Spell Book/Spell Bar Logic

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General

- Spell book can be opened by clicking on the "Spells" button in the UI. In Lantern, it can also be accessed via the /spellbook command. Opening the spell book makes the player sit.
- The spell book can be closed by clicking on the "Spells" or "Done" button in the UI. Closing the book makes the player stand.
- If the player stands for any reason, the book is closed.

Spell Book

- The spell book shows two pages of spell slots at a time, five per page, ten total.
- There are a total of 50 pages in your spell book.
- The pages can be flipped through by clicking the right or left arrow button.
- The page numbers reflect the current page in the spell book.
- Spells in the spell book can be inspected by right click + holding.
- The spell ID is scribed, not the item ID. This prevents being able to scribe the same spell from different item sources.
- Players can right click on spell slots to swap spells.
- Players can right click hold on filled spell book slots and see details about the spell.
- Pressing escape while scribing or memorizing spells cancels that process.
- Pressing escape when not scribing or memorizing closes the book.

Spell Bar

- The spell bar has 8 slots for unique spells.
- Players can right click on spell bar slots to forget a spell with the message "You forget <spell name>."
- Players can right click hold on filled spell bar slots and see details about the spell.

Scribing

- Players can scribe spells into their book by clicking on an empty spell bar slot with a spell item on the cursor.
- When scribing starts, it displays, "Beginning to scribe <spell name>..."

- When clicking on a filled slot with a spell in the cursor displays "You already have a spell in that slot."
- When clicking on an empty slot with a spell you have already scribed it displays "You already have scribed the <item name> in your book."
- The spell on the cursor remains on the cursor until scribing is complete.
- A full table of actions that interrupt scribing can be found below.
- Closing the spell book cancels scribing.
- The message "Aborting scribing of spell." is shown in all cases except closing the spell book.
- Changing spell book pages does not interrupt scribing.
- While scribing, the spell item stays on the cursor.
- When complete, it says "You have finished scribing <spell name>." and the spell on the cursor is consumed.
- Clicking on an empty spell book slot with no item does nothing.
- Clicking on an empty spell book slot with a non spell item does nothing.

Scribing Time

- Spell scribing is performed over 92 ticks.
- The time of each tick is derived from how trivial the spell is to the player's current level.
- The formula for tick time in milliseconds can be expressed as "(classSpellLevel - playerLevel + 5) * 100" with a minimum of 100.
- After each tick, the remaining ticks are decreased by one.

Memorizing

- Players can memorize spells into their spell bar by clicking on an empty spell bar slot with a spell gem on the cursor.
- Players move spell gems to their cursor by left clicking or left click holding on a filled spell book slot.
- Once a spell gem is on the cursor, you are unable to replace it with another spell from your book.
- Clicking on an item with a spell gem on the cursor removes the spell gem. It is not restored when the item leaves the cursor.
- Clicking on a spell book slot with an item on the cursor is allowed. The item will be hidden and the gem will show. If the player starts to memorize the spell, the item again shows on the cursor. Lantern: Disallowed due to client bug listed below.
- A full table of actions that interrupt memorizing can be found below.
- The message "Aborting memorization of spell." is shown in all cases except closing the spell book.
- Closing the spell book removes the spell gem from the cursor.
- Clicking on a spell you have already memorized displays "You cannot memorize a spell you have already memorized."
- When memorizing starts, it displays "Beginning to memorize <spell name>…"

- The spell gem is removed immediately from the cursor.
- The spell gem on the cursor holds the ID of the spell to memorize, not the spell book slot. This can be proved by pickup up a spell to the cursor and then swapping that spell into another slot and then memorizing it. It will be the spell you picked up.

Memorization Time

- Spell memorization works just like spell scribing but with an added bonus provided via the player's meditate skill.
- The meditate bonus works by changing how effective each tick is at decreasing the remaining ticks.
- When the player has the meditate skill, instead of each tick decreasing the remaining ticks by one, the remaining ticks are decreased by "2 + meditateSkillLevel / 10"

Interrupting Scribing and Memorizing

The following table shows what cancels spell scribing and memorizing.

Slot	Left Click	Right Click	Left Click Hold	Right Click Hold
Spell Book Slot	CANCEL	CANCEL	CANCEL	-
Spell Bar Slot	CANCEL	-	-	-
Item Slot	CANCEL	CANCEL	-	-
Action Slot	CANCEL	-	-	-

Swapping Spell Slots

- Players can rearrange their spell book by swapping slots. The process involves right clicking on a single slot and then right clicking on another.
- Clicking on a slot will say "Right click on another Scribe Slot in your Spell Book to swap this Spell position with the new one." This will also add a highlight around the spell book slot.
- Clicking on another slot will swap the slots and display "Swapping Spell Book Scribe slots."
- Empty slots are valid for both the first and second slots to swap.
- Using the same slot for the first and second slots is also valid.

Client Bugs

- When starting to memorize a spell with a non spell item on your cursor and then canceling by clicking on an empty spell slot causes the cursor item to disappear until you click again. Fix this bug by preventing copying spell gem to slot unless cursor is empty.

- When sitting and trying to cast a spell the message "You must be standing to cast a spell." is shown twice in the console.