

All macros which use /stopcasting, /cast, /castsequence, or use #showtooltip to display different action bar icons are permitted and do not need to be submitted for consideration. Anything other than that must be in the list below, please submit additions to esportsteam@blizzard.com with WoW in the subject.

```
/script PlayerFrame:SetScale(1.1)
/script TargetFrame:SetScale(1.1)
/run local f=TargetFrameToT f:RegisterForDrag("LeftButton") f:SetScript("OnDragStart", f.StartMoving)
f:SetScript("OnDragStop", f.StopMovingOrSizing)
/script FocusFrame:SetScale(1.1)
/run for i=1,MAX_ARENA_ENEMIES do _G["ArenaEnemyFrame"..i]:SetPoint("CENTER",-860+i*180,-300)
_G["ArenaEnemyFrame"..i.."-Name"]:Hide()
_G["ArenaEnemyFrame"..i.."-Texture"]:SetVertexColor(.05,.05,.05)
_G["ArenaEnemyFrame"..i.."-CastingBar"]:-SetScale(1.5)
/run ArenaEnemyFrame1:SetPoint("topright", -215, -260)
/run ArenaEnemyFrame2:SetPoint("topright", -215, -325)
/run ArenaEnemyFrame3:SetPoint("topright", -215, -390)
/script UIErrorsFrame:Hide();
/run BUFF_WARNING_TIME = 0
/run WatchFrame:Hide
/run MultiBarBottomRightButton7:ClearAllPoints()
/run MultiBarBottomRightButton7.SetPoint = nil
/run MultiBarBottomRightButton7:SetPoint("BOTTOMLEFT", 1,40)
/run MultiBarBottomRightButton7.SetPoint = function() end
/run MultiBarBottomRight:SetPoint("TOPLEFT",8,78)
/run MainMenuBar:SetPoint("BOTTOMRIGHT",-196,408)
/run MainMenuBar:SetScale(.92)
/run V={B="ArenaEnemyFrame"} for i=1,5 do _G[V.B..i]:SetScale(1.63); end;
/run PlayerFrameGroupIndicator:Hide()
/run BuffFrame:ClearAllPoints()
/run BuffFrame:SetPoint("TOPLEFT", 1220, -992)
/script BuffFrame:SetScale(.75)
/script PetActionButton1:ClearAllPoints()
PetActionButton1:SetPoint("BOTTOMLEFT",fpet,"BOTTOMLEFT",1140,114)
/run PlayerFrame:UnregisterEvent("UNIT_COMBAT")PetFrame:UnregisterEvent("UNIT_COMBAT")
/script PetFrame:SetScale(1.3)
/run PetFrame:ClearAllPoints() PetFrame:SetPoint("CENTER",PlayerFrame,"CENTER" ,-120,-15)
/run PlayerPVPIcon:SetAlpha(0)
/run TargetFrameTextureFramePVPIcon:SetAlpha(0)
/run FocusFrameTextureFramePVPIcon:SetAlpha(0)
/run LoadAddOn("Blizzard_CompactRaidFrames") CRFSort_Group=function(t1, t2) if UnitIsUnit(t1,"player") then
return false elseif UnitIsUnit(t2,"player") then return true else return t1 < t2 end end
CompactRaidFrameContainer.flowSortFunc=CRFSort_Group
/script Stopwatch_Play()
/sw :30
/p DEEP FREEZE USED
/yell DEEP FREEZE USED
```

