

Manual

Version 2.24.1 · WoW Forever

Complete interface for WoW Forever: move everything, themes with ornaments, alts and storage, professions, travel, mail to alt, flight and AFK screens, macro builder.

www.dieouwe.nl/dieouweui

Contents

1. Install
2. Quick start: the 5 things to know
3. All commands
4. Settings per page
5. Features in detail
6. Works together with
7. Good to know
8. Known limitations
9. Reporting bugs

A complete, self-made interface for **WoW Forever**, in ElvUI style with BenikUI accents, built to work with GSE. Everything is written from scratch for the Forever client (the Retail 12.1 client with vanilla content). Languages: **English, Nederlands, Deutsch, Română**.

> **Links:** Discord https://slayeralliance.com/discord · manual and gallery https://www.dieouwe.nl/dieouweui/ · CurseForge https://www.curseforge.com/wow/addons/dieouweui. See something odd? Check Reporting bugs.

Install

1. Close WoW.
2. Unzip so that you get `<WoW folder>\_forever_\Interface\AddOns\OuweUI\OuweUI.toc`. The folder must be called **OuweUI** (not `OuweUI-2.8.0`).
3. Start WoW and log in. After the logo the installer opens on each character once.
4. Install **Questie** and **TomTom** too: DieOuweUI needs them to work well. Other optional addons: see Works together with.

Quick start: the 5 things to know

What	How
Move anything	Press **F7** (or type `/ouwe move`). A grid appears with a box for every part. **Drag** the boxes; they snap to the grid and to each other. Press **F7** again to save.
First start	On each character the **installer** opens once, after the logo: theme (DieOuwe Dark is the standard), layout, addons with their CurseForge links, keys and language. Then an optional **tour** with tips through the settings. Again: `/ouwe install`, `/ouwe tour`.
Index	Press **F5**: one window with everything (roster, professions, bank, journal, settings pages, move mode, help). F5 takes over Blizzard's default *target party member 4*.
Settings	Press **F6** (if the key is free), type `/ouwe`, click the **DieOuweUI gear** in the addon grid next to your minimap, or go to Esc > Options > AddOns > DieOuweUI.
Help	Type `/ouwe help` for all commands.

Moving with F7, in detail

- **Drag** = move. The box snaps to the grid and to the boxes next to it.
- **Left-click** a box = that part's options (size, visibility...).
- **Right-click** a box = back to its default spot.
- **Arrow buttons** (mouse over a box) = nudge 1 pixel; **Shift+click** = one grid step.
- Nothing can be moved in combat; the grid closes by itself.
- F7 is only used if the key is free. Pick another key under **General > Key for move mode**.
- Do **not** use Blizzard's Edit Mode for DieOuweUI parts. Blizzard's own chat, player and target frames are still moved in Edit Mode.

All commands

Everything starts with `/ouwe`.

Command	What it does
`/ouwe` or `/ouwe config`	Open the settings
`/ouwe help`	List all commands in chat
`/ouwe index`	The index with everything (same as **F5**)
`/ouwe profs`	Professions of all your characters: skill and learned recipes
`/ouwe trainer`	Find weapon masters and profession trainers, with a TomTom arrow
`/ouwe skillcheck`	Which skills this server gives (in Forever: professions and secondary skills)
`/ouwe macro`	Macro builder: rotation, buffs, modifier keys or two sets with a switch key
`/ouwe assist` / `/ouwe assist pick`	Check Blizzard's rotation helper / put it on your cursor
`/ouwe flight`	Preview of the flight screen
`/ouwe played`	Update the played time of this character
`/ouwe windows`	Which windows get the DieOuweUI style (for bug reports)
`/ouwe screen`	Screen size, UI scale and aspect ratio (for bug reports)
`/ouwe install`	Open the installer again
`/ouwe tour`	Tips through the settings, page by page
`/ouwe move`	Toggle the grid to move things (same as **F7**)
`/ouwe grid 8` / `16` / `32` / `snap`	Grid size, or snap to grid on/off
`/ouwe status`	Version, client, profile and GSE status
`/ouwe modules`	List all parts (on/off)
`/ouwe toggle <name>`	Turn a part on/off, e.g. `/ouwe toggle AFK`
`/ouwe theme [name]`	Show or pick a theme
`/ouwe lang nl` / `en` / `de` / `ro`	Language: Nederlands, English, Deutsch, Română
`/ouwe alts` or `/ouwe roster`	Overview of all your characters
`/ouwe find <text>`	Search an item on all your characters, e.g. `/ouwe find linen`
`/ouwe bank`	Bank viewer: bags, bank, warband bank and guild bank, viewable anywhere
`/ouwe addons`	Which addons DieOuweUI works together with, and whether they are loaded
`/ouwe journal`	Open DungeonJournal (separate addon by Exehn, if installed)
`/ouwe afk`	Show the AFK screen; `/ouwe afk grid` shows the layout
`/ouwe decor <element>`	Add a decoration, e.g. `/ouwe decor dragon`

