

Xanadu Vanguard Parser

<http://www.xanadu-community.com/sfh/5104/VanguardParser.zip>

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Developed by "Mabs"



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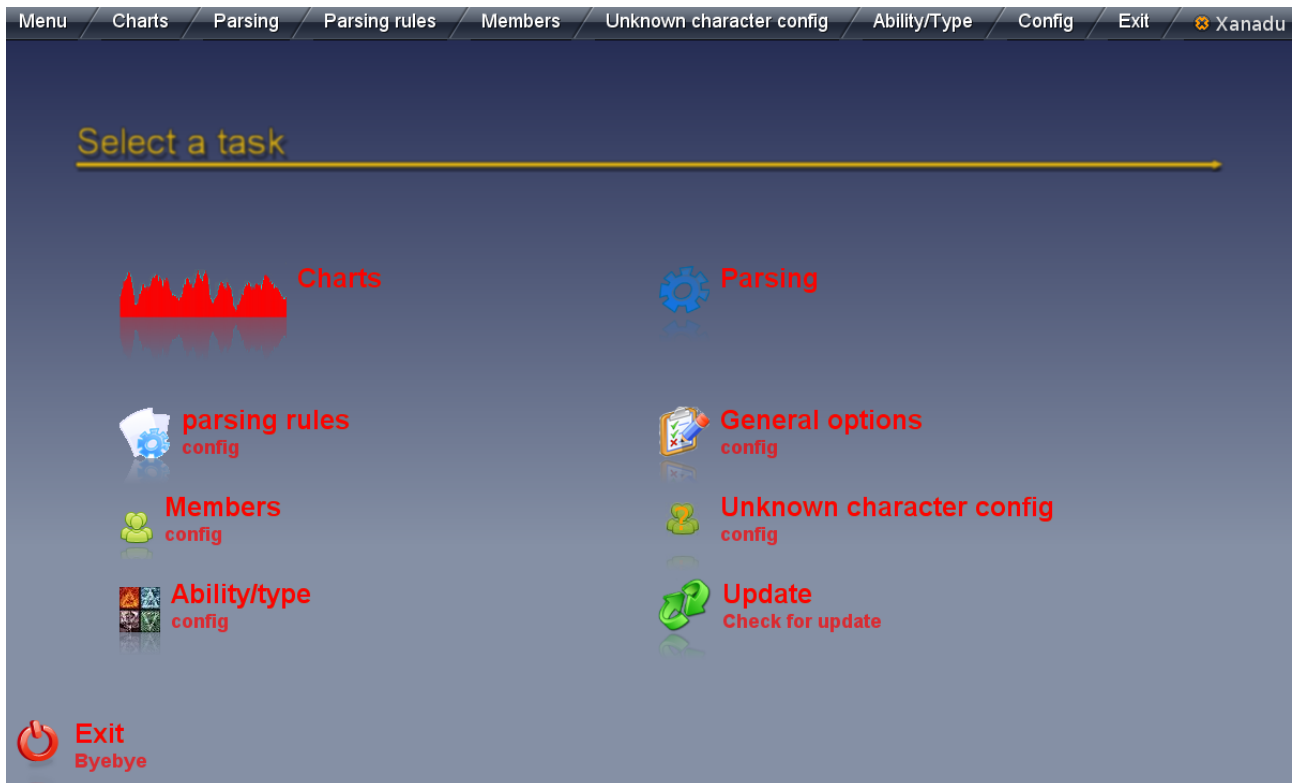
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I OVERVIEW

1/Available charts

Mobs		Raid	
Mob all	Mob	Raid all	Member
DAMAGES INC	DAMAGES INC	AMAGES INC	DAMAGES INC
Damages	Damages	Damages	Damages
Dps	Dps	Dps	Dps
Damages/Ability	Damages/Ability	Damages/Ability	Damages/Ability
Avg Damages/Ability	Avg Damages/Ability	Avg Damages/Ability	Avg Damages/Ability
Nb Hit /Ability	Nb Hit /Ability	Nb Hit /Ability	Nb Hit /Ability
	Damages/Character		Damages/characters
	Damages/type		Damages/Typs
			Defense
DAMAGES OUT	DAMAGES OUT	DAMAGES OUT	DAMAGES OUT
Damages	Damages	Damages	Damages
Dps	Dps	Dps	Dps
Damages/Ability	Criticals hits	Damages/Ability	Damages/Ability
Avg Damages/Ability	Damages/Ability	Avg Damages/Ability	Avg Damages/Ability
Nb Hit /Ability	Avg Damages/Ability	Nb Hit /Ability	Nb Hit /Ability
Normal/Critical hits	Nb Hit /Ability	Normal/Critical hits	Normal/Critical hits
Damages/Character	Normal/Critical hits	Damages/Character	Damages/Character
Dps/Character	Damages/type	Dps/Character	Dps/Character
Max hit/Character		Max hit/Character	Dots
		Dps for everyone	Weakness damages
		Dots	
		Weakness damages	
HEAL	HEAL IN	HEAL	HEAL IN
Heal	Heal	Heal	Heal
Hps	Hps	Hps	Hps
Heal/Ability	Heal/Ability	Heal/Ability	Heal/Ability
Heal in /Character	Heal in /Character	Heal out /Character	Heal in /Character
		HPS / Character	Rune
	HEAL OUT		HEAL OUT
	Heal		Heal
	Hps		Hps
	Heal/Ability		Heal/Ability
		SUM UP	SUM UP
		Abstract/Member	Heal vs Damages
		Abstract/Fight	Heal per healer vs Damages

2/ The main menu



3/Buttons



Open the screen where you can select and then view charts



Open the screen to select and then parse a file.



