

Documentation for WarApoc Ability tool

Goal of this tool

The goal of the ability tool is to make the creation-/updateing-process of abilities easier. You have to know some things about abilities, but it is much easier than working directly in the MYSQL Workbench.

How does it work

In the first step you have to login with your warapoc account. After successful authorization you are ready. There exist 8 tables whereas you are able to modify:

- war_world.abilities
- war_world.ability_commands
- war_world.ability_damage_heals
- war_world.ability_knockback_info
- war_world.ability_modifiers
- war_world.ability_modifier_checks
- war_world.buff_commands
- war_world.buff_infos

In Image 2 you can see the options:

1. Search → with Entry or player-abs/npc-abs; works only for “war_world.abilities”
2. Update → update an existing ability of any abilities table
3. Insert → create new ability of any existing table

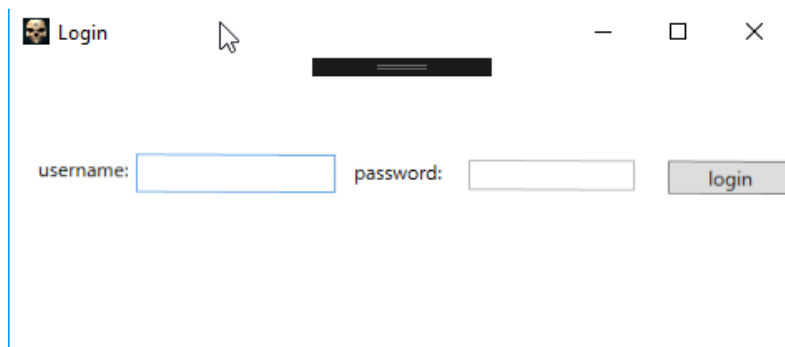


Figure 1 Authorization Window

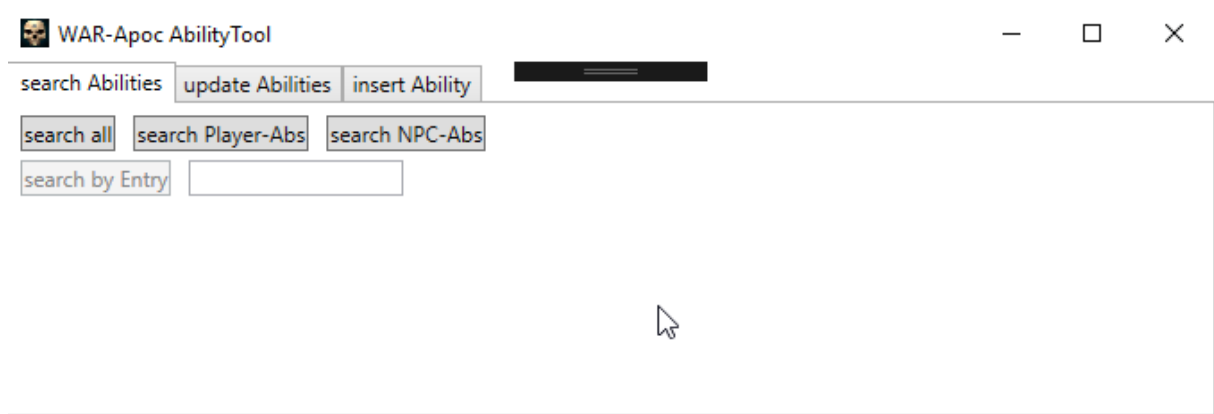
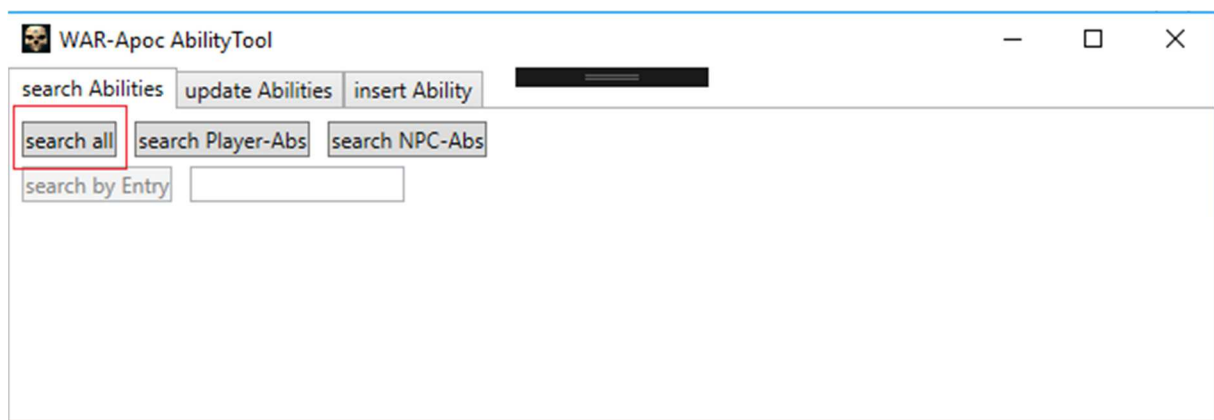


