

## >>>>WoW Gold Team ---> WoW Guides--->WoW Marcos Summary<<<<

**Macros** are an important part of the World of Warcraft user interface. They can enhance gameplay by easing redundant tasks and making efficient use of your hotkey bars. Macros have something to offer every type of player, casual gamers and power users alike, and macros suit a variety of play styles and situations, such as leading a PvE raid, battling in arena PvP, or simply role-playing in Ironforge. Macros can be one of the most useful tools in your arsenal for both PvE and PvP. They save time, consolidate multiple actions, aid communication, and overall make your time in Azeroth more convenient. Creating a macro can be very confusing at first.

Basic actions just need basic commands, however, complicated tasks require longer, sometimes multiple commands. So we can see these commands can be set to give your macro a different effect.

**macros** are lines of script that execute in-game commands. They allow you to combine multiple actions into one user-customized button that you can use just like a spell or ability. For example, you can take a string of commands that you would ordinarily press one after the other, and combine them into one button that executes them all in sequence. These helpful tools have the ability to improve and streamline your entire play experience. And you can download it as well : [WoW-Marcos.pdf](#)

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### **1. Macro Info** ~top

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**Common slash** commands include the following:

/say (/s)

/whisper (/w, /talk, /t)

/reply (/r)

/emote (/e, /em, /me)

/dance

**With macros**, these commands can be used from action buttons, and many of them can be used at once. Each unique command goes on its own line and is written exactly as it would be typed in the chat box.

## 2. How to Create a Basic Macro ~top

**Since we have known what a macro is**, let's have a look at how to create one. That's the most direct way to illustrate some of the macro's basic attributes.

Macros have their own submenu in the Options window. Hit Escape or click the computer icon on the far right of your bottom main menu bar, and then click on the Macros button. The Create Macros window should appear. You can also type "/macro" or simply "/m" to bring up this window.

**The window has two tabs**, one for general macros and one for character-specific ones. You can have up to 18 general macros that can be accessed by any of your characters, whereas the 18 character-specific macros can only be used by one specific character. The character-specific macro slots are therefore best used for class- or race-specific ability macros. Macro slots can be overwritten at any time, so feel free to experiment with various macros. All macros are stored on your computer: keep this in mind if you play your account on multiple computers.

**Under the slots** is a window that displays the text of your current macro. A single macro can have up to 255 characters (including spaces) in its text field. A "Change Name/Icon" button is normally under this window, displayed next to the macro's icon. However, if you're creating your first macro, there isn't a "Change Name/Icon" button at the moment because there aren't any macros saved. Let's change that!

## 3. Your First Macro ~top

**First**, select "New" to create a new macro. Another window will pop up with a field for the macro's name at the top. The name of the macro should be as short and descriptive as

possible because its name will be displayed on the icon itself. The macro's name will be visually truncated on the icon if it's too long. Thus, abbreviations and acronyms are good candidates for a macro name. It's actually possible to display no name if you enter a blank space as the macro's name. For the purposes of this example, let's use "Greet." Below the name field is a scrollable grid of available icons for the macro. Here are some general guidelines for picking an appropriate icon:

The question mark icon found in the upper left slot automatically assigns an icon that corresponds to the first ability or spell in the macro. We'll go into more detail on this later. In general, this is a good default icon to pick, especially if you don't feel like poring over the huge list. You may find yourself creating a macro on the fly to adapt to whatever situation you're in, and so time may be of the essence!

**Pick an icon** that is distinctive so that you will quickly identify and process what it does. An icon that reminds you of the macro's purpose helps for easy identification in the heat of combat. Even abstract connections can serve this purpose. For instance, if you're looking for an icon for the popular "Assist" macro, you could select an icon of a sword, a shield, or a humanoid figure - whatever helps you remember.

**If you pick an icon** that matches another spell in your arsenal, the resulting overlap could lead to confusion. However, the macro will display its name in its icon so that you can still distinguish between your regular Pyroblast and your trinket/Arcane Power/Pyroblast macro. For now, pick the question mark icon. Note that the question mark icon may appear to be highlighted already. Nevertheless, you must actually click the icon to enable it as your choice. Now you should see the macro in the top left slot in the window. The currently selected macro is highlighted, and its text is displayed in the command window below. This macro does nothing at the moment: its command window is empty. Without any text, the macro is just an empty shell waiting for instructions. Let's enter some text and give this macro a purpose! Click anywhere in the "Enter Macro Commands" window.

**Enter** these commands on two separate lines:

```
/greet
```

```
/say Hello all!
```

**If you** have finished typing these commands, you don't have to confirm or manually save: the macro is updated in real time. The next time you return to the Create Macros menu, the window will be as you left it, with the last selected macro and its text displayed.

**Drag the icon down** to an empty slot in your action bar. You should see the icon with its "Greet" name displayed. Again, this name would have been truncated if it had been too long to fit in the icon. The icon should remain a question mark, since there are no spells or abilities in the macro. That's just fine for now.

Now for the moment of truth: click the macro! You should see your character give a cheerful greeting to everyone in the area, or to the specific person you have targeted, both verbally and non-verbally. Woot!