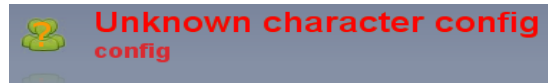
Open the screen where you can manages the parsing rules (add/remove/change order...).



Open the general config screen where you can find some general options about charts and others stuff.



Open the screen where you can configure who is in your party/raid, so they are shown in charts as members and not as mobs.



Open the screen where you can increase the quality informations given by the log itself. Indeed some log lack the information of the caster, so in this screen you can tell the parser to assign a character to a given ability.



Open the screen where you can increase the quality of information given by the log itself. Indeed only the log generated by incoming damage sometimes include the damage type (Cold/fire/physical...), so in this screen you can configure what type of damages to give for a given ability.



Check if there is an newer version available to download.

II GETTING STARTED

1/Logging

You first need to be able to get comprehensive file log. In order to have those log files I suggest that in Vanguard you add a new chat tab and tick everything about damages/heal for you and others.

You start to log with the following command : /log

You then can find log files under the /bin directory of Vanguard, the name of the file will begin with the tab chat window name and will end by a timestamp

2/Parsing

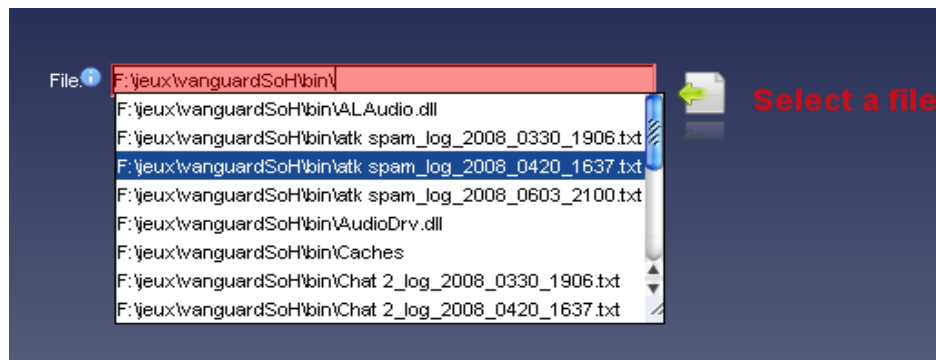
Once you got some log files you can start using the parser. Use the VanguardParser.bat file to start the parser.

Go to the parsing screen.



You can either use the select button that will open a file browser or type directly the path to your file, doing so will show up some pop up list to help you.

The red glowing means that the current path is not an existing file, or is a directory.



when you finished selecting your file log , you can press the parse button.

The waiting screen will appear.

Notice that the number of line parsed the last second is shown (LPS).





When the parsing is done there will be a table appearing to give you warning/error.

Line	Error/W...	Log	Rule
33338	Error	<RED>The saw blade deals 3644 points of damage to you.	{ABILITY} deals {POINTS} damage to {TO}.
33340	Error	<RED>The saw blade deals 3644 points of damage to you.	{ABILITY} deals {POINTS} damage to {TO}.
33342	Error	<RED>The saw blade deals 3644 points of damage to you.	{ABILITY} deals {POINTS} damage to {TO}.
463	Warning	You exploit the <HIGHLIGHT>afflicted</COLOR> weakness on Cartheon Dark Templar, dealing additional...	
621	Warning	You exploit the <HIGHLIGHT>staggered</COLOR> weakness on Cartheon Dark Templar, dealing additio...	
1049	Warning	You exploit the <HIGHLIGHT>vulnerable</COLOR> weakness on Cartheon Plaguecaller, dealing addition...	
1318	Warning	Datt's Easing Libretto heals himself 50 energy.	
1743	Warning	Datt's Easing Libretto heals himself 50 energy.	
1992	Warning	You exploit the <HIGHLIGHT>afflicted</COLOR> weakness on Cartheon Defender, dealing additional da...	
2263	Warning	Datt's Easing Libretto heals himself 50 energy.	
2754	Warning	Datt's Easing Libretto heals himself 50 energy.	
4520	Warning	Datt's Easing Libretto heals himself 50 energy.	
6289	Warning	You exploit the <HIGHLIGHT>staggered</COLOR> weakness on ARCHON TRAVIX, dealing additional da...	
8319	Warning	Datt's Easing Libretto heals himself 50 energy.	
8482	Warning	Datt's Easing Libretto heals himself 50 energy.	
8879	Warning	Datt's Easing Libretto heals himself 50 energy.	
9682	Warning	Grimfoe's Laying on of Hands IV heals Taitan.	
9693	Warning	Datt's Easing Libretto heals himself 50 energy.	
11397	Warning	You exploit the <HIGHLIGHT>afflicted</COLOR> weakness on Cartheon Prelate, dealing additional dama...	
11769	Warning	Datt's Easing Libretto heals himself 50 energy.	

Error means there was an error while parsing this line.

Warning means the line wasn't parsed at all using the current parsing rules.

Error are not normal so report them to me, be sure to include the log and the parsing rules that throw the error.

Error can be thrown because of the parser using the wrong rule for a particular log if you using modified parsing rules, try again with the ones i give out with the parser , if the error is still there report it to me, else you should have done something bad modifying the parsing rules yourself.

After looking a bit at this warning/error table you should go into the members screens to make sure all your party/raid members are actually considered as members and not mobs.

3/Members/mobs config

On this screen you see 3 different areas top, left and right.

At top you can see the names that are configured to be members (green).

At bottom left names that was parsed and that are considered members (yellow).

At bottom right names that was parsed and that are considered as mobs (orange).

