

Entering the Combat Script

There are a number of functions that are intended as entrypoints into the combat script, which are called by spell scripts. The appropriate function must be called to properly proceed through a combat event.

combat_event_entrypoint

This function serves as the entrypoint for simple combat events, where damage is dealt or healing is done. The function uses the spell, the source, the target and an optional value as arguments, and checks whether the spell is a damage or healing spell to call the next function, which is either `combat_event_damage` or `combat_event_heal`.

A value can be prescribed, which will cause the combat event to use that specific value, instead of calculating the value from stats. If no value is prescribed, the default value of -1 is used, which causes the following functions to calculate the actual value.

combat_event_aura_entrypoint

This function serves as the entrypoint for the application and removal of auras, i.e. dots, hots, buffs, debuffs, and absorbs. The function uses the spell, the source, the target, and a boolean as arguments. The boolean is optional, with a default value of false. If the boolean is set to true, the aura is removed instead of applied.

buff_application

This function serves as the entrypoint into the application of a buff or debuff, and leads to the recalculation of stats based on buffs and debuffs. The function uses the spell, the source, the target, and a boolean as arguments. The boolean is optional, with a default value of false. If the boolean is set to true, the buff is removed instead of applied, and the stat calculation is done appropriately.

value_query

This function calculates the damage or healing value of a spell without the following application of this value. It is useful to calculate the magnitude of absorb shields, and possibly for snapshotting values of dots and hots. It uses the `value_modifier` of the spell, the `value_base` stat and the active modifier (i.e., `damage_modifier` or `heal_modifier`) of the source, and the passive modifier (i.e., `defense_modifier` or `heal_taken_modifier`) of the target to calculate the resulting value of a spell. This is the same function that combat events that deal damage or healing eventually use to calculate the value of a spell.

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