

- Combat Forecast Library
- Health Prediction Library
- Unit Helper Library
- Target Selector
- PvP Helper Library
- PvP UI Module Library
- Inventory Helper
- Dungeons Helper
- Custom UI
- Custom UI Functions
- Barney's Basic Guide (With examples)

- User Docs
- Common Issues
- How To Get Gold
- Getting Started
- Multi-Session Setup
- Menu
- Control Panel
- Target Selector
- Spell Queue
- Combat Forecast
- Health Prediction
- Universal Kicks
- Universal Utility
- Universal Items
- Universal Racial
- Universal Dispel
- PvP Panel (CC Panel)
- Rotations Guides

# Dungeons Helper

## Overview

The Dungeons Helper module provides a comprehensive set of utility functions that aims to make your life easier when trying to gather information about dungeons. Below, we'll explore its functionality.

## Including the Module

As with all other LUA modules developed by us, you will need to import the Dungeons Helper module into your project. To do so, you can use the following lines:

```
1 ---@type dungeons_helper
2 local dungeons_helper = require("common/utility/dungeons_helper")
```

⚠ WARNING

To access the module's functions, you **must** use `:` instead of `.`

For example, this code is **not** correct:

```
1 ---@type dungeons_helper
2 local dungeons_helper = require("common/utility/dungeons_helper")
3
4 local function check_if_player(unit)
5     return dungeons_helper.is_mythic_dungeon(unit)
6 end
```

And this would be the **corrected** code:

```
1 ---@type inventory_helper
2 local dungeons_helper = require("common/utility/dungeons_helper")
3
4 local function is_player_in_mythic_dungeon()
5     return dungeons_helper.is_mythic_dungeon()
6 end
```

## Functions

is\_mythic\_dungeon() -> boolean

Returns true if the local player is currently in a Mythic dungeon.

- Returns:
  - boolean -> True if the local player is currently in a Mythic dungeon, false otherwise.

get\_mythic\_key\_level() -> integer

Retrieves the key level of the current Mythic dungeon.

- Returns:
  - key\_level integer: The key level of the current Mythic dungeon.

is\_kite\_exception() -> boolean

Checks if we are on kite exception.

- Returns:
  - boolean: If we are on kite exception.
  - game\_object | nil:
  - game\_object | nil:

is\_kikatal\_near\_cosmic\_cast(energy\_threshold: number) -> boolean

Checks if Kikatal is near a cosmic cast within a given energy threshold.

- Returns:
  - boolean: If Kikatal is near cosmic cast.
  - game\_object | nil:

is\_kikatal\_grasping\_blood\_exception() -> boolean, game\_object | nil, game\_object | nil

Checks if we are under a Kikatal grasping blood exception.

- Returns:
  - boolean: If Kikatal is near cosmic cast.
  - game\_object | nil:
  - game\_object | nil:

### Overview

Including the Module

Functions

```
is_mythic_dungeon() -> boolean
get_mythic_key_level() -> integer
is_kite_exception() -> boolean
is_kikatal_near_cosmic_cast(energy_thresh
old: number) -> boolean
is_kikatal_grasping_blood_exception() ->
boolean, game_object | nil, game_object |
nil
```