

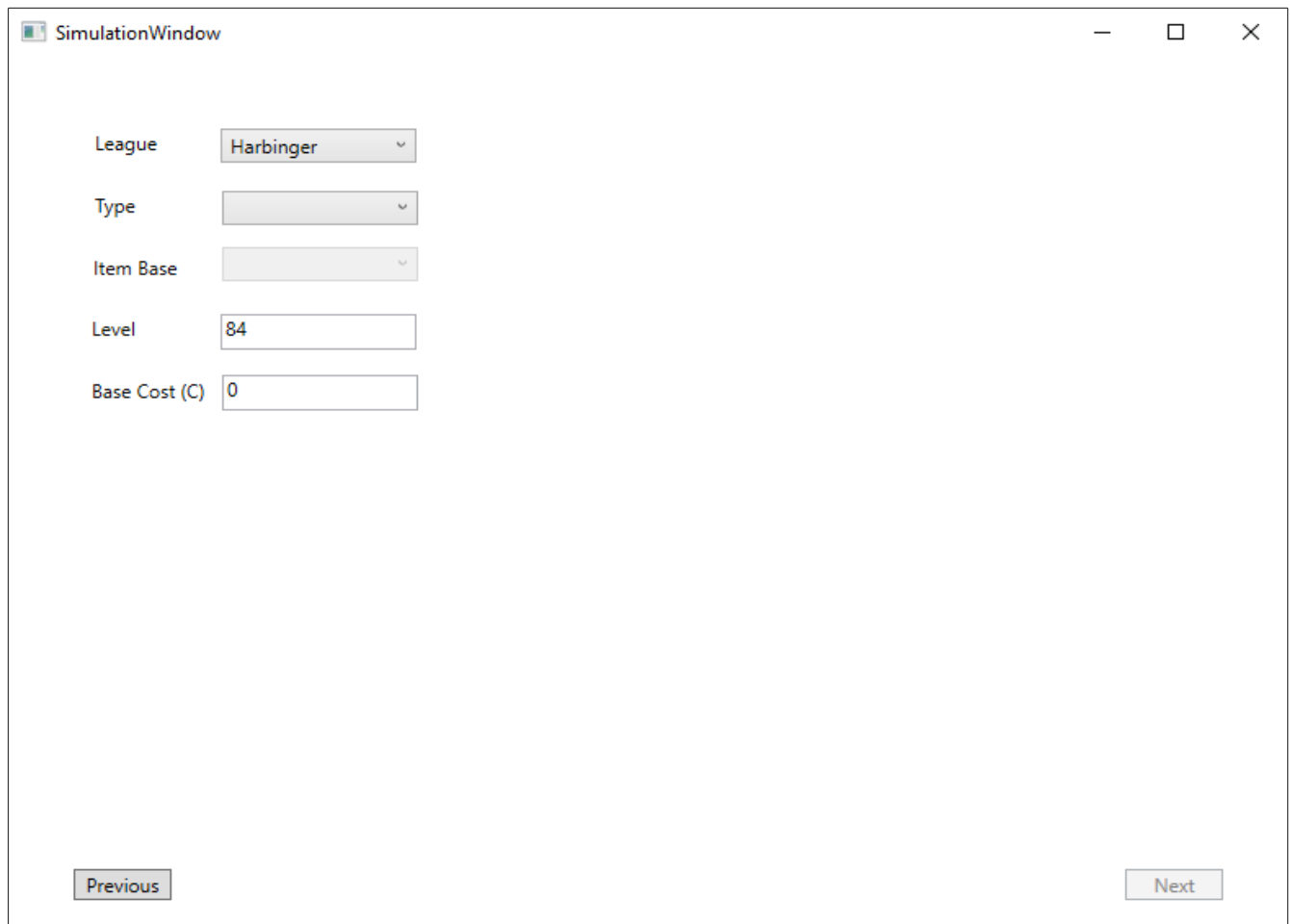
Poe Sim Craft

PoeSimCraft is a tool that allows you to simulate crafting through a process that you specify. This lets you compare different crafting methods and results.

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Base Item Page



The screenshot shows a window titled "SimulationWindow" with standard Windows window controls (minimize, maximize, close) in the top right corner. The window contains five input fields arranged vertically on the left side:

- League:** A dropdown menu with "Harbinger" selected.
- Type:** An empty dropdown menu.
- Item Base:** An empty dropdown menu.
- Level:** A text input field containing the number "84".
- Base Cost (C):** A text input field containing the number "0".

At the bottom of the window, there are two buttons: "Previous" on the left and "Next" on the right.

Base Item Page

On this page there are several options. All of them will need to be filled out before you can go onto the next page.

League: The league league's set of currency ratios to use.

Type: This menu lists all of the item types (Amulet, Ring, etc)

Base Item: This menu is filled once the item type is selected. It lists all of the base items belonging to that item type.

Level: The item level of the base item.

Base Cost: The cost in chaos of acquiring each base. This is used to help calculate crafting costs and expenses.

Crafting Process Page

SimulationWindow

Start

Orb of Alchemy

Insert

Exalted Orb

Insert

End

Subconditions

Add Subcondition

Subcondition Name

Subcondition 1

Flat

And

Min

Max

All specified mods must exist and match their values.

