

nUI 5.03.00 Development Slash Commands

Command	Description
/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",
/nui rl	"Reloads the user interface and all enabled mods (same as /console reloadui)",
/nui bb	"This command toggles the display of the Minimap Button Bag on and off.",
/nui movers	"Enables and disables moving the standard Blizzard UI frames such as tooltips, durability, quest timer, etc.",
/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 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 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 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 bagbar {on off mouseover}	"This option sets the bag bar display on, off or only visible on mouseover. The default is always on.",
/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 <code>..nUI_DEFAULT_FRAME_RATE..</code> frames per second.",
/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 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 maxauras {1-40}	"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 autogroup	"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 raidsort {unit group class}	"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 anim	"This option toggles display of animated unit portraits and unit bars on and off",

<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.",
<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.",
<code>/nui hud scale {n}</code>	"This option sets the scale of the HUD where $0.25 \leq \{n\} \leq 1.75$. Smaller values of $\{n\}$ decrease the HUD size and larger values increase the size. The default is $\{n\} = 1$ ",
<code>/nui hud shownpc</code>	"This option toggles display of HUD bars for non-attackable NPC targets on and off when out of combat",
<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.",
<code>/nui hud healthrace</code>	"This option toggles display of in-HUD health race bar on and off",
<code>/nui hud cooldown</code>	"This option toggles display of in-HUD spell cooldown bar, cooldown alert messages and cooldown sounds on and off.",
<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.",
<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.",
<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",
<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 $\{n\} = 0$ ",
<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 $\{n\} = 0.35$ ",
<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 $\{n\} = 0.75$ ",
<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 $\{n\} = 1$ ",
<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.",
<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}",
<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.",
<code>/nui roundmap</code>	"This option toggles the minimap display between the default square minimap and a round minimap",

- /nui minimap "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 onebag "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 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 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.",