RestoRation	Description	PG	Raid	PG Number	Raid Number	in Game Ui
---------- Buffs ---------						
Mark Of The Wild	Enables the use of Mark Of The Wild	✗	✓			
Nature's Cure	Enables the use of dispel 1-MMouse : Dispel Mouse Over on special events mechanic 2-MRaid : Dispel Raid Members on special events mechanic 3-AMouse : Dispel All Debuff From Mouseover 4-ARaid : Dispel All Debuff From Raid Member	✓	✓	MRaid or MMouse	MRaid	
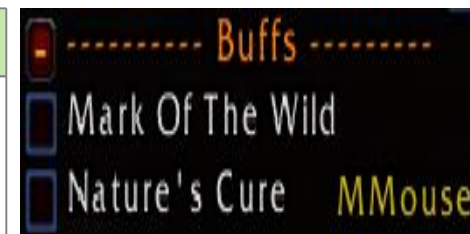
---- Level 60 Talent ----	Force of Nature					
Force of Nature	Enables the use of Force of Nature and Under what %HP to use Force of Nature.	*	✓		60 - 95	
* in PG use FoN on target With Chomp Debuff.						
Force of Nature Count	The number of members under Force of Nature treshold needed to use.				2 - 5	

| ---- Level 60 Talent ----	Incarnation					
Rejuvenation Tol	Enables the use of Rejuvenation in Tree Form and Under what %HP to use Rejuvenation.	✗	✓		70 - 95	
Rejuvenation All Tol	Enables the use of Rejuvenation in Tree Form with out health check This Option is for High end Gear Player.	✗	✗			
Regrowth Tol	Enables the use of Regrowth in Tree Form and Under what %HP to use Regrowth.	✗	✓		45 - 80	
Regrowth Tank Tol	Enables the use of Regrowth in Tree Form on Tank and Under what %HP to use Regrowth on Tank.	✗	✓		55 - 80	
Regrowth Omen Tol	Enables the use of Regrowth with Omen Buff in Tree Form and Under what %HP to use Regrowth.	✗	✓		70 - 90	
WildGrowth Tol	Enables the use of WildGrowth in Tree Form and Under what %HP to use WildGrowth .	✗	✓		75 - 100	
WildGrowth Tol Coun	The number of low HP raid members around healing target to use Wild Growth at.				3 - 5	

RestoRation	Description	PG	Raid	PG Number	Raid Number	in Game Ui
---- Healing ----						
Lifebloom	Enables the use of Lifebloom on focus and Under what %HP w8 for Bloom.	✔	✔		70 - 95	
Regrowth	Enables the use of Regrowth in Tree Form and Under what %HP to use Regrowth.	✔	✔		45 - 65	
Regrowth Tank	Enables the use of Regrowth on Tank and Under what %HP to use Regrowth on Tank.	✔	✔		45 - 70	
Regrowth Omen	Enables the use of Regrowth with Omen Buff in Tree Form and Under what %HP to use Regrowth.	✔	✔		70 - 100	
Rejuvenation	Enables the use of Rejuvenation and Under what %HP to use Rejuvenation.	✔	✔		70 - 95	
Rejuvenation Tank	Enables the use of Rejuvenation on Tank and Under what %HP to use Rejuvenation on Tank.	✔	✔		85 - 100	
Rejuvenation Meta	Enables the use of Rejuvenation with Meta Socket Buff Without Health Check	✘	✔			
Rejuvenation All	Enables the use of Rejuvenation without health check. *This Option is for High end Gear Player.	✘	✘			
Reju Filler Count	Enables the use of Rejuvenation for Filler and Number of members to keep Rejuvenation as Filler. *This Option is for High end Gear Player.				3 - 6	
Rejuvenation Debuff	Enables the use of Rejuvenation on Debuffed members and Under what %HP to use Rejuvenation onThem.	✘	✘		80 -100	
Healing Touch Ns	Enables the use of Healing Touch With Nature's Swiftness and Under what %HP to use Healing Touch Ns.	✔	✔		35 - 60	
Healing Touch Sm	Enables the use of Healing Touch With Sage Mender Buff and Under what %HP to use Healing Touch.	✘	✔		35 - 75	
Swiftmend	Enables the use of Swiftmend and Under what %HP to use Swiftmend.	✔	✔		35 - 75	
Swiftmen Harmoney	Enables the use of Swiftmend for Refresh Harmoney Buff with out Health check.	✔	✔			

