

# User manual



1. Download links:	3
2. Requirement	3
3. Offline parsing	4
3.1. All charts	4
3.2. Chart creation tool	5
3.3. Compare timecharts	5
3.4. Fight overview	6
3.5. Fight replay	6
4. Live parsing	8
4.1. HUD	8
4.2. Trigger	11
4.2.1. Log trigger	11
4.2.2. Timer	12
4.3. -Fight overview	13
4.4. all charts	15
4.5. -main real time charts	15
5. Feedback	16

## 1. Download links:

If you know that you have java installed correctly on your computer you can use the following link:

<http://java.net/projects/xanadu-parser-rift/downloads/download/XanaduRiftParser.zip>

If you have no clue what java is you'd better download from the following link(java is included inside this one):

[http://java.net/projects/xanadu-parser-rift/downloads/download/XanaduRiftParser\\_java.zip](http://java.net/projects/xanadu-parser-rift/downloads/download/XanaduRiftParser_java.zip)

## 2. Requirement

You need to make Rift writes the logs to your disk, for this you need to use the following command in game **/combatlog**.

By default it's turned off everytime you log on.

To permanently turn on combat logging:

In rift.cfg(located in your user data folder, you can find a shortcut in your rift directory) change under [Client]

LogCombatConsole = False

to

LogCombatConsole = True

The log will be written into **combatlog.txt** in your rift installation directory.

### 3. Offline parsing

Analyse log after playing

#### 3.1. All charts

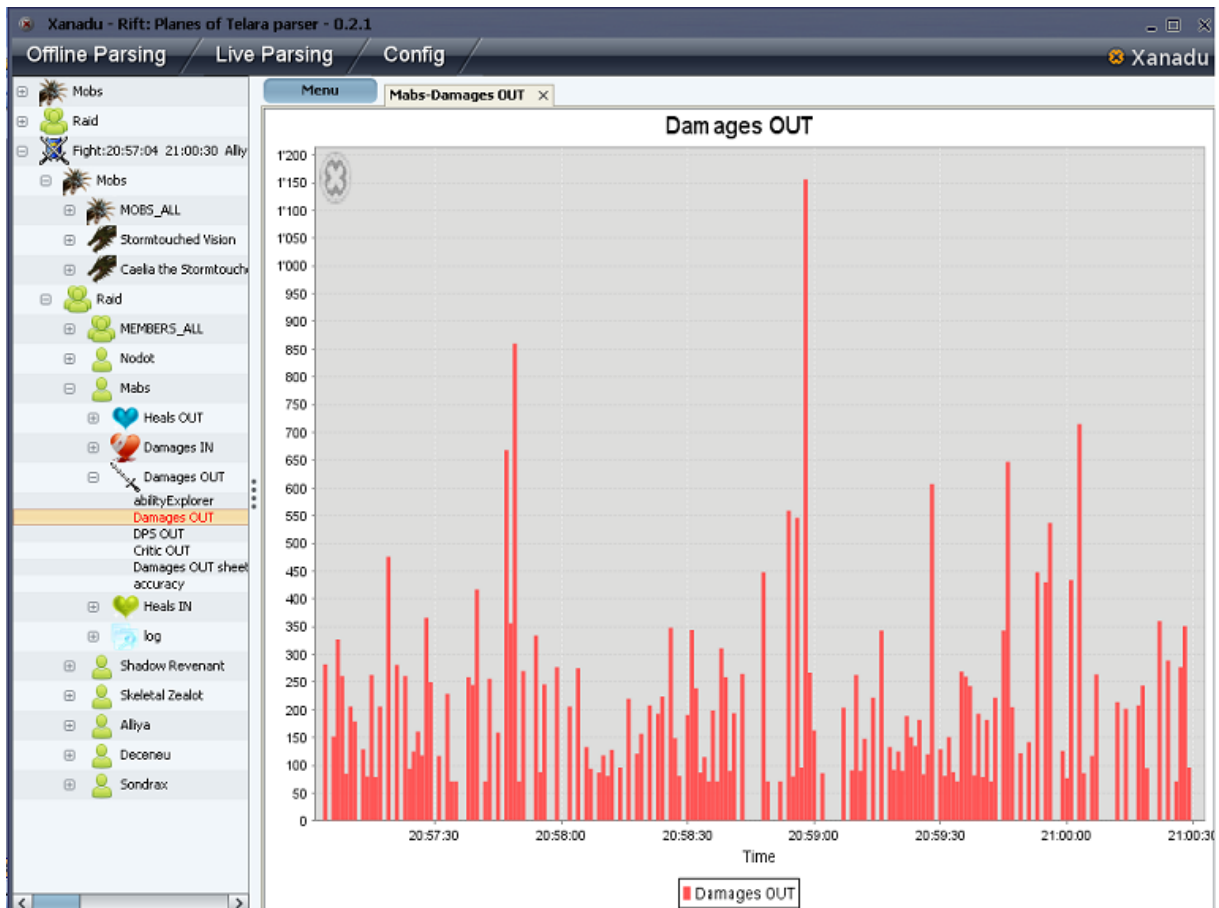
This screen allows you to analyse fight by viewing charts or spreadsheets. Navigate through the tree and double click on the chart name to display the chart.

