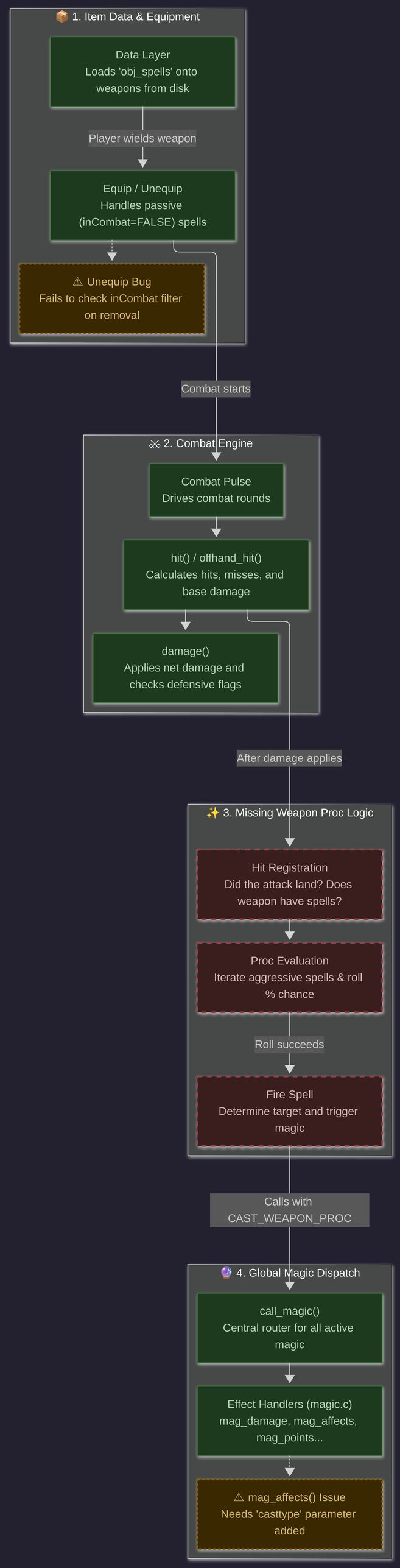
📦 1. Item Data & Equipment
Data Layer
Loads 'obj_spells' onto weapons from disk
Player wields weapon
Equip / Unequip
Handles passive (inCombat=FALSE) spells
⚠ Unequip Bug
Fails to check inCombat filter on removal
Combat starts
⚔ 2. Combat Engine
Combat Pulse
Drives combat rounds
hit() / offhand_hit()
Calculates hits, misses, and base damage
damage()
Applies net damage and checks defensive flags
After damage applies
✨ 3. Missing Weapon Proc Logic
Hit Registration
Did the attack land? Does weapon have spells?
Proc Evaluation
Iterate aggressive spells & roll % chance
Roll succeeds
Fire Spell
Determine target and trigger magic
Calls with CAST_WEAPON_PROC
🔮 4. Global Magic Dispatch
call_magic()
Central router for all active magic
Effect Handlers (magic.c)
mag_damage, mag_affects, mag_points...
⚠ mag_affects() Issue
Needs 'casttype' parameter added