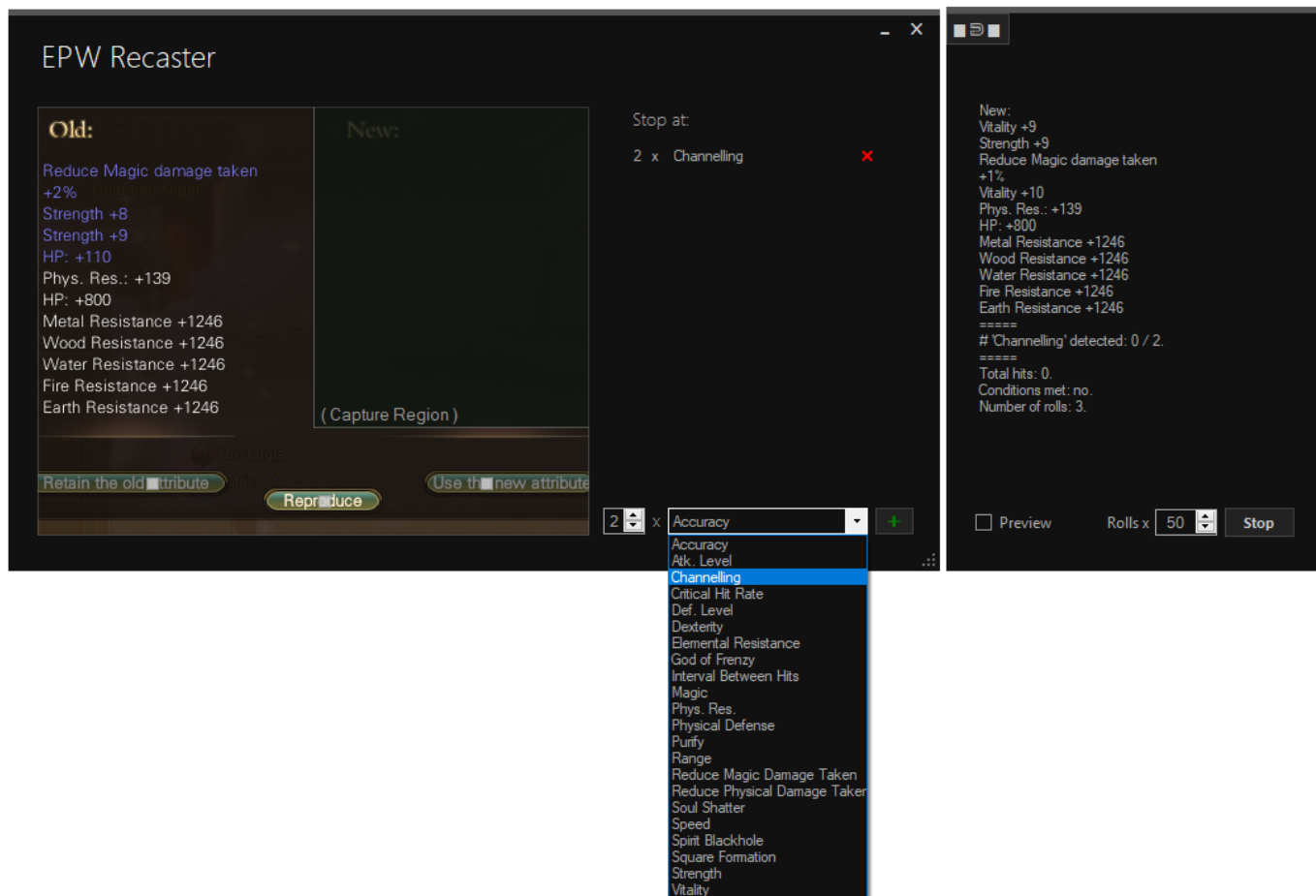


EPW Recaster



In a nutshell

EPW Recaster is a tool that automates recasting EPW weapons & gears using Optical Character Recognition and user-configurable search conditions.

[Side note] EPW Recaster does not rely on nor uses any kind of game hook. It solely relies on what is captured using OCR and performs programmatical choices & actions based on captured results.

Setup

- Extract the contents of the provided package to any folder that has write privileges.
(f.e. Desktop | C:\Apps\EPW Recaster | ...)
- Launch EPW Recaster(.exe).
 - **[Developer Note]**
This tool shouldn't require admin privileges by default. However, if the OS configuration does require it in order for the tool to run properly:
 - Right-click EPW Recaster(.exe) and choose Properties.
 - In Compatibility tab, check ☒ Run this program as an administrator and confirm by clicking OK.