Figure 2Mainwindow with options

If you want to search all just hit the button “search all”:



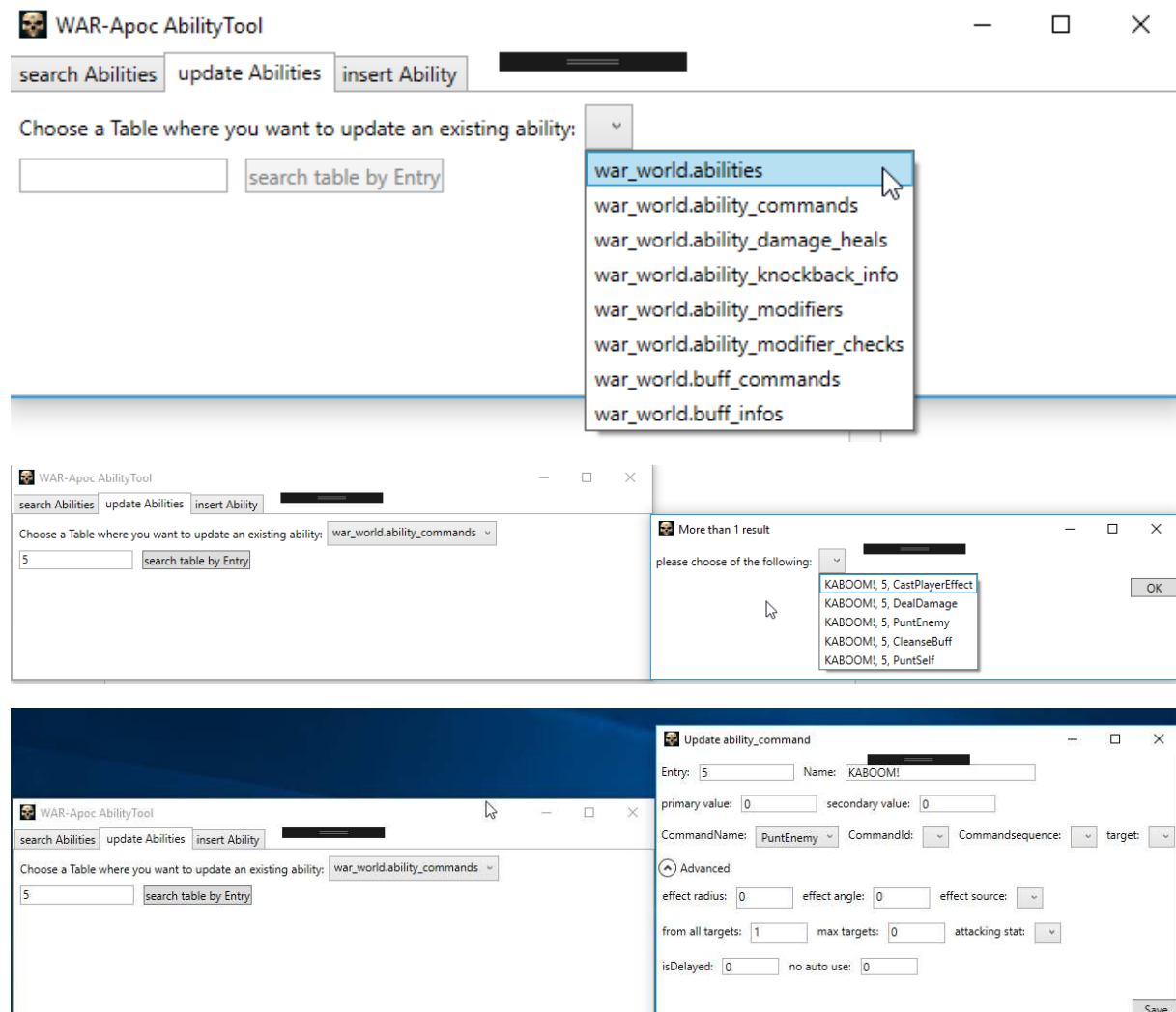
A new window pops up and you see the results for all abilities of the table “war_world.abilities”

