Auras Visualized

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Introduction

Auras Visualized (AV) is an extension for the Fantasy Grounds VTT. Auras Visualized was previously released as *Complete Offensive Package - Auras*.

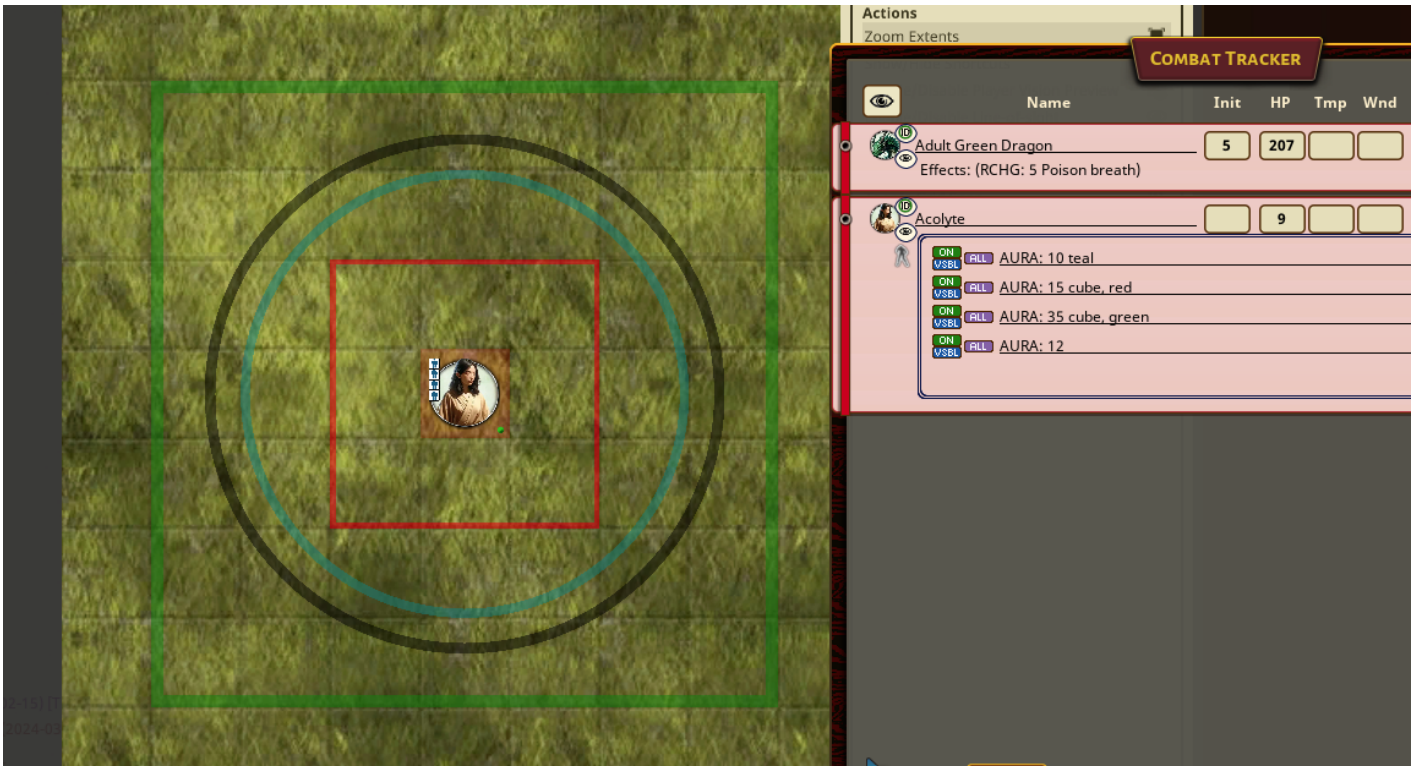
Auras Visualized is available on the Fantasy Grounds Forge at

https://forge.fantasygrounds.com/shop/items/620/view

This extension displays a visual indicator of the range of an Aura around a PC/NPC token on a map. While this extension can be used independently of other extensions, it has been designed and intended to be used alongside bmos's excellent **Aura Effect** extension available on the Forge.

https://forge.fantasygrounds.com/shop/items/32/view

AV was designed using CoreRPG specific code in order to make it compatible with as many rulesets as possible. It should theoretically work in all available rulesets that are derived from the CoreRPG. It is currently known to work in the 3.5E, 4E, 5E, PFRPG, PFRPG2, and SFRPG rulesets.