Min

Max

Prefix

Suffix

Meta

Delete

Previous

Next

Crafting Process Page

This page allows you to define a crafting process which will be used to create items. On the left hand side is the crafting process tree with all the crafting steps.

There are several different actions that you can take on this page

Selecting a Step: Clicking on a step will select the step

Deleting a Step: Clicking the delete button will delete the selected step

Adding a Step: Temporary Insert steps are added around the selected step. You can add a new step by clicking the drop down menu and selecting which step you want to add. Only steps that will affect the item will show up. For example if the item has been corrupted no more crafting can be done.

Modifying a Step: Some steps such as the If and While steps require additional configuration. Selecting one of these steps will open a configuration field on the right hand side of the page.

Most of the crafting steps simply represent one of the different orbs in the game. However there are a few which require additional explanation.

Start: This will always be the first step. It cannot be deleted.

End: This ends the crafting process. There can be multiple End steps since sub-steps inside of If and While steps may not always occur.

If: The sub-steps inside of this step will occur if this step's condition is met.

While: The sub-steps inside of this step will occur while this step's condition is met.

In some cases, some steps will have a colored border. This represents a warning condition which has occurred because a step has deleted or an End step has been added. These steps will be ignored.

Red: Steps with a red border will not affect the current item. For example, if the item has been corrupted and you are trying to apply an Orb of Alchemy.

Black: Steps with a black border cannot occur because the crafting process has already ended due to an End step.

On the right hand side is a field that allows you to specify the conditions for If and And steps.

Subconditions: Each condition can have any number of subconditions.

Adding a Subcondition: Click the Add Subcondition button

Selecting a Subcondition: The Subconditions dropdown will let you change the currently selected Subcondition. There is currently a minor bug where the dropdown does not show the current subcondition.

Deleting a Subcondition: Clicking the Delete button in the lower right corner will delete the currently select subcondition.

Affix Value Type: Each affix has associated values. This changes what values are used.

Flat: This uses the current value of the affix

Max: This uses the maximum value that the affix can roll. This is particularly good if you expect to Divine your items.

Tier: This uses the current tier of the affix. This cannot be used with meta affixes since they don't have a tier.

Affix Condition Type: This changes how the subcondition is evaluated. This feature works exactly like PoeTrade.

And: All specified mods must exist and match their values.

Count: Specify the number of mods that should be matched.

Sum: The mod's values must add to the specified total value.

If: If a mod is present its value must match the specified min/max

Not: None of the specified mods must exist

Affix Fields: You can select up to 3 Prefix, 3 Suffix, and 3 Meta affixes per subcondition. You can only select affixes that can apply the item base you have selected at the item level that you have selected. The Min and Max values are automatically filled when an affix is selected. Meta affixes are special affixes that are combinations of existing ones.

Item Page

SimulationWindow

Item 1

Item Name: Item Value (C):

Subconditions

Add Subcondition

Subcondition Name

Flat

And

Min

Max

All specified mods must exist and match their values.

Prefix

Suffix

Meta

Add

Delete

Delete

Previous

Next

Item Page

This page defines what types of items that you want to keep track of while crafting.

Selecting an Item: Clicking on an item on the left selects the item

Adding an Item: Clicking the add button on the bottom left adds a new item

Deleting an Item: Clicking the delete button on the bottom left deletes an item

Naming an Item: Items are initially named Item followed by a unique number. They can be renamed through the Item Name field.

Item Value: The value of items are used later for calculating the crafting profits. If a crafted item meets the conditions of multiple items, it's associated with the highest valued item.

Item Condition: A crafted item is associated with an item if it matches the condition. The condition section of this page functions just like that of the Crafting Process Page.

Crafting Page

Currency (C)

Crafting Page

This is the page where all of the items are crafted. If it takes more than 1 minute to craft then it will stop crafting.

Currency: This limits the amount of currency used to crafting

Craft: Click this to start. A progress bar shows your progress. You will be automatically taken to the next page.

Results Page

SimulationWindow

You spent 1000.02 chaos crafting 81 items worth a total of 162 chaos

2k Armour

Base Item Name: Astral Plate
Base Item Type: Armour
Base Item Subtype: Body Armour

Condition: 2k Armour
Value Per Item (C): 2
Value (C): 162
Count: 81
Showing the first 50 items

Rarity: Rare
Total Armour: 2596
Prefixes
Local Increased Physical Damage Reduction Rating Percent: 99
Local Increased Physical Damage Reduction Rating Percent And Stun Recovery : 25, 10
Local Increased Physical Damage Reduction Rating: 353

Suffixes
Fire Resist: 38

Rarity: Rare
Total Armour: 2166
Prefixes
Attacker Takes Damage : 1, 0
Local Increased Physical Damage Reduction Rating: 346
Local Increased Physical Damage Reduction Rating Percent: 85

Suffixes
Cold Resist: 47

Rarity: Rare
Total Armour: 2303

Previous

Next

Results Page

All of the crafted items that match the conditions you are looking for are listed on this page.

Click on one of the item conditions on the left hand side to view the items associated with it.

A maximum of 50 items are shown.