Character View Expanded Stats (CaVES)
v2.2 User Manual
Warhammer Online: Age of Reckoning Addon

Overview

The following document contains a user manual explaining the functionality and features of the **Character View Expanded Stats** (**CaVES**) addon for Warhammer Online: Age of Reckoning.

Description

Character View Expanded Stats (**CaVES**) takes the five stats category groups that can only be viewed one at a time in the standard **Character View** and displays them all at once in a single window that sits alongside the **Character View** window. This allows players to see the many stats that change and are affected by single or multiple equipment changes as well as other stat modification events. **CaVES** is a perfect tool for all classes and all levels, allowing easier optimizing of all character stats.

CaVES adds a small unobtrusive toggle button or nub to the upper right corner of the **Character View**. It is able to be opened and closed using this nub, or **CaVES** can be configured to show automatically when the **Character View** is shown.

The original stats window is not removed or replaced and **CaVES** duplicates all of the functionality of the original stats window, such as tooltips, and makes several improvements and enhancements. Enhancements include the display and color coding of difference values that show whether the stat has made a + or – change. Additional features include a set of reference stats which allows players to make an analysis of the effects of their equipment and stat changes compared to a set of stat values that are saved depending on the user selected options.

Features

- Ability to be easily shown/hidden
- Recent(Current) Stat Value and Difference Display
- Reference Stat Value and Difference Display
- Context sensitive tooltips for Reference Value description based on user selected options
- Stat tooltips and mouse overs from Character View also work on stats displayed in CaVES
- Color coding for stat values and difference values, including resistance caps
- +/- symbols display for easier readability and for players that have color blindness
- Configurable User Options
  - Show CaVES on Character View display
  - Stat Reference value persistency settings
  - General and selective display of tooltips
- Supports Persistent Stat Reference values saved for multiple characters across multiple servers
- Right and left hand melee weapons stats have been separated into their own stats (4 total now). This makes these stat values easier to read.
  - Right Hand DPS
  - Right Hand Speed
  - Left Hand DPS
  - Left Hand Speed
  - New/updated tooltip descriptions for all of these stats
- Displays "power" stats and associated differences, including associated tooltip descriptions and calculated contributions for the following:
  - Fortitude
  - Melee Power
  - Ranged Power
  - Magic Power
  - Healing Power
- Reference and Recent(Current) stat display reset buttons
- Ability to filter out or ignore Talismans installed on gear and equipment. This allows more accurate comparisons of equipped gear and equipment or different load out configurations.
- Ability to filter out or ignore equipped Event slot item and the stat values it contributes.
- Preserves original Character View stats window and functionality
- Compatible with Character View Dye Merchant, Brags, and Dungeon countdown windows/tabs
- Compatible with and supports the following addons:
  - AnywhereTrainer
  - RvRStatsTab
  - RvRStatsUpdated
- Multiple Language Support (currently includes English, German, and Italian)
- Includes User Manual

Usage

Displaying CaVES

Once **CaVES** is installed, a small button is added to the upper right corner of the **Character View**. This small button or "nub", allows **CaVES** to be opened. If the cursor is placed over this "nub", a descriptive mouse over tooltip is displayed. The "nub" and the descriptive mouse over tooltip are shown in the images below.

CaVES "Nub" on Character View Window

Toggle Character View Expanded Stats

CaVES "Nub" Tooltip

CaVES "Nub" Mouse Over Tooltip

CaVES Window

Pressing on the "nub" opens the **CaVES** window. The following image shows the elements of the **CaVES** window.

Character View Expanded Stats (CaVES) Window Shown and Labeled

A) Column Header Bar

The **Column Header Bar** labels the columns below. The labels have associated mouse over tooltips that provide information. In the case of the **Reference** column header label, the tooltip description is context sensitive, displaying the current **Reference Stats Values** option chosen in the **CaVES Option** window.

B) Stat Icon Column

Just as with the standard stats window in the **Character View**, the individual stats each have an associated icon.

C) Stat Column

The **Stat Column** is a list of all the individual stats and their names taken from the five stat categories in the **Character View**. These stat names are all displayed in one place and grouped by stat category.