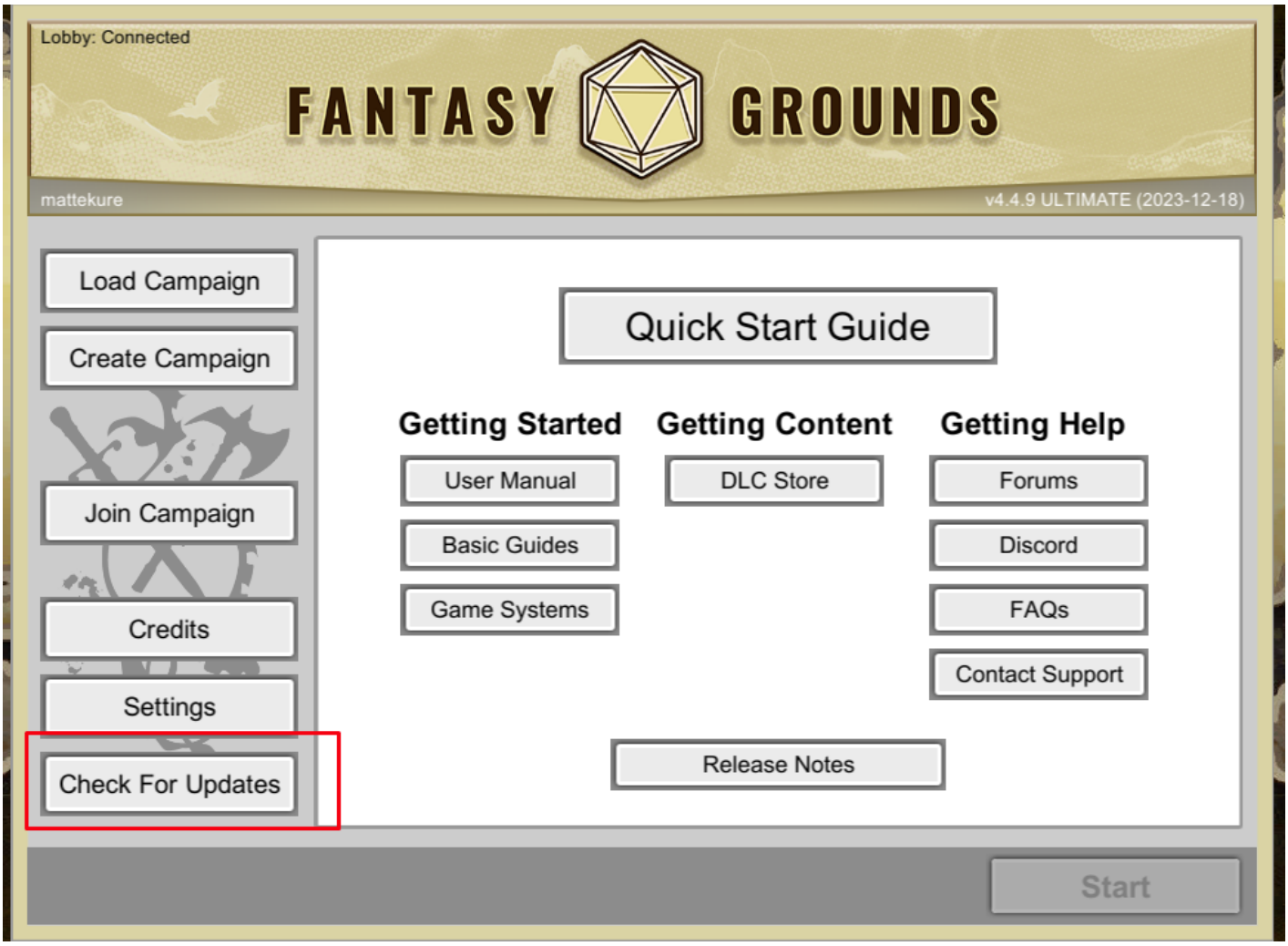
Support

For support with this or any other of mattekures extensions, you can reach me on the rob2e discord. Join me in the **#mattekure-stuff** channel.

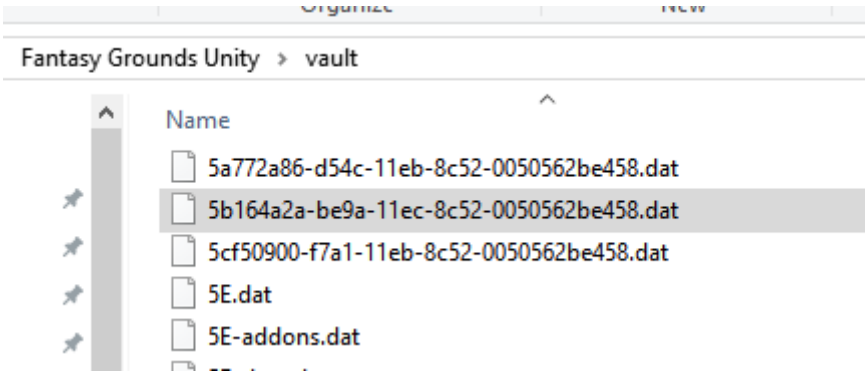
https://discord.gg/rob2e

Installation

Extensions purchased from the Fantasy Grounds Forge are automatically downloaded whenever the "Check For Updates" button is clicked.



The extension is downloaded into the vault folder in your Fantasy Grounds data folder and will appear as "5b164a2a-be9a-11ec-8c52-0050562be458.dat". This file is protected, and its contents cannot be viewed.



Effect Syntax

Auras are defined as effects on tokens within the Combat Tracker.

The basic syntax for Aura effects is as follows

> AURA: <size> <one or more modifiers separated by a comma>

The modifiers used by AV include shape, color, and custom aura types defined using the free companion extension Aura Customizer. The modifiers can be given in any order, however, if multiple of the same type of modifier are used, one will be selected by FG and the duplicates ignored. Full details on Aura Customizer are covered Here.

While this extension aims to be fully compatible with the Aura Effect extension, this document does not cover all the aura modifiers that extension includes. For full documentation please refer to the Aura Effect page.

The examples below are shown in the 5E ruleset which defaults to a standard 5' grid.