All the charts are defined in config/default-charts.xml

You can create and add yours into config/custom-charts.xml

Do not add them into default-charts.xml, this one get overridden during each automated update

See the developer guide for more info about creating custom charts.



### 3.2. **Chart creation tool**

This tool allows you to test your custom charts without restarting the application. Check the developer guide for more info.

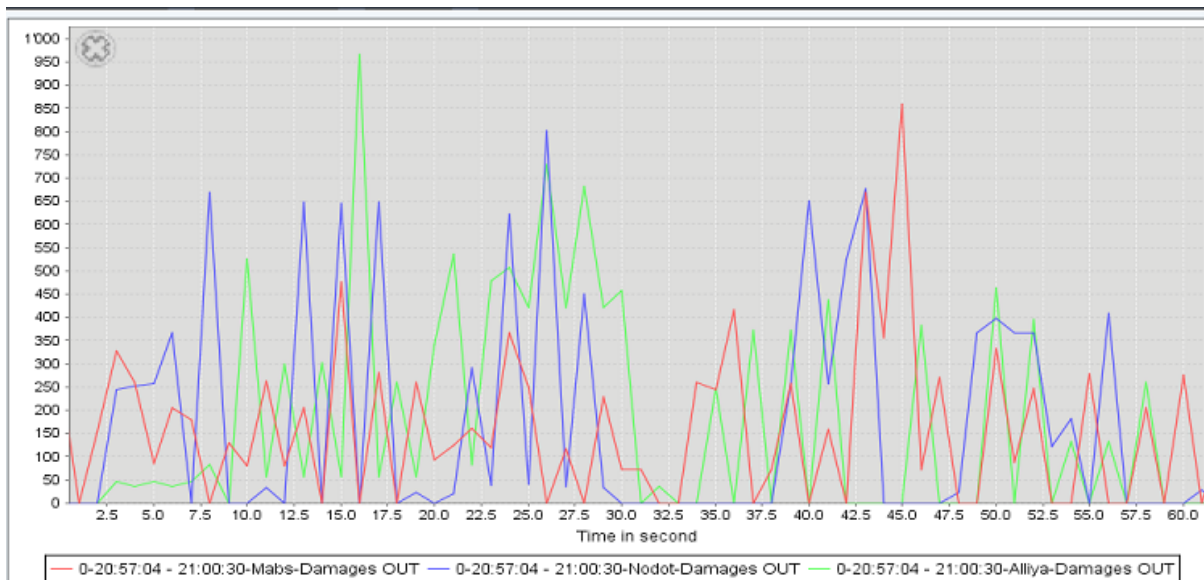
### 3.3. **Compare timecharts**

This tool allows you to merge timecharts data into the same one.

This way, you can easily compare people dps from different fights, for example your dps for the same encounter but for different tries.

Every time you run a parse a new tab will be open to hold the tree where you can select the charts

To add data to the chart, double click in the tree on a node that represents a chart.