Command	What it does
`/ouwe wp`	TomTom waypoint to your quest, right now
`/ouwe copy`	Copy the text of the current chat window
`/ouwe splash`	Show the DieOuweUI logo
`/ouwe gse`	Check what blocks GSE
`/ouwe errors`	Show caught errors
`/ouwe reset`	Reset this profile to defaults
`/ouwe statcheck`	Check which stats, achievements and PvP data the server keeps
`/ouwe fish`	Why the fishing button is or is not shown
`/ouwe afkfit`	AFK character fitting values (for bug reports)
`/ouwe debug`	Extra messages (for bug reports)

Settings per page

Everything applies right away. Only where it says "/reload" do you need to reload the interface.

General

- **Theme**:
  - **DieOuwe Dark** (default): black, deep purple accent, lavender values and ornaments in their own colours. Choosing a theme only changes colours; DieOuwe's own layout comes with the button **Apply the DieOuwe Dark layout** (your own layout is saved first under Profile > Layouts).
  - **Forged Iron** (black iron from the fire: blood red, glowing orange and flame yellow), **Dark Iron** (black iron, a touch of blood red), **Slayer Neon**, **Class color**: ornaments in the colour of the theme.
- **Ornaments** on or off, for every theme.
- **Keys**: index (F5), settings (F6) and move mode (F7); F5–F12 or off.
- **Language**: Nederlands, English, Deutsch or Română.
- **Font** and **text size** for the whole interface.
- **Background** and **accent color**, separate from the theme.
- **Apply the default layout**: everything back on a tidy grid, nothing overlapping.

Modules

Turn whole parts on or off. Some need a /reload to fully restore Blizzard's version.

Info bars

- **Top bar**: location, time and date, coordinates with TomTom distance.
- **Bottom bar**: gold, durability (Dura), bags.
- Per bar: shown, visibility (always, combat, mouse-over), width, height and which texts.
- **Decoration (DieOuwe Dark)**: thin seam under the top bar, small dragon heads on the bottom bar.

Action bars

- Per bar: on/off, number of buttons, buttons per row, size, spacing and visibility.
- **Key mode**: "Blizzard keys" (default; Press-and-Hold and empowered spells work).
- **Thin border in the interface color** around each bar.

Minimap

Round or square, size, mouse-wheel zoom. Corners in DieOuwe Dark.

Addon grid

Collects your addons' minimap buttons (Questie, TomTom, Details, BigWigs, GSE…) in one panel. The DieOuweUI gear lives here.

Blizzard parts

- Quest tracker, buffs, micro menu, bags bar, talking head and more get a box in **F7**.
- **Bags and bank**: a light style for your bags, the combined bag and the bank with tabs. Blizzard's border is hidden; corners in DieOuwe Dark. **Drag** by the edge or title; the position is remembered (button to reset).
- **Windows**: the same light style around other windows (character, spellbook, map, mail, vendor, quest, trade, professions, auction house and more), loose chat windows and windows of other addons. Only a thin frame around them; the windows themselves are not changed. Each group can be turned off.

XP & reputation

Own XP and reputation bars. The reputation bar follows the faction you track.