> Auras are always drawn on top of tokens. This is a limitation of Fantasy Grounds and cannot be changed by the Author. It is recommended that any custom Auras used, be transparent in the middle area so that it does not cover the token.

Aura Size

Aura size is defined as a number following the AURA effect tag. The default behavior is to draw the circle aura with the radius of the aura being the aura size from the edge of the token. The actual size of the aura drawn on the map is also affected by other modifiers covered below.

Example: On a map with a 5' grid, drawing a size 10 aura around a medium token the effect would be

> AURA: 10

Example: On a map with a 5' grid, drawing a size 10 aura around a large token the effect would be the same, but the aura is drawn outside the larger space.

> AURA: 10

Aura Point

There is a special modifier, "point" which modifies the size of circle auras. While the default behavior of circle auras is to draw the size from the outer edge of a token, when the modifier "point" is used, the aura radius is instead drawn from the center point of the token. The "point" modifier has no effect on the size of square auras.

Example: On a map with a 5' grid, drawing a size 10 point aura around a medium token the effect would be

> AURA: 10 point

Aura Shape

Auras may be drawn as circles or squares. The default aura shape is a circle and no modifier is required. To change the shape of an aura to a square, the modifier "cube" is added to the effect. While circular auras are drawn with the size of the aura being the radius of the circle, square auras are drawn with the size of the aura being the length of each side.

Example: On a map with a 5' grid, drawing a size 15 square aura around a medium token the effect would be

> AURA: 15 cube

Aura Color

Auras can be drawn in any color. The default color for all auras is opaque white. To designate the color of an aura, you can add as a modifier either one of the predefined color names, or the colors hex code.

Color Hex Code

Colors may be designated using their color hex code. The color is represented by 8 hexidecimal digits which define the colors Red, Green, Blue, and Transparency (Alpha) components. Hexidecimal numbers are represented using the digits 0-9, A-F and each color is represented in the format AARRGGBB.

AA = Alpha (transparency). 00 for completely transparent, FF for completely opaque. All predefined colors use 80 as the transparency level to provide some transparency, while still making the aura easily visible.
RR = Red
GG = Green
BB = Blue

This lookup chart can be used as a reference to find specific colors.

https://www.rapidtables.com/web/color/RGB_Color.html Use the code given in the Hex column, but without the # symbol. Be sure to add a value for the alpha as well to the beginning.

Example: The color "medium violet red" has the Hex code of #C71585. The first example shows how to make an aura of this color fully opaque. The second example shows an aura with the same color, but with partial transparency.

> AURA: 10 FFC71585

> AURA: 10 80C71585

Predefined colors

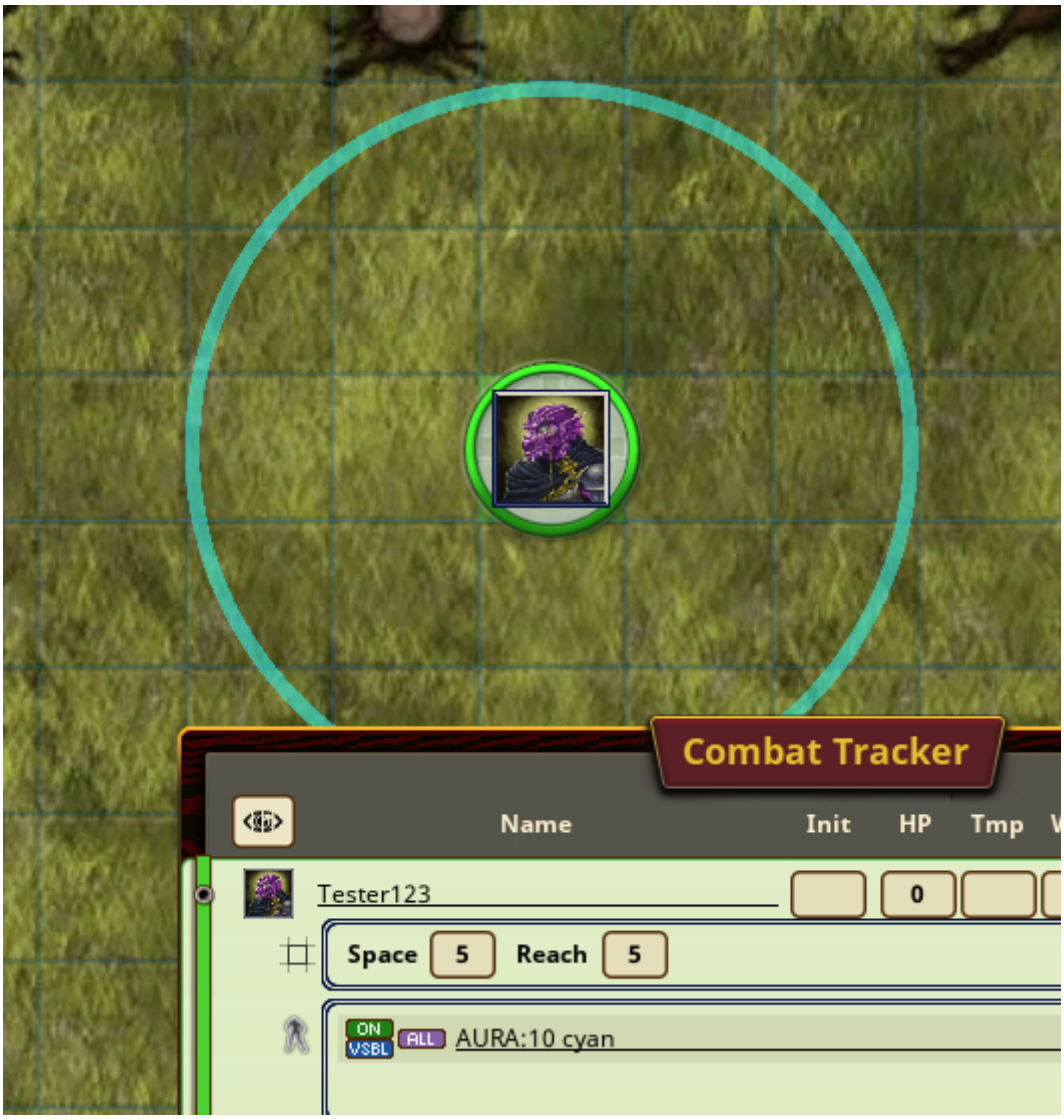
The following color names are predefined and may be used directly as modifiers. Each color has a predefined transparency of "80". The name of the color may be used as the aura effect modifier.

