

Official DPS Channels

# STO Combat Meter User Manual

Version 1.0.0.3



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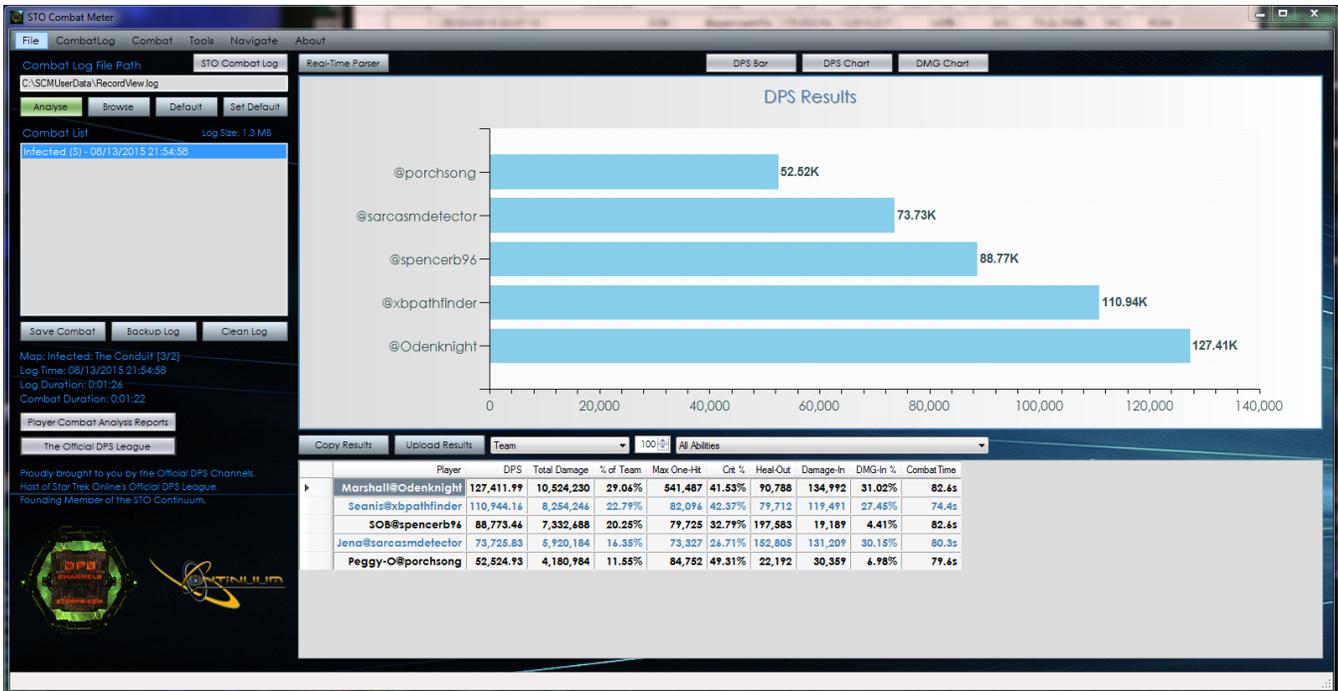
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## Welcome to STO Combat Meter

### THE OFFICIAL DPS CHANNELS

Created by @PorchSong, and @Agresiel encompasses

The Official DPS Channels is set of in-game channels known as the DPS League. Created over two and a half years ago, the primary aim was to bring together like-minded players who wanted to push themselves and others to the limit. This was achieved daily by utilizing the deep knowledge and understanding of the game and its mechanics; paired with extensive testing for accurate results. With a heavy emphasis on theory crafting, ship building, and piloting they continue to push the boundaries of Star Trek Online's endgame content. The DPS Channels have a unique in-game structure whereby any level of player can find a home where they fit in and a place to learn. The channels start with DPS-Public which is open to everyone, then as your skill, game knowledge and experience improves, you gain invitations to the higher level channels: DPS-10,000; DPS-30,000; DPS-50,000, and DPS-75,000. There is also a structure of channels for ground enthusiasts as well. Across all channels, we boast an active player base of over 2,000 unique individuals. The Channels maintain a thriving TeamSpeak Server that enhance and encourages a strong feeling of community and camaraderie and offers private one-on-one help. The DPS Channels ethos since its creation:

