**Questie Database Spec**

*--%num means there is a note at the bottom of this spec.*

**File:** addendum.lua

**Table:** QuestieLevLookup = {

[“Name of Quest”] = {

[“Quest Hash”] = {Quest Description}, --1

},

}

**Table:** QuestieHashMap = {

[Quest Hash] = {

['name'] = "Quest Name ",

['startedType'] = "npc, monster, item, event, daily", --2

['finishedType'] = "npc, monster, item, event, daily", --2

['startedBy'] = "NPC Name, Item Name", --2

['finishedBy'] = "NPC Name, Item or Object Name", --2

['level'] = 1,

['rr'] = race bitmask id#, --3

['rc'] = class bitmask id#, --3

[‘rp’] = profession bitmask id#, --3

[‘rh’] = holiday bitmask id#, --4

[‘rd’] = daily quest bitmask id#, --5

['rq'] = required quest hash# --6

},

}

**File:** events.lua

**Table:** QuestieEvents = {

["Quest Name"] = {

["locations"] = { --7

[1] = {26.0, 0.6677, 0.5177, 100.0},

[2] = {60.0, 0.6656, 0.5655, 46.0},

[3] = {43.0, 0.6264, 0.5958, 41.0},

[4] = {48.0, 0.6147, 0.2038, 28.0},

[5] = {45.0, 0.5666, 0.8649, 2.0}

},

["locationCount"] = 5

},

}

**…no changes here. ☺**

**File:** finisher.lua

**Table:** QuestieFinishers = {

["Quest Name"] = "finisher name",

["Beast Training"] = "Ganaar",

["The Calling"] = "Geologist Larksbane",

["Intrusiones darnasianas"] = "Vigilante-Ley Velania",

["Totem of Yor"] = "Totem of Yor",

["Raze Direhorn Post!"] = "Tabetha",

["The Summoning Chamber"] = "Stormer Ewan Wildwing",

["Klockmort's Creation"] = "Klockmort Spannerspan",

["Deliver the Thread"] = "Abercrombie",

}

**…no changes here. ☺**

**File:** items.lua

**Table:** QuestieItems = {

["Presencia de Voren'thal"] = {

["locations"] = { --8

[1] = {59.0, 0.3003, 0.1519, 100.0},

[2] = {60.0, 0.5938, 0.6078, 92.0},

[3] = {60.0, 0.4575, 0.8267, 45.0},

[4] = {60.0, 0.6708, 0.5628, 45.0},

[5] = {52.0, 0.926, 0.5837, 3.0}

},

["locationCount"] = 5

},

["Ancient Legguards of the Monkey"] = {

["drop"] = { --8

["Wastewander Assassin"] = 1,

["Sandfury Shadowhunter"] = 1,

["Woodpaw Mystic"] = 1,

["Southsea Dock Worker"] = 1,

["Southsea Freebooter"] = 1,

["Sandfury Blood Drinker"] = 2,

["Sandfury Shadowcaster"] = 3

},

["opened"] = 4

},

}

**…no changes here. ☺**

**File:** monsters.lua

**Table:** QuestieDropTable = {

["Dalaran Theurgist"] = {

["Light Scimitar"] = 5,

["Silk Cloth"] = 1048,

["Double Mail Coif"] = 3,

["Double Mail Bracers"] = 1,

["Scroll of Strength II"] = 7,

["Interlaced Boots"] = 1,

["Hefty War Axe"] = 2,

["Iron Lockbox"] = 4,

["Worn Stone Token"] = 834,

["Stormwind Brie"] = 119,

["Interlaced Cloak"] = 3,

["Large War Club"] = 5,

["Keen Axe"] = 4,

},

**Table:** QuestieMonsters = {

["Warp Monstrosity"] = {

["locations"] = {

[1] = {59.0, 0.3379, 0.3144, 100.0},

[2] = {59.0, 0.4026, 0.1618, 72.0},

[3] = {59.0, 0.3557, 0.2135, 56.0},

[4] = {59.0, 0.3431, 0.2609, 43.0},

[5] = {59.0, 0.3718, 0.1765, 4.0}

},

["looted"] = 248,

["locationCount"] = 5

},

}

**…no changes here. ☺**

**File:** objects.lua

**Table:** QuestieObjects = {

["Rescue Tog'thar"] = {

["locations"] = {

[1] = {48.0, 0.7974, 0.3969, 100.0}

},

["locationCount"] = 1

},

}

**…no changes here. ☺**

**File:** zone.lua

**Table:** QuestieZones = {

["WorldMap"] = {1337, 1337, 0, 0}, -- --9

["Azeroth"] = {-1, -1, -1, 2, 0}, --

["Kalimdor"] = {-1, -1, -1, 1, 0}, --

["Hinterlands"] = {42, 2, 24, 2, 20}, --

}

**…no changes here. ☺**

**Notes:**

**1:** By swapping the Quest Description and Quest Hash fields it will allow me to iterate correctly over the tables since each entry will have a unique index. This allows proper recursion over quest chains with the same quest name but with different descriptions and their hashes. Currently if a quest carries the same title but it’s quest starter is more than one NPC or location, it shows up in the database like this:

["Vision of Voodress"]={

[""]={0,3773671176},

[""]={0,3773671688},

[""]={0,3773672200},

},

I can’t iterate over all three quest hashes because there is no description and each index isn’t unique. LUA randomly picks one of the hashes and ignores the rest. We can also do away with the first key (%) in the above example {%, quest hash}.

**2:** Currently NPC quest givers are identified as ‘monster’. Be awesome if we could tag them as actual ‘npc’ along with ‘event’ and ‘daily’ quest type tags.

**3:** These bitmask id numbers are already present. I’d like to expand these to include the following.

**4:** Holiday quests. Right now they ALL show if the player meets the level requirement. I’d like to build a filter function and show these quests only if the system date meets the filters requirements.

**5:** Daily quests or repeatable quests. In Vanilla there are only repeatable quests but in BC and beyond there are both. I’d like to have this bitmask so I can build a filter function to allow players to filter out repeatable quests or selectively ‘reset’ blocks of dailies for a given area. For example, there are a number of dailies on the Blood Elf island where the Sunwell raid is located. A player can do the quests then reset them the next day when they are ready to do them again.

**6:** This quest will not show unless the referenced quest hash shows as complete in the player’s quest history. Handy for validating old quests in the player’s database when they complete a quest that is part of a chain.

**7:** {*map id*, *X*, *Y*, *priority*}

**8:** Two different types, locations and drops. Tables seem self-explanatory except that I’m unsure what ‘opened’, and ‘contained’ signify.

**9:** {mapID, BCContinent, BCZone, VanillaC, VanillaZ}