

A quick guide to understanding WoW logs, by Malachiel (inspiration-raiding.net)

1 – Visit your logs page.

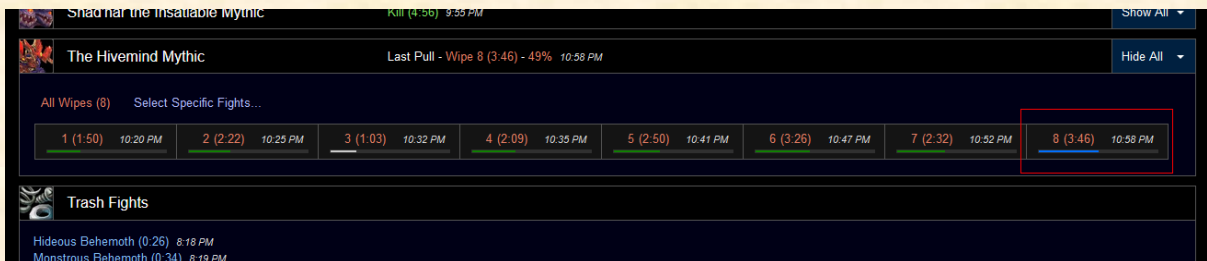


Figure 1 - A sample logs page.

2 – You can either investigate a specific fight, or several fights on the same boss, or obtain overall data for the whole run.

2a – To select a specific fight, left click on the attempt you are interested in.

For this example, let's say I want to investigate what caused our wipe on attempt 8 in Mythic Hivemind.



Selecting the attempt provides the following:

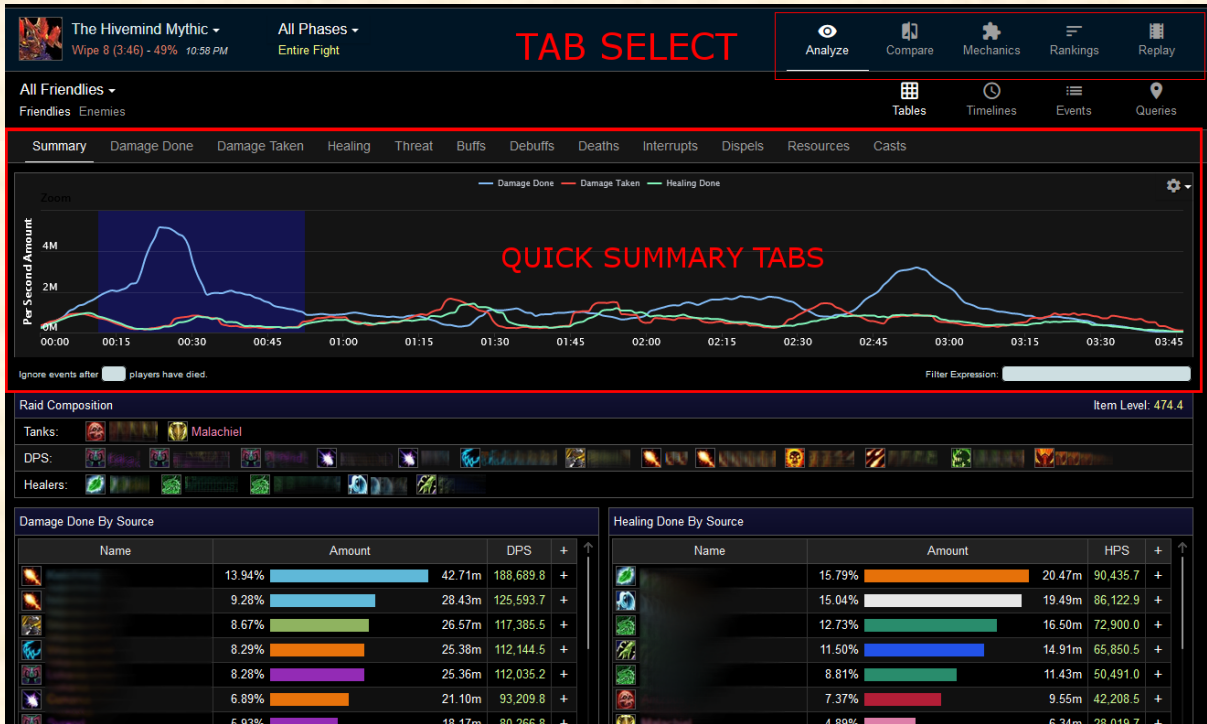


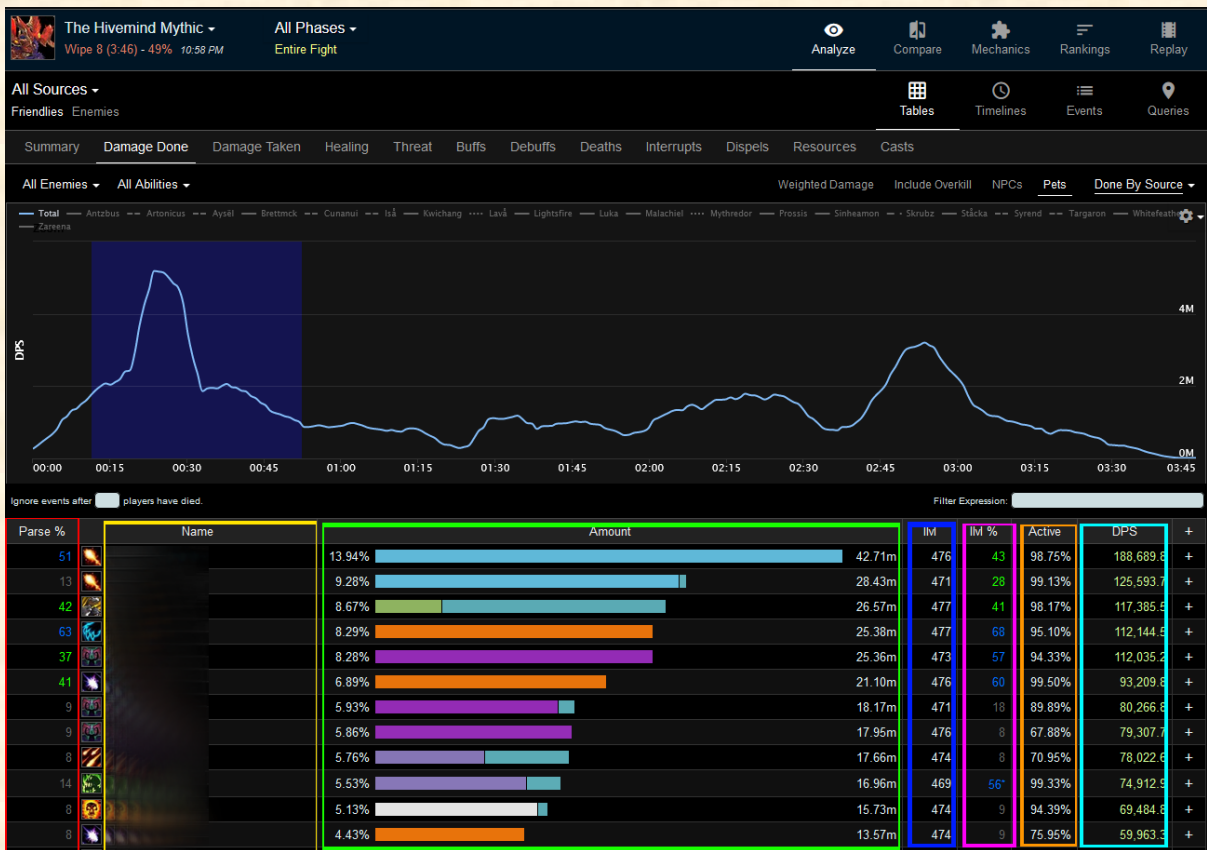
Figure 2 - Fight snapshot

The most important parts are the TAB SELECT and QUICK SUMMARY tabs, highlighted above. The Damage-done-by-source and healing-done-by-source show you the overall numbers that each player did, but these don't take into account important mechanics such as who-was-focusing-what or even who-was-padding-meters.