*"With consistency and integrity, everyone can prosper."*

### STO CONTINUUM

Star Trek Online Continuum (CTM) is one of the most ambitious player driven endeavors in Star Trek Online's history. What it represents is the coming together of six individually managed entities under the one banner of CTM. The sole aim of the gathering is to better themselves, the players they serve and eventually the entire Star Trek Online player community. These entities range from high respected and trusted live-streams to a player community with over of 2000 members.

Conventionally, these individual endeavors would have seldom crossed paths in any meaningful or lasting ways, as all they represent the varying end-game goals for most of the STO player base. Recently, however, commonalities between these groups were discovered, bonds forged, philosophies merged, and out of this STO Continuum was born.

STO Continuum's core philosophy as coined by the group states:

"To unify the various groups & individuals that reach a wide audience or has a large community in Star Trek Online. To strengthen each entity through the spirit of cooperation and teamwork to create something that is bigger than themselves. The ultimate goal: Having a wider reaching positive impact to the Star Trek Online player base.

"United through diversities, united by common principles, to thrive for a better gaming experience".

## Creating the CombatLog File

### COMBATLOG COMMAND

First off, before we get started locating and analyzing a log file, we need to generate one.

To do this, do the following steps.

**Step 1:** Open your chat window.

**Step 2:** Type the text in quotations into your chat window and press enter: `"/combatlog 1"`

**Step 3:** You've now told the game to record any combat from now until you either type `"/combatlog 0"` or you close the game client.

### KEYBINDING /COMBATLOG

Many often forget to type CombatLog command in, so it can help massively to have a keybind setup to start and stop the log.

There are two ways to easily bind this.

The first and easiest way is to type in a command ingame, such as the one in italics here:

*/bind y combatlog 1*

This will bind your y\* key to telling the game to start recording damage/ healing to the CombatLog file.

The next method is to add the command into your bind file and reloading the bind.

The following italic text is exactly how the text in the file would appear.

*y "combatlog 1"*

\*Note that any key can be used, y is simply being used as an example.

You can create a bind to stop the game from recording combat by binding a key to say 0 instead of 1, such as the following italic text: */bind z combatlog 0*

### GENERATING A COMBATLOG

Now, we've successfully told the game to start recording combat, but we need to do something to give the game something to use to create the file.

Anything that generates damage or healing\* can trigger the log. So do a quick PvE queue or jump off something on a map to take fall damage to generate a log file.

\*Healing while at 100% will not generate a log. So doing something to do damage is your best bet to get a log to generate.

Once you have generated a log, move onto the next section to find and analyze the log.

## Locating the CombatLog File

### SCM'S DEFAULT LOG FINDER

There are various ways to install STO, luckily most are located in nearly the same location. Due to this, SCM can look in some of the default locations for the log file.

Hit the "STO Combat Log" button located at the top left of the window and it will search for it. If it finds the log, hit "Set Default" to save that location and you're set!

### LOCATING THE LOG FILE MANUALLY

However, the Log Finder may not work in all cases. Follow these steps to manually find the log file.

**Step 1:** Open SCM and either hit the "Browse" button at the top left corner, or select the CombatLog button on the menu and select "Browse".

**Step 2:** Navigate to Computer on the file browser. This is the page that shows all of your drives and connected devices.

**Step 3:** Search for "gameclient.exe". Make sure the search is searching your entire computer.

**Step 4:** The search may take a few minutes, but once complete you should see GameClient on the list.

**Step 5:** Right click GameClient and hit "open file location".

**Step 6:** Ensure that the Directory at the top lists "Live". If it does not, select the Star Trek Online before it and select the "Live" folder.