The interface shows a grid of character names and their classes. The top section, 'Raid members configured', contains 80 green buttons arranged in 8 rows and 10 columns. The bottom left section, 'Members in current log file', contains 18 yellow buttons in 5 rows and 4 columns. The bottom right section, 'Mobs in current log file', contains 40 orange buttons in 8 rows and 5 columns.

To make someone a member you have to drag the name from the bottom right and drop it in the top. To the contrary to make someone a mob that was already a member you drop the name from the top and drop it (anywhere) outside of the top area.

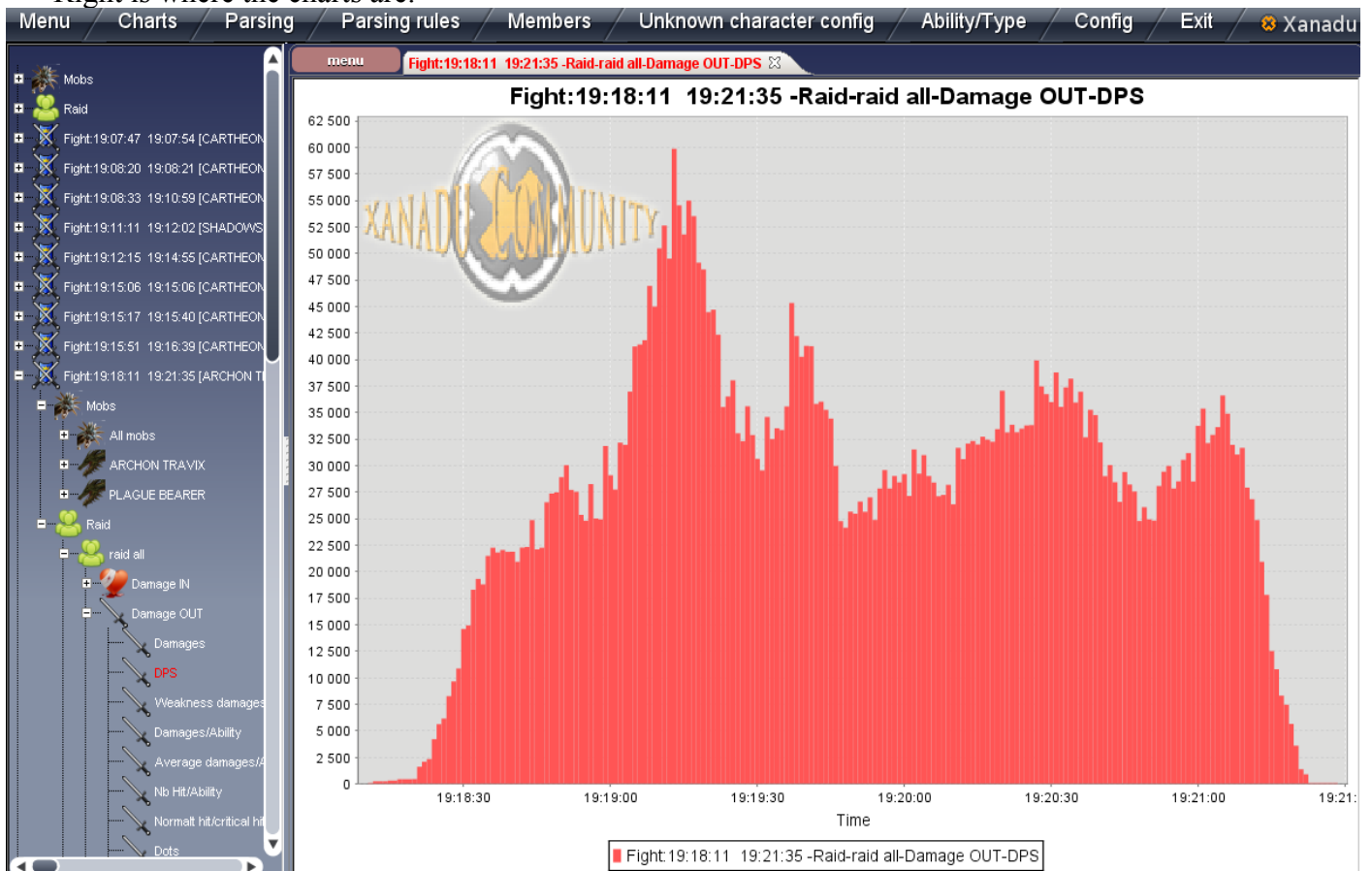


With a right click you can set a class for each member in order to see it in the members abstract table.

Once you have configured members/mobs, it's time to see some charts.

4/Charts

The charts screens is composed by 2 distinct areas left and right.
 Left is the tree that allow you to chose the chart you want to see.
 Right is where the charts are.



To open a chart simply expand the tree until tree leaf and double click on the chart name you want to see.