- black
- white
- red
- lime
- blue
- yellow
- cyan
- magenta
- silver
- gray
- maroon
- olive
- green
- purple

- teal
- navy
- orange
- pink

Example: A cyan aura

> AURA: 10 cyan



Aura Customizer

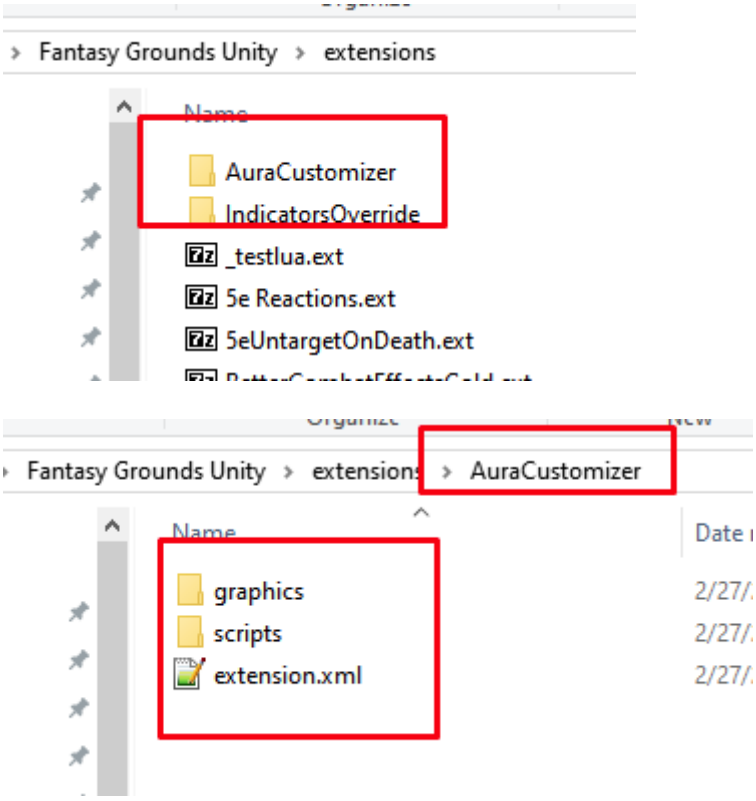
The Aura Customizer extension is a free, optional enhancement to the Auras Visualized extension. This extension is intended to be edited by the user, and so is not packaged in the traditional .ext format. Aura Customizer can be downloaded at the link below. The reason this extension is not offered on the forge is that any changes made to the forge product could be overwritten by the FG update process.

One of my favorite art packs that contains many images that work well is the Dungeons and Dragons 5e spell tokens pack by G Jensen. Get the art files here: DUNGEONS AND DRAGONS 5e Spell Tokens 2.1 For easy setup, I have included instructions and the files in the **Spell Tokens Setup** section below.

Download and Install

Download the extension zip file **https://mattekure.com/overrideExts/AuraCustomizer.zip.**

Extract the zip directly to the Fantasy Grounds ***extensions*** folder. This should create a new folder "AuraCustomizer" in the ***extensions*** folder that contains the files.