Portraits

- 3D portrait of you and your target.
- **Blizzard portrait**:
  - "Replace: 3D in Blizzard's ring" (default).
  - "Hide": our own box, moved with F7.
  - "Show".
- **Ring**: Blizzard's ring or one of **8 own rings** (iron with gems, blue flames, filigree, two dragons, dragon head, runes, grand ring…). **Ring size** is set separately.
- Zoom (face to whole body), turn, 3D or 2D, class-colored border.

AFK screen

Go AFK (`/afk` or automatically) and you see your character in a screen with a header, three columns and a footer.

- **Choose per box what it shows**:
  - clock, AFK time, location, character, **stats**, guild, gold, **alts**, XP;
  - FPS, durability, whispers, guild chat, own text, logo.
- **Place of the character** (left, middle or right), **size of the character**, animation (walk, run, wave, dance), walking speed and turn towards the middle.
- **Decoration (DieOuwe Dark)**:

    - rune stones on the seams and the gem in the middle of the header;
    - **two dragons** on the footer corners and the logo in the middle of the footer;
    - corners around the columns.

Each part can be switched on or off, and the size is adjustable.

- Column widths, heights, text size and how dark the world gets.
- Move the mouse or press a key = back in the game.

Alts (roster)

`/ouwe alts`. An overview of all characters on this account. Log in once on each alt to add it.

List

- **Class and race icon**, level, item level, gold, mail, lockouts, actions and when you last played.
- Click a header to sort.
- **Tooltip** for each character with the key details.

Details of the selected character

- Info, mail, lockouts, **stats** and storage.
- **Own tasks**: click = done, right-click = remove.

Buttons

- **Stats**: a table of all alts with stats, AP/SP, crit, deaths, quests, kills, dungeons and HK. Sortable.
- **Bank**: opens the bank viewer for the selected character.
- **Search box**: find an item on all characters, the warband bank and the guild bank. Mouse over a line to see who has what, and where.

Actions are things still to do on a character:

- collect mail, or mail about to expire;
- mail from another character;
- rested XP full;
- repair;
- bags full;
- not played for a while.

Lockouts: only what the server actually reports, the same as Blizzard's "Raid Information".

Bank viewer

`/ouwe bank`, or the **Bank** button in the roster. Works anywhere, view only.

- Tabs: **Bags**, **Bank** (with the real bank tabs), **Warband bank** and **Guild bank** (per guild).
- **All** (default) puts everything together in one overview; the single tabs show the real layout.
- The search box dims what does not match. Mouse over a slot for the real item tooltip.
- **Filling it**: open the bank and the guild bank once on each character. After that it updates every time you open them.

Decor

Place decorations yourself, in any theme.

- **Choose**: pick an element (with a **preview**) and click **Add**. The choices are:
  - dragon head, gem, rune stone;
  - corners (baroque, filigree);
  - bars (Dark Iron, rune chain, gem bar, gothic);
  - pillar;
  - 8 rings.
- **Place**: the element appears in the middle of the screen with the grid on; drag it to its spot.
- **Adjust**: left-click its box for size, width (bars), mirroring, transparency, layer (behind, normal, in front), copy and remove.
- **Tip**: a dragon on both sides? Add one, choose **Copy**, then turn on **Mirror left-right** on the copy.

Convenience

Everything is **off** until you turn it on, except the last three items in this list.

Feature	What it does
Auto loot	Blizzard's own setting
Faster looting	All loot at once
Repair	Automatically at a vendor, with the cost reported
Sell grey items	Automatically, with the earnings reported
Quests automatically	Accept and turn in. **Shift** = do it yourself; with several rewards you always choose yourself
Group invites	Accept automatically from friends and guild members
Camera	Zooms out further
Screenshot	On level-up
Alt + click in your bags	Disenchant, pick lock (rogue), milling and prospecting, but only what your character knows. Hold Alt: the item lights up purple, click to do it. DieOuweUI **remembers what comes out**; the tooltip then shows the yield (or an estimate for similar items)
Questie menu (on)	Right-click a quest in the tracker: **LFM + quest** (e.g. "LFM [Hogger]") and **map pin + link** into chat. You set the text and the channel. You press Enter: nothing is ever sent by itself
Collect all (on)	Button under the mailbox: all gold and items, letter by letter
Fishing button (on)	Floating button as soon as you equip a **fishing pole**. Click = fish. Move it with F7; size and transparency adjustable

Chat

- Left chat panel and right panel. The right one can hold Details!, Skada, Recount, Blizzard's meter or a second chat.
- Chat tabs in DieOuweUI style, with a color per type (whisper pink, guild green…).
- Chat text font and size, and copy chat.