It's possible to add default action on double click on the following nodes that are not a leaf, to avoid expanding the tree fully:

-Mobs all



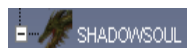
-Raid all



-Member



-Mob

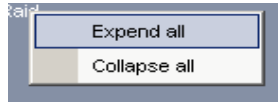


-Fight

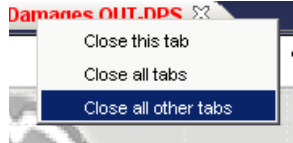


To configure those default behavior see in the advanced options

You can right click on the tree to expend or to collapse a node fully (without the need to open/close all the child nodes)



Right clicking on the charts tab header allow you to close the select tab/all tabs/all others tabs

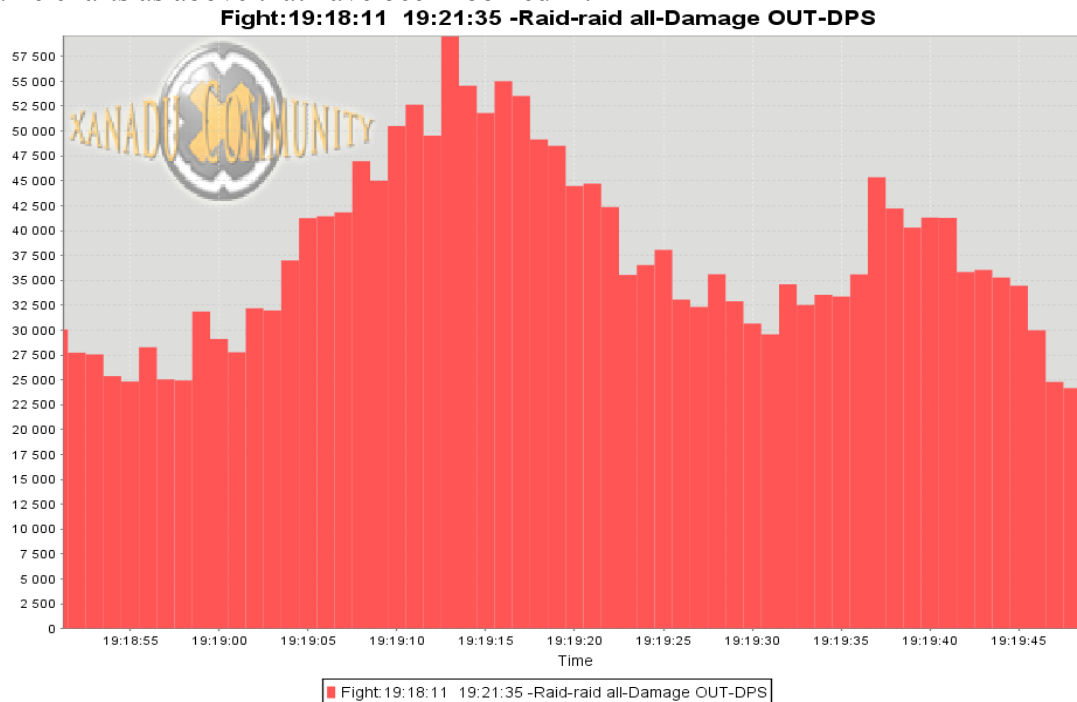


There is a pop up menu on the right click on any chart allowing you to save the chart or to change some display options.

You can select an area to zoom in on any charts by pressing your left mouse button and then move the mouse down and right, you will see the area that will be zoomed in when you released your mouse button.

To zoom out simply press your right mouse button and go from right to left.

The same charts as above that have been zoomed in.



When the mouse is over a fight node you can see the members/mobs who was involved in this fight



On the top left corner of the charts panel area there is a button. When clicking this button, a pop up menu appear that allow you to close charts or to save them.



Searching for a fight

If you are looking for a specific fight, you can click on the tree to gain focus on it and CTRL+F to open a search window, and then you can type the mob name and hit next the fight that contains the mob will get selected.

5/Real Time parsing

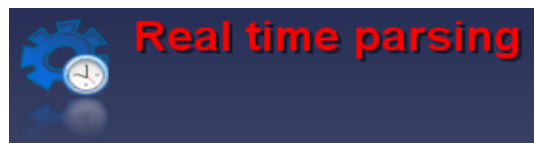
First you have to know that Vanguard doesn't support true real time parsing, because log first get buffered and when the buffer is full it get written to the file log.

I suggest that to get the buffer full faster you can turn all the log options on, not only damages/heal, with all logs turn on it will be faster to get the buffer full and hence see the data faster in the parser.

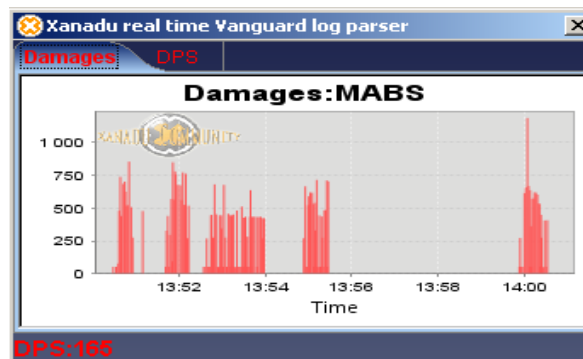
A consequence of this is real time parsing is very long delay when soloing, when grouping (5/6 members) the delay shouldn't be too long to see the data, when raiding (3 or 4 groups) it will be close to true real time parsing if all the log options are enabled.

Let's get back to business and see how to turn this real time parsing on:

- /log while in-game of course
- Go to the parsing menu
- Select the file to parse (at this time the file should be empty or close to it, it doesn't matter anyway)
- Click the real time parsing button



-The main window of the parser will at this point be hidden and a small one will be shown with 2 charts (Damages and DPS)

