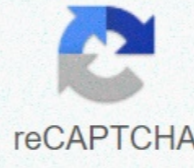


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Wow classic macro guide warrior

There is no doubt that macros have always been an important aspect of the Game of World of Warcraft. However, some categories, such as the Warriors, usually rely on them more than others. This is especially true in Vanilla WoW. That's why we've decided to make this ultimate WoW Classic Warrior macros guide for you! We'll take a closer look at different macros for different scenarios, such as being the main reservoir in a group. Plus rest, we'll also look at the most valuable classic add-ons, so make sure you bookmark and read! What exactly is a Macro in the World of Warcraft Classic? A macro is a specific command in the game that is inserted into the chatbox and always starts with a vertical bar (|). Vertical forwarding is necessary because that's what separates macros from typing a normal piece of text in the chatbox. For example, if you want to whisper to another player, you can type /w in the conversation. However, the most advanced macro formats are even used to improve your game by linking them to action buttons. How to Create Warrior Macros in Classic WoW? The WoW Classic Warrior macro setting is no different from creating macros for any class. First, you should open the Macros window – either by typing /macro (or simply /m) in the conversation or by selecting Macros from the main menu. After the Macros window opens, you should: Select a tab (General macros or related characters) Press the Create>Select an icon and your macro name Click OK You new micro will now be added to the macro grid (the main window) Select your micro and click Edit your micro Click Save You can then add the macro action button you just created to the action bar and start using it. Now, the two categories of macros (tabs) simply mean which of your characters will have access to those macros. As the name suggests, General macros are accessible to all characters in that account. While these characters are macros that will only be available to the character in which you create them. In a subnote, keep in mind that there is a limit of 255 characters for all macros in WoW. What are the most useful warrior macros? Here, we've manually selected some great macros for when you're the tank in your team/raid. Although these are models of arguably the most useful and important Warrior macros in Vanilla WoW, we recommend that you do προσηγορικός or θέλατε. Mouseover Taunt#showtooltip Taunt/cast [target=mouseover, unit:player] Χάλασε, TuningBloodthirst#showtooltip Bloodthirst/cancelaura Ευχαρίστηση Προστασία/startattack/cast Bloodthirst/Weapon Swap/equip shield/equip one-hander/equip two-hander/Up next we have some typical stance dance macros: Stance Dance Macro#showtooltip Shield Wall/startattack/cast Defensive/cast Shield Wall/STANCE Dance (With With Ambass Swap) Macro#showtooltip Shield Shield Shield Mallet carpenter's/equip worn large shield/cast defensive posture/cast Shield Wall Here are some general macro uses for your Warr: WoW Classic Warrior Shield Bash Macro#showtooltip Shield Bash/cast [stop: 1/2, equipped: Shields] Shield Bash?/stopmacro [equipped: Shields]/stopcasting /equipslot 16 (gun name without brackets)/equipslot 17 (shield name without brackets) Startattack Macro#show tooltip Rend/cast Rend/startattack/Rare Targeting and Tagging Macro/target Slithid Harvester/cast Hamstring/startattack/Buttons Reduction Macro#showtooltip Charge/cast Charge/cast Rend/startattack/Crowd Control into Macre Detest#showtooltip Intimidating Scream/cast Intimidating Bandage/cast Heavy Rune Cloth Bandage Who are the best WoW Classic Warrior Addons? In addition to some special for class addons, Warriors in Classic WoW also benefit greatly from standard addons. This includes search assistants, damage counters, etc. Even if a rusty UI is never a good thing, sometimes you'd like to replace the default UI to improve your gameplay as a Warrior. So, here are some of our add-on recommendations for your warrior: Evlul Classic This add-on replaces the default UI almost entirely with a highly customizable user interface. You will be able to take advantage of neat action bars and modern unit frames to improve your game. Classic Meter Whether Threat you play as a tank or DPS Warr, Counter Threat is really necessary in raids. Classic Threat Counter will show you how much threat you're producing, so that you're always where you should be, threat-wise. Spy Classic Since Warriors are never keen on Rogues (or other categories with stealth skills) slipping onto them, Spy Classic makes perfect sense. It scans the area around you for enemy players and if it does detect anyone, Spy Classic reveals their level and class in your UI. TomTom This is a wonderful