

ASTROMECH v0.0.5.0 (Beta)

AstroMech (Beta) is a log parser for Star Wars Galaxies: Jump to Lightspeed. It records pilot statistics for your current session and character lifetime, including PVP kills, items looted and GCW points earned.

Lifetime statistics will persist between sessions, and you can clear and/or replay your statistics as needed.

Radio buttons allow switching the display of Current Session or Lifetime statistics on the statistics tabs. You can publish the currently displayed statistics to your Star Wars Galaxies Notepad for use in-game with the Publish button (access this using /notepad in Star Wars Galaxies).

You don't need a Saitek X52 Pro to use AstroMech, but if you don't own one you'll need to ALT-TAB out of Star Wars Galaxies to see your stats. If you do have a Saitek X52 Pro, congratulations! You'll be able to see all your statistics and control AstroMech entirely from the MFD.

Note: AstroMech requires the latest Saitek drivers for X52 Pro MFD display (currently Beta2 - available here: <http://www.saitekforum.com/showthread.php?p=54261>).

FEATURES

Current feature list:

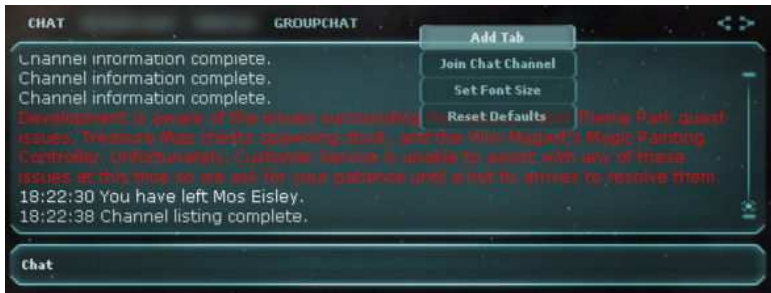
1. Saitek DirectOutput integration
 - Supports X52 Pro
 - All Counters and Functions displayed on MFD
 - All commands in the AstroMech GUI are accessible from MFD (no need to ALT-TAB back to AstroMech to make changes)
2. Star Wars Galaxies Log file parser
 - Monitors specified log file for changes
3. Counters
 - PVP kills
 - PVE kills
 - Player Deaths
 - GCW points
 - Items looted
 - Credits looted
4. Functions
 - List of PVP kills by player name
 - Average kills per looted item
 - Average credits per kill
 - Kills per minute (averaged over the last 5 minutes)
 - Time to full inventory
 - PVP status (Neutral or Overt)
 - Publish stats to Star Wars Galaxies notepad

INSTRUCTIONS

To enable AstroMech recording of statistics:

1. While logged into Star Wars Galaxies, create a Chat Tab that displays only System Messages (you can reuse an existing tab that displays only System Messages, but it must exist *only* in the space UI and *not* on the ground as well - a good candidate is the SpaceLoot tab if you're using spaceTribe's lootalyzer).

Right-click the list of Chat Tabs and select Add Tab:



Right-click the new tab (named "NONE") and select Modify Tab:



Add System Message to the Tab Channels list and name the tab. Click OK when finished:



2. Turn on Timestamp Incoming Messages in Star Wars Galaxies.

Open the Options panel (usually the O key or CTRL-O) and enable Timestamp Incoming Messages:



SAITEK X52 PRO

AstroMech fully supports the X52 Pro. If you check the Use DirectOutput check box in AstroMech, all stats will be presented on the MFD and updated as they change.

Use the left scroll wheel under the MFD to change pages.

The right scroll wheel is supported on the following pages:

1. When on the PVP Kills page, use the right scroll wheel to scroll through your current list of PVP kills.
2. When on the Configuration page, use the right scroll wheel to scroll through the list of configuration options. Click the scroll wheel to change the selected configuration option. If a configuration option requires a confirmation (if you're clearing your saved statistics, for example), you'll need to select Yes on the confirmation dialog on the MFD.

VERSION HISTORY

0.0.5.0

Public Alpha 4a

- Added Kills Per Minute calculation. Kills are averaged over the last 5 minutes, so you'll see lower numbers than you expect for the first couple of minutes.
- Added Time to Full Inventory countdown timer. This is based on Kills Per Minute and your average Kills Per Item for the current session. "Available Inventory" is defined on the PVE tab – by default this is 80 items, but you can change the value if you keep items in your inventory. Click the Reset button to start the counter over with a new inventory number.

0.0.4.3

Public Alpha 3d

- Fixed an issue where AstroMech would crash if you had DirectOutput enabled and only one PVP kill.

0.0.4.2

Public Alpha 3c

- Now pushing Credits per Kill to the X52 Pro MFD.
- Fixed player names in the PVP Kills list where the name contained a special character. The full first name of the player should now show up correctly.
- Limited the number of characters per player name on the X52 Pro MFD. This means the PVP Kills list will not be disrupted if a player's name is longer than 12 characters.
- Removed Pilot XP from features list. Starship Combat XP shows up on the Quest tab in SWG, not as a System Message; adding support for Pilot XP would mean complicating initial setup. If you really want Pilot XP, please let me know. I may add it back in a future version as an option.

0.0.4.1

Public Alpha 3b

- Fixed duplication of player deaths, but only if player is using Timestamp Incoming Messages for chat in SWG. If you're not using Timestamp Incoming Messages, you'll still get the duplication. Due to the way SWG logs player deaths, there's no way to accurately determine if a death is a duplicate without a Timestamp.
- Set threshold for duplication at 5 seconds. If a death occurs within 5 seconds of a previous death, AstroMech considers it a duplicate.

0.0.4.0

Public Alpha 3a

- Added confirmation dialogs on the MFD for some options (in previous versions, selecting Publish, Clear, or Replay on the MFD would pop a message box on the desktop that the player would never see)

0.0.3.1

Internal Update

- Added handler to fire events from MFD when AstroMech is minimized to the System Tray

0.0.3.0

Public Alpha 2

- DirectOutput functionality for all currently enabled counters
- Configuration page on X52 MFD has all commands present in GUI

0.0.2.1

Internal Update

- Preliminary implementation of DirectOutput
- Added Credits per Kill counter
- Changed systray icon when monitoring a log file
- Added all commands in GUI to systray context menu

0.0.2.0

Public Alpha 1

- Basic functionality
- No DirectOutput

0.0.1.0

Internal Alpha

- DirectOutput proof of concept

KNOWN ISSUES

1. Deaths will be logged twice if Timestamp Incoming Messages is not enabled.
2. Pilot XP calculation will not be implemented.
3. AstroMech does not currently show a busy mouse cursor when busy. Replaying Statistics can take a long, long time and AstroMech may appear to stop responding.
4. Most exceptions aren't handled (go me).
5. Star Wars Galaxies has a quirk with logging; it will only save to the chat log file once 46 lines have been buffered. AstroMech can only read statistics for those lines Star Wars Galaxies has written to the log. This means AstroMech is displaying near-real-time statistics.

If you have any feedback or if AstroMech crashes, please email the details signalnoise@idolatry.org, leave a comment at <http://astromech.idolatry.org>, or send a forum PM to Idolatry.