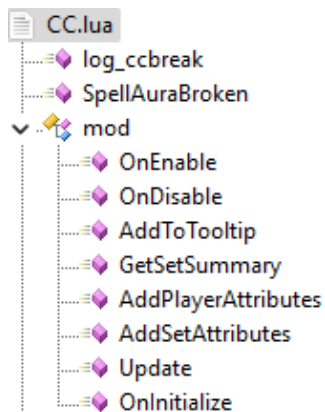


Overview

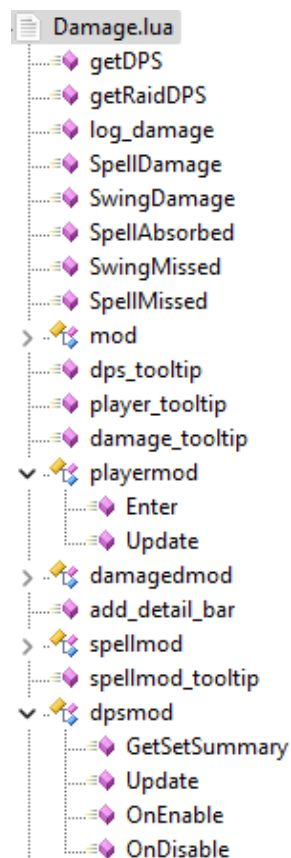
-  CC.lua
-  Damage.lua
-  DamageTaken.lua
-  Deaths.lua
-  Debuffs.lua
-  Dispel.lua
-  Enemies.lua
-  FriendlyFire.lua
-  Healing.lua
-  Interrupts.lua
-  Overhealing.lua
-  Power.lua
-  Themes.lua
-  Threat.lua
-  TotalHealing.lua
-  Tweaks.lua

CC.lua (functions)**Description (short and to the point)**

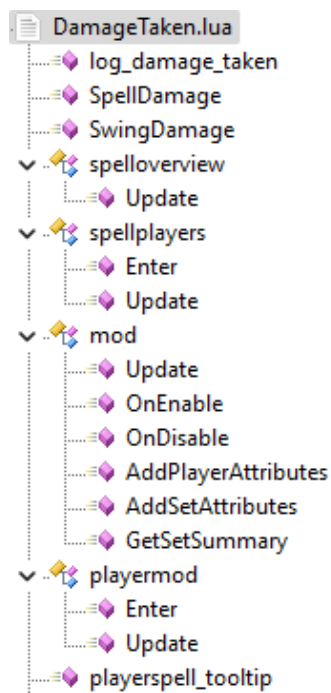
- Classes/Races CC (Crowded Control) abilities and the deliberate control of opponents by players (/pets).

Hint (CC)

- Enemy Control is an important game mechanic in WoW that allows players to influence the behavior of enemies and thus control the outcome of battles. Different CC abilities allow players to react to different situations and adapt their strategies.

Damage.lua (functions)**Description (short and to the point)**

- Determination of damage caused by damage type and player (/pet)

DamageTaken.lua (functions)**Description (short and to the point)**

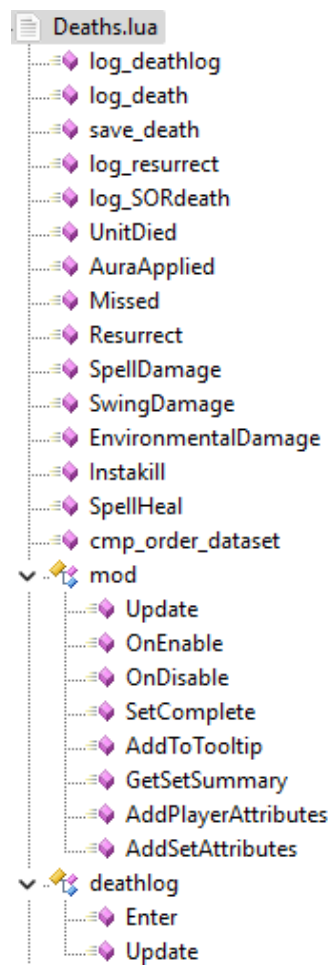
- Determination of received damage by damage type and player (/pet)

Hint (damage taken)

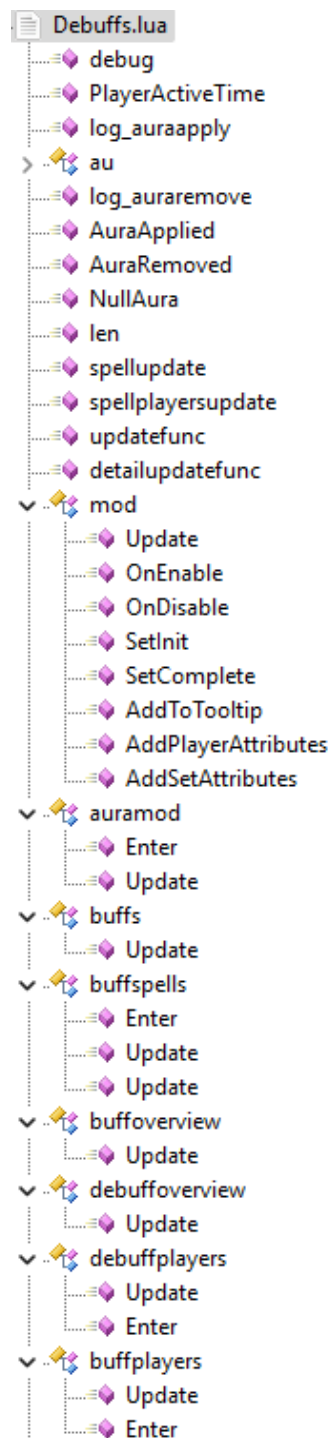
The amount of damage suffered depends on