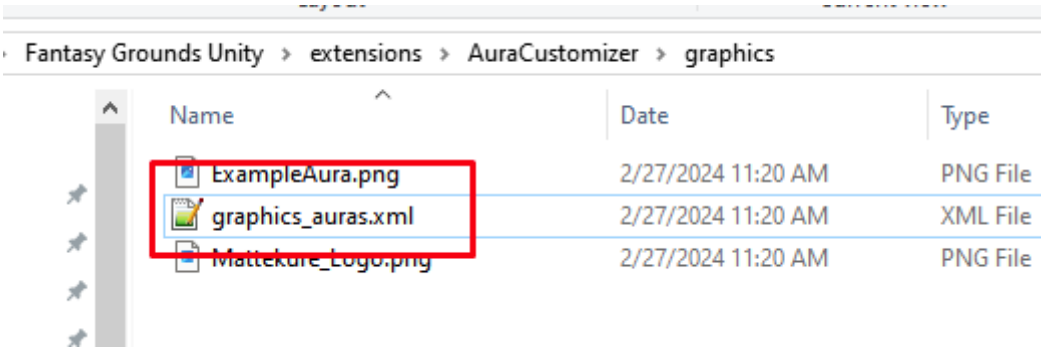


Adding a new custom Aura

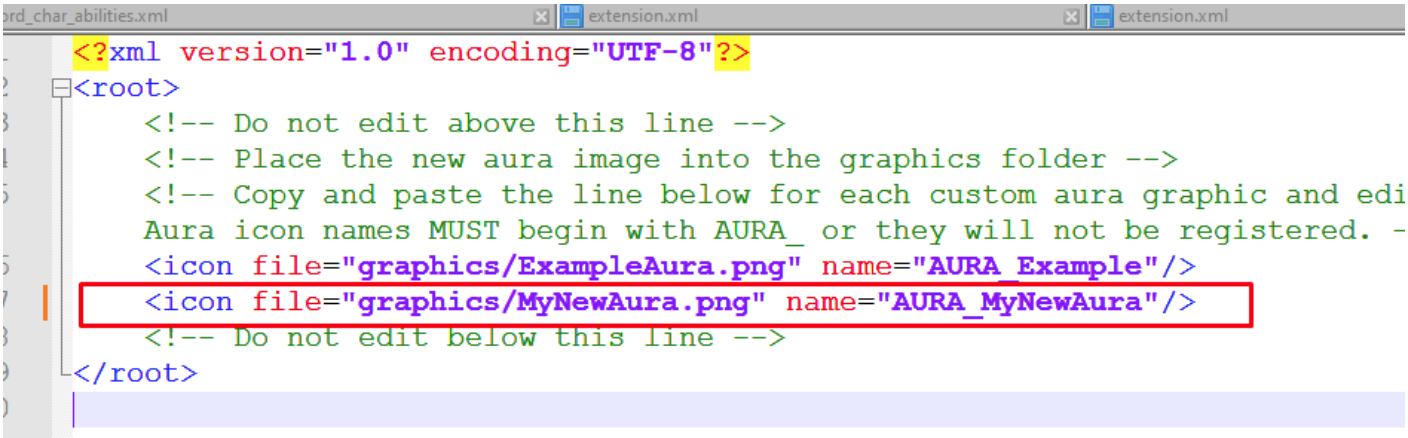
Use the following process to add new aura images.

Copy the new Aura Image into the graphics folder.

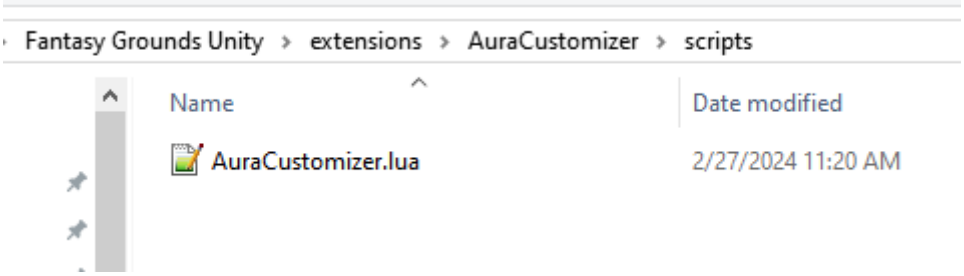
Using a text editor such as notepad++ (recommended), open the AuraCustomizer/graphics/graphics_auras.xml file for editing located in the graphics folder.



Copy and paste the icon example line. Then edit the newly created line. Change the **file=** section to point to the newly added image. Change the **name=** section to give your new aura a unique name. The name must begin with "AURA_" and the name should consist of only letters. No spaces, numbers, or special characters.



Using a text editor such as notepad++ (recommended), open the AuraCustomizer/scripts/AuraCustomizer.lua file.



Copy and paste the example line, then edit the newly created line. Change "example" to be a new unique name that will identify your specific aura image. The name should consist of letters only, it should contain no spaces, numbers, or special characters. This name will be used for the Aura Effect as a modifier.

> **DO NOT** use any of the existing modifier words including color names, "cube", "point" or any of the modifiers defined by the Aura Effect extension. Also do not use any word which could be interpreted as an 8 character hexidecimal number (8 characters consisting of 0-9A-F)