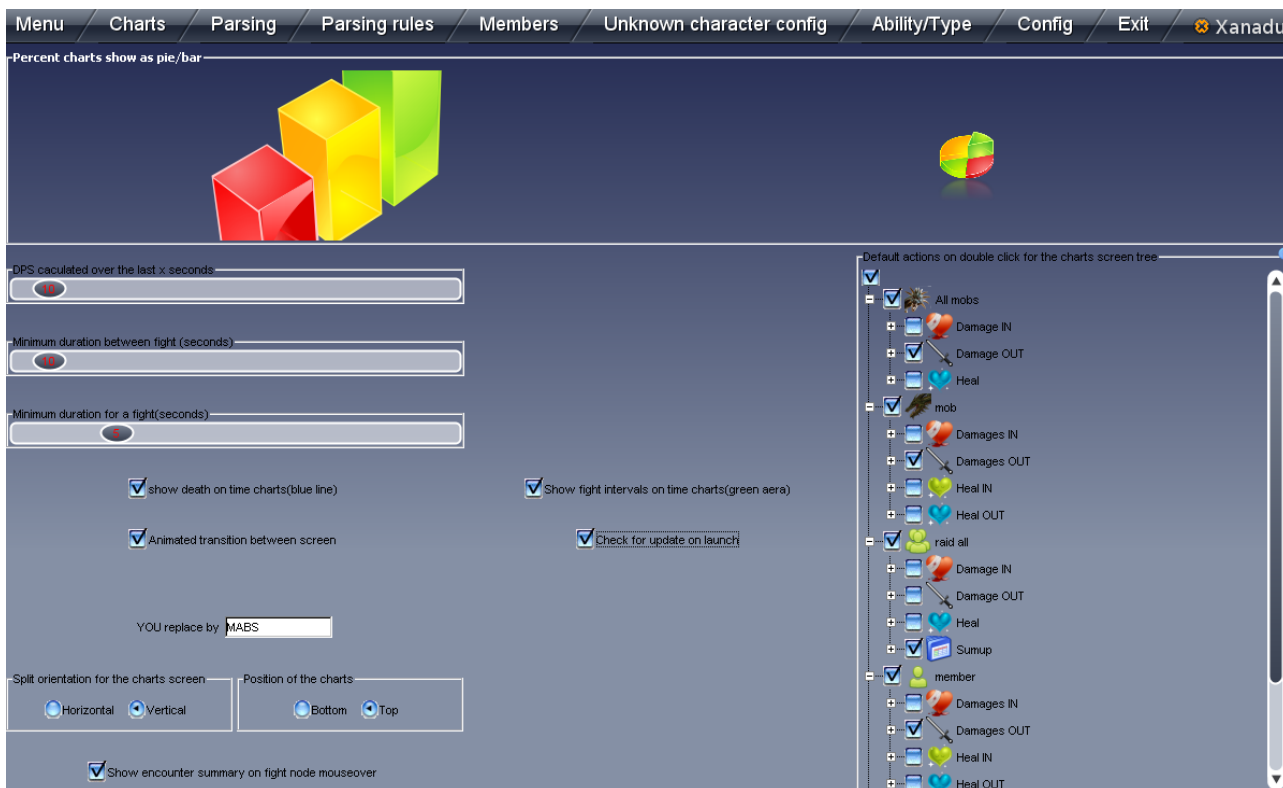


- When you close this small window, the main one will appear again.
- You can clear the data in the right click pop up menu

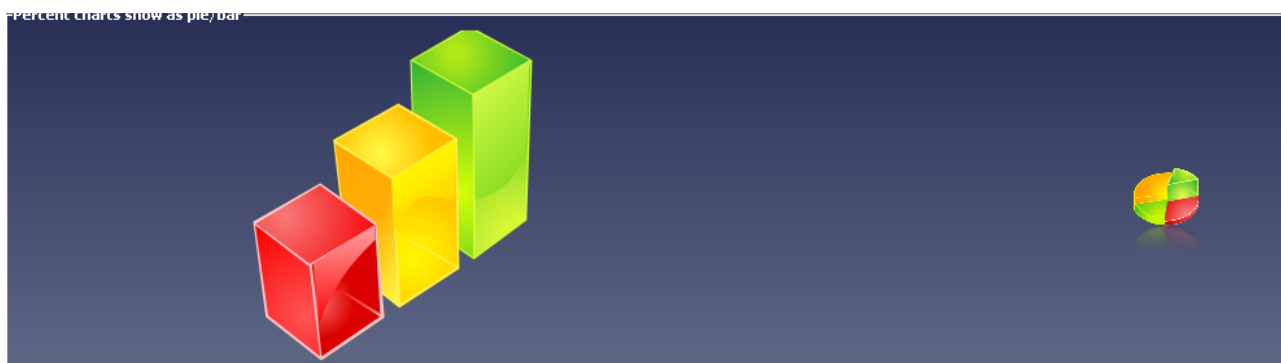


III ADVANCED OPTIONS

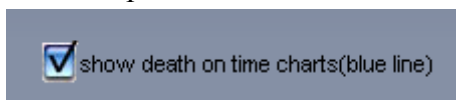
1/General options



To select the kind of percent charts you want, it's easy just click on the pie or bar charts image.