navigation add-on that allows players to set points on the main map. So when you set a point of course, an arrow appears pointing to the exact position of the point so that you can reach certain coordinates much more easily. Auctioneer Classic This is a great add-on house auction that can make your life easier whenever you're posting or searching for items on the AH. It's a simple ad add-on AH that even allows you to see the price (per item) in stacked items that are for sale. It's so good that we've even included Auctioneer Classic in our WoW Classic Auction House Addon article! So what's the verdict on WoW Classic Warrior Macros? Macros have always been in Vanilla WoW and is a critical aspect in the Warriors' gameplay as well. Fortunately, now you know what a macro is, how to create one, and what are the most useful macros. Whether you want to improve your dance posture or become a better tank, this guide of ours is sure to make you a better Warrior as a whole! What's your favorite? I don't know. macro in the Classic World of Warcraft? Let us know by leaving a comment below! Get Wowhead Premium Just under \$1 a month to enjoy an ad-free experience, unlock premium features, and support the site! Just browse for your screenshot using the form below. Screenshots that contain UI elements are generally discarded in view, the same applies to screenshots from the model or character view screen. The higher the quality, the better! Please read our screenshot instructions before submitting! Just enter the URL of the video in the form below. Weapon Swap: / equip shield / equip one-hander / equip two hand Charge: / run local texture.name.isActive.isCastable = GetShapeshiftFormInfo(1); if it is Active, then CastSpellByName(Super-strong); otherwise CastSpellByName?? lastly; _____: /run local texture.name.isActive.isCastable = GetShapeshiftFormInfo(3); if it is Active, then CastSpellByName(Secton)? otherwise CastSpellByName(Berserker Stop()); lastly; _____ Thunderclap: /run local texture.name.isActive.isCastable = GetShapeshiftFormInfo(1); if it is Active, then CastSpellByName(Lightning Applause); otherwise CastSpellByName?? lastly; _____: /run local texture.name.isActive.isCastable = GetShapeshiftFormInfo(3); if it is Active then CastSpellByName(Tornado)? otherwise CastSpellByName(Berserker Stop()); lastly; _____ Tan: /run local texture.name.isActive.isCastable = GetShapeshiftFormInfo(2); if it is Active, then CastSpellByName?? otherwise CastSpellByName(Defensive Posture()); lastly; _____ PanicButton: /eq [Weapon] /eq [Shield] /cast defensive posture /cast wall shield _____ battletance charge and/or interception. (will change to zerkstance automatically if you are in battle): /run if UnitAffectingCombat(player) then CastSpellByName(Berserker Stop)? otherwise CastSpellByName(Charge); lastly; _____ Defensive stop charge and/or intercept. (It will change you to zerk or battletance depending on your fight /run if UnitAffectingCombat(player) then CastSpellByName(Berserker Stance); otherwise CastSpellByName?? lastly; _____ berserker stop category and/or intercept. (It will change you to zerk or battletance depending on your combat status): /run if UnitAffectingCombat(player) then CastSpellByName(Intercept)? otherwise CastSpellByName?? lastly; Note: With the release of 6.0.2, many spells have been renamed and much of the functionality of the scripted command has been modified. In an effort to keep Wowpedia publications relevant, re-validate and republish macros that work in the current version. Recreate old macros When recreating a macro in useful macros please follow the example format posted below (to get the box around your macro, add a space before you start it) describe what it does note the version of WoW in which I tested the macro remove from the old macro example macro page /y Hoory, I made a macro! Usage: This shouts, Hurray, I made a macro! Works on 6.x Weapons Macros Focus Charge/Intercept/Intervention (Tested at 4.0) This macro will throw Charge at the combat stop, Intercept at Berserker Stop and intervene in the defensive posture if your target is friendly. Finally, this macro triggers your automatic attack if the target is hostile, cancels your Bladestorm, and drops Battle Shout. This macro is compatible with [Juggernaut] talent. #showtooltip /startattack [harm] /cast [stance:1]Charge: [stop:2, noharm] [stop:3] Intercept /cancelaura Bladestorm/cast Battle Scream Heroic/Slam Rage Dump This macro will allow you to easily choose between [Heroic Strike] and [Slam] to discard the excess of your rage or simply simplify the buttons you have to press. The default is to throw [Heroic Strike] and throw [Slam] if a modifier is pressed (CTRL/ALT/SHIFT) #show /cast [modifier] Slam? Heroic Strike Bladestorm DPS Fun Macro This macro will play the