



Instruction:

[1] input artifacts info in [artifacts.xlsx](#) (check above for artifact set serial number), all bonus in format: type=value. (Noted percent bonus requires % at the end, no need for any space) EX: 'hp=40%' means 'hp+10%'.

bonus type reference		element reference		position reference	
hp		pyro		flower	
atk	attack	dendro		plume	
def	defence	hydro		sands	
e_m	elemental mastery	cryo		goblet	
e_r	energy recharge	electro		circlect	
crit_rate	critical rate	anemo			
crit_dmg	critical damage	geo			
heal		physical			

[2] In bottom of [recommendation.py](#) (under 'start here'), input the basic attribute value of character without wearing any artifact, and input the damage_dependence (ex: atk). The damage_dependence is the attribute which the damage depends on. Save changes and run "`python recommendation.py`" in the terminal.

[3] The output will be the best results, choose the one you like. 1st line is the serial number of artifacts in this set, you can find corresponding artifact in the **form printed in the terminal**; 2nd line is the character's new attribute values after wearing this artifact set. PS: Higher ranking only shows higher expectation of damage, ranking is for your reference only.

```

18 flower 13 hp=4781 hp=9.9% crit_rate=3.5% crit_dmg=19.4% atk=37
→ 19 circlect 13 crit_rate=31.1% atk=14.6% def=19.7% e_r=5.2% atk=14
20 circlect 13 crit_dmg=62.2% atk=10.5% def=5.1% crit_rate=7% hp=837
21 circlect 13 crit_dmg=62.2% e_r=16.2% def=10.9% crit_rate=3.5% hp=11.1%
19,15,14,12,0
{'hp': 18294, 'atk': 1761, 'def': 1118, 'e_m': 0, 'crit_rate': 52.8, 'crit_dmg': 95.1, 'e_r': 282.2}

```

[4] Noted: the program only calculates 13th set's (check above) set4 effect, I will add up other set 4 effect in the future. Of course, all set 2 effects are calculated now.