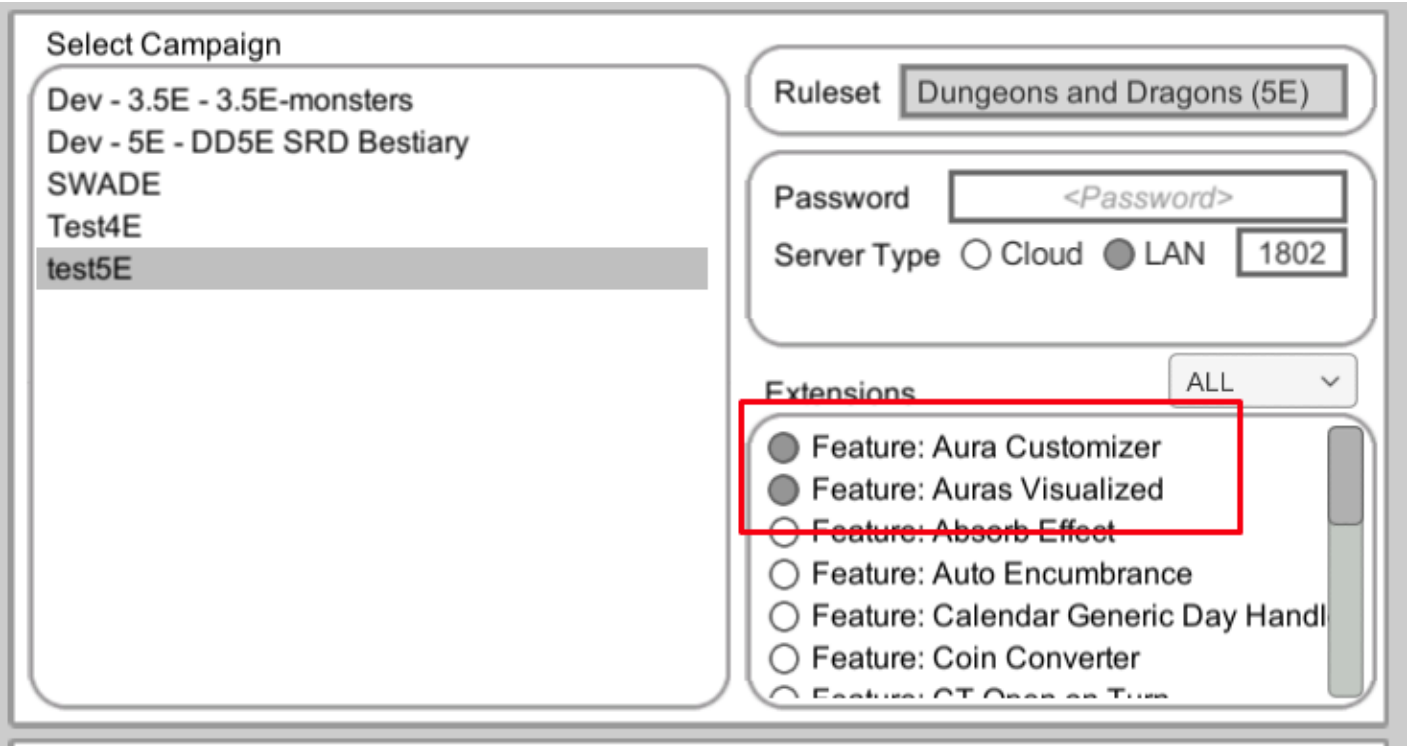
Change "AURA_Example" to be the same name defined in the graphics_auras.xml file.

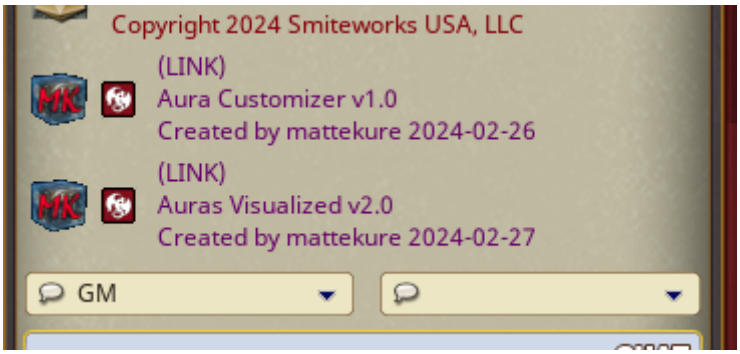
> AuraVis.registerCustomAura("example", "AURA_Example")

```
        -- iconName  This is the name of the icon resource defined in the graphics_auras.xm
        name="AURA_xxx" field.  All AURA graphics must be named AURA_XXX where xxx is a uni
        AuraVis.registerCustomAura("example", "AURA_Example")
        AuraVis.registerCustomAura("water", "AURA_MyNewAura")
        -- do not edit below this line
    end
end
```

Enable the Extension

As with all extensions, this extension is enabled on the campaigns load screen.