D) Recent Stat Value Column

The **Recent Stat Value Column** shows the current value and most recent value change for a character stat in the format:

<New or Current Stat Value>/<Stat Value Change>

The "/" character is simply a formatting divider and does not denote any arithmetic operation.

Anything that effects a stat, such as the removal or addition of equipment, level increase stat changes, training, spells, switching of mutation or stance, etc... will cause the <New or Current Stat Value> to increase or decrease, resulting in the display of a + or – value with an associated color code denoting the recent change effect on the current stat. For most stats, a positive change or increase in a value is color coded green and a negative change or decrease in value is color coded red. In the case Weapon Speed stats (melee and ranged), the + or – symbols are still used, but the color coding is green for a decrease in the stat value and red for an increase in the stat value, since for Weapon Speed a decrease in this stat is more desirable than an increase.

NOTE: An orange value that appears on a resistance (Spiritual, Corporeal, or Elemental) denotes that the particular stat has reached a point at which it diminishes. The stat has effectively hit a value cap.

When equipment is "swapped", realize that this is in effect the equipment being removed which is one stat changing event, and being added which is another stat changing event, it is just all done automatically for the player. This will result in only the final stat value difference being displayed and not the overall change for the equipment slot. The overall change as a result of the equipment change can be seen in the **Reference Stat Values**.

This stat value change or difference always changes with a new stat change, and only reflects the most recent stat changes. Only the **Reference Stat Values** are persistent between stat changing events.

If for some reason something strange occurs in the game and the player wishes to reset the <New or Current Stat Value> or <Stat Value Change>, simply press the **Reset** button located at the bottom of the **Recent Stat Value Column**.

E) Reference Stat Value Column

The **Reference Stat Value Column** shows the overall or cumulative effects of all stat value changes that have occurred.

While the saving or resetting of values is determined by the **Reference Stats Values** options found in the **CaVES Options** window, the display format is always:

<Start Stat Value>/<Recent Stat Change Compared to Start Stat Value>

The "/" character is simply a formatting divider and does not denote any arithmetic operation.

Naturally, adding the two values together should always result in the <New or Current Stat Value> displayed in the **Recent Stat Value Column**.

The color coding and + and – scheme is the same as found on the values in the **Recent Stat Value Column**, including the display or diminished resistances that have hit the value cap (denoted in orange).

This will be the most used column by players as they get used to utilizing **CaVES** as a tool to keep track of character stat changes.

F) Options Button

The **Options Button** opens up the **CaVES Options** window where certain settings can be customized to the individual preference of the player.

G) Reference Stat Values Reset Button

Upon pressing this button, all of the **Reference Stat Values** and the associated difference values are recalculated based on the current stats or **Recent Stat Values**. The **Reference Stats Values** become the **Recent Stat Values** and the difference values are set to 0.

WARNING: Resetting these values means these are the values that will be saved depending on the **Reference Stats Value** options selected in the **CaVES Options** window. For instance, if "**Persistent Between Game Sessions**" is set, then the values saved will be reset and whatever the values are upon leaving the game will be the ones that are saved.

H) Recent Stat Values Reset Button

Upon pressing this button, all of the **Recent Stat Values** and the associated difference values are recalculated based on the character's current stats. The difference values are set to 0.

I) Ignore Toggles

The **Ignore** toggles disable certain equipped items, typically items that are temporary, in order to better analyze the base equipment stat values. When an item or class of equipped item is set to ignore, it effectively just subtracts the contributing stat values from the item and recalculates and displays any associated or dependent stats.

The changes are displayed in the **Recent Stat Values** and these options are persistent and their states are saved between not only the opening and closing of the **Character Viewer**, but game sessions as well.

There are currently two Ignore toggle items, **Talismans** and **Event Items**.

- **Talismans** - Upon enabling the associated checkbox, all currently installed Talismans on equipped weapons and equipment will be ignored in the stats calculations. This allows more accurate comparison of different gear load outs.
- **Event Item** - Upon enabling the associated checkbox, the currently installed Event item will be ignored in the stats calculations. The Event item is a more recent equipment slot addition and currently these items are temporary. The toggle allows easier analysis of equipment load outs without having to manually remove the Event item.