GSE

GSE status and what blocks it. Put a GSE sequence on one of our action bars.

Quests

- Quest tracker in DieOuwe style, with the "DieOuweUI" title and a counter.
- **Size of the quest objectives**.
- **Nearby**: nearby quests first; also a button in the title.
- **Fixed height, scroll for the rest** (on by default, ~10 quests): the tracker keeps its size; scroll with the mouse wheel over the quests, and you see at the bottom when there are more.
- **Maximum quests** in Questie's tracker (5, 8, 10, 15, 20 or all). With Nearby on you see the closest ones.
- **TomTom waypoint**: automatically to your selected or nearest quest. Also the **WP** button in the title, or `/ouwe wp`.

Profile

- Switch, copy, export as text and import profiles.
- Save and load **layouts** (account-wide).
- Reset a profile.

Errors

Caught errors with details, and a button to copy them.

Features in detail

Index (F5)

One window with everything in DieOuweUI:

- **Characters**: roster, professions, bank viewer and item search.
- **World**: trainers, flight paths, boats and zeppelins, Dungeon Journal.
- **Interface**: settings, move mode, AFK screen, macro builder and decor.
- **Help**: installer, tour, addons and errors.

Below that, every **profession trainer** and every **settings page** has its own button. On a low screen the index shrinks by itself.

Installer and tour

On each new character the installer opens once, after the logo. Its steps:

1. Language.
2. Theme and layout.
3. Addons, with CurseForge links to copy.
4. The keys F5, F6 and F7.
5. A summary of what will happen. You confirm with Finish.

After that you can start a **tour**: a card next to the settings walks through them page by page. Open them again with `/ouwe install` and `/ouwe tour`.

Themes and ornaments

- Five themes: **DieOuwe Dark** (default), Forged Iron, Ouwe Dark, Slayer Neon and Class color.
- Every theme has **ornaments**: baroque corners, rune and gem seams, and two dragon heads on the bottom bar. DieOuwe Dark keeps their own colours; the other themes colour them to match.
- Bar background: black, dark, medium or light (Info bars).
- Ornaments off: General.

Windows

- **Frame and background**: bags, bank, Blizzard windows, loose chat windows and windows of other addons get a thin frame in the theme's colour and a dark background.
- **Simple windows** (social, mail, vendor): Blizzard's own border is hidden.
- **DieOuweUI's own windows**: dark, flat buttons, input boxes and scroll bars, with the logo in the title.

Professions and skills

- `/ouwe profs` (or F5) shows each character's **skill** and **learned recipes**. Open each profession once per character so the recipes are remembered.
- Search shows **who can make it**, across all your characters.
- Hover your own character to see a panel with your professions next to the tooltip, e.g. *Fishing 66/75*. The roster tooltip of your alts shows the same.

Played time and gold

The roster tooltip shows for each character:

- time played, in total and this level;
- gold earned and spent today, in the last 7 and 30 days, and since tracking began.

Totals for all your characters are under the list.

Trainers and travel

`/ouwe trainer`, or F5 under **World**:

- **Weapon masters**, with the weapons they teach and a weapon filter.
- **Profession trainers** per profession.
- **Flight masters**.
- **Boats, zeppelins and the tram**.

The list only shows your faction, nearest first. **Left-click** for a TomTom arrow, **right-click** for the world map with a pin. Needs Questie and TomTom.

Mail to alt

A sidebar at the mailbox:

1. Choose **everything to one alt**, or **by rules**: each kind to its own alt, suggested from the alt's profession.

2. Tick the kinds: cloth, leather, metal & stone, herbs, cooking, enchanting, elemental, parts, gems, other.
3. **Prepare mail**: DieOuweUI fills in the recipient, the subject and up to 12 items.
4. You press **Send**. The next mail is prepared by itself.

Only alts on the same realm and faction are listed. Bound items are skipped.