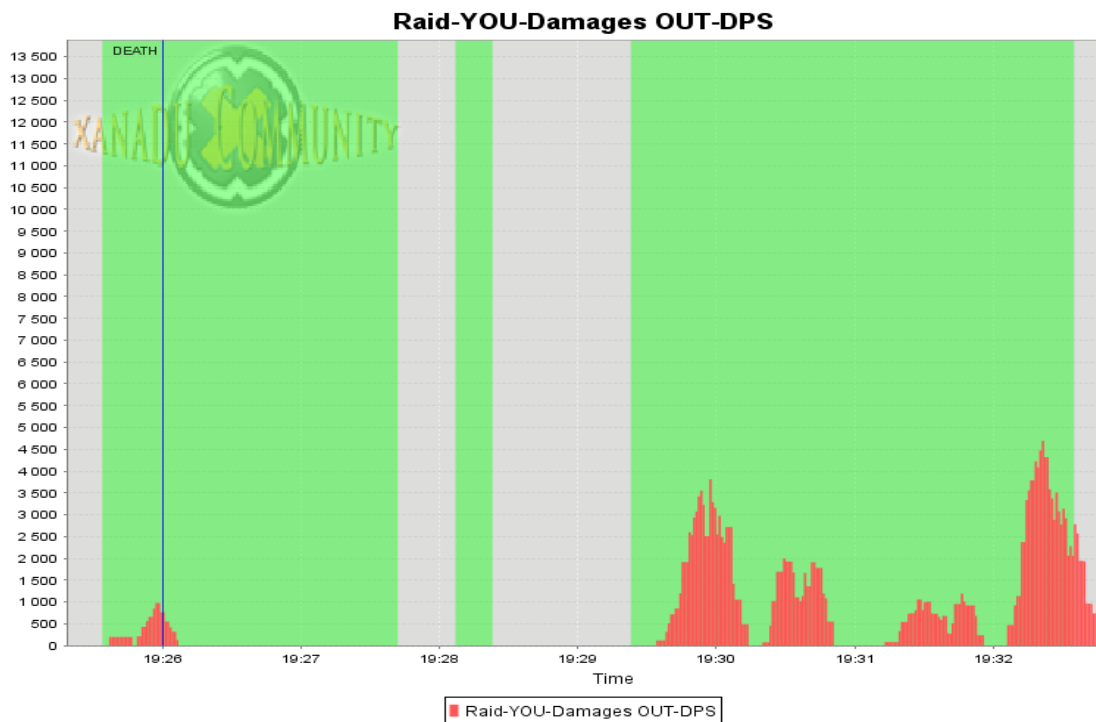
Uncheck this box, to disable the auto update check.



Uncheck this box to disable the display of the death on the time charts.

Show fight intervals on time charts(green area)

Uncheck this box to disable the display of fight interval on the time charts.



You can see on this charts fights interval and and a death line.

Animated transition between screen

Uncheck this box to disable the animated transition (fade out and fade in) when switching screen.



Select with this slider the number of seconds that will be used to calculated the DPS.



Select with this slider the maximum number of seconds without any ability parsed that will trigger a new fight to be created on the next ability parsed.



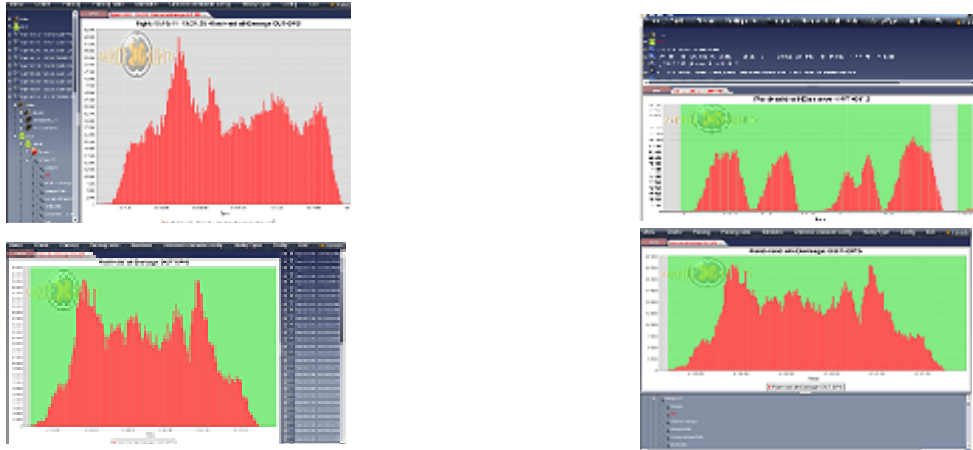
Select with this slider the minimum duration for a fight, that means if the fight only last 2 seconds for example,a bad pull, if you set the minimum duration to be 5 seconds the fight will be ignored.

Show encounter summary on fight node mouseover

Check this box to show the encounter summary on the charts screen when the mouse is over a fight node.

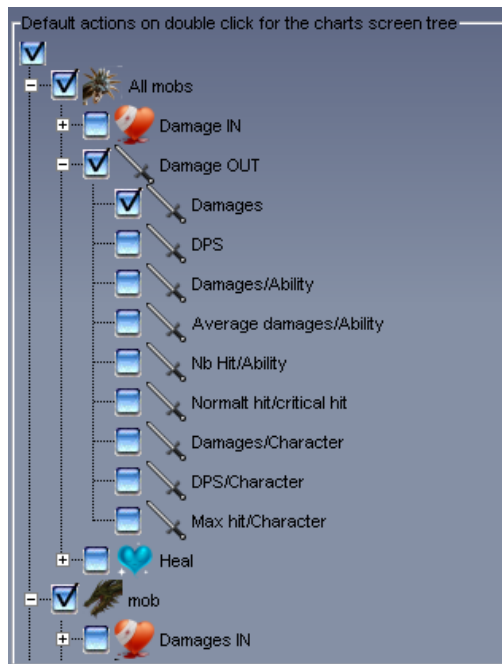


Those radio buttons allows you to select if you want a vertical or a horizontal split in the charts screen and where to show the charts right/bottom or left/top.



If you enter a name here the "YOU" found while parsing will be replace by this name

Default tree actions:



Select with this tree the default action that will be performed when double clicking on the “All Mobs”/ “Mob” / “Raid all” / “Member” / “Fight” tree node

For example if you have selected for member :

-Damage out /DPS

-Heal out / HPS

when double clicking on a member name, Damage out/DPS and Heal out/HPS charts will both be added to the charts display area without to navigate and double click to both charts.