To set the **Reference Stat Values** to the current non-Talisman enhanced or Event Item enhanced values, simply click the **Reference Stat Values Reset Button**.

Options Window

The **CaVES Options** window allows the player to customize certain aspect of CaVES.

CaVES Options Window

Saving Options

The options are not saved unless the **Save** button is pressed. Pressing Save does not close the options window, in order to close the Options Window, press **Close** or hit the **X** in the upper right corner.

To cancel without saving any recent option changes, simply press **Close** or hit the **X** in the upper right corner.

General Options

A) Expanded Stats Opens with Character View – When checked, this makes the **Expanded Stats** or **CaVES** window automatically show every time the **Character View** is shown. When the **Character View** is hidden, the **Expanded Stats** or **CaVES** window is also hidden.

Closing the **Expanded Stats** or **CaVES** window manually by hitting the **X** in the upper right hand corner of the window will hide **CaVES** but not the **Character View**. If **Expanded Stats Opens with Character View** is checked and the **CaVES** window is manually closed, it will automatically be shown again when the **Character View** is shown.
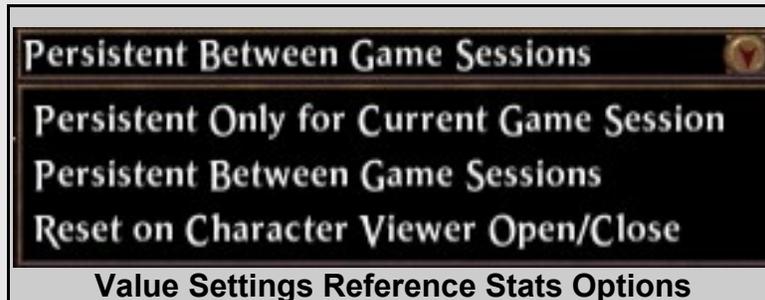
By default, this option is unchecked or disabled.

B) Hide Expanded Stats when using Dye Merchant – When checked, this makes the **Expanded Stats** or **CaVES** window automatically hide whenever the Dye Merchant window is shown, keeping the screen less cluttered and crowded.

This option is checked or enabled by default, hiding the CaVES window when the Dye Merchant is being used and the associated window is being shown.

Reference Stats

C) Value Settings

There are three options available in a pull down in the **Reference Stats** section. Each option affects how the **Reference** values are stored/reset and displayed for the player.

Value Settings Reference Stats Options

Persistent Only for Current Game Session – The **Reference** stat values are set upon logging into and entering the game. These values will be displayed and used for the difference calculations as long as the current game session is valid. Logging out or closing down the game will reset these values.

Be warned that using the manual **Reset** button located at the bottom of the **Reference** column, or reloading the UI can reset these values also.

This is the selected option by default.

Persistent Between Game Sessions – The **Reference** stat values are saved out and are

persistent between game sessions for the character for which it is set. The player can open and close the **Character View**, log out, log back in, or even shut down the game and the values for that character will be saved and used for the **Reference** stat values and difference calculations when logging back in and viewing the **CaVES** window. **CaVES** supports multiple characters across multiple servers. Each unique character name is stored per server so players can use the same character name on multiple servers without overwriting the saved data.

When this option is selected and saved, the **Reference** stat values that are currently displayed for the logged in character are the values saved and kept persistent. In theory, if **CaVES** is used upon character creation and this option is set, the player can see the differences and effects of all the stat related changes to equipment and other events that have occurred over the life of the character!

Be warned that using the manual **Reset** button located at the bottom of the **Reference** column, or switching to another **Reference Stats Values** option, can reset the **Reference** value that is currently set or saved.

TIP: For more savvy users or those familiar with how addons save their data, it is possible to keep a backup copy of the saved values in the event that something happens (game reinstall, install on another machine, etc...). Make a copy of the SavedVariables.lua located in \Warhammer Online - Age of Reckoning\user\settings\GLOBAL\CaVES. If something happens all you have to do is copy this file over the existing one and you will get your saved **Reference** stats back!