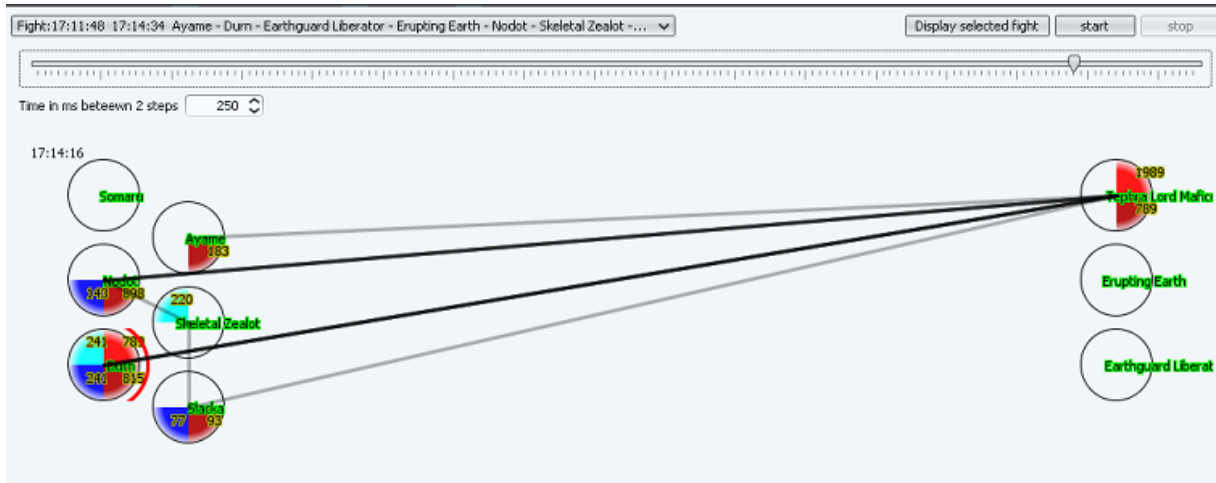


### 3.4. *Fight overview*

Check live parsing => Fight overview

### 3.5. *Fight replay*


See what happened in a specific fight second by second.

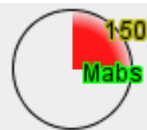


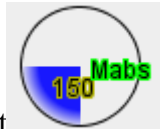
Interaction between 2 characters are displayed as a black line

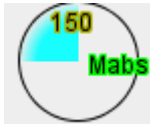
Each character is represented as a circle.

Each circle is split in 4 parts to show the action that is taking place with the corresponding amount:

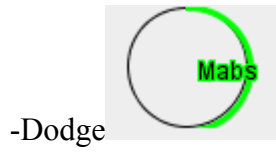
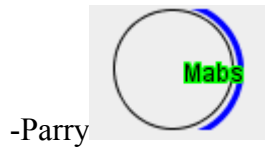
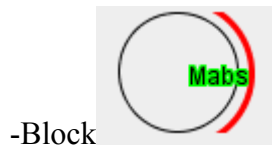
-Bottom left – dark red, hit out 

-Top left – light red, hit in 

-Bottom right – dark blue, heal out 

-Top right – light blue, heal in 

Also ahead of the circle you will find 3 more indicators:



When you mouseover a character, you will see as the tooltip the corresponding logs