Sections

[1 • (Main) Setup Form]

EPW Recaster

[1-1 • See-through Region]

Old:

Reduce Magic damage taken
+2%
Strength +8
Strength +9
HP: +110
Phys. Res.: +139
HP: +800
Metal Resistance +1246
Wood Resistance +1246
Water Resistance +1246
Fire Resistance +1246
Earth Resistance +1246

New:

[1-2 • Capture Region]

(Capture Region)

Stop at:

2 x Channelling

[1-3 • Condition List]

[1-4 • Condition Entry]

2 x Accuracy

Accuracy
Atk. Level
Channelling
Critical Hit Rate
Def. Level
Dexterity
Elemental Resistance
God of Frenzy
Interval Between Hits
Magic
Phys. Res.
Physical Defense
Punify
Range
Reduce Magic Damage Taken
Reduce Physical Damage Taken
Soul Shatter
Speed
Spirit Blackhole
Square Formation
Strength
Vitality

Retain the old attribute
Reproduce
Use the new attribute

[2 • Info Form]

[2-1 • Form (Un)Chainer]

[2-2 • OCR Result Info]

New:
Vitality +9
Strength +9
Reduce Magic damage taken
+1%
Vitality +10
Phys. Res.: +139
HP: +800
Metal Resistance +1246
Wood Resistance +1246
Water Resistance +1246
Fire Resistance +1246
Earth Resistance +1246
=====
'Channelling' detected: 0 / 2.
=====
Total hits: 0.
Conditions met: no.
Number of rolls: 3.

[2-3 • Preview | Roll Mode]

☐ Preview

Rolls x 50

Stop

General Notes

- Once a preview or an auto-roll is started, the main form will be programmatically minimized and restored after. It is mainly used for setup purposes only.
- On the other hand, the info form will always stay on top of all windows.
- All changes are automatically stored and restored upon relaunch.

1. (Main) Setup Form

1-1. See-through Region

- When launching EPW Recaster for the first time
- (*and/or whenever the in-game location of the recast a.k.a. reshape/manufacture window is changed*),
- **move the tool around and resize using the size grip handle**
- in order for:
 - the see-through region to fit the in-game recast a.k.a. reshape/manufacture window,
 - the 3 tiny squares (*hinting click regions*) to be located somewhere over the in-game buttons (Retain the old attribute | Reproduce | Use the new attribute),
 - the capture region to fit the text to be captured.

Additional Notes

- **The fitting does not need to be pixel perfect in order for the Optical Character Recognition to work properly.**
- Depending on the fitting, parts of the in-game UI could be detected as a character (*f.e. the in-game scroll up icon may be detected as capital 'A'*). This can be safely ignored.
- **[!] It is strongly discouraged to use EPW Recaster to look for stats on weapons that have unique (*long descriptive*) stats**, unless it's (*one of those*) unique stats being sought after. In other words, avoid looking for stats on weapons having Purify Spell , God of Frenzy , Square Formation , Soul Shatter , Spirit Blackhole , ... as a possible stat in order not to miss a stat needing an in-game scroll (*unless the previously mentioned stats are being sought after*).

1-2. Capture Region

- (*A visible preview of*)
- The region setting the boundaries used for Optical Character Recognition.
- Depending in which mode the process will be started, the capture region will either be located:
 - **Preview Mode : full width of see-through region** and a little above the in-game buttons.
 - **Roll Mode : right half of see-through region** and a little above the in-game buttons.

1-3. Condition List

- A list containing previously added roll conditions
- **used in order to programmatically stop rolling when one of the listed conditions is met**
 - In other words, the list needs to be read as *f.e. Stop rolling when 2 x Channelling OR 2 x Reduce Magic Damage Taken is found.*
- Any previously added condition can be removed by pressing the red x .

1-4. Condition Entry

- In order to enlist a roll condition:
 1. Select the amount of the preferred stat to be found.
 2. Select the preferred stat to be found.
 3. Click the green + sign.

Additional Notes

- **[!] When looking for f.e. Phys. Res. | Range | ... , take into account that often white stats already contain these stats and thus will increase the hit rate counter by 1 by default.**
In other words, when looking for f.e. 4 x Phys. Res. (*blue stats*), the amount condition needs to be set to 4 x (*blue stats*) Phys. Res. + 1 x (*default white stat*) Phys. Res. = 5 x instead.
- When (*accidentally*) adding an amount larger than 1 of a unique stat (*f.e. Purify Spell*), it will instead be enlisted as 1 x .
- The HP stat has not been listed as an option.
- Using any kind of text editor, the list of selectable stat options can be altered in .\Config\Stats.cfg (*includes additional comments*).

2. Info Form

2-1. Form (Un)Chainer

- A toggle button attaching/detaching the info form to/from the main form.
 - **Chained Mode** (*attached forms mode / default at first launch*) :
 - Only the main form will be movable and resizable.
 - Only the main form location and size will be stored and restored upon relaunch (*due to the info form following its changes in location and/or size*).
 - **Unchained Mode** (*detached forms mode*)
 - Both main and info form will be separately movable and resizable.
 - Both form locations and sizes will be stored and restored upon relaunch.

2-2. OCR Result Info

- Displays all text captured together with some additional info when previewing or rolling.

2-3. Preview | Roll Mode

- **Preview Mode** (*default at first launch*) :
 - Once started, will perform one single text capture.
 - No rolls will be performed in-game.
- **Roll Mode**
 - Once started, will perform a set number of in-game rolls,
 - obeying any previously set conditions &
 - resulting in a programmatically moving mouse cursor and mouse clicks.
 - Can be stopped at any given time by clicking the **Stop** button.
 - *For the time being ... ahum ... be quick enough in order to press it ;)*
(*A small pause is implemented inbetween rolls.*)
 - **[Developer Note]** If so desired, a low level keyboard hook to f.e. detect the *Escape* key in order to stop a running roll process can be implemented at any given time, however this would result in the application requiring admin privileges (*which can be elevated programmatically if needed, although I tend to avoid such at an initial release*).