- Absorbed
- Blocked
- Unmitigated
- Mitigated
- Resisted

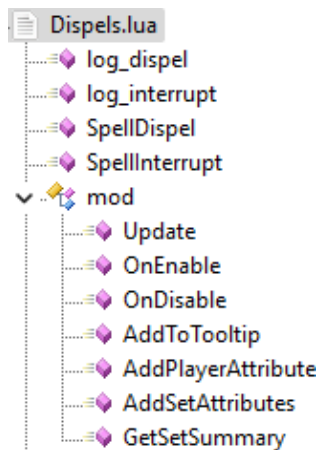
and can usually reduced by class abilities.

Deaths.lua (functions)**Description (short and to the point)**

- Death log of the player(s).

Debuffs.lua (functions)**Description (short and to the point)**

- Players (de)buffs

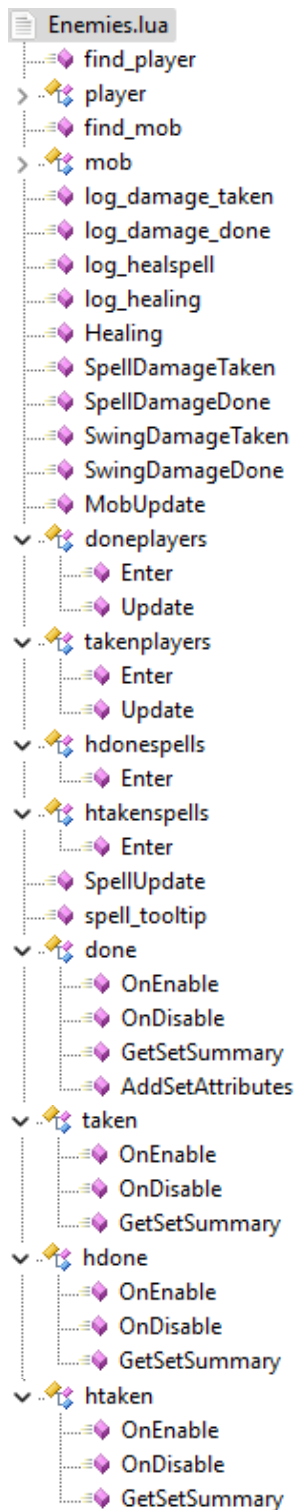
Dispels.lua (functions)**Description (short and to the point)**

- Dispells by player/pet (spell).

Hint (dispels)

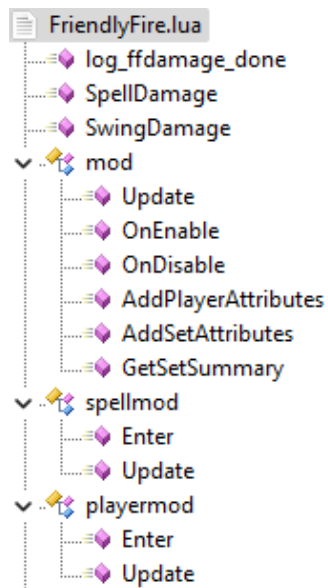
- Dispel refers to the general game mechanic of removing buffs and debuffs. All of these effects belong to a particular dispel type (class depending).

Enemies.lua (functions)



Description (short and to the point)

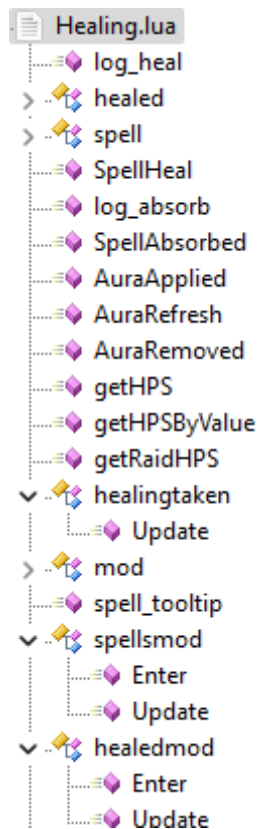
- Enemy damage done/damage taken/healing done/healing taken.
- Damage done/taken per player.

FriendlyFire.lua (functions)**Description (short and to the point)**

- Determination of friendly fire.