searchresult of all abilities

Entry	CareLine	Name	MinRange	Range	CastTime	CoolDown	ApCost	SpecialCost	MoveCost	InvokeDelay	EffectDelay	EffectID	ChannelID	CoolDownEntry	ToggleEntry	CastAngle	AbilityType	MasteryTree	SpecLine	WeaponNeeded	AffectsDead	IgnoreGlobalCoolDown	IgnoreOwnModifiers	Fragile
1	128	And Noggin	0	5	0	50	50	1	0	500	0	1	0	0	0	0	1	2	Path of Stabbin'	1	0	0	0	0
2	128	Big Claw	0	5	0	5	25	1	0	0	0	2	0	0	0	0	1	2	Path of Stabbin'	0	0	0	0	0
3	128	Bounce	0	5	0	20	30	1	0	0	0	3	0	0	0	0	1	2	Path of Stabbin'	0	0	0	0	0
5	128	K&B&C&M	0	0	0	0	35	1	0	400	-500	5	0	0	0	0	1	2	Path of Stabbin'	0	0	0	0	0
6	536870912	Death From Above	0	5	0	20	0	0	0	0	0	7	0	0	0	0	1	0	Core Ability	0	0	0	0	0
7	536870912	Spine Fling	0	100	3000	13	0	0	0	0	1200	8	7	0	0	0	2	3	Path of Quick Shootin'	0	0	0	0	0
8	536870912	Poisoned Spine	0	100	0	5	0	0	0	0	1000	9	0	0	0	0	2	3	Path of Quick Shootin'	0	0	0	0	0
9	536870912	Core	0	5	0	8	0	0	0	400	0	10	0	0	0	0	1	1	Path of Big Shootin'	0	0	0	0	0
10	536870912	Head Butt	0	5	0	20	0	0	0	400	0	11	0	0	0	0	1	1	Path of Big Shootin'	0	0	0	0	0
11	536870912	Goop Shootin'	0	100	0	4	0	0	0	0	1200	12	0	0	0	0	2	2	Path of Stabbin'	0	0	0	0	0
12	536870912	Spore Cloud	0	100	0	10	0	0	0	0	1200	13	0	0	0	0	2	2	Path of Stabbin'	0	0	0	0	0
21	536870912	Penetrating Round	0	100	0	10	0	0	0	0	1200	21	0	0	0	0	2	1	Path of The Rifleman	0	0	0	0	0
22	536870912	Machine Gun	0	100	3000	8	0	0	0	0	0	22	22	0	0	0	2	1	Path of The Rifleman	0	0	0	0	0
24	536870912	Shock Grenade	0	65	0	4	0	0	0	0	1200	24	0	0	0	0	2	2	Path of The Grenadier	0	0	0	0	0
25	536870912	High-Explosive Grenade	0	65	0	8	0	0	0	0	1200	25	0	0	0	0	2	2	Path of The Grenadier	0	0	0	0	0
27	536870912	Flamethrower	0	0	0	2	0	0	0	0	0	27	0	0	0	0	2	3	Path of The Tinkerer	0	0	0	0	0
28	536870912	Steam Vent	0	0	0	3000	8	0	0	0	0	28	28	0	0	0	2	3	Path of The Tinkerer	0	0	0	0	0
41	536870912	Bite	0	5	0	10	0	0	0	0	0	34	0	0	0	0	1	1	Path of The Hunter	0	0	0	0	0
42	536870912	Clen Sweep	0	0	0	10	0	0	0	0	0	35	0	0	0	0	1	1	Path of The Hunter	0	0	0	0	0
43	536870912	Roaring Roar	0	0	0	30	0	0	0	0	0	36	0	0	0	0	1	1	Path of The Hunter	0	0	0	0	0
44	536870912	Lion's Roar	0	5	0	10	0	0	0	0	0	37	0	0	0	0	0	2	Path of The Axeman	0	0	0	0	0
45	536870912	Snead	0	5	0	10	0	0	0	0	0	38	0	0	0	0	1	2	Path of The Axeman	0	0	0	0	0
46	536870912	Leg Tear	0	5	0	10	0	0	0	0	0	39	0	0	0	0	1	2	Path of The Axeman	0	0	0	0	0