#### 4. Adding Other Commands ~top

**Next**, let's try adding another command to our fledgling masterpiece. First, pick a commonly used non-aggressive ability for your character class, such as Stealth for rogues or Devotion Aura for paladins. Go back to your Macros window, and you should see your Greet macro still displayed as you left it.

Now, enter this new ability at the top of the command window so that it becomes the new first line of the macro:

##### **/cast Stealth**

"Stealth" should be replaced with whatever ability you picked, with spaces between words if the ability's name is more than one word: "Greater Heal," for example. Make sure the name is exactly as it appears in your spellbook, or it won't be recognized. If multiple ranks of the ability are available, the macro will automatically use the highest rank known by your character. When you're finished, close the macro window and look at your macro's icon in the action bar. If you selected the question mark icon, it should have automatically changed from a question mark to the appropriate icon for that ability!

Click the new macro, and watch as your character performs an action to go along with his or her greeting.

In the next update, you will go into more depth on the types of macros you can create for spells and abilities, communication, targeting, and Equipping items.

#### 5. Macros for Spells and Abilities ~top

As we saw in the previous introduction to macros, the command for using a spell or ability in a macro is /cast. Simply type "/cast" followed by the spell name in the text field, such as "/cast Entangling Roots(Rank 1)." However, the /cast command is subject to the following guidelines:

The spell name must be entered exactly as it appears in-game - spelling, punctuation, and all - such as "Power Word: Shield"

**If you** want to use a particular rank, you must include it in parentheses, such as "Shadow Bolt(Rank 3)"

If no rank is specified, the macro will automatically cast the highest rank known to your character.

You can Shift-click a spell in your spellbook while in the Create Macros window for a quick and guaranteed error-free shortcut.

**The /cast command** covers all player-usable abilities, including effects that are considered abilities instead of spells, such as Mortal Strike, Backstab, and Battle Shout. It also covers racial abilities, such as Shadowmeld, Will of the Forsaken, and Escape Artist. Furthermore, the /cast command can be used to control pets. Simply enter the name of the pet ability after "/cast," and the macro will recognize it as a pet ability. As with player abilities, any non-passive abilities in your pet's spellbook can be cast via a macro, including basic abilities like Attack.

**The `/cast` command** in macros can combine multiple ability and spell casts into a single macro, subject to a few restrictions. Because of the underlying game mechanics that govern the use of these spells and abilities, a straightforward listing of `/cast` commands will often not work. Spells with casting times can't simply be chained one after the other with `/cast`, and many instant-cast spells are affected by the global cooldown. The way these instant spells can be chained in macros will change in patch 2.3 (see example below), but this issue's importance warrants covering how consecutive spellcasts function before that change. The process involves the use of the `/stopcasting` command.

The `/stopcasting` command only works in conjunction with instant spells and abilities that do not trigger the global cooldown. These include trinkets and other items that have an "on use" ability. Experiment with your own arsenal of instant spells and abilities to see which ones do not trigger the global cooldown.

**Using `/stopcasting`** after a `/cast` command of an applicable instant ability acts as a buffer between multiple `/casts`, and allows a macro like the following example to function correctly:

```
/use Abacus of Violent Odds  
/stopcasting  
/use Bloodlust Brooch  
/stopcasting  
/cast Bestial Wrath  
/stopcasting  
/cast Intimidation  
/petattack
```

This macro combines two trinket abilities, two instant Beast Mastery abilities, and the pet attack command into a potent "I win" combo. Note that as of patch 2.3, macros of this type no longer require the `/stopcasting` buffer between casts. The only remaining requirement is that the spells activated by the `/cast` commands do not trigger the global cooldown.

Beginning a macro with the `/stopcasting` command acts as an "emergency stop" to allow you to use an ability or spell immediately. For example, this paladin macro will interrupt a spellcast, such as a Holy Light, and activate Divine Shield:

```
/stopcasting  
/cast Divine Shield
```

Without the `/stopcasting` command, spamming the Divine Shield button during another spell's cast time would result in the error message "Another action is in progress."

## **6.Group and Raid Communication Macros ~top**

Good communication is extremely important in World of Warcraft, particularly in the high-pressure context of raids, PvP, and other situations where teamwork is crucial to success. Macros can make your life easier in this regard.

Our introductory example macro was an example of using two social commands in the same macro. You may have noticed that the commands in the macro executed simultaneously. However, as we've seen, many macro commands are subject to restrictions like the global

cooldown on spells and abilities; thus, multiple commands cannot be executed simultaneously. Social commands aren't subject to such restrictions, and so you can chain them into any macro to give your group a heads-up on what you're doing. In addition, standalone communication macros can give your raid or group crucial feedback and direction in combat. Here are some examples:

