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Editing Aura Regions

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"Region" is a general term in the WoW UI for a type of frame that can hold content. On this page, however, "Region" will refer specifically to the base frame of any Aura. For the most part WeakAuras provides settings in its config for changes you might want to make to Aura regions or their child frames, but advanced users can tweak additional settings or change things dynamically through custom code. It should be noted that doing so is moving out of "supported" uses of WeakAuras, so there can be no guarantee that changes made in future development won't affect work you do.

Aura base regions can be accessed from within the Aura with `aura_env.region` (which will return the specific clone region if called from code within a clone) or from outside with `WeakAuras.GetRegion(id, cloneId)`.

Note: Editing Aura regions in code can be very useful but should always be viewed as a last resort. Most properties that you might adjust in code can be adjusted via the Conditions tab and that should always be the method used if at all possible.

Note2: You may see some auras which access `WeakAuras.regions`. This is a internal data structure of WeakAuras and is subject to change without prior warnings. Use `GetRegion` as a mildly safer alternative.

Some Basic Examples

```
-- Set the width
aura_env.region:SetRegionWidth(100)

-- Set the height
aura_env.region:SetRegionHeight(150)
```



Common/useful Region functions

All used with `aura_env.region:FunctionName()`

- `Color(r,g,b,a)`
 - Main colour output of the aura. Icon colour for Icons, bar colour for Progress Bars, etc.
- `SetAnchor(anchorPoint, relativeTo, relativePoint)`
- `SetOffset(x,y)`
- `SetOffsetRelative(x,y)`
- `SetOffsetAnim(x,y)`
- `SetDesaturated(bool)`

- `SetDurationInfo(duration, expirationTime, static, inverse)`
 - Overrides the current cooldown/progress information of the aura. See [here](#) for more.
- `SetGlow(bool)`
- `SetIcon(iconID|iconPath)`
 - Used with Icons and the small Icon in Progress Bars. Overrides the `icon` Dynamic Info. `SetTexture()` for Texture auras.
- `SetInverse(bool)`
 - Reverses the cooldown/progress direction.
- `SetName(string)`
 - Overrides the `name` dynamic info
- `SetStacks(number)`
- `SetOrientation("HORIZONTAL"|"HORIZONTAL_INVERSE"|"VERTICAL"|"VERTICAL_INVERSE")`
 - Progress Bar orientation.

The functions listed above are all specific to WeakAuras and its outputs. A full list of the methods inherited by a basic frame can be found [here](#).

Examples of use:

```
local region = aura_env.region
```



```
region:Color(1,0,0,0.5)
```

```
-- Sets the aura to red and half opacity
```

```
region:SetAnchor("BOTTOMLEFT", WeakAuras.GetRegion("Other Aura"), "TOPRIGHT")
```

```
-- Anchors the aura to another aura.
```

```
region:SetOffset(0, 10)
```

```
-- Sets aura's anchored offset to the coordinate at 0, 10.
```

```
region:SetOffsetRelative(0, 10)
```

```
-- Changes the aura's anchored offset relative to its normal offset. Up by 10 pixels.
```

```
region:SetDesaturated(true)
```

```
-- Makes the icon/texture greyscale
```

```
region:SetDurationInfo(5, GetTime()+5)
```

```
-- Gives the aura new duration info to last 5 seconds from when this code is run
```

```
region:SetDurationInfo(UnitHealth("player"), UnitHealthMax("player"), true, true)
```

```
-- Sets the aura's progress to be static, not timed, using the players health as the c
```

```
region:SetGlow(true)
```

```
-- Makes the aura glow
```

```

-- makes the aura glow

region:SetIcon(132089)
-- Sets the aura's icon to the Rogue's Stealth icon. https://www.wowhead.com/icons can

region:SetInverse(true)
-- Inverts the progress direction

region:SetName(UnitName("player"))
-- Sets the aura's `name` dynamic info to be the player's character name

region:SetStacks(UnitPower("player", 4))
-- Sets the aura's `stacks` dynamic info to be the player's current Combo Points

region:SetOrientation("VERTICAL")
-- Changes the progress bar's orientation to be vertical.

```

Sub-elements

Additional frames can be added to the base Aura in the display tab via the "Sub-elements" section. These can be reordered to control how these frames layer

- subtext (text frame)
- subborder (border frame)
- subbarmodel (model frame)

These may be accessed via `aura_env.region.subRegions`, an array containing all of the elements listed in the Display tab of an aura. The order of the elements in the array reflects the order in Display tab, but to serve as a quick example of using the subRegions table, you could find a text element like so:

```

for i, subregion in ipairs(aura_env.region.subRegions) do
  if subregion.type == "subtext" then
    -- do stuff
  end
end

```



Clones

`aura_env.region` will give the "current" region in a "cloning Aura" when used within the clone's functions (custom text, animations, Actions, etc.) "Cloning Auras" being those that use *auto-clone options in their triggers (aura-group/multitrigger, some event triggers etc.) or custom triggers that use the Trigger State Updater to create multiple outputs*. If you ever need to acquire clone regions

and `aura_env.region` isn't an option then you can use:

```
WeakAuras.GetRegion("Aura name/ID", "Aura clone ID")
```



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