sound Herod Blades of Light! When he drops it. You can also insert a trinket to use to make it even better, for example [Mark of Supremey]. This will activate both the capacity and the trinket. #show Bladestorm /use Mark of Supremey /cast Bladestorm /script PlaySoundFile(Sound\Creature\Herod\HerodWhirlwind01.wav) Fury Macros Slam on Bloodsurge Proc #showtooltip /stopcasting /cast Slam /stopcasting /startattack Makes Dpsing as Fury a little easier and get less attention, what I do is set up WW BT HS and this macro next to each one. This will activate the if Bloodsurge has not been used then it will automatically stop dropping it and continue your automatic attack, and if Bloodsurge has made use then you will use the direct Slam and your rotation can continue smoothly. Shield/Two hander swap /equipslot [equipped: two hand] 17 shield /equipslot /equipslot 17 Off-hand /equipslot 16 Main-hand /cast [stop:3] Defensive posture. [stop:2] Berserker Stop If you're at Berserker Stop with two-handed, this will swap your shield with your off hand and put you in a defensive position at a push of the button. Pressing it again will return you back to the Berserker stop and turn your hand back on the original two-handers instead of replacing the main hand. Protection Macros Mouseover Faunte If holding alt (Change to what, what mod you prefer) taunts your target mouseover, so you don't have to lose your current target if you don't modify then taunt your current target/cast [@mouseover, mod:alt] Taunt ~ Fátmán Onebutton Warbringer Macro w/Cata This macro allows a warrior to use all five of the closing distance skills on a button. Using the macro without modifiers will either mock the target or interfere with the destination if it is friendly. Alt will activate heroic jump; Control will activate Heroic Casting. Shift will charge or intercept if the charge is in the reload. The icon also shows which one you would use. #showtooltip /cast [help] Intervene; [nomod] I can not 300. Derision? [mod:alt] Heroic jump? [mod:ctrl] Heroic throw. /castsequence [mod:shift] reset=15 Charge, Intercept, PvP Macros Two-click Shield Wall switch Make a set of equipment called TANK that equips your weapon with both hands... First Click Shift on Defensive Stop Equips Your Shield Wait for the global cooldown to end... Second Click Casts Shield Wall Shift Back to Battle Stop Require Your Two Hander/cast [noequipped:Shields]Defensive Stop/equipset [noequipped:Shields]TANK/cast [stop: 2, equipped: Shields]Shield Wall/cast [stop:2, equipped: Shields]Battle Stop/equipset [equipped: Shields]PVP Note: Dance Stop is no longer required, since Shield Wall no longer has a stop. Therefore, the 1st and 4th line are optional. Two clicks on the spelling reflection The above macro can also be used for spelling reflection. First Click Shift on Defensive Stop Equips Your Shield Wait for the global cooldown to end... Second click throws spell reflection shift back to battle Stop Require your two-hander/cast [noequipped:Shields]Defensive Stop/equipset [noequipped:Shields]TANK/cast [stop: 2, equipped: Shields]Spell Reflection/cast [stop:2, equipped: Shields]Battle Stop/equipset [equipped:Shields]PVP Note: Stop dancing is not required for weapons warriors anymore, since spell reflection is now usable in combat posture as well. Therefore, the 1st and 4th line are optional. weapons switch macros If, when you use the above macros, you find yourself accidentally removing the buff [Spell Reflection] or [Shield Wall] by returning to a 2-hander before the buffer fades (which can happen if you are a masher button in PvP), you can use a slightly modified version of the above Remember to ignore all other non-weapons slots when creating pvp and TANK sets, otherwise you can accidentally change armor sets if you don't suppress (other names that, such as 2H and Shield respectively, will also work; just replace the preferred set name in macros). For [Spell Reflection]: #showtooltip Spell Reflection /equipset [noequipped:Shields] TANK /cast [equipped:Shields] Spell Reflection For [Shield Wall]: #showtooltip #showtooltip Shield Wall /equipset [noequipped:Shields] TANK /cast [equipped:Shields] Shield Wall And pair these macros with one for [Mortal Strike] and/or [Overpower]: #showtooltip #showtooltip Mortal Strike /equipset [equipped: Shields] PvP /cast Mortal Strike /startattack #showtooltip The Overpower /equipset [equipped: Shields] PvP /cast Overpower /startattack Using the above macros in conjunction with the [Shield Wall] and [Spell Reflection] macros ensures that you don't cancel the buff randomly by deflecting your shield, while still allowing you to return to your main weapon quickly when necessary. All macros checked and verified in 4.3.4 4.3.4

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