

Combat Statistics

The Combat Metric Struct:

```
type CombatMetric struct {  
    Action      string  
    ActionType  int // damage 0, heal 1  
    Mode        int // melee 0, ranged 1, spell 2, item 3  
    TotalDamage int  
    Resisted    int  
    FinalDamage int  
    AttackerType int // player 0, mob 1, npc 2  
    AttackerId  int  
    AttackerTier int  
    VictimType  int // player 0, mob 1, npc 2  
    VictimId    int  
    CombatTime  time.Time  
}
```

Action: Is the action being performed, or the action that the mob is taking e.g 'kill' 'backstab' 'range_vital'

ActionType: Whether it is healing or damaging

Mode is whether it is melee, ranged, spell, or item based

TotalDamage, Total damage that was issued

Resisted: How much damage was removed from the total inflicted

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