

KDM

King's Damage Meter

What is King's Damage Meter?

KDM is an open source damage meter for Aion Online. It parses the chat log created by the game client when logging is enabled and translates the damage done by you and those around you into a readable format. 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.

KDM is written in C# and WPF and requires the .Net framework version 3.5 SP1

Support

- Official Blog: [KDM Blog](#)
- FAQ: [Frequently Asked Questions](#)
- Docs: [Official Documentation](#)
- Support Forums: <http://forums.curseforge.com/forumdisplay.php?f=19>
- Report a Bug: [Tickets](#)

Features

- Track your damage per second and your biggest hit!
- Analyze combat down to each encounter.
- Group support.
- Easy to use, customizable interface with multi-language support.
- Remembers interface settings from the previous session.
- Sortable player list.
- Easily remove or ignore other players.

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 in to a character, start up KDM. If Aion is not installed to the default directory, "Click Options → Locate Log" and browse to it.

Create "system.ovr"

1. Start Notepad.
2. Paste in the three lines quoted above.
3. Click "File -> Save As..."
4. Browse to the Aion top folder.
5. In the File field, type "system.ovr" with quotes.
6. Click Save

Reference

For more details about Aion's "system.ovr" file and the settings that are available, see the following guide at AionSource:

[The Definite Guide on Aion's Graphical Settings](#)

Figure 1