TAB SELECT shows you mechanics and helps you to figure out what went wrong.

QUICK SUMMARY shows you the raw numbers players did and helps you figure out what players are pressing their buttons in the correct order (or not). In between wipes, you're mainly using QUICK SUMMARY options to quickly see who died/what killed them/who is padding meters, and outside of raids you're using TAB SELECT to analyse what is going on.

The QUICK SUMMARY tabs allow you to sort by 'Damage Done', 'Damage Taken', 'Healing', 'Threat', 'Buffs', 'Debuffs', 'Deaths', 'Interrupts', 'Dispels', 'Resources', and 'Casts'. These fields really only have meaningful data on successful kills, as they are ranked against all other players at a similar item level who killed the boss in the approximate time frame. Since this was a wipe the numbers don't mean anything, but for the sake of an example, here's the left-click on the 'Damage Done' tab.



RED BOX: The player's performance when ranked against all other players of that same class and spec, in terms of pure damage, on this boss. It ignores the player's item level but some logs will take into account effective damage vs ineffective damage. For example, during Psychus, damage done to tentacles that heal to full is ignored, as well as damage done to Drest'agath while the player doesn't have the appropriate buff.

The red box gives you a general idea of whether the player is performing the encounter correctly. Grey numbers here indicate issues either with the raid strat (the player isn't being given an opportunity to perform effectively) or with the player (they're dead/not hitting the right things).

YELLOW BOX: Player name/class/spec. I've blurred out the names in these reports to avoid name-and-shame. We do that in our raid-analysis channel!

GREEN BOX: Damage presented as contextual bars. You can see that the mage in the top of the ranking here did 42M damage, which is certainly more than 13.5M, 16.5M, etc etc. But until you see it in a bar like form here, you may not realise that this fire mage did roughly the same amount of damage as three of the players in the middle tier. There's a reason fire mages are the best class to bring on this fight! If you see a lot of the same classes in the same damage band, you can be confident they're all doing the best they can. If you see one way above the others (or way below the others) then you can drill down on the outlier to work out what they are doing differently.

BLUE BOX: Raiders item level. Doesn't take into account items in your bag.

PINK BOX: Player's performance when ranked against all other players of that same class and spec, in terms of pure damage, on this boss. It further narrows the comparison to players who have an item level within 1-2 of this player AND also killed the boss in a similar time frame. This is your strongest indication of whether a player is doing their best. The numbers in the red box and the pink box will

usually be within a few points of each other. If the red box is higher, that means the player significantly outgears the content e.g. a mythic geared raider doing massive damage in a heroic. If the pink box is higher, that means the raider is outperforming other raiders at the same class/level and you can expect them to continue to improve. If only the pink box is grey, they're probably just focusing a boss and ignoring adds or some other not-doing-it-right. If the red box is grey but the pink box is coloured, they just need gear. If both boxes are grey, this player might just be going AFK during the boss fight.

YELLOW BOX: What percentage of the fight the raider was pressing buttons. Raiders who have a specific mechanic job eg move bad out will have a lower percentage. Melee will usually also have a lower percentage because nearly every mechanic involves 'moving away from the boss'. Players who don't have any special jobs in a fight should have nearly 100% uptime. This is the ABC – 'Always Be Casting'. Players who are low here are usually moving around excessively (keyboard turners) or having rotation issues (new to the class) or are missing GCD's (mouse clickers).

TEAL BOX: Raw DPS averaged over the entire fight. When a boss has a flat damage check, such as breaking Maut's shield, or beating an enrage, there'll be a solid bar set such as 'everybody needs to do 40k dps'. This is where you check to see if your raiders are meeting the bar.