Hint (friendly fire)

- Friendly fire, where attacks affect allies, is generally not a core game mechanic. While some abilities and encounters can create situations where players or NPCs can indirectly affect allies with area-of-effect spells, the game is designed to minimize accidental damage to teammates

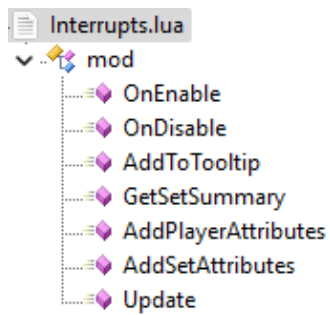
Healing.lua (functions)**Description (short and to the point)**

- Healing by spell.
- Healed players.
- Healing taken.

Hint (healing)

Healing Types:

- Direct healing instantly heals a target by a specific amount.
- Healing Over Time (HoT) that takes place at regular intervals over a specific duration.
- Shields protect a target from damage by absorbing damage before it reaches the target.

Interrupts.lua (function list)**Description (short and to the point)**

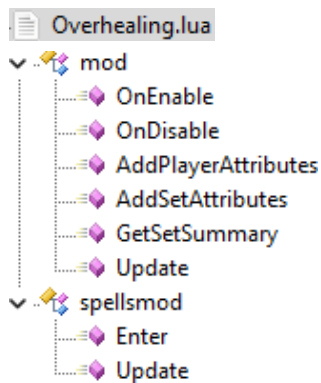
- Interruptions by players (class/role/spell).

Hint (Interrupts)

- Interruption refers to slowing or stopping a target's spellcasting.

There are two main types of interruption

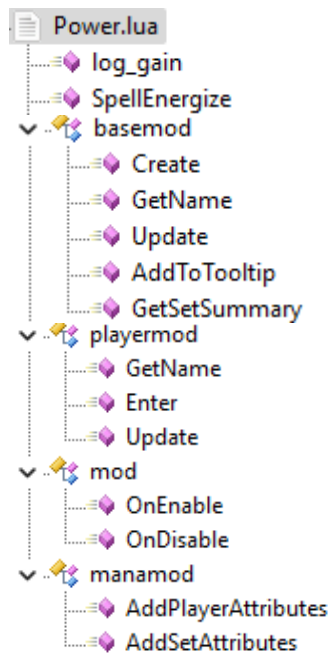
- Interruption caused by damage (also known as pushback)
- Interruption caused by specific abilities.

Overhealing.lua (functions)**Description (short and to the point)**

- Overhealed players

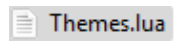
Hint (overhealing)

- Overhealing means a healer applies more healing to a character than they need to reach their maximum health. It's a common phenomenon that occurs when healers heal in advance to ensure the damage caused by an incoming attack is immediately offset. While slight overhealing is normal and depends on many factors, excessive overhealing can lead to unnecessary mana consumption and wasted time.

Power.lua (functions)**Description (short and to the point)**

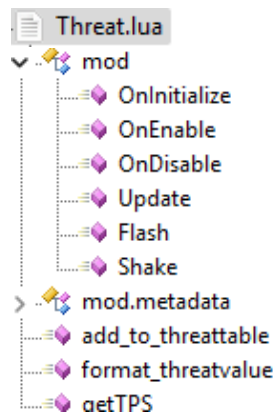
- Player power types and the type (class/spec)/amount (spell) they generate.

Themes.lua ([functions](#))



Description ([short and to the point](#))

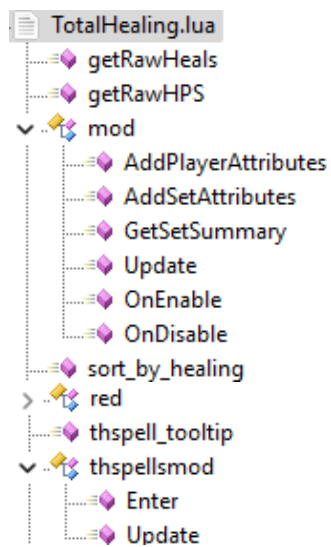
- Skada standard themes

Threat.lua (functions)**Description (short and to the point)**

- Determining the threat position of the player (/pet) in the threat table.

Hint (threat)

- Each NPC has a threat table, and the character with the highest threat value is usually the target of their aggression.
- In group or raid situations, it is the tanks' job to ensure that they attract the attention of the enemies and protect the other players (DPS and healers) through skillful threat management.

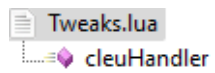
TotalHealing.lua (functions)**Description (short and to the point)**

- Total healing by healers.

Hint (total healing)

- Total healing refers to the total amount of healing a healer has generated in the game during a given period of time or instance. This includes both direct healing of players and indirect healing through abilities that heal over time or absorb damage. Overhealing, or healing that exceeds a target's full health bar, also counts toward total healing, but can also be a sign of mana waste when mana is scarce.

Tweaks.lua ([functions](#))



Description ([short and to the point](#))

- Handling of CLEU (COMBAT_LOG_EVENT_UNFILTERED).