Macro builder

`/ouwe macro`. Drag spells from your spellbook into the boxes and choose a kind:

- **Rotation**: each press the next spell.
- **Buffs on yourself**: all on one key.
- **Modifier keys**: Shift, Ctrl and Alt per box.
- **Two sets with a switch key**, for example Single and AoE. Switching also works in combat.

Saving makes a normal character macro and puts it on your cursor; click an action button to place it. A helping spell like a shield goes on yourself when *Auto Self Cast* is on; otherwise you get a warning. `/ouwe assist` checks Blizzard's own one-button rotation helper and puts it on your cursor.

Flight screen

On a flight path the interface fades out. You see:

- a header with your destination and the clock;
- a footer with the flight time, and a countdown from the second flight on the same route;
- your stats under your character: kills, quests, dungeons, flight paths known, XP and gold today.

Preview: `/ouwe flight`. Settings are on the AFK screen page.

AFK screen

On `/afk`, or when you are away, you see your 3D character in its own column. The other columns show what you choose. The **alts** are at the bottom of the first column and scroll by themselves when there are many.

Works together with

> **Questie and TomTom are essential.** DieOuweUI starts without them, but then the quest tracker, the trainers, flight masters and profession trainers, and all arrows do not work. Install them first. DieOuweUI warns at login when one is missing (off: Settings > Addons).

DieOuweUI works together with the addons below. Questie and TomTom are **essential**, the others **optional**. When they are there they load before DieOuweUI. `/ouwe addons` (or Options > Addons) shows which ones are loaded.

Addon	What DieOuweUI does with it
Questie	**essential** — Quest tracker in our style, max quests with fixed height and scrolling, LFM and map pin in its menu, quest for the TomTom arrow
TomTom	**essential** — Automatic arrow to your selected or nearest quest, distance on the coordinates info bar text
GSE	Status and checks (`/ouwe gse`); the macro builder (`/ouwe macro`) works next to it

Addon	What DieOuweUI does with it
Details!	Damage meter in the right chat panel
BigWigs	No overlap; minimap button in the addon grid
Auctionator	No overlap; minimap button in the addon grid
DungeonJournal	Info bar text Dungeons, roster button, frame in our style, `/ouwe journal`

DungeonJournal (addon by Exehn, folder ForeverDungeonJournal): bosses, loot and quests of the Forever dungeons. DieOuweUI works together with it:

- the info bar text **Dungeons** shows your lockouts; click it to open the journal;
- the roster has a **Dungeons** button;
- a thin frame in DieOuweUI style goes around the journal window (corners in DieOuwe Dark); the journal itself is not changed or moved;
- its minimap button goes into the addon grid;
- settings: Options > Dungeon Journal. The journal's own settings: `/dj options`.

Good to know

- **WoW Forever = vanilla content.** Retail-only things (Mythic+, Great Vault, achievement points) are left out on purpose.
- **New images** (after an update) are only loaded after a **full restart** of the game; `/reload` is not enough then.
- DieOuweUI **never** moves or re-parents Blizzard's own frames. That is how we avoid "taint" errors.

Known limitations

- Beta: only tested on the WoW Forever client.
- Nothing can be moved in combat; the installer and the tour do not open in combat.
- F5, F6 and F7 only work when you have not put anything else on that key (F5 takes over Blizzard's default *target party member 4*).
- WoW Forever gives no weapon or defense skills to addons: the skills panel shows professions and secondary skills.
- Do not use Blizzard's Edit Mode on DieOuweUI parts; use F7.
- New images (decorations, your own logo) need a full restart of WoW, not only /reload.
- Links can only be copied (Ctrl+C), WoW cannot open a browser.
- The window style only covers windows with a fixed name; some addon windows (GSE editor, Questie journey) keep their own look.

Reporting bugs

1. Type `/ouwe errors`, or go to Settings > **Errors** > **Copy errors (with details)**.
2. Copy the text (Ctrl+A, Ctrl+C) and send it to DieOuwe (where: see Links; during the beta through the place where you got DieOuweUI), with a screenshot if it is about the looks.
3. For the AFK character, also send the line from `/ouwe afkfit`.