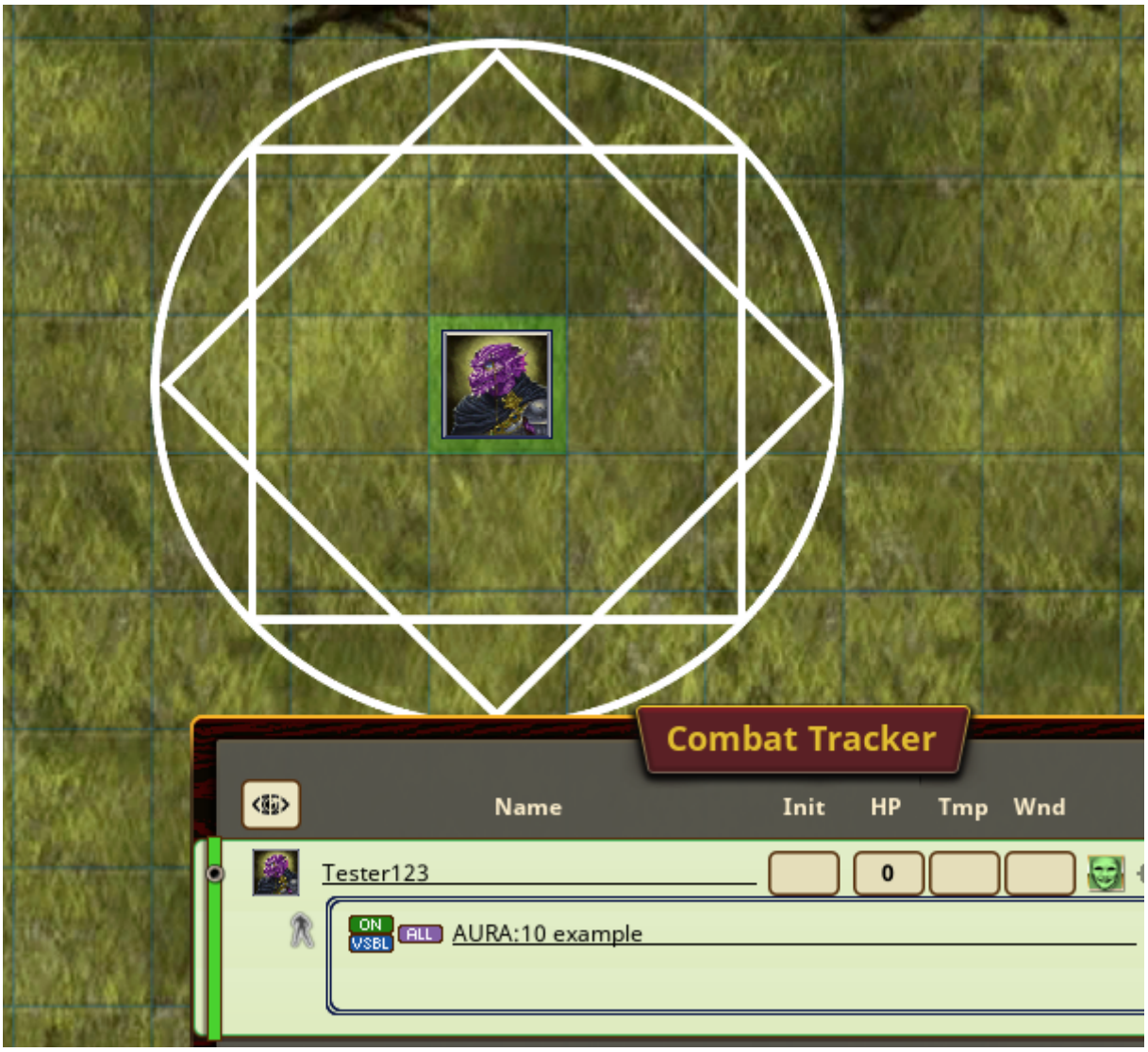




Using the new Aura

With both the Auras Visualized and Aura Customizer extensions enabled, you can use your newly defined auras on tokens. Add the newly defined aura modifier to the AURA effect. Included in the extension is an example aura using the modifier "example".

> AURA: 10 example



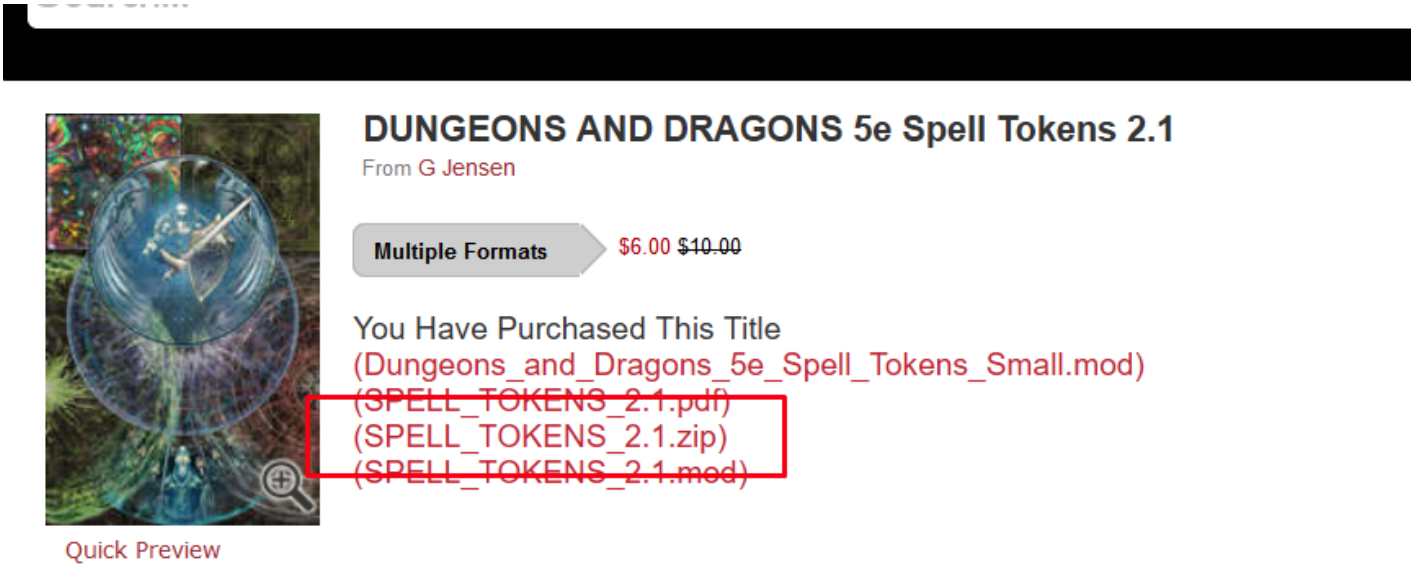
The newly created auras can be used in the same way as the default auras, including adding color, shape, point, modifiers etc.