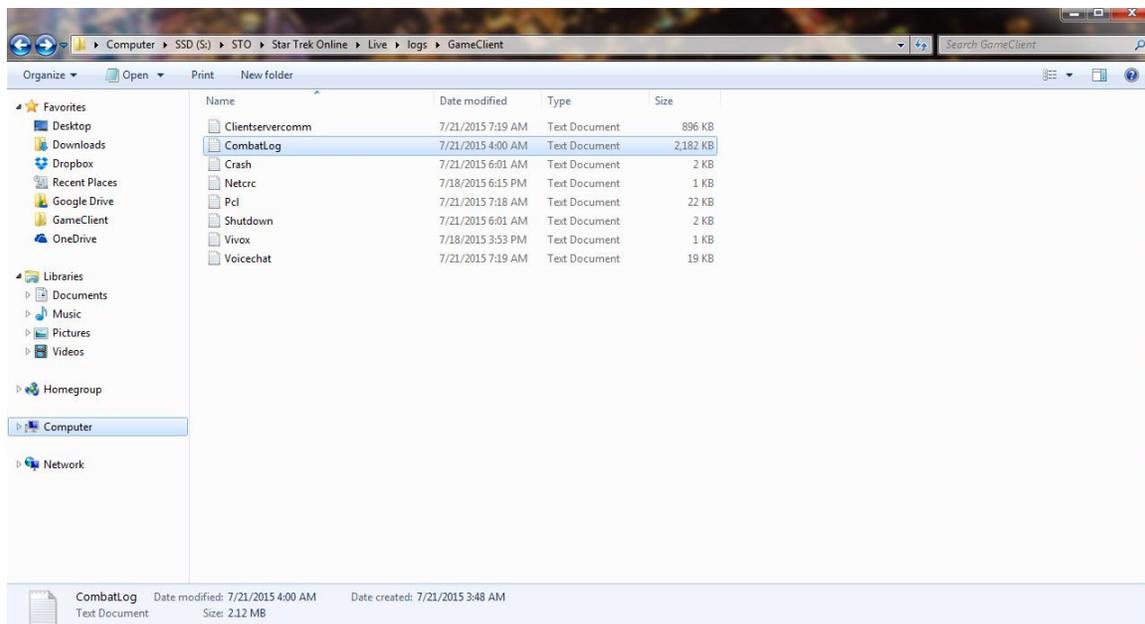
**Step 7:** After opening the "logs" folder, open the "GameClient" folder. You are now in the folder containing the CombatLog file.

**Step 8:** Select the CombatLog file and hit Open at the bottom right of the window.

**Step 9:** Hit "Set Default" to save the log's location.

Figure 3.1 below shows the folder containing the CombatLog file.

**Figure 3.3**



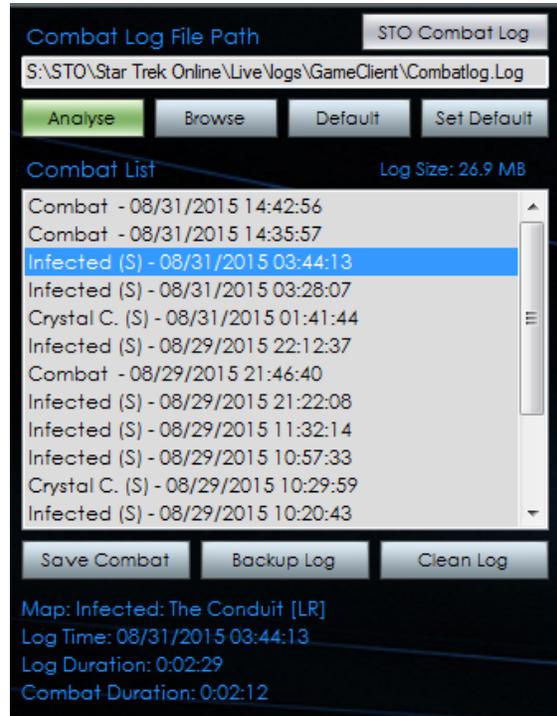
## Analyzing the CombatLog

Figure 4.1

### COMBATLIST

Now that we've generated and located the CombatLog file, we need to select a combat to view.

As seen to the right in Figure 4.2, every combat instance is separated and dated. This allows for easy access to any instance recorded that you'd want to view.