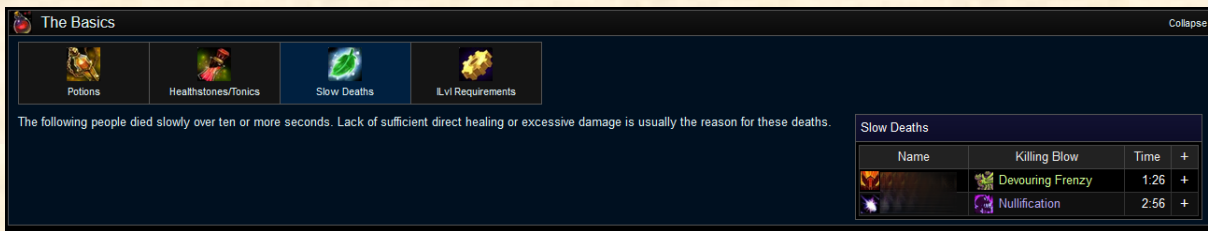
There are similar sub tabs for other raid factors, but for raid leaders, the most important tabs are the **MECHANICS** and **REPLAY** tabs at the top of the screen. Let's go look at them now.

The screenshot shows the 'The Basics' tab in a raid analysis tool. At the top, there's a DPS graph showing 'Per Second Amount' over time (00:00 to 03:45). Below the graph, there are four icons for 'Potions', 'Healthstones/Tonics', 'Slow Deaths', and 'Lvl Requirements'. A table below shows 'Potions Used' for various players. The 'Avoidable Damage' section includes a table with columns for Player, Damage Taken, and Hits. The 'All Sources Deaths' table lists player names, killing blows, and times.

Player	Damage Taken	Hits
Syrend	15.07% 1.50m	13
Antzbus	11.16% 1.11m	7
Luka	9.32% 928.6k	13

Name	Killing Blow	Time
Mythredor	Acid Spray	2:34
Prossis	Acid Spray	2:36
Syrend	Acid Spray	3:24

THE BASICS covers four main issues that you can select through and see different names.



Finally, some raid mechanics.

Slow deaths are players who were below full health for more than ten seconds and then died.

Typically this means a healing issue but it may also be a mechanical issue.

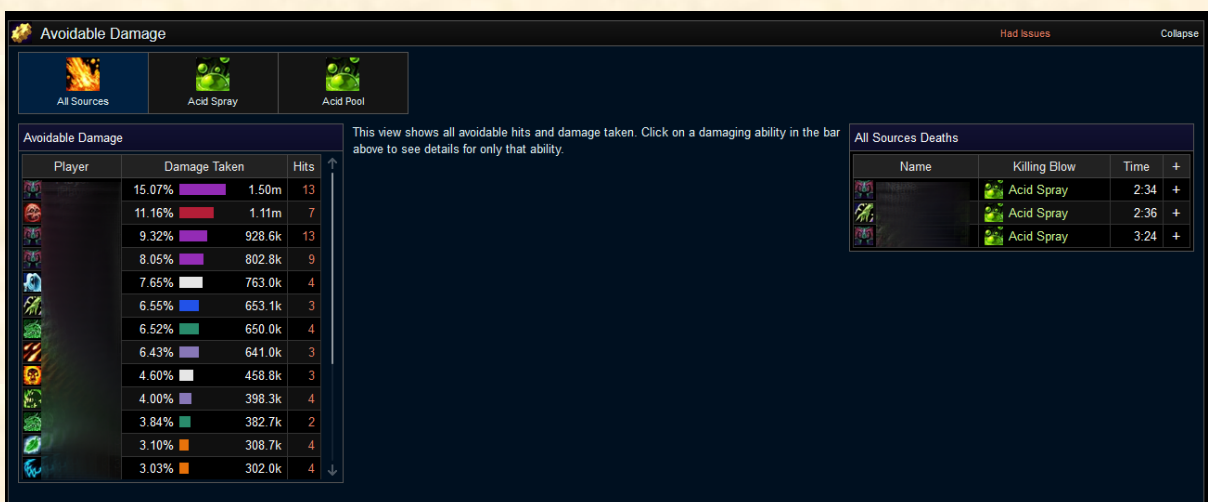
Use your knowledge of the encounter and the time that the raider died to work out who was at fault.

In this example, the Arms Warrior died to 'Devouring Frenzy'. This is the unavoidable raid AOE the raid takes when the Hive changes from Tek'ris to Ka'zir control. There's not enough information from here to work out if the Warrior could have saved themselves with a lockrock or healthstone, but if we check back on the Healthstones/tonics tab, I can promise you they didn't use any. We'll check the replay later in this document to work out if this was a player error or not.