> AURA: 10 example,red

Spell Tokens Setup

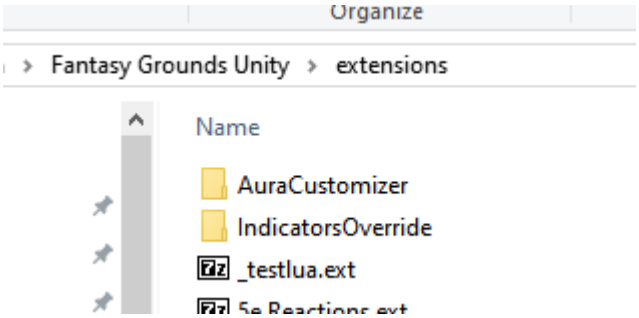
The instructions below are for easy setting up the Aura Customizer with the Spell tokens pack DUNGEONS AND DRAGONS 5e Spell Tokens 2.1

1. Download the zip file version of the spell tokens.
   https://mattekure.com/overrideExts/AuraCustomizerSpellTokenVersion.zip

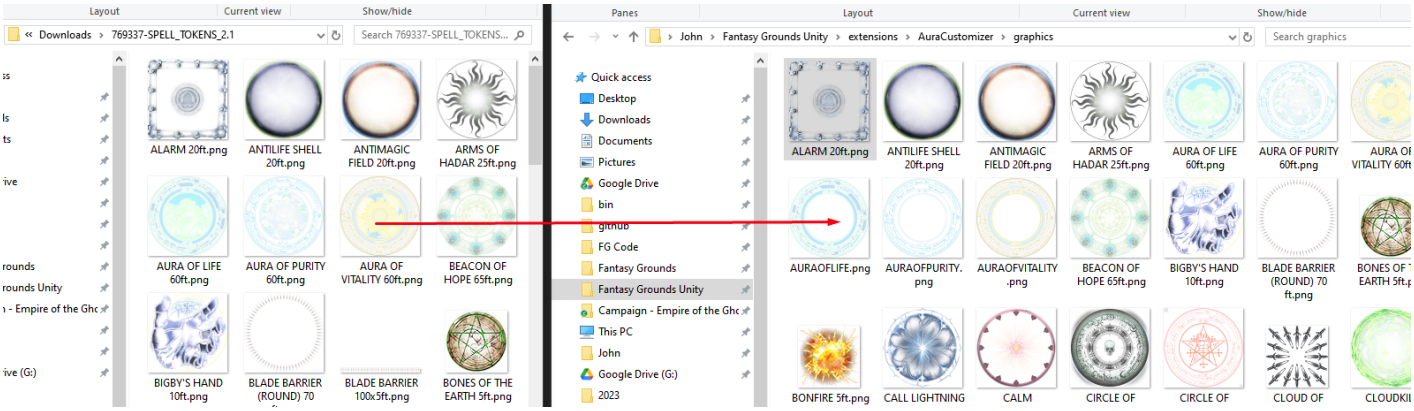


2. Download this version of the extension

As described above, extract the extension into the Fantasy Grounds Extension Folder. It should remain as a folder with all the contents inside.



3. Copy the graphic files from the zip file into the AuraCustomizer/graphics folder.



4. Reload Fantasy grounds and enable the extension.

This version does not include definitions for all spell token images as some do not make sense, such as straight line wall images. But it includes all of the obvious square/round type images.

> AURA: XX aurakeyword

In fantasy grounds, you can define your auras using these keywords

octogram
alarm
antilifeshell
antimagicfield
armsofhadar
auraoflife
auraofpurity
auraofvitality
beaconofhope
bigbyshand
bladebarrier
bonesoftheearth
bonfire
calllightning
calmemotions
circleofdeath
circleofpower
cloudofdaggers
cloudkill
controlwinds
crownofmadness
crownofstars
crusadersmantle
dansemacabre
darkness
dawn
daylight
delayedfireball
destructivewave
divinefavor
druidgrove
dustdevil
earthbind
ensnaringstrike
entangle
eruptingearth
blacktentacles
faeriefire
fear
fireshieldcold
fireshieldhot

fireball
firestorm
flamingsphere
fogcloud
forcecage
gate
globeinvulnerability
graspingvine
grease
guardianoffaith
hailofthorns
hallow
healingspirit
holyaura
holyweapon
hungerofhadar
hypnoticpattern
iceknife
icestorm
illusorydragon
immolation
incendarycloud
insectplague
investitureflame
investitureice
investuturestone
investiturewind
tinyhut
light
maddeningdarkness
maelstrom
magiccircle
magicmouth
minutemeteors
mightyfortress
moonbeam
mordfaithfulhound
mordsword
privatesanctum
resilientsphere
prismaticwall
shadowofmoil
shatter
sickeningradience
silence
sleep

sleetstorm
snowballswarm
spikegrowth
spiritguardians
stinkingcloud
stormsphere
sunburst
synapticstatic
templeevil
templegood
floatingdisc
thunderwave
transmuterock
wallfire
wallforce
wallice
wallthorns
wallwater
wardingwind
waterysphere
web
whirlwind
wrathofnature
zoneoftruth