default setting is {server}",	"nUI: The dashboard clock display mode has been set to cFF00FFFF%s r",
<code>/nui mapcoords</code>	"This option toggles the display of player and cursor map coordinates in the world map on and off. It is on by default.",	"nUI: World map coordinates have been %s", -- "ENABLED" or "DISABLED"
<code>/nui roundmap</code>	"This option toggles the minimap display between the default square minimap and a round minimap",	"nUI: The minimap shape has been set to cFF00FFFF%s r", -- "round" or "square"
<code>/nui minimap</code>	"This option toggles nUI's management of the minimap on and off. When enabled, nUI will attempt to move the minimap into the dashboard, otherwise the Blizzard minimap is not modified by nUI (though the minimap buttons still are). Changing this option will force a UI reload!",	"nUI: Management of the minimap has been %s", -- enabled or disabled
<code>/nui onebag</code>	"This option toggles the display of inventory bag buttons on your bag bar to show either your backpack's button only or all five bag buttons. This does NOT actually combine all of your bags into a single bag at this time, it is provided to support third party mods such as ArkInventory.",	"nUI: Single bag button display has been %s", -- enabled or disabled

/nui debug {n}	"This option sets the nUI debugger messaging level. As a rule you should only change debug levels if you are asked to by the mod author. Use {n} = 0 to turn debugging off entirely (the default).",	"nUI: Your debugging level has been set to cFF00FFFF%d r",
/nui profile	"This option toggles runtime profiling of nUI on and off. Profiling is off by default and enabling this feature does increase overhead. The profiling state is NOT saved between sessions of console reloads. You should not enable profiling unless asked to do so by the mod author.",	"nUI: Runtime profiling has been %s", -- enabled or disabled