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:

4b22a886a0a012ed8c1e43c0543e4b2cb8e2e3d1.png

Configuration

Configuration for damage recaps can be found in the PVP and PVE Tracker configuration page.

Revision #1
Created 2024-08-25 18:29:08 UTC by Redned
Updated 2024-08-25 18:31:17 UTC by Redned