47	536870912	Fang and Claw	0	5	0	10	0	0	0	0	0	40	0	0	0	0	1	3	Path of The Guardian	0	0	0	0	0
48	536870912	Maul	0	5	0	5	0	0	0	0	0	41	0	0	0	0	1	3	Path of The Guardian	0	0	0	0	0
49	536870912	Gut Ripper	0	5	0	20	0	0	0	0	0	42	0	0	0	0	1	3	Path of The Guardian	0	0	0	0	0
54	536870912	Daemonic Fire	0	100	0	5	0	0	0	0	1200	44	0	0	0	0	3	1	Path of Havoc	0	0	0	0	0
55	536870912	Daemonic Consumption	0	100	0	10	0	0	0	0	1200	45	0	0	0	0	3	1	Path of Havoc	0	0	0	0	0
56	536870912	Warping Energy	0	30	0	2	0	0	0	0	0	46	0	0	0	0	3	3	Path of Daemonology	0	0	0	0	0
57	536870912	Concussing Energy	0	0	3000	8	0	0	0	0	0	47	37	0	0	0	3	3	Path of Daemonology	0	0	0	0	0
58	536870912	Flame of Tenech	0	65	2000	6	0	0	0	0	0	2065	58	0	0	0	3	2	Path of Changing	0	0	0	0	0
59	536870912	Flames of Changing	0	65	0	8	0	0	0	0	1200	49	0	0	0	0	3	2	Path of Changing	0	0	0	0	0
136	0	Effect Test	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	Item	0	0	0	0	0
227	0	Test Mount	0	0	3000	0	0	0	0	0	0	2903	0	0	0	0	0	0	Item	0	0	0	0	0
240	0	Changel	0	0	0	30	0	0	0	0	0	87	0	0	0	0	0	0	Core Ability	0	0	0	0	0
245	16777215	Flare	0	0	0	30	0	0	0	0	0	69	0	0	0	0	0	0	Core Ability	0	0	0	0	0
246	0	Book Of Binding	0	0	10000	3600	0	0	0	0	0	109	0	0	0	0	0	0	Item	0	0	0	0	2
251	1	Grudge Bearer	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
260	16	Pain-Target Switch	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
263	64	Waagh!	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
267	64	Waagh!	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
269	256	Inquisition	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
273	2097152	Which Of Fury	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
278	65536	Sword Dance	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
287	8388608	Dark Magic	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
295	1048576	Hatred Master	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
299	1024	Combustion	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
311	3048	Righteous Fury Passive	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
320	4184304	Soul Reaping Passive Build	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
332	524288	High Magic	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0
333	524288	High Magic	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Core Ability	0	0	0	0	0