| RestoRation	Description	PG	Raid	PG Number	Raid Number	in Game Ui
---- AoE Healing ----						
Wild Growth	Enables the use of Wild Growth and Under what %HP to use WildGrowth .	✔	✔		70 - 95	
Wild Growth Count	The number of low HP raid members around healing target to use Wild Growth at.				3 - 5	
Wild Growth All	Enables the use of Wild Growth Without Health Check. *This Option is for High end Gear Player.	✖	✖			
Wild Growth All Count	The number of raid members around healing target to use Wild Growth at.				3 - 5	
Genesis	Enables the use of Genesis and Under what %HP to use Genesis.	✔	✔		60 - 85	
Genesis Count	The number of low HP raid members with Reju to use Genesis at.				2 - 6	
Genesis Filler	Enables the use of Genesis for Filler and Under what %HP to use Genesis.	✖	✖			
Mushrooms	Enables the use of WildMushroom and Under what %HP to use WildMushroom .	✔	✔		100	
Mushrooms Who	Plcae WildMushroom Under : 1 - Tank (Always on focus) 2 - 3 Units (Will always try to cast on 3 of lowest units.) *If Tank selected and no Focus defined, will use on 3 targets.				3 Units	
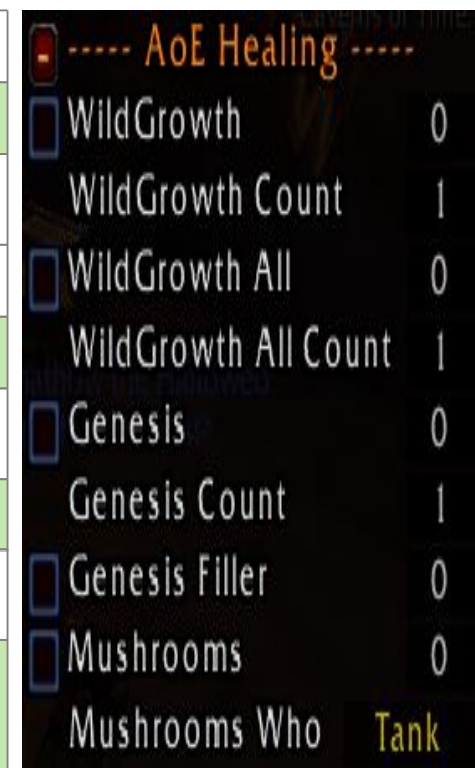
---- Defensive ----						
Healthstone	Enables the use of Healthstone and Under what %HP to use Healthstone .	✔	✔		35 - 65	
Barkskin	Enables the use of Barkskin and Under what %HP to use Barkskin .	✔	✔		35 - 75	
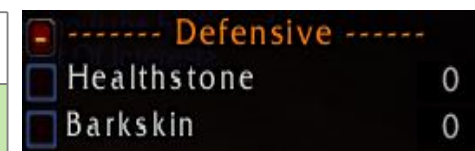
---- Toggles ----						
Genesis Toggle	Use Genesis.	✔	✔		Left Alt	
Pause Toggle	Pause Rotation .	✔	✔		Left Ctrl	
Focus Toggle	Set Focus .	✔	✔		Right Alt	
DPS Toggle	Dps Target .	✔	✔		Left Shift	

RestoRation	Description	PG	Raid	PG Number	Raid Number	in Game Ui
---- Healing ----						
Heal Pets	Will allow pets to enter in the healing engine as if they were DPS.	✘	✔			
Special Heal	A selector to what you would prefer, healing Special Units via Mouseover or directly trought the engine.	✘	✘			
Special Priority	Put Special Unist to Top Priority for Healing in Engine.	✘	✘			
Blacklist	If checked, you can use "/blacklist" macro to blacklist units that you do not want to heal. Those will be stored in your blacklist FOREVER. You can use "/blacklist" again if you want to remove them from the list. Additionally, you can use "/blacklist clear" to empty the list and "/blacklist dump" to print the list to your chat. The option let you choose how much you want to add to blacklisted units. The effect can be seen directly in the healing engine frame.					
No Absorbs	If you ever want to compete for healing meter, checking this will ignore all shielding effects.	✘	✘			
No Incoming Heals	Again, a setting to help you top meters. This feature ignores other healers incoming heals.	✔	✘			
Overhealing Cancel	Enables the use of Rejuvenation with Meta Socket Buff Without Health Check	✔	✔		100	
Engine Debug	This amazing frame will help you see live what is going on. How the engine react in particular situations.	✘	✘			
Engine Refresh	This option is a timer to prevent updating engine too often. it could be around 100 ms to lighten processing. Use this on low-end machines only.				100	