### MAIN DATA SCREEN

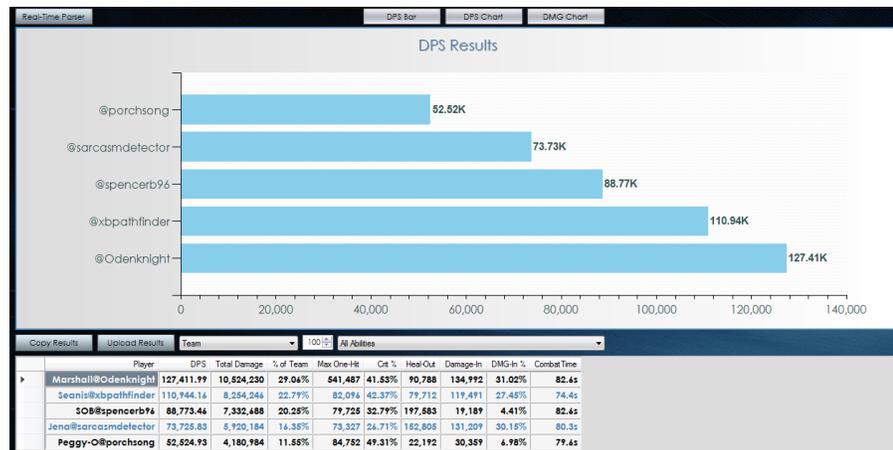
Now that you've selected a combat to view, SCM will bring up a bar graph and a general set of numbers for that instance. This is shown below in Figure 4.2.

Figure 4.2

As seen in Figure 4.2, there are 3 options for how to visually show the data from the selected instance.

### BAR GRAPH

The first option is a bar graph. This is the default view that will automatically be selected whenever you start the program.



### DPS AND DMG CHARTS

The other two options for a visual representation of the combat data are the DPS and DMG charts.

The DPS chart is great to look at to see how you were performing at each point of the instance.

The DMG chart is great for those that love to see how high they spiked. This feature is officially supported and loved by the Kinetic Community.

Under the Bar/Graph/Chart is a drop down menu to look at an individual player on the DPS or DMG chart. With this, you can look at individual abilities from a player, such as FAW. This can be used to see the Dmg or ability uptime.

The box between the Team/Player selection menu and the DPS Bar is to scale the DPS/ DMG Charts view up or down. This lets you dig even deeper into the parse to see what you or a teammate were doing at that time.

**GENERAL COMBAT STATS**

The Data below the Graphs and Charts is a table with the general combat information for that instance. This is shown below in Figure 4.3. This table contains the basic stats which are the most demanded.

**Figure 4.3**

	Player	DPS	Total Damage	% of Team	Max One-Hit	Crit %	Heal-Out	Damage-In	DMG-In %	Combat Time
▶	Marshall@Odenknight	127,411.99	10,524,230	29.06%	541,487	41.53%	90,788	134,992	31.02%	82.6s
	Seanis@xbpathfinder	110,944.16	8,254,246	22.79%	82,096	42.37%	79,712	119,491	27.45%	74.4s
	SOB@spencerb96	88,773.46	7,332,688	20.25%	79,725	32.79%	197,583	19,189	4.41%	82.6s
	Jena@sarcasmdefector	73,725.83	5,920,184	16.35%	73,327	26.71%	152,805	131,209	30.15%	80.3s
	Peggy-O@porchsong	52,524.93	4,180,984	11.55%	84,752	49.31%	22,192	30,359	6.98%	79.6s

**PLAYER COMBAT ANALYSIS REPORT**

The Player Combat Analysis Report, located at the bottom left of SCM, gives you an in depth look at what exactly everything you and your teammates had performed.

**IT DOESN'T ONLY SHOW DAMAGE!**

STO Combat Meter is able to dig in and view healing and tanking statistics as well.

### Copying Data from STO Combat Meter

#### COPY RESULTS

The easiest way to quickly copy data from SCM is to hit the "Copy Results" button on the main data window. This button is shown in Figure 5.1.