## 4. Live parsing

Get feedback while playing

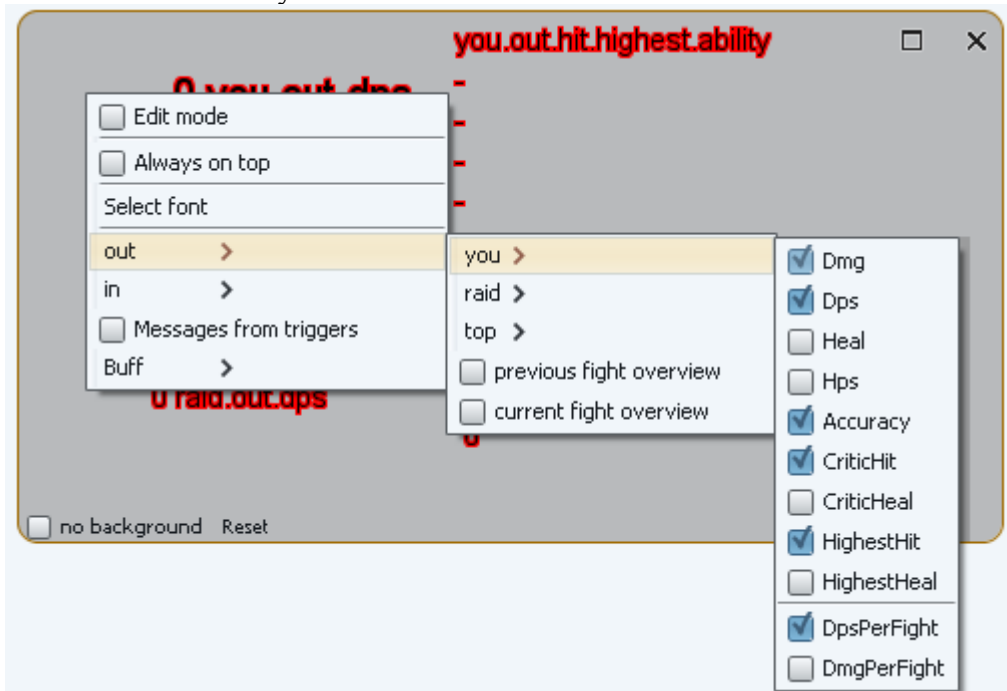
### 4.1. HUD

The main goal of the HUD is to provide a way to display information directly over rift screen, as if the UI element were part of Rift UI itself.

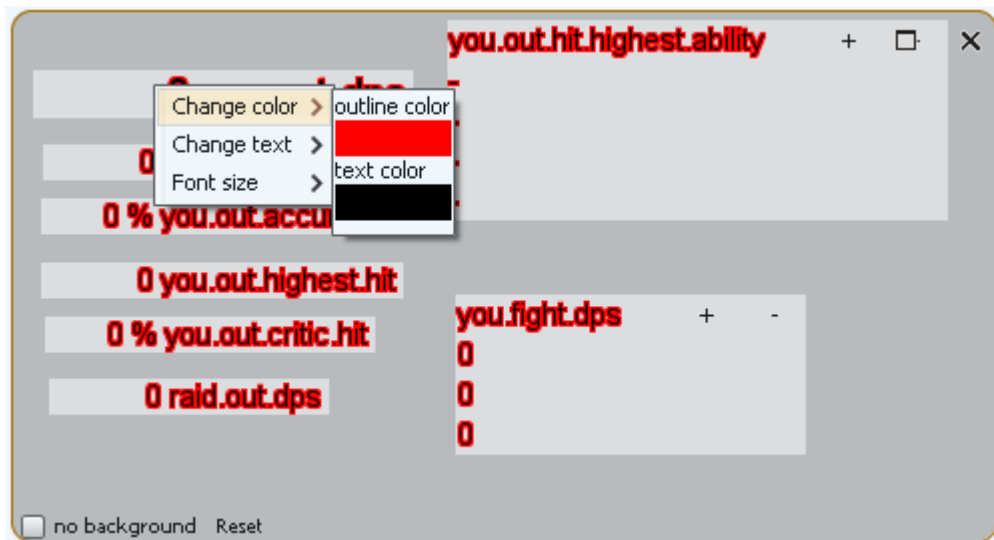
For this to work, you have to play in windowed mode else the “always on top” option of the HUD will not work and the HUD will fall behind rift screen.

But if you are of course free to run the HUD on a different screen/computer, it will work just fine.

Right click on the HUD to display a menu to select which information you would like to see, this menu also allow you to turn on the edit mode.



When this edit mode is on, you can move around the UI element, and it will enable the right click popup menu on those to customise them (color,font size,text etc...)



You might have seen the buff menu in the right click menu of the HUD and wonder what it is for.

It is used to add an indicator to track short duration buffs, as it's almost impossible to see easily which buff you have on or not.

One of the best example are the pacts of the void knight, when playing a void knight you need to know if pact is on and how many you have active, this will really make your life easier.

When the "no background" option is ticked, no background will be painted on the HUD and you will be able to click through it.

With this and if you put the HUD to fit your full screen, you can move around HUD UI element as if they were part of Rift!

Example of the HUD in action, it displays:

- Your DPS for the last 5 fights
- Your highest hit by abilities
- Your DPS
- Allies DPS
- Your critical hit rate
- Your accuracy
- Your highest hit
- 2 buffs tracking elements:
  - Pact timer + count, shown as text
  - Plague bringer timer, shows as image



## 4.2. Trigger

Trigger some actions when a condition is met.

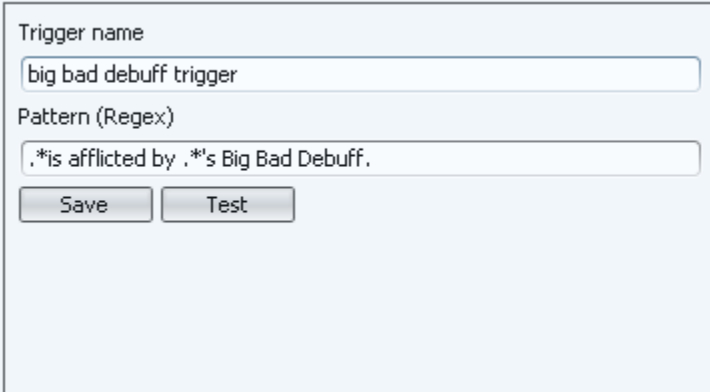
There are 2 kinds of condition so far:

If a log match a given regular expression

If a timer trigger the warning/last call

### 4.2.1. Log trigger

For example here, to be notified when someone is debuff with the “Big Bad Debuff”



Trigger name  
big bad debuff trigger

Pattern (Regex)  
.\*is afflicted by .\*'s Big Bad Debuff.

