

# Damage Recaps

BattleTracker also includes a damage recap feature that displays a summary of the damage dealt and received by a player during combat. This can be summarized in multiple ways, such as which item dealt the most damage, a breakdown of players that dealt damage, or all the types of damage a player received.

By default, BattleTracker allows for recapping damage based on players, entities, items and cause. The image below demonstrates how this is shown to players:



## Configuration

Configuration for damage recaps can be found in the [PVP and PVE Tracker](#) configuration page.

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Revision #1

Created 25 August 2024 18:29:08 by Redned

Updated 25 August 2024 18:31:17 by Redned