Figure 5.1



#### COPY STATISTIC

This function, located on the Player Combat Analysis Report window, allows you to quickly copy a statistic from a run. You can select from Max-One Hit, DMG-Out, DMG-In, Heal-Out, and Heal-In.

Figure 5.2



#### COPYING FROM THE DATA TABLES

All data tables in SCM can be copied. You can select an entire table or specific cells.

Figure 5.3

Ability	Damage	DPS	Max One-Hit	Hull Damage	Shield Damage	Attacks	Hit Rate	Crit %	Flank %	Kills	Base Damage	Base Hull Damage	Base Shield Damage	Max Crit. Hit	Min Crit. Hit	Non-Crit. Hit	Max	Min Non-Crit. Hit	Avg. Crit. Hit	Avg. Non-Crit. Hit
Plasma Explosion	12,478,307	64,587.51	156,088	12,478,307	0	228	100.00%	34.40%	18.66%	15	6,125,458	6,125,458	0	156,088	33479.1	82,966	11602.3	89,043	36,536	8,042
Dual Antiproton Banks - Fire of Will II	6,424,972	33,255.55	33,544	5,415,569	1,009,403	645	100.00%	36.43%	16.90%	6	5,956,703	3,650,134	2,306,569	33,544	950,238	21,908	162,908	13,309	8,042	8,042
Dual Antiproton Banks - Fire of Will III	2,058,933	10,657.00	35,534	1,848,649	210,284	197	100.00%	35.03%	31.47%	0	1,648,216	1,116,056	532,160	35,534	1840.34	17,866	17,637	14,297	8,378	8,378
Pets	1,841,927	7,980.99	81,641	1,332,384	211,543	691	100.00%	4.49%	0.00%	0	1,425,482	854,838	570,644	45,068	177,878	61,641	63,438	7,804	1,970	1,970
Antiproton Beam Array - Fire of Will II	1,425,121	7,374.41	21,156	1,047,484	377,639	257	100.00%	33.85%	16.34%	0	1,451,068	926,074	724,994	21,156	503,531	9,998	98,394	5,878	5,375	5,375
Kemooche Explosion	862,177	4,462.62	29,970	581,251	280,927	279	100.00%	19.35%	4.66%	0	1,201,099	599,543	601,556	29,970	814,681	5,241	3,81475.06	6,100	2,368	2,368
Antiproton Array	523,522	2,709.74	20,746	470,634	52,888	76	100.00%	36.84%	34.21%	2	429,729	298,622	131,107	20,746	639,783	13,826	494,607	8,425	5,991	5,991
Cutting Beam	460,188	2,381.93	16,995	436,979	23,210	86	100.00%	43.02%	31.40%	2	525,142	325,545	199,297	16,995	682.55	11,980	181,931	5,425	5,293	5,293
Directed Energy Modulation I	282,809	1,463.81	3,082	282,809	0	448	100.00%	35.04%	24.11%	0	142,401	142,401	0	3,082	73,894	1,642	34,692	974	446	446
Tyken's Rift Power Siphon - Tyken's Rift	95,640	495.03	4,525	95,640	0	37	100.00%	18.92%	0.00%	0	46,151	46,151	0	4,174	1704.86	4,525	327.49	3,368	2,403	2,403
Reflecting Tetryon Cascade	55,683	443.80	12,832	38,980	46,703	20	100.00%	0.00%	35.00%	0	147,561	77,895	69,666	0	0	12,832	195,308	0	4,284	4,284
Plasma Torpedo - Heavy I - Heavy	76,615	396.56	15,994	76,615	0	14	100.00%	0.00%	0.00%	0	24,649	24,649	0	0	0	15,994	139,281	0	5,473	5,473
Plasma Fire	21,307	110.28	2,588	21,307	0	11	100.00%	0.00%	0.00%	0	9,604	9,604	0	0	0	2,588	1372.02	0	1,937	1,937
Plasma Torpedo - Heavy I	10,721	55.49	350	10,721	0	65	100.00%	0.00%	0.00%	0	2,141	2,141	0	0	0	350	127,798	0	165	165
Crystalline Refraction - Plasma	3,376	17.47	2,476	2,476	900	1	100.00%	0.00%	0.00%	0	4,239	2,274	1,965	0	0	2,476	899,882	0	3,376	3,376
Plasma - Plasma Fire	1,818	9.41	470	1,818	0	4	100.00%	0.00%	0.00%	0	580	580	0	0	0	470	439,413	0	484	484