The boomkin died to 'Nullification'. This is the avoidable frontal cone attack the boss does, and is completely avoidable. We'll need more information to know if this was because the tank faced the boss the wrong way, or the raider screwed up. We'll come back to this.

On it's own this data isn't clear. But these pieces of evidence add up to help you understand what is killing your players.

Finally, the lvl requirements tab simply shows what the average raid item level is to defeat the boss, and if you have any raiders under that bar. If you do, they're undergeared!



The Avoidable Damage section is your best guide as to who is standing in bad and to what specific mechanic. Note that this is AVOIDABLE damage, so raid AOE or damage to tanks isn't included. Players don't want to appear on this list at all, and they certainly don't want to be near the top of it. Note that due to various player mitigations/armor, the amount of damage taken vs number of fails may diverge significantly. For example, in the image above, the DK tank failed 7 times but took more

damage than players who had failed many times more. Note once again this damage was supposed to have been avoidable, so even the tank should not have been in this list, period.

There's a lot of big numbers here putting a huge tax on the raids healing and increasing the likelihood that a player missed out on heals and died (possibly why our Arms warrior died). This is more evidence, but we can drill further, by selecting the specific mechanic.

In this case, we'll look at Acid Spray.

Avoidable Damage Damage Replay

Player	Damage Taken	Hits
	15.59% 713.6k	3
	14.01% 641.0k	3
	13.96% 638.7k	2
	12.26% 561.1k	2
	11.87% 543.3k	2
	10.29% 471.0k	2
	6.43% 294.5k	1
	6.31% 289.0k	1
	4.97% 227.4k	1
	4.30% 196.9k	1
	0.00% 0.0	1

Acidic Aqir are adds that spray acid that needs to be avoided.

Players who are hit by the rolling, baneling type adds in the fight receive a stack of Spray Acid. One failure is bad, two is nearly guaranteed death. From here we can see six raiders were hit by 2 or more banelings, and the team needed nearly 4M in healing to top the raid up before the next mechanic. That is 40M of healing that was completely unnecessary.

Let's look at Acid Pool.

Avoidable Damage

All Sources

Acid Spray

Acid Pool

Avoidable Damage Damage Replay

Player	Damage Taken	Hits
	17.22% 928.6k	13
	14.62% 788.5k	10
	10.67% 575.5k	8
	10.55% 568.9k	5
	5.73% 308.7k	4
	5.60% 302.0k	4
	4.29% 231.5k	3
	3.95% 213.0k	3
	3.74% 201.5k	3
	3.65% 196.8k	3
	3.32% 178.9k	2
	3.05% 164.3k	2
	2.74% 147.6k	2

Acid Aqir leave behind pools of acid where they die. Standing in the pools deals ticking damage.

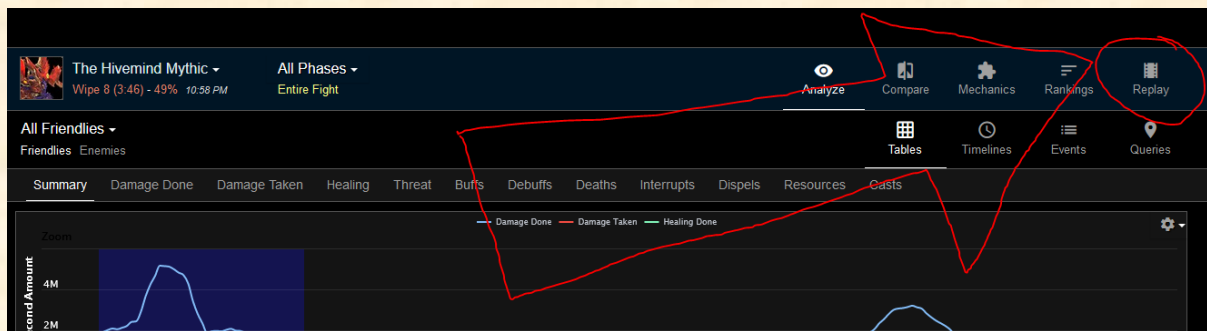
Acid pools are left on the ground when Drones die. Ordinarily we would look at these numbers and go 'Well the demon hunters are terrible', but the demon hunters had a special mission (they banish the Air Darters) which required them to cross dangerous terrain, so they get a pass.

