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Health Prediction

Overview

The **Health Prediction** library is designed to give Lua developers a more accurate and forward-looking picture of combat situations. By providing insight **beyond just raw health or percentage data**, Health Prediction improves the logic for using defensive spells, heals, and other **survival-related mechanics**.

Unlike Lua unlockers or addons that rely on combat logs to react to events, Sylvanas has a significant advantage due to its **exceptional speed** and **direct access** to the game memory. This allows Sylvanas to react faster and provide **real-time information** about **current health** and **incoming damage**—before the combat logs even register the event.

1 – The Advantage of On Spell Cast

In most Lua unlocker projects, **combat logs** serve as the primary way to detect incoming damage. Combat logs are processed **after** the spell has already hit, which allows these tools to store and analyze past damage for systems like **Time To Die (TTD)** estimates. While this method might work, it has a delay, as it **relies on past data**.

In contrast, Sylvanas uses a more **advanced** function called **On Spell Cast**, which is a preemptive event that triggers **before** the spell even fires. This function acts as an animation callback, allowing us to detect **incoming** damage with remarkable speed. Although it doesn't provide all the details (like the exact amount of damage), it offers enough insight to build a predictive system for incoming damage.

This feature makes **Health Prediction** extremely powerful for casting defensive spells or healing **in advance**. For example, instead of casting a defensive ability when you are already at 20% health, you could cast it when incoming damage is about to reduce your health by 30%—avoiding dangerous situations altogether.

2 – Integration and Usage

The **Health Prediction** library is highly flexible and can be easily integrated into existing spell logic. For example, within **Sylvanas**, we provide a helpful function in the **Unit Helper** library called `get_health_percentage_inc`. This function predicts your future health by analyzing incoming damage and gives you an estimated health percentage after the damage lands. You might currently have 100% health, but the function might return 20%, indicating that you will **soon** drop to 20% health due to **incoming damage**. Developers can customize many of the parameters for the predictions, like the "time window", making it simple to create defensive and healing systems that are far more **accurate and reactive** than ever before.

For developers, see the [Health Prediction Lib](#)

NOTE

This predictive logic is up to the developer, who can fine-tune it based on specific class or encounter needs.

3 – Debug Mode and Visual Indicators

Below is a short clip showcasing **Health Prediction** in action, with a debug mode enabled for clear visual feedback on incoming damage predictions.



TIP

With Sylvanas' **Health Prediction**, developers can create more dynamic and intelligent defensive and healing rotations, leading to smoother and more effective gameplay. **If you are a developer**, check [Health Prediction Lib](#)

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