Figure 5.4

Ability	Damage	DPS	Max One-Hit	Hull Damage	Shield Damage	Attacks	Hit Rate	Crit %	Flank %	Kills	Base Damage	Base Hull Damage	Base Shield Damage	Max Crit. Hit	Min Crit. Hit	Non-Crit. Hit	Max	Min Non-Crit. Hit	Avg. Crit. Hit	Avg. Non-Crit. Hit
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Pets	1,841,927	7,980.99	81,641	1,332,384	211,543	691	100.00%	4.49%	0.00%	0	1,425,482	854,838	570,644	45,068	177,878	61,641	63,438	7,804	1,970	1,970
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Antiproton Array	523,522	2,709.74	20,746	470,634	52,888	76	100.00%	36.84%	34.21%	2	429,729	298,622	131,107	20,746	639,783	13,826	494,607	8,425	5,991	5,991
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Directed Energy Modulation I	282,809	1,463.81	3,082	282,809	0	448	100.00%	35.04%	24.11%	0	142,401	142,401	0	3,082	73,894	1,642	34,692	974	446	446
Tyken's Rift Power Siphon - Tyken's Rift	95,640	495.03	4,525	95,640	0	37	100.00%	18.92%	0.00%	0	46,151	46,151	0	4,174	1704.86	4,525	327.49	3,368	2,403	2,403
Reflecting Tetryon Cascade	55,683	443.80	12,832	38,980	46,703	20	100.00%	0.00%	35.00%	0	147,561	77,895	69,666	0	0	12,832	195,308	0	4,284	4,284
Plasma Torpedo - Heavy I - Heavy	76,615	396.56	15,994	76,615	0	14	100.00%	0.00%	0.00%	0	24,649	24,649	0	0	0	15,994	139,281	0	5,473	5,473
Plasma Fire	21,307	110.28	2,588	21,307	0	11	100.00%	0.00%	0.00%	0	9,604	9,604	0	0	0	2,588	1372.02	0	1,937	1,937
Plasma Torpedo - Heavy I	10,721	55.49	350	10,721	0	65	100.00%	0.00%	0.00%	0	2,141	2,141	0	0	0	350	127,798	0	165	165
Crystalline Refraction - Plasma	3,376	17.47	2,476	2,476	900	1	100.00%	0.00%	0.00%	0	4,239	2,274	1,965	0	0	2,476	899,882	0	3,376	3,376
Plasma - Plasma Fire	1,818	9.41	470	1,818	0	4	100.00%	0.00%	0.00%	0	580	580	0	0	0	470	439,413	0	484	484

In Figure 5.3, you can see an entire table is selected. Hitting the box at the top left corner will select the entire table. Then pressing Control + C will copy the table, allowing you to paste it wherever you want.

In Figure 5.4, you can see only part of the table is highlighted to be copied. By holding down Control you can select cells to or to not be copied.

### Real-Time Parser

#### WHAT DOES THE REAL-TIME PARSER DO?

The Real-Time Parser gives an accurate constantly updated readout of your current combat instance.

The Real-Time Parser is completely separate from the main window. This parser will automatically update, whereas the main window will need to be refreshed using the Analyze Log button.

You can change the refresh time on the RTP in the Preferences window.