- A raid leader can make an endless variety of announcement macros using `/rw` followed by the desired message. General raid instructions such as `/rw Attack now!!` or `/rw Hold DPS` are very commonly used, as are boss-specific macros notifying the entire raid of incoming attacks and coordinating movement. Here's an example of a boss-specific macro for the Shade of Aran's infamous Flame Wreath spell: `/rw Flame Wreath casting, DO NOT MOVE!!`
- In PVP, particularly in the fast-paced battles of the arena, having good communication can contribute significantly to victory or defeat. With the `/p` command in a macro, you can keep your comrades apprised of important situations. You might use this command to warn others when you're crowd controlled or using an important cooldown, or to make sure your team is attacking the same target. For example, a paladin doing arenas may wish to make a macro along the lines of `/p Curse of Tongues - decurse please!`
- In general group play, macros help general teamwork and save you time. For example, if you're a mage, you may benefit from macros informing your group when you're sheeping a target, when you're casting a portal to a city, and when you're open for business in the water-dispensing department. Here's an example of a macro that a warlock could use to let his group know which party member he's summoning and that other group members can help:
  - `/cast Ritual of Summoning`
  - `/p Summoning %t, please assist.`

That's all for part one of our Macro Guide. In our next update, we'll go into more details on some

higher-level macro functions, including macro options, conditionals, and focus.

## **7.Targeting in Macros ~top**

The `/target` command changes or assigns your target in a macro. You may have used the `/target` command on its own in the game world, to try to locate a nearby player or NPC by name - such as `/target Hogger.` You can also use this command and variants of it in macros, particularly in conjunction with other macro commands such as `/cast.` We'll go into more depth on targeting in macros in the next part of this guide, but for now here are some basic guidelines and examples:

- Using `/target` followed by a name will find the nearest player, monster, or NPC that has a name matching the one you entered as long as that entity is within a certain proximity to you. However, searching by name doesn't distinguish between players or

computer-controlled entities, nor does it distinguish between the living and the dead. In addition, if there isn't an exact match for the name nearby, you may end up targeting an entity with a similar name instead.

- Instead of targeting an entity by name, you can target your target's unit ID. Here is a current partial list of unit IDs:
  - `player` = the current player
  - `pet` = the current player's pet
  - `party#` = the party member with the value's position in the group configuration (excluding the player himself), where # is 1, 2, 3 or 4
  - `partypet#` = the pet of the party member with the value's position in the group configuration, where # is 1, 2, 3 or 4
  - `raid#` = the raid member with the value's position in the raid, where # is a value from 1 through 40. The # has no relation to which group a given member is in. In addition, `raid1` is always the raid leader, and the last number in a raid is always the player himself. Thus, in a 25-person raid, `raid25` would be the player's ID.
  - `raidpet#` = the pet of the raid member with the value's position in the raid, where # is a value from 1 through 40
  - `mouseover` = the unit over which the mouse is currently hovering. This unit ID is of particular use in healing macros, so that you can quickly heal someone with a `mouseover` without deselecting your current target (usually the main tank).

If you add "target" at the end of any of these unit IDs, you will reference that entity's target: for instance, "playertarget."

- The commonly used `/assist` macro may be among the first you ever make, usually on request from another player in a group situation. The simplest form is `/assist player name,` although you can use any of the unit IDs seen above. This macro is often used to coordinate focus fire attacks and is extremely useful in both PvP and PvE.
- The variable `%t` can be used in macros to indicate your current target. This variable is useful for social macros: it plugs your current target's name into whatever you're saying. You'll find an example of this in the next section.
- The `/targetlasttarget` command switches your target to the player or monster you had targeted last. This can be quite useful in situations where you're quickly switching between two targets that are far apart, such as when healing another player before switching back to the main tank.
- Some additional targeting commands duplicate default key bindings but can be useful in macros. These include `/targetenemy`, `/targetfriend`, `/targetparty`, and `/targetraid`. Similar to the default Tab and Ctrl-Tab key functions, these commands will cycle through the field of players or monsters encompassed by the command. To cycle in reverse (akin to Shift-Tab), just add a 1 after the command. The `/targetparty` command can be useful for casting buffs: for example, spamming the macro `/targetparty /cast Power Word: Fortitude` will cycle through a priest's party and cast that buff on each party member.

## 8. Equipping items [~top](#)

There are two commands for equipping items: `/equip` and `/equipslot`. `/equip` simply takes an item name and will equip it to the default slot as if you had right-clicked it in one of your bags (i.e., a one-handed weapon will be equipped to your main hand). `/equipslot` takes an inventory slot ID and an item name, and equips the item to the specified slot. Note that when using `/equipslot`, you must respecify the slot for each set of conditionals. Examples:

Equip a weapon to default slot:

```
/equip Honed Voidaxe
```

Equip a trinket to the lower trinket slot:

```
/equipslot 14 Carrot on a Stick
```

Swap between your offhand and a shield:

```
/equipslot [equipped:Shields] 17 Merciless Gladiator's Cleaver; 17 Crest of the Sha'tar
```

If you are trying to equip two of the same weapon simultaneously into different slots, your macro will not work properly.

Addons are allowed to use the equipping functions directly, even during combat. By the same mechanism, you can use the equipping slash commands with addons like AfterCast or Chronos. You might have

some trouble if the addon first checks whether the command is secure; the equipping commands are in the secure command list, though they aren't inherently secure.