

Research on the Encounter Journal

How to explain boss fights using scripts for the ArbitraryCommands add-on.

This document is current as of WoW patch 5.4.x

ArbitraryCommands is an add-on for World of Warcraft.

<http://www.wowace.com/addons/arbitcomm/>

I decided I would figure out how to use it to write boss explanations that embedded links to the dungeon journal. I had done it manually in the past, but it required typing and clicking (and whenever the dungeon journal became unclickable I was boned). Using ArbitraryCommands I can build a reusable boss explanation and tweak it over time and recall it instantly.

The wowpedia article about the WoW API was critical to my progress.

http://www.wowpedia.org/World_of_Warcraft_API#Encounter_Journal_Functions

http://www.wowpedia.org/Encounter_Journal_Dump

Most of the code snippets I provide are for use inside an ArbitraryCommands script. I assume they could also be used inside the LUA code of an add-on, but I'm not writing one of those.

To figure out what the instance id for a particular raid or 5-man fight is open up the encounter journal for that instance and type this into your chat window:

```
/dump ( {EJ_GetInstanceInfo() } ) [7]
```

You'll get some text like this:

```
"|cff66bbff|HJournal:0:322:0|h[Pandaria]|h|r"
```

The 322 is the instance id.

Open up the encounter journal, pick an expansion pack (like Cataclysm or Pandaria) and run this script

```
local wantRaids = true -- set false to get 5-man list
for i=1,1000 do
    instanceID,name,description,bgImage,buttonImage,loreImage, dungeonAreaMapID, link =
EJ_GetInstanceByIndex(1,wantRaids)
    if not instanceID then break end
    DEFAULT_CHAT_FRAME:AddMessage(
        instanceID.." "..name ,
        1,0.7,0.5)
end
```

Here's a snippet of code you can use to dump the list of encounters in an instance

```
local iid=317
for i=1,100 do
    name, description, encounterID, rootSectionID, link = EJ_GetEncounterInfoByIndex(i, iid)
    if not encounterID then break end
    local msg = encounterID .. " , " .. name .. " , ".. rootSectionID.. " , "..link
    DEFAULT_CHAT_FRAME:AddMessage(msg, 1,0.7,0.5)
end
```

Here is some code you can use to dump the “sections” of an encounter. Sections include explanations of phases, boss abilities, and adds. It's the expandable tree you see in the encounter journal for a specific boss/encounter.

```
function recurseSection(sid)
    local title, description, headerType, abilityIcon, displayInfo, siblingID, nextSectionID,
filteredByDifficulty, link, startsOpen, flag1 = EJ_GetSectionInfo(sid)
    DEFAULT_CHAT_FRAME:AddMessage(
        sid.." "..title ,
        1,0.7,0.5)
    if nextSectionID then
        recurseSection(nextSectionID)
    end
    if siblingID then
        recurseSection(siblingID)
    end
end
```

```
eid = 682
name, description, encounterID, rootSectionID, link = EJ_GetEncounterInfo(eid)
recurseSection(rootSectionID)
```

Generic 5-man script

Here is a generic script that posts the Damage Dealers, Healers, and Tanks links for the current 5-man instance. When you don't need specialized instructions, this should do the trick:

```
function recurseSection(sid)
    local title, description, headerType, abilityIcon, displayInfo, siblingID, nextSectionID,
    filteredByDifficulty, link, startsOpen, flag1 = EJ_GetSectionInfo(sid)
    msg = ""
    if title == "Damage Dealers" or title == "Healers" or title=="Tanks" then
        msg=msg.." " .. link
    end
    if nextSectionID then
        msg = msg.." " ..recurseSection(nextSectionID)
    end
    if siblingID then
        msg = msg.." " ..recurseSection(siblingID)
    end
    return msg
end

local d = 2;
local c="SAY"
if (IsInGroup(LE_PARTY_CATEGORY_HOME)) then
    if (IsInRaid()) then
        c = "RAID"
        d = GetRaidDifficultyID()
    else
        c = "PARTY"
    end
end
if (IsInGroup(LE_PARTY_CATEGORY_INSTANCE)) then
    c="INSTANCE_CHAT"
end

EJ_SetDifficulty(d)

-- ACmenu=5mans/generic

eid = EJ_GetCurrentInstance()

if eid<1 then
    eid=1163
end

name, description, encounterID, rootSectionID, link = EJ_GetEncounterInfo(eid)

msg = recurseSection(rootSectionID)

SendChatMessage(link.." "..msg, c)
```

List of instances and encounters

Cataclysm

instance ID	encounter ID	
75		Baradin Hold
	139	Argaloth
	140	Occu'thar
	339	Alizabalz
73		Blackwing Descent
	169	Omnotron Defense System
	170	Magmaw
	171	Atramedes
	172	Chimaeron
	173	Maloriak
	174	Nefarian's End
72		The Bastion of Twilight
	156	Halfus Wyrmbreaker
	157	Therallion and Valiona
	158	Ascendant Council
	167	Cho'gall
	168	Sinestra
74		Throne of the Four Winds
	154	The Conclave of Wind
	155	Al'Akir
78		Firelands

	192	Beth'tilac
	193	Lord Rhyolith
	194	Alysrazor
	195	Shannox
	196	Baleroc
	197	Majordomo Staghelm
	198	Ragnaros
187		Dragon Soul