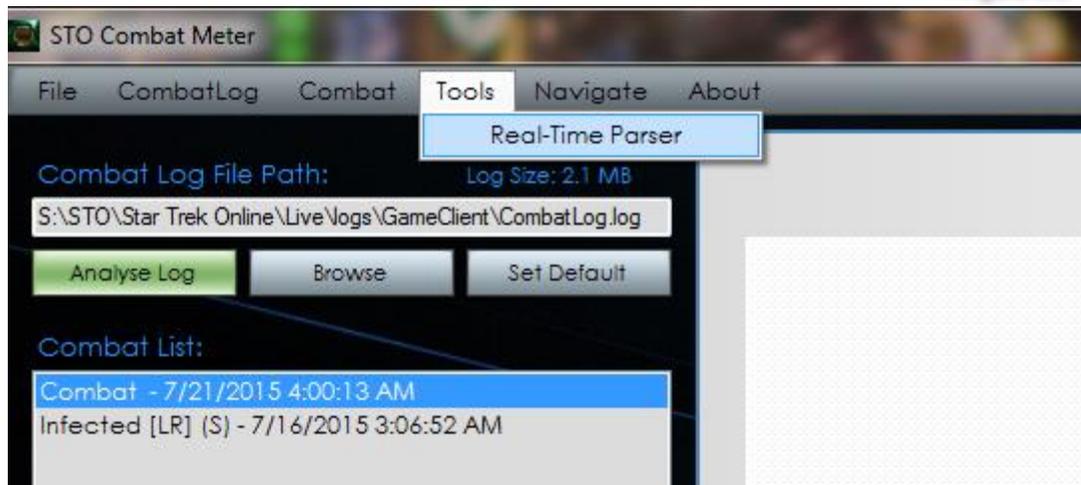


Figure 6.1

#### HOW DO I START THE REAL-TIME PARSER?

You can start the Real Time Parser by selecting the tools tab at the top menu, and hitting Real-Time Parser button.

Figure 6.2



#### HOW DO I CHANGE THE SIZE OF THE REAL-TIME PARSER?

Double click the parser to turn it into a resizable window (Figure 6.3). Double click it when done to go back into transparent mode (Figure 6.4).

To close the Real-Timer Parser, hit the Red X.

Figure 6.3

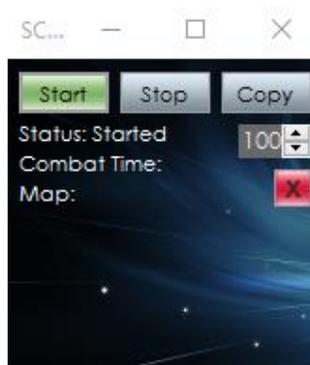
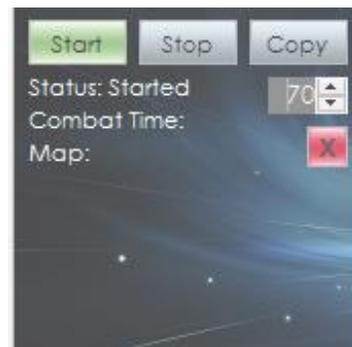


Figure 6.4



### Saving & Cleaning Log Files

#### SAVE & BACKUP FILES

SCM has options to save a single combat or backup an entire log file.

Both options will open a window for you to choose a name and location to save the file.

We highly recommend having a separate file for any log files you want to save. For ease of access and safety in the event you lost your STO folder.

Figure 7.1

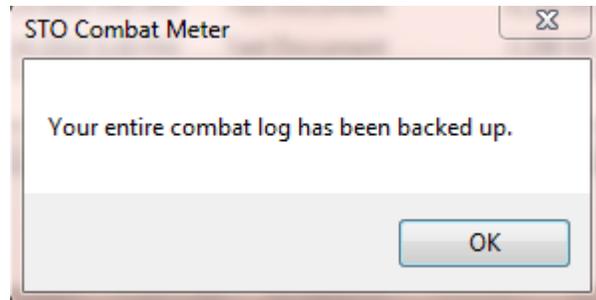
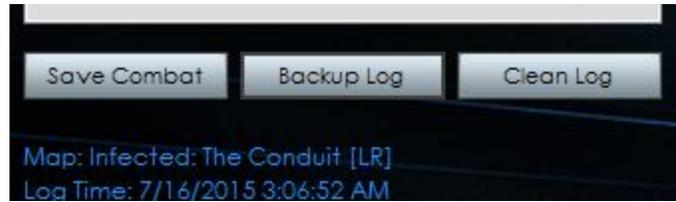


Figure 7.2

#### CLEAN LOG FILES

As time goes on, log files tend to grow quite a bit. The Clean Log function seen below should resolve this issue. Just remember to save any important log files before using it.