Save Test

After creating a trigger, you need to add actions that will be executed when the trigger is activated

There are 5 actions available so far:

-Play a sound (can only play mp3 file)

-Save a message into a file

-Display a message in a basic text box

-Display a message on the hud (do not forgot to turn visible the trigger messages element from the HUD menu)

-execute a command line

Messages that can be display (also work for the argument in the case of the command line action), can contains some specific keywords, those keywords will be replace by the information from the log that triggered the message.

The available keywords are the following:

\$TO

\$FROM

\$ABILITY

\$POINT

\$EVENT

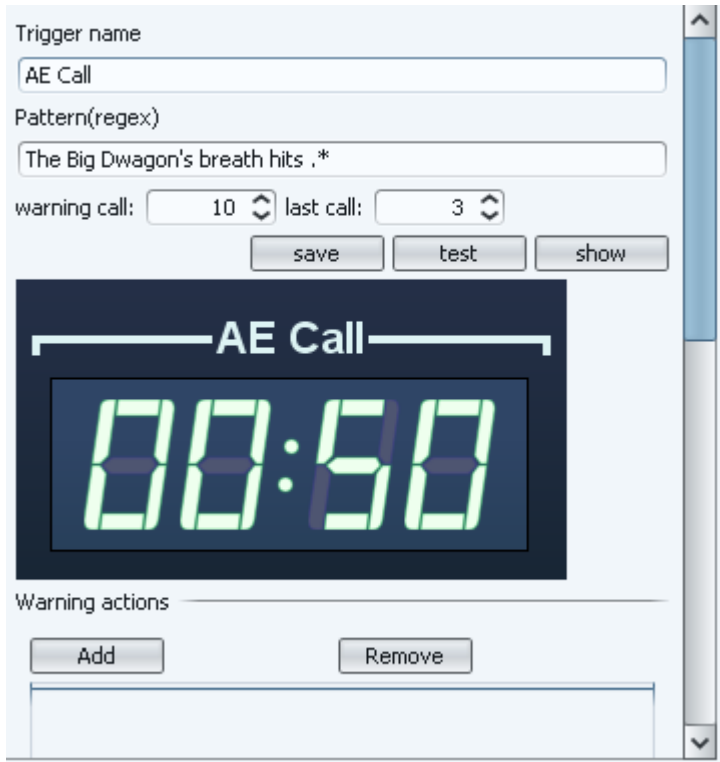
So for example if the message is:

CURE \$TO he got hit by the big bad debuff

It will actually display who got debuffed

## 4.2.2. Timer

Usually used to call AE or something bad that happen every X seconds, to give people time to move back/hide

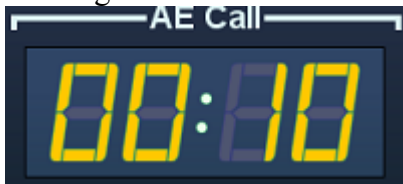


The screenshot shows a configuration window for an 'AE Call' timer. It includes a 'Trigger name' field with 'AE Call', a 'Pattern(regex)' field with 'The Big Dwagon's breath hits .\*', and two spinners for 'warning call' (set to 10) and 'last call' (set to 3). Below these are 'save', 'test', and 'show' buttons. A large digital display shows '00:50' in green. At the bottom, there are 'Add' and 'Remove' buttons for 'Warning actions'.

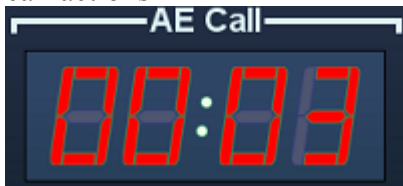
Timer will trigger actions at 3 different times.