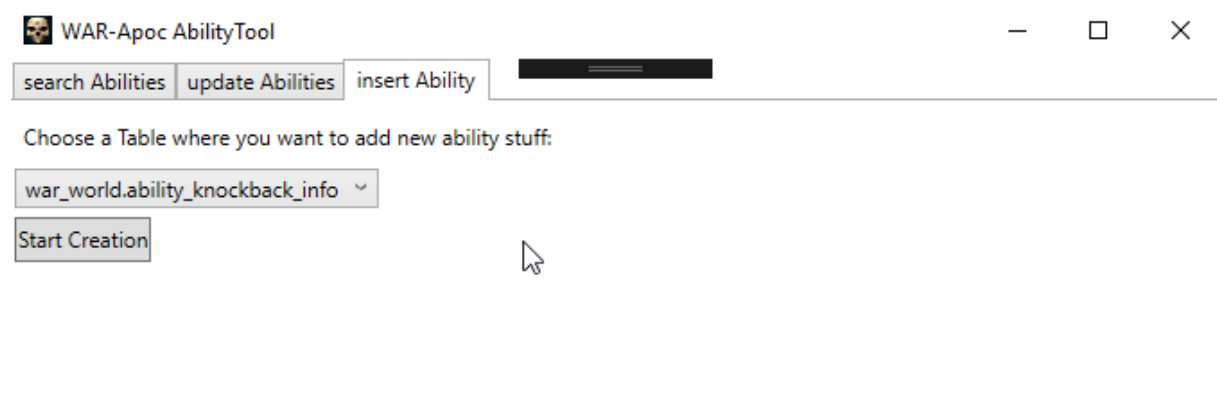
The two buttons “search Player-Abs” and “search NPC-Abs” filter the above table by Abilitytype (NPC/Player) and display the data.

If you want to update an existing ability switch to the tab “update Abilities”. Firstly you have to choose the table, enter an entry and then hit the button. If there are more than one results you have to choose one. The new window shows the searched ability filled with all the stuff from the database. (See following Images below)

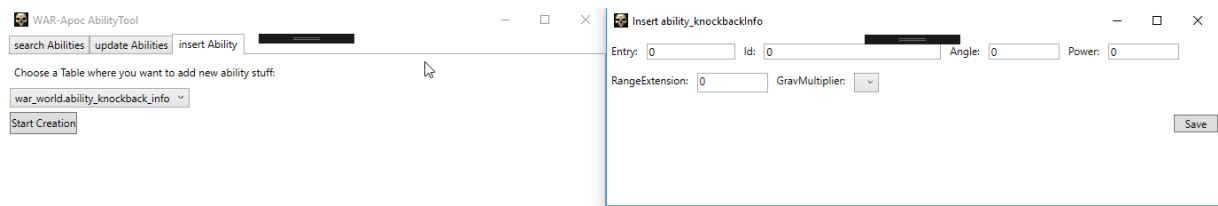


The last Image shows on the right side the choosen ability of the table “ability_command”. There are several things you can insert. The “Advanced” clickable is only meant for advanced people that know what they are doing. ;) Enter your stuff, hit the save button and the update was successful.

The last tab is for creating new abilities for the tables:



You have to choose the table then hit the button “Start Creation” and the new window pops up:



It's the same process like updating abilities. Enter your stuff and hit the save-button to create a new entry in the current selected table.