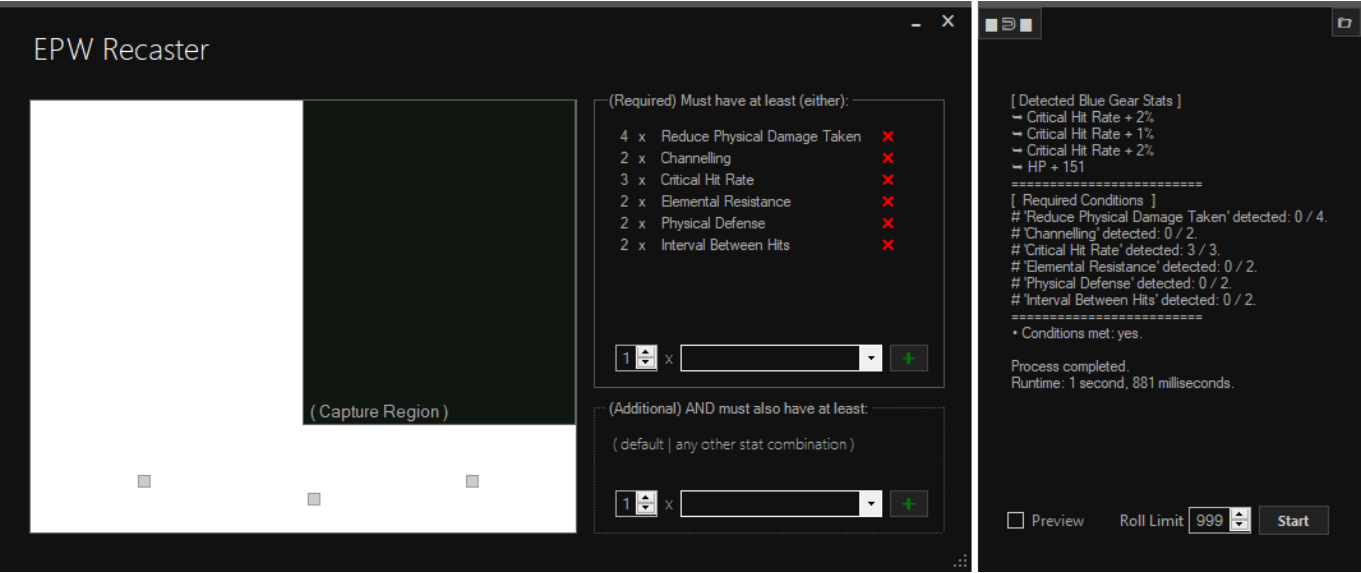


EPW Recaster



In a nutshell

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

EPW Recaster does not rely on nor uses any kind of game hook. It solely relies on what is captured using OCR and performs programmatorical 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]

[1-2 • Capture Region]

(Capture Region)

(Required) Must have at least (either):

4 x Reduce Physical Damage Taken

2 x Channelling

3 x Critical Hit Rate

2 x Elemental Resistance

2 x Physical Defense

2 x Interval Between Hits

[1-3 • Required Condition List]

1 x

(Additional) AND must also have at least:

(default | any other stat combination)

[1-4 • Additional Condition List]

1 x

{ 1-5 • Condition Entry (Entries) }

[2 • Info Form]

[2-1 • Form (Un)Chainer]

[2-2 • Log Folder]

[2-3 • OCR Result Info]

[Detected Blue Gear Stats]

→ Critical Hit Rate + 2%

→ Critical Hit Rate + 1%

→ Critical Hit Rate + 2%

→ HP + 151

[Required Conditions]

'Reduce Physical Damage Taken' detected: 0 / 4.

'Channelling' detected: 0 / 2.

'Critical Hit Rate' detected: 3 / 3.

'Elemental Resistance' detected: 0 / 2.

'Physical Defense' detected: 0 / 2.

'Interval Between Hits' detected: 0 / 2.

• Conditions met: yes.

Process completed.

Runtime: 1 second, 881 milliseconds.

[2-4 • Preview | Roll Mode]

☐ Preview

Roll Limit

999

Start

General Notes

- Once a preview or an auto-roll is started, the main form will be programmatorically minimized and restored after.
(The main form 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.
- Using any kind of text editor, theming options can be altered in
.\Config\ThemeColorStyle.cfg (includes additional comments).

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 (usually) 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. Required Condition List

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

1-4. Additional Condition List

- A list containing previously added additional roll conditions
- **used in order to programmatically stop rolling when one of the required conditions AND one of the additional conditions is met**
 - *In other words*, this list needs to be read as:
Stop rolling when
f.e. 2 x Channelling OR 2 x Reduce Magic Damage Taken is found
AND
f.e. 2 x Critical Hit Rate OR 2 x Elemental Resistance is combined with it.

Additional Notes

- Empty list = default | any other stat combination.
- To be used for specific *exotic* rolls.
- **[!] To be used with care, since other rolls may get discarded**

1-5. Condition Entry (Entries)

- 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.
- Any previously added condition can be removed by pressing the red x in the appropriate condition list.

Additional Notes

- **Ignore white stats, only blue stats are to be taken into account.**
(*f.e. 4 x Phys. Res. = max, ignoring the fifth white Phys. Res. stat on a gear*)
- 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.
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2-2. Log Folder

- Clicking this button opens the log folder.
 - For each roll, a resulting text and image file is logged.
 - **[!] Occasionally empty/delete this folder in order to free up storage space.**
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2-3. OCR Result Info

- Displays all text captured together with some additional info when previewing or rolling.
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2-4. 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.
 - Using any kind of text editor, timings can be altered in `.\Config\Params.cfg` (*includes additional comments*).
 - **[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 for a public release*).