-When a matching log is parsed the timer will be shown and the actions associated to this trigger will be executed

-When the warning time is reached, the clock will turn orange and it will trigger the warning call actions



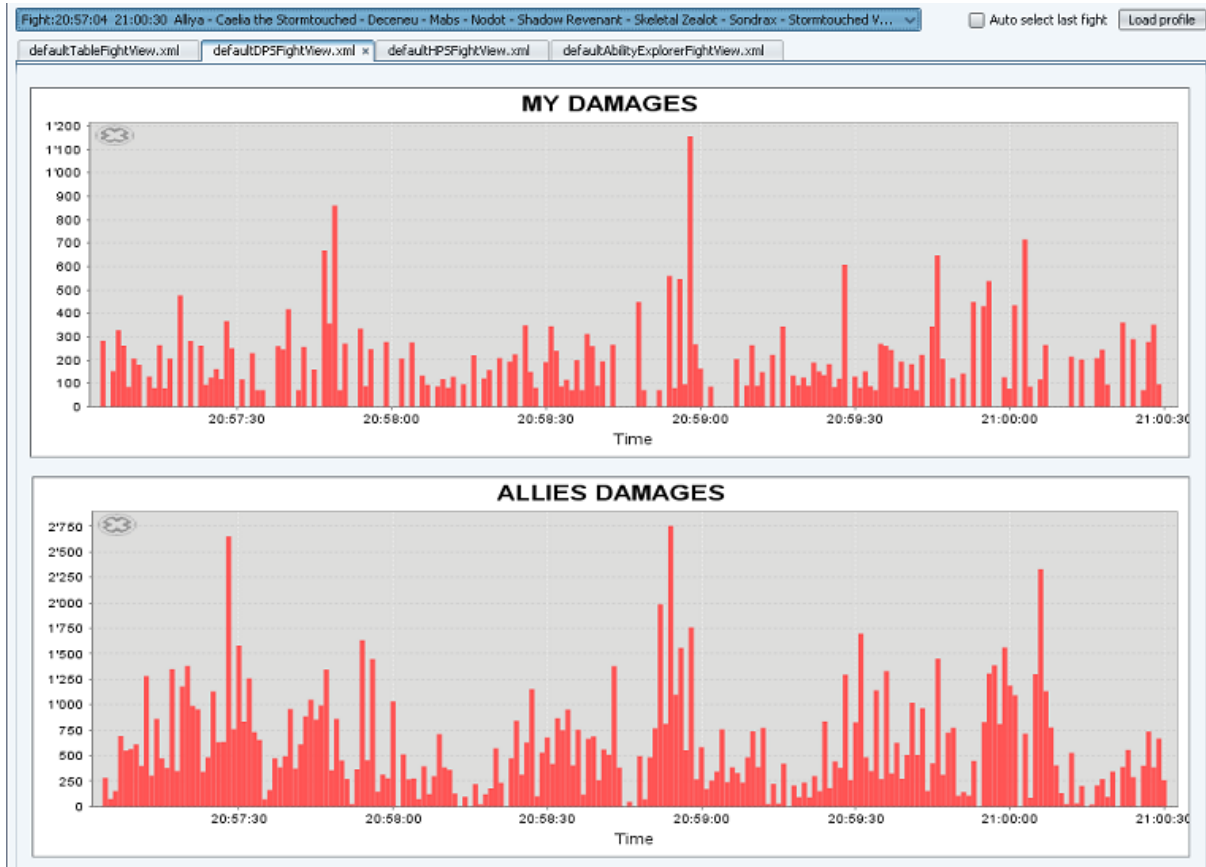
-When the last call time is reached, the clock will turn red and it will trigger the last call actions



To edit the timer, mouse over it, you will see the digit blinking, then you can use you mouse wheel to increase/decrease the timer or simply hit a number key on your keyboard.

### 4.3. -Fight overview

The fight overview is used to display after each fight some predefined charts, the same charts that you could see in the “All charts” module but without the need to go through all the tree and open manually each charts.



So far there is no graphical editor to add chart to this screen, you will have to create a xml file to describe the screen, you can take as example all the defaultView.xml in the config folder (check the developer guide for more info on that).

Do NOT modify those files (starting with “default”) as they will get overridden with every auto update.

When you have created your file, select it with the load profile button.

Each file that you will open, get loaded in a new tab, you can have as many tab open as you want.

Even if there is no editor to add new chart, there is a graphical editor to do the layout.

Right click to open the menu and turn on the layout mode.

You will be able to drag around the chart and to change their size.