2/Ability/type config

Ability	Type
SECRET OF ICE	COLD
STRIKING THE MOUNTAIN [IVX]*	MELEE
PIERCING ROOTS [IVX]*	PHYSICAL
GHASTLY REVENGE [IVX]*	SPIRITUAL
UPHEAVAL	PHYSICAL
PSIONIC BLAST [IVX]*	MENTAL
CLEAVE THE MOUNTAIN [IVX]*	MELEE
VENOMOUS THORNS [IVX]*	PHYSICAL
THOUGHT PULSE [IVX]*	PHYSICAL
BOON OF HAYATET	FIRE
TEMPORAL FRACTURE [IVX]*	ARCANE
DEMENTIA [IVX]*	MENTAL
STARFALL [IVX]*	ARCANE
THREAD THE NEEDLE [IVX]*	MELEE
SHADOW FEAST [IVX]*	SPIRITUAL
DISEASE	PHYSICAL
DEVOURING SHADOWS [IVX]*	SPIRITUAL

Vanguard log only include the type of damages done in the incoming damages log, to fix this lack of info, you can configure here what kind of damages is done by any ability.

To add this kind of info , it's easy you can either right click on the table and select the add option , or just click on the add button on the right of the table.

Abilities names use regular expressions so you declare only one line per ability even if it has multiple level, example SOLAR FLARE [IVX]*

3/Unknown character config

Ability	Character
Boon of the shieldmaiden	UNKNOWN CLERIC
Fasant's Chart of Corruption	UNKNOWN BARD
Fasant's Chart of Winter	UNKNOWN BARD
Fasant's Chart of the Flame	UNKNOWN BARD
Mindfire	UNKNOWN PSIONIST
Notes tear through	UNKNOWN BARD
POISON	UNKNOWN ROGUE
Psychic energy	UNKNOWN PSIONICIST
Purge	UNKNOWN CLERIC
Sundering note	UNKNOWN BARD
insect swarm	UNKNOWN DRUID

Vanguard log sometimes does not include the caster or the target name, in this case the caster or the target will be named "unknown character". This isn't really given us any valid informations, so to resolve this issue , in this screen you can tell the parser to use a precise character for an ability.

For example there are some heals logs that belong to cleric but in fact doesn't state who is actually casting the heal spell, so it's going under the name of the unknown character. In this case you can tell the parser that those heals abilities go to your cleric name and not to the unknown character.

Or you can tell the parser it's going under unknown cleric to give a bit more info that the unknown character if you have more than one cleric, it's the default behavior for a few abilities i did configured like this.

4/Parsing rules

number of rules: 176

(FROM)'s <HIGHLIGHT> (ABILITY) hits <HIGHLIGHT> (TO) <COLOR> for <HIGHLIGHT> (POINTS) <COLOR> (TYPE) damage.

HEAL

(FROM)'s <HIGHLIGHT> (ABILITY) <COLOR> heals (TO) for <HIGHLIGHT> (POINTS) <COLOR> points of health.

HIT

(FROM)'s <HIGHLIGHT> (ABILITY) <COLOR> hits (TO) for <HIGHLIGHT> (POINTS) <COLOR> (TYPE) damage.

DOT FROM= YOU

The (damage) over time effect of your <HIGHLIGHT> (ABILITY) <COLOR> deals <HIGHLIGHT> (POINTS) <COLOR> damage to (TO).

HIT ABILITY= Lifedrain

(FROM) draws (TO)'s life away, dealing <HIGHLIGHT> (POINTS) <COLOR> points of damage.

HIT ABILITY= Lifedrain

(FROM)'s (ABILITY) draws (TO)'s life away, dealing (POINTS) points of damage.

HEAL

UP

DOWN

REMOVE

ADD

Validate

Test a log

Filter

It's the most interesting part of this new parser compared to the old one, but it's also the most dangerous, you can easily break the parser, so keep copy of rules.cfg safe to restore the old parsing rules(or you can of course re download the parser to get it).So here it's where you can manage the parsing rules, you can :

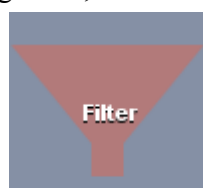
1-Test a log to find the matching rule



To test a log simply click the “test a log” button , type/paste your log in the text area and click ok. Then you will see the matching rule or a no matching rule found message.

2-Find rules by doing some filters

Filtering allow you to find parsing rules, for example you can find all the Healing rules.



There is a bar that show you all the possible type of rule available, click on it to select the type of rule you want to see, you can select more than one at once. With another click on a type you will filter out this type of rule (in other word you can click twice on the HIT type of rule, and then all but the HIT type rules will get through the filter)