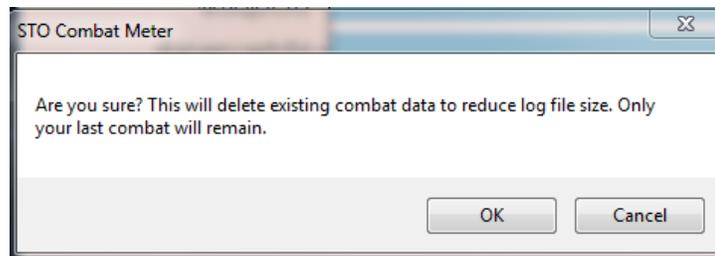


Figure 7.3

## The Official DPS League

### UPLOADING TO THE LEAGUE

Uploading to the League via SCM is simple. Select the Combat you wish to upload from the Combat List and select the Upload Results button.

Once the upload is complete, a response window will open showing if the DPS and/or speed was saved for each player. This window can be seen in Figure 8.1.



### DETECTING YOUR FACTION / CLASS

The League Table allows you to see what career and faction each character is. In order to register a character as a specific faction, use a Fleet Support in any supported map, and upload that parse. In order to register your class, make sure to use some of your class abilities in a run and upload. Once uploaded, that character's faction/class will be saved.

### BROWSING THE LEAGUE

To open the League, click "The Official DPS League" button at the bottom left of the main window or click "Official DPS League" under the Navigate tab on the menu.

The League will default to show all Players of all Careers from all Factions for ISA DPS parses. There are filters to show specific careers, faction, Top DPS per @handle or per Character, and more. Just make sure to hit the "Update Display" button after changing the filters.

Figure 8.2



### CURRENTLY SUPPORTED MAPS

#### **Space:**

Crystalline Cataclysm (Advanced)  
Hive Onslaught (Elite)  
Infected: The Conduit (Advanced)

#### **Ground:**

Bug Hunt (Elite)  
Nukara Prime: Self Destructive Tendencies (Elite)  
Nukara Prime: Transdimensional Tactics (Elite)

### VIEWING A PARSE ON THE LEAGUE

Viewing any parse on the League is simple. Simply select the row you want to view, and select the "Load Combat Log" button at the top of the window.

After hitting the Load Combat Log button, the log selected will be downloaded and loaded up into SCM for you to view.

## Preferences

Located under the File tab on the top menu, the Preferences window allows you to customize some of the Parser settings.

### HANDLE/ CHAR. PREFERENCE

This allows you to select whether the Character Name or @Handle are shown when copying results.

### PLAYER HANDLE

This is where you insert your @Handle. This will default the “Player Combat Analysis Reports” window to automatically open up to your results.



**Figure 9.1**

### TIME BETWEEN COMBAT (s)

This setting will change the time separation between combats on your combatlog.

Keeping this value at 45 is recommended.

### RTP REFRESH RATE (s)

This setting allows you to change the update time on the Real-Time Parser.

## FAQ

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Q: My anti-virus is detecting SCM as a virus, what is happening?

- SCM is 100% virus free. Please add an exception to your anti-virus software to enable install and use of the program. SCM employs code obfuscation to prevent reverse engineering of security measures that have been put in place to protect the integrity of results uploaded to the Official DPS League. A number of anti-virus programs will therefore incorrectly identify this code obfuscation as a false positive (because viruses employ similar methods to hide their presence). Please understand that this is a necessary measure for the sound administration of the DPS League, and be assured that SCM does not include any viruses or code instructions that are harmful to your system.

### RELEASE NOTES

Release notes available here:

<http://sto-dps.com/SCMRN.html>

### HOW CAN I CONTACT THE DEVELOPMENT TEAM FOR FEEDBACK OR BUG REPORTS?

Please direct all feedback to the DPS website forums at the below address.

[http://dps.shivtr.com/forum\\_threads/2186048](http://dps.shivtr.com/forum_threads/2186048)