

KDM

King's Damage Meter

Documentation

What is KDM?

KDM is a damage meter for Aion Online. It reads a chat log file created by the client when logging is enabled and translates the damage done by you and those around you into a readable format. It can track “damage per second.” KDM will not help you cheat. KDM does not interact with the client nor does it read the client's memory. It will not alert you to events that occur in game or automate game play. KDM does not contain networking code and will never attempt to make a connection to the internet.

Setup:

KDM requires that the client's chat logging has been enabled. To do this, create a new text file in the top Aion directory (usually “C:\Program Files\NCsoft\Aion”), name it “system.ovr” and put in the following lines:

```
g_chatlog = "1"  
log_Verbosity = "1"  
log_FileVerbosity = "1"
```

Be sure you do not create the file with a txt extension by mistake. E.g., “system.ovr.txt”

These settings will tell the client to create Chat.log and will occur the next time you run Aion. After you've logged into a character, start up KDM. If Aion is not installed to the default directory, “Click Options → Locate Log” and browse to it.