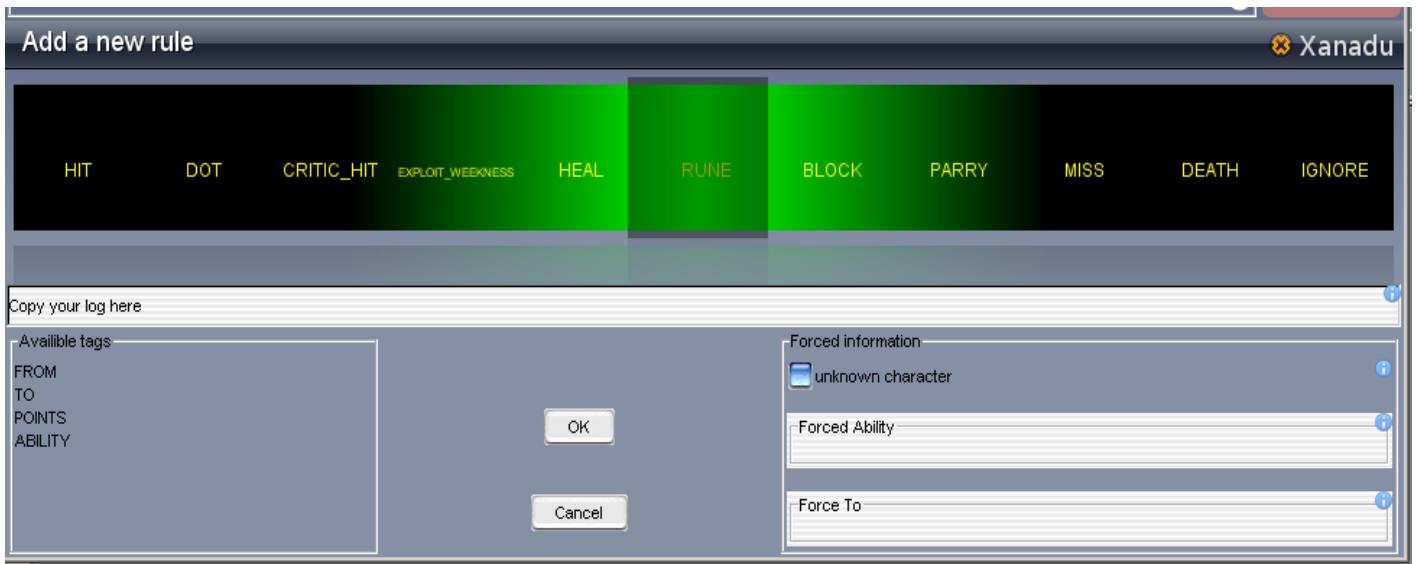
3-Validate the parsing rules



Validating the parsing rules means testing if the parsing rules does not match any following parsing rules, in other words if there is no parsing rule hiding another more detailed parsing rules. As a result you will get a pop up message the validation is correct, or a table with couple of parsing, the left rule is the one that hide the right one , in other word the left one is less detailed than the right one and the left one is before the right one.

4-Add a parsing rule

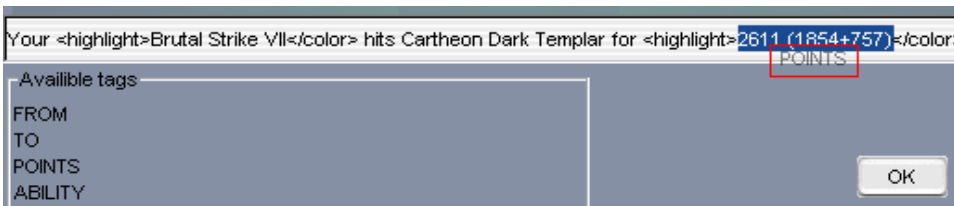




First copy the raw log you want to parse with this rule(remove the timestamps first).
 Then you can select the kind of action this rule is referring to (HIT/HEAL/DOT/RUNE/etc...).

The last step is to add the different “tags” : FROM/TO/POINTS/ABILITY
 To do that you have to select the text in the log and then drag the tag word and drop it onto the selection. If no text is selected the word where you dropped the tag word will be replace by the tag word.

```
highlight>2611 (1854+757)</color> dai
```

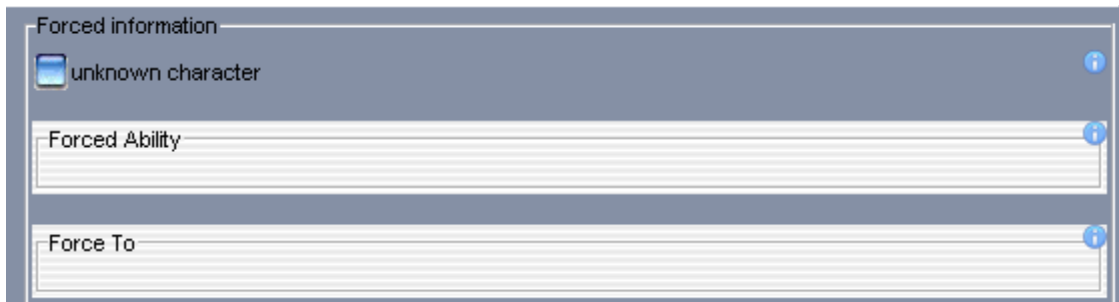


If the informations for the tag word isn't in the log itself you can use the “forced informations”.

If the caster information is missing you can tick the “unknown character box”.

If the ability information is missing or unclear you can enter this information in the forced ability text field.

If the target information is missing you can enter this information in the forced “To” text field.

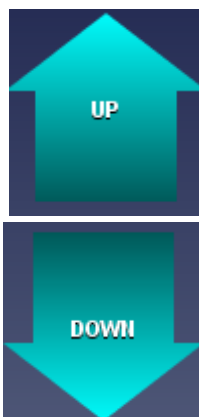


5-Remove a parsing rule



To remove a parsing rule, simply select it by a left click and then click on the remove button.

6-Change the order of the parsing rules.



The order of the parsing rules is almost as important as the rules them self.

As you can guess when the parser is analyzing a line of log it test the parsing rules from the first to last (or until it found the matching rule), so if rules that match the most of logs are in the last position the parser will be slower.

But the most important thing about the order of the rules was mentioned in the validating part, less detailed rules if they are position first, will hide more detailed rules, so you have to put more detailed rules before the less detailed ones.

To change the order you can select a rule by single left clicking it and then using the up/down arrow buttons. You can also change the order by dragging and dropping the rule using the right mouse button between two other rules