Character	Total dama...	Max hit	DPS	% damages	Total heals	Max heal	% heals	death	accu	critic hit rate
Nodot	40135	976	194	34	1440	386	1	0	99	15
Mabs	30834	576	149	26	892	172	1	0	100	4
Alliya	24040	662	116	20	14600	1712	10	0	100	10
Deceneu	23035	742	111	20	27960	1711	20	0	98	10
Sondrax	0	0	0	0	96701	2164	68	0	0	0

Character	Block	Block %	Blocked dmg	Block dmg %	Parry	Parry %	Dodge	Dodge %	Absorb
Nodot	0	0	0	0	0	0	0	0	1290
Mabs	39	25	7377	9	2	2	2	2	1290
Shadow Revenant	0	0	0	0	0	0	0	0	0
Alliya	0	0	0	0	0	0	0	0	0
Skeletal Zealot	0	0	0	0	0	0	0	0	0
Deceneu	0	0	0	0	0	0	0	0	1290
Sondrax	0	0	0	0	0	0	0	0	1290

Fight	total damages	DPS	Total heals	HPS
20:57:04 - 21:00:30	118044	573	141593	687

Layout mode

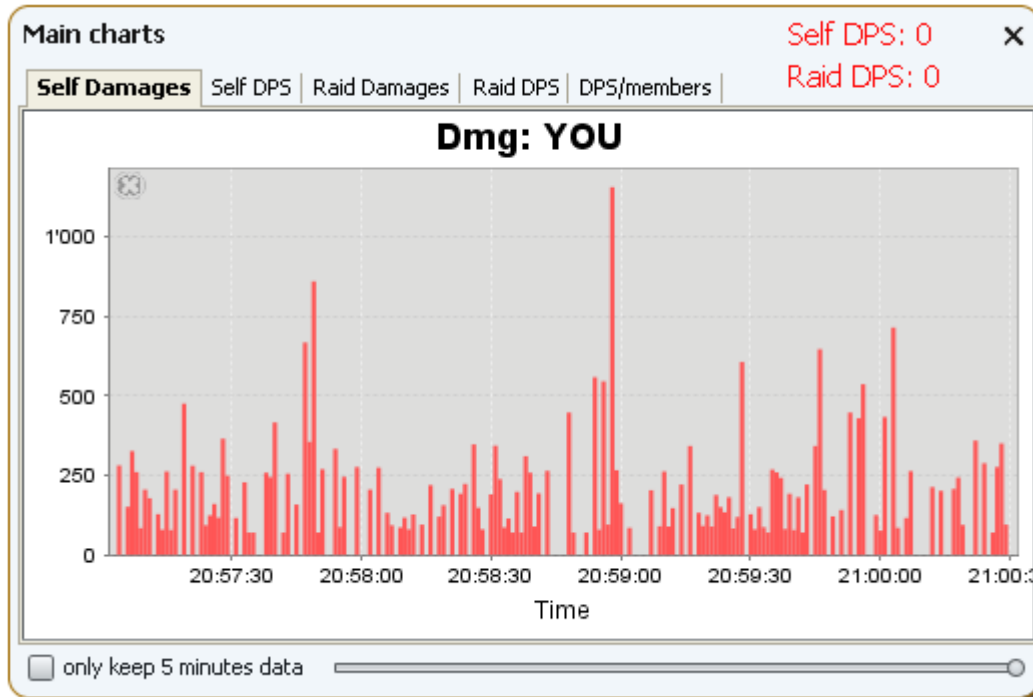
#### 4.4. all charts

Same as ones in offline parsing except that you can display them after each fight

#### 4.5. -main real time charts

With this small window you can see the damages chart and spreadsheet for you and for all your allies; it is updated as logs get parsed.

The slider at the bottom of the dialog allow you to choose the % of transparency of the dialog



**Main charts** Self DPS: 0 ×  
Self Damages | Self DPS | Raid Damages | Raid DPS | **DPS/members** Raid DPS: 0

name	dps 10s	dps 30s	dps entire fight	dps previous fight <span style="font-size: small;">▼</span>
MEMBERS_ALL	402	485	402	570
Nodot	178	286	0	193
Mabs	153	140	0	148
Alliya	326	58	0	116
Deceneu	123	114	0	111

only keep 5 minutes data —————○

## **5. Feedback**

For any kind of feedback drop me (Mabs) a pm on the xanadu board  
<http://www.xanadu-community.com>