Reset on Character View Open/Close - The **Reference** stat values are set upon opening the **Character View** window. These values will be displayed and used for the difference calculations as long as the **Character View** and **CaVES** is displayed. Hiding the **Character View** window and/or **CaVES** will reset these values.

Be warned that using the manual **Reset** button located at the bottom of the **Reference** column, or reloading the UI can reset these values also.

Stat Info Tooltips

D) Show Tooltips – When this option is checked or enabled, stat mouse over tooltips are displayed. This does not include the **Expanded Stats** header tooltips, these are always displayed when moused over.

Mousing over anywhere along the stat line will cause a stat tooltip to appear to the far right of the **Expanded Stats** or **CaVES** window.

CaVES Stat Mouseover Tooltip Displayed on the far right

If this option is unchecked, or disabled, then stat mouse over tooltips are not displayed upon mouse over of a stat line and the **Show Tooltips on Stat Icon Mouse Over Only** is disabled.

This option is checked or enabled by default.

E) Show Tooltips on Stat Icon Mouse Over Only – If this option is checked or enabled, then the stat line mouse over area that causes the display of a tooltip is limited to just the stat icon. The tooltip will appear immediately to the right of the cursor.

CaVES Stat Mouseover Tooltip Displayed on the right of the Stat Icon

F.A.Q – Frequently Asked Questions

Q: When I opened **CaVES** or performed an action that caused a stat change, I noticed the stats took a second to change or display.

A: **CaVES** has all the limitations of the game UI. If something is causing a slow down in the UI or game, then **CaVES** will also be affected.

Q: I had the **CaVES** window open and suddenly a stat change occurred and I had not taken any action such as removing or adding equipment.

A: This is not uncommon and is not a bug. This is usually the result of a spell or buff/debuff being applied to or wearing off for the player character. Remember, anything that affects a stat is reflected in the **Character View** stats window as well as the **CaVES Reference** stat values and **Recent** stat values.

Q: I had the **CaVES** window open and was adding and removing pieces of equipment and the stats and/or stat differences changed automatically several moments after I had stopped.

A: This typically occurs when adding or removing pieces of gear that are parts of sets. The game sometimes takes a moment to apply the set piece bonuses, resulting in the stats and differences displaying one set of values and then a moment later the values adjust after the set pieces bonuses have finally been applied. If you are swapping pieces of equipment that are parts of a set and are not seeing the correct values being applied, give the game the chance to catch up. Realize that CaVES only displays the information it has available to it at the time, but that the stat values will correct themselves since CaVES takes into account and has safeguards for such situations.

Q: I upgraded **CaVES** to 1.2 or later from a previous version and I lost my persistent stats for my current character.

A: Unfortunately, versions of CaVES prior to version 1.2 had incompatible saved data for persistent stats with the latest versions that support multiple character persistent reference stat values saving across multiple servers. There was no character name or server name associated with the data. The safest way to handle this was the wipe out the previously saved stats. Measures have been taken that if changes need to occur in the future, stat value resets should not be necessary. Apologies for any inconvenience.

As an added note, as of 1.3 and WAR patch 1.2.1, CaVES continues to store its character stat values per character name per server, but stores them globally under \Warhammer Online - Age of Reckoning\user\settings\GLOBAL\CaVES.

Q: CaVES does not work or causes issues with another mod I have installed, or my other installed mod or addon causes issues with CaVES.

A: Every effort has been made to ensure that CaVES is setup such that it does not conflict with other installed mods or addons, and vice-versa. Specific support has been included for mods such as AnywhereTrainer, RvRStatsTab, and RvRStatsUpdated. However, due to the extent of mods and the radical changes some mods make to the UI, there is bound to be some cases where mods cause issues with each other.

If you are noticing issues as a result of CaVES, or other mods are causing issues with CaVES, please make sure to contact the author by either sending an email to alpha_male@speakeasy.net, or by visiting the CaVES mod site on Curse, http://war.curse.com/downloads/war-addons/details/caves.aspx and leaving a comment.