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/run MonkHarmonyBar:ClearAllPoints()
/run MonkHarmonyBar:SetPoint("CENTER", UIParent, "CENTER", -4, -180)
/run MonkHarmonyBar:SetScale(0.9)
/run MonkHarmonyBar:SetAlpha(1)
/run LoadAddOn("Blizzard_CompactRaidFrames") CRFSort_Group=function(t1, t2) if UnitIsUnit(t1,"player") then
return false elseif UnitIsUnit(t2,"player") then return true else return t1 < t2 end end
CompactRaidFrameContainer.flowSortFunc=CRFSort_Group
/target arena1
/run ArenaEnemyFrame1:ClearAllPoints()
/run ArenaEnemyFrame2:ClearAllPoints()
/run ArenaEnemyFrame3:ClearAllPoints()
/target arena2
/run ArenaEnemyFrame1:SetPoint("CENTER",UIParent,"CENTER",-243,154)
/run ArenaEnemyFrame2:SetPoint("CENTER",UIParent,"CENTER",-243,104)
/run ArenaEnemyFrame3:SetPoint("CENTER",UIParent,"CENTER",-243,54)
/target arena3
/run ArenaEnemyFrame1.SetPoint = function() end
/run ArenaEnemyFrame2.SetPoint = function() end
/run ArenaEnemyFrame3.SetPoint = function() end
/run CBT="CompactDebuffTemplate";function mb(ff3) for p=7,12 do
ff3.debuffFrames[p]:ClearAllPoints();ff3.debuffFrames[p]:SetPoint("BOTTOMRIGHT", ff3.debuffFrames[p-3],
"TOPRIGHT", 0, 0) end end;
/run LoadAddOn("Blizzard_CompactRaidFrames") CRFSort_Group=function(t1, t2) if UnitIsUnit(t1,"player") then
return false elseif UnitIsUnit(t2,"player") then return true else return t1 < t2 end end
CompactRaidFrameContainer.flowSortFunc=CRFSort_Group
/run FocusFrameSpellBar:ClearAllPoints()
/run FocusFrameSpellBar:SetPoint("CENTER", UIParent, "CENTER", 247,-85)
/run FocusFrameSpellBar.SetPoint = function() end
/run FocusFrameSpellBar:SetScale(1.37)
/run TargetFrameSpellBar:ClearAllPoints()
/run TargetFrameSpellBar:SetPoint("CENTER", UIParent, "CENTER", -259,195)
/run TargetFrameSpellBar.SetPoint = function() end
/run TargetFrameSpellBar:SetScale(1.37)
/run CastingBarFrame:SetScale(1.4)
/run ArenaEnemyFrame4:SetScale(1.4)
/run ArenaEnemyFrame5:SetScale(1.4)
/run ArenaEnemyFrame4:SetPoint("topright", -130, -195)
/run ArenaEnemyFrame5:SetPoint("topright", -10, -195)
/run ArenaEnemyFrame5:CastingBar:SetPoint("right", -25, 25)
/run ArenaEnemyFrame1CastingBar:SetPoint("right", -25, 25)
/run ArenaEnemyFrame2CastingBar:SetPoint("right", -25, 25)
/run ArenaEnemyFrame3CastingBar:SetPoint("right", -25, 25)
/run ArenaEnemyFrame4CastingBar:SetPoint("right", -25, 25)
/click CompactUnitFrameProfilesGeneralOptionsFrameUseClassColors
/click CompactUnitFrameProfilesGeneralOptionsFrameUseClassColors
/run local f=TargetFrameToT f:RegisterForDrag("LeftButton") f:SetScript("OnDragStart", f.StartMoving)
f:SetScript("OnDragStop", f.StopMovingOrSizing)

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```
/run LoadAddOn("Blizzard_ArenaUI")
/changeactionbar 2
/click ActionButton1
/click ActionButton2
/click ActionButton3
/click ActionButton4
/click ActionButton5
/click ActionButton6
/click MultiBarLeftButton3
/run LoadAddOn("Blizzard_ArenaUI")ArenaEnemyFrames:Show()for i=1,5 do
Z=_G["ArenaEnemyFrame"..i]Z:Show()end
ArenaEnemyFrame1CastingBar:Show()ArenaEnemyFrame2CastingBar:Show()ArenaEnemyFrame3CastingBar:Sh
ow()ArenaEnemyFrame4CastingBar:Show()
/run MainMenuBarTexture0:Hide()

/run MainMenuBarTexture1:Hide()

/run MainMenuBarTexture2:Hide()

/run MainMenuBarTexture3:Hide()
/run for i = 1, 12 do _G["BonusActionButton"..i.."HotKey"]:SetAlpha(0) end
/run CastingBarFrame:ClearAllPoints()
/run CastingBarFrame:SetPoint("CENTER",UIParent,"CENTER", -120,-103)
/run CastingBarFrame.SetPoint = function() end
/run CastingBarFrame:SetScale(1.0)
```