EQ Log Analyzer FAQ

Why do we need another damage parser?

First, the interface this parser offers may simply appeal to you. It has a minimalist design that doesn't overwhelm you with options and information that you rarely care about. But second, it offers major features that others do not, including a buff coverage chart and server merging.

How do I look at my local log file?

Click "Log File…" from the File menu to choose your log file. It will parse, load and display the results. If you had loaded that file in your previous session, this will be remembered and you only need click "Refresh." The current log file is displayed in the status bar on the bottom of the main window.

What is "Merge File…" for?

This option allows you to merge someone else's log file with yours. It is largely for specialized use and you are generally better off doing Server Merging.

What is displayed in the treeview on the left?

This shows a parent record for each distinct Encounter in the log. The "Encounters…" item in the Configure menu controls how these encounter sessions are separated.

Each session is named by the target that took the most damage. Each child node under that parent displays the targets damaged during that encounter.

Clicking on the encounter name displays a damage report for all targets during that encounter. Clicking on a target displays a damage report for that target only during that encounter session.

What is the "All Encounters" section at the top of the treeview?

Clicking the heading will display a damage report spanning the entire log file. Beneath that are special reports that span the entire file including encounter gaps, boss uptimes, and deaths. You can also search the raw log data for keywords or within a specified time period.

Can I sort the display grid?

Yes, just click on any header. There are also advanced search, sorting, and export options available for all grid displays through the "Options" dropdown.

How do I see how many records are displayed?

On the top of each grid, it shows the current row position and the total number of rows.

Does my damage report automatically update during a raid?

No, if you would like to update your log report, hit "Refresh" again.

How do I see the buff coverage chart?

After you load your local log file just click the "Chart" button. A graphic will be displayed showing a timeline of your log file with a dps spectrum in the middle, the uptime for specific buffs above and boss uptimes below.

How to I zoom my buff Coverage Chart?

Just left-hold and drag horizontally to zoom. Right-click to return to the full view. You can also resize the window to stretch it out more.

What are the options on the Coverage Chart for?

The Buff Filters checkboxes allow you to clean up the buff coverage area by displaying only certain buffs.

The DPS Players dropdown allows you to display the damage spectrum to one or all of the players.

The DPS Aggregation setting adjusts how many seconds of parse data are combined in each line of the damage spectrum.

The Boss Min Uptime setting allows you to filter out short-lived mobs appearing in the Boss Uptime area.

The Crop button allows you to cut the zoomed region of the file and save it as a new and smaller file.

Why are some buffs missing?

No one has requested them!

How accurate is this parser?

It generally agrees within a percent or so with the other parsers. Any differences between parsers will be relatively insignificant relative to the huge variation from person to person. That is why file merging is so important if you wish to view accurate raid-wide reports.

What is Server Merging?

Server Merging is the process of combining multiple logs into one combined log, with any duplicates removed.

Why is Server Merging important?

No personal log file is fully accurate except for the person doing the logging. It could be if the logger had all log options enabled, did not die, and stayed with logging range of everyone else. This seldom happens in raid situations.

In most normal raid situations, any single logger will miss a lot of messages about other raid members. Server Merging mitigates this problem.

How does Server Merging work?

Two or more raid members turn on real-time logging by toggling on "Real-time Logging" in the Server menu or in the status bar on the bottom of the main window. While this is enabled, the program monitors the currently selected log file and sends all relevant log messages to a database server in real-time. There duplicate messages are filtered out and unique messages are stored.

Who should be logging real-time?

As many raid members as it takes to catch most log messages. This means one for each physical area over which the raid is spread out, say one melee and one ranged at a minimum. However, more than one is desirable within each area to cover deaths and other issues.

Each logger should have all melee, spell, non-melee, death, and buff reporting options enabled in Everquest. If they have these options turned off, nothing will get logged.

Even with multiple people logging you will likely miss some damage, but it will be far more complete than any individual log.

How do I view merged reports?

Anyone can view merged damage reports. You don't need to be a real-time logger. Just click "Server Report" from the Server menu to display the damage report directly from the database server.

Why has data disappeared from the Server Report?

The data is purged from the database server every few days.

What is the "Upload Parse" menu item for?

This is a specialized too that you normally should not use. It allows you to merge a local file to the server "after the fact." It is far better to merge during the raid because uploading the file takes quite a long time.

What does "Credit Non-Melee Damage" mean?

Non-melee damage primarily refers to the damage tanks do from damage shields. You can toggle whether this damage is credited to them through the Configure menu or by clicking on this setting in the status bar. Hit Refresh after making changes to update your results.

What does "Credit Pets" mean?

This is toggled on or off through the Configure menu or by clicking on this setting in the status bar. When toggled on, damage done by associated named pets is credited to their owner. Hit Refresh after making changes to update your results.

How do I assign Pet Ownership?

Click on "Pet Owners…" in the Configure menu. You will be presented with an editable grid in which you can change owner or pet names. You can add a new row by clicking the + sign or delete a row by clicking the X sign at the top. *Be aware that this setting is shared by all users. Do not mess it up!*

How do I send a buff report to my in-game chat channel?

Just click the "Clip" button on any damage report and a summary will be copied to your clipboard.

What does the Clear Log menu item do?

Use this to clean out existing data from a log file. It is recommended you do this before each raid so that your parsing goes more quickly and does not include old information.

Can I run multiple instances?

Yes, you can start multiple instances so that you look at multiple files and compare results side by side. Just be aware that if you start Server Logging, you can only do this with one instance active.