Mists of Pandaria

322		Pandaria (world bosses)
	5937	Sha of Anger
	6141	Salyis's Warband
	6860	Nalak, The Storm Lord
	7146	Oondasta
	8150	Chi-Ji, The Red Crane
	8157	Yu'lon, The Jade Serpent
	8162	Niuzao, The Black Ox
	8166	Xuen, The White Tiger
	8171	Ordos, Fire-God of the Yaungol
317		Mogu'shan Vaults
	679	The Stone Guard
	689	Feng the Accursed
	682	Gara'jal the Spiritbinder
	687	The Spirit Kings
	726	Elegon
	677	Will of the Emperor
330		Heart of Fear
	745	Imperial Vizier Zor'lok
	744	Blade Lord Ta'yak
	713	Garalon
	741	Wind Lord Mel'jarak
	737	Amber-Shaper Un'sok
	743	Grand Empress Shek'zeer
320		Terrace of Endless Spring

	683	Protectors of the Endless
	742	Tsulong
	729	Lei Shi
	709	Sha of Fear
362		Throne of Thunder
	827	Jin'rokh the Breaker
	819	Horridon
	816	Council of Elders
	825	Tortos
	821	Megaera
	828	Ji-Kun
	818	Durumu the Forgotten
	820	Primordius
	824	Dark Animus
	817	Iron Qon
	829	Twin Consorts
	832	Lei Shen
369		Siege of Orgrimmar
	852	Immerseus
	849	The Fallen Protectors
	866	Norushen
	867	Sha of Pride
	868	Galakras
	864	Iron Juggernaut
	856	Kor'kron Dark Shaman
	850	General Nazgrim

	846	Malkorok
	870	Spoils of Pandaria
	851	Thok the Bloodthirsty
	865	Siegecrafter Blackfuse
	853	Paragons of the Klaxxi
	869	Garrosh Hellscream

Warlords of Draenor

WoD 5-mans		
547		Auchindoun
385		Bloodmaul Slag Mines
536		Grimrail Depot
	1163	Nitrogg Thundertower
558		Iron Docks
537		Shadowmoon Burial Grounds
476		Skyreach
556		The Everbloom
559		Upper Blackrock Spire
WoD raids		
557		Draenor (world bosses)
477		Highmaul
	1128	Kargath Bladefist
	971	The Butcher
	1195	Tectus
	1196	Brackenspore
	1148	Twin Ogron

	1153	Ko'ragh
	1197	Imperator Mar'gok
457		Blackrock Foundry

With this info under our belt we can now start writing Boss Explanation Scripts.

I have started a github project at <https://github.com/mutantbob/wow-fight-explanations> under the assumption that it will be easier for people to expand upon my work even after I lose interest or get run over by a bus.

What follows is a copy of the Elegon script from the github project (latest version here:<https://github.com/mutantbob/wow-fight-explanations/blob/master/en/raids/14-mogushan-vaults/5-elegon.lua>). It should provide you with some ideas of how to write your own boss explanations.

Elegon

```
-- Copyright (c) 2013 Robert Forsman
-- This work is made available under the terms of the Creative Commons Attribution-NonCommercial-ShareAlike
3.0 license, http://creativecommons.org/licenses/by-nc-sa/3.0/
-- ACmenu=raids/Mogu'shan Vaults/Elegon

function GSL(sid)
    local a={ EJ_GetSectionInfo(sid) }
    return a[9]
end

local d = 3;
local c="SAY"
if (IsInGroup(LE_PARTY_CATEGORY_HOME)) then
    if (IsInRaid()) then
        c = "RAID"
        d = GetRaidDifficultyID()
    else
        c = "PARTY"
    end
end
if (IsInGroup(LE_PARTY_CATEGORY_INSTANCE)) then
    c="INSTANCE_CHAT"
end

EJ_SetDifficulty(d)

-- end regularHeader.lua

local CelestialBreath = GSL(6184)
local CelestialProtector = GSL(6178)
local Overcharged = GSL(6173)
```

```

local Phasing = GSL(6179)
local TotalAnnihilation = GSL(6186)
local DrawPower = GSL(6187)
local EnergyCharge = GSL(6189)
local HighEnergy = GSL(6191)
local EmpyrealFocus = GSL(6193)
local CosmicSpark = GSL(6198)
local RadiatingEnergies = GSL(6192)
local TouchTitans = GSL(6172)
local StabilityFlux = GSL(6185)
local Discharge = GSL(6190)

SendChatMessage("Only the tank should be in front of Elegon because of "..CelestialBreath..", c)
if d ~= 7 then
    SendChatMessage("When the "..CelestialProtector.." materializes, tanks swap. The protector tank should taunt and run to the edge of the platform to ditch "..Overcharged.." stacks.", c)
    SendChatMessage("Make sure the protector is on the platform so he is not protected by "..Phasing..", c)
    SendChatMessage("When protector's health is <25% kite it off the platform because "..TotalAnnihilation.." plus "..StabilityFlux.." enhanced by "..TouchTitans.." is deadly.", c)
    SendChatMessage("All DPS and healers should drop Overcharged stacks before Stability Flux.", c)
end
SendChatMessage("After elegon casts "..DrawPower.." all players kill "..EnergyCharge.."s to stack a debuff on Elegon. Waves of these keep coming.", c)
SendChatMessage("Drop "..Overcharged.." stacks before killing the Energy Charge because "..Discharge.." hurts.", c)
SendChatMessage("Eventually "..HighEnergy.." will enable a charge to reach an "..EmpyrealFocus.." and the central platform will disappear, dropping any clueless players to their death.", c)
SendChatMessage("Blast all 6 "..EmpyrealFocus.." to respawn the platform. Destroy any "..CosmicSpark.."s and resume attacking the boss.", c)
SendChatMessage("After the second cycle "..RadiatingEnergies.." will quickly kill any players who are slow to return to the center.", c)

```

Epilogue

Thanks to the folks in #WoWUIdv who pointed me at the Encounter Journal API page on wowpedia.

Thanks to FarmBuyer for writing the ArbitraryCommands add-on.