It's nearly impossible to completely dodge the pools as the adds die, so players are OK to have 1 stack per wave of killed adds at most. Nonetheless, this was another 3.5M avoidable damage.

From here we can see the case: Raiders are being hit by banelings a lot, and they're standing in acid a lot. This is putting a huge burden on the raid healers who are struggling to keep up.

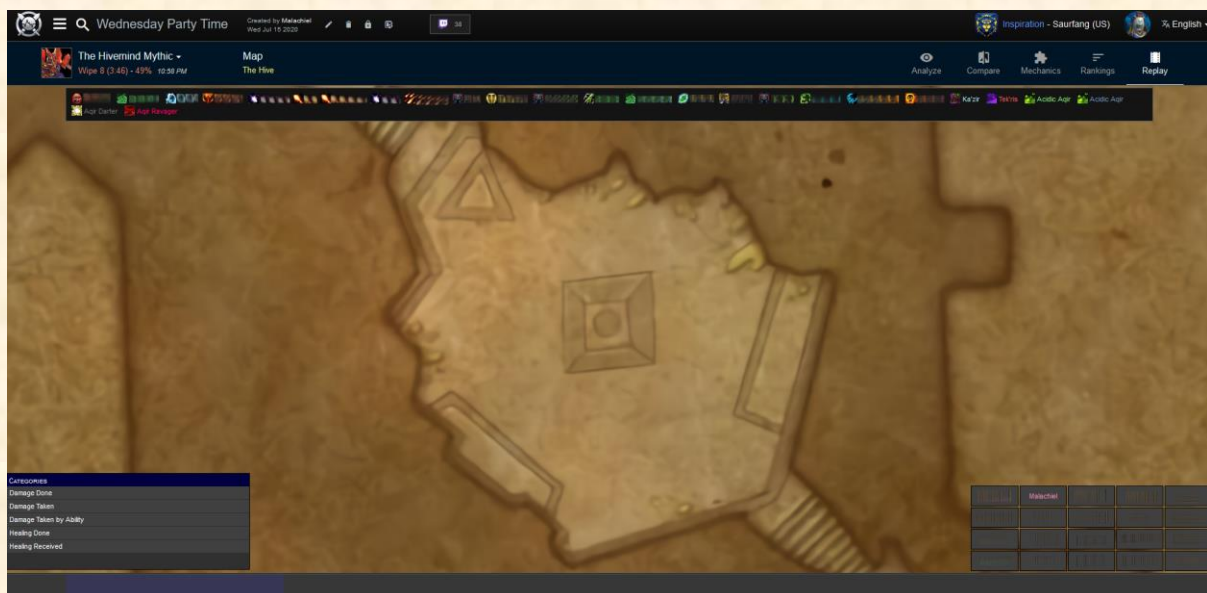
If you continue to scroll down, there will be fight specific mechanics analysed. For now, though, let's look at the replay.

You can see the replay for the fight by selecting REPLAY in the top right of the main tab menu.

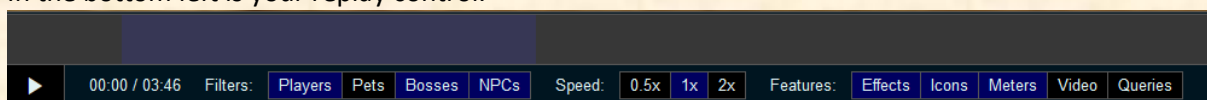


The replay is a top-down playback of your encounter, with limited UI tools. However, it is more than enough for you, with the other evidence items, to work out what happened.

Let's begin.



In the bottom left is your replay control.



The PLAY icon on the far left allows you to begin, or pause, the playback. You can also manually drag or click the progression in the timeline, the grey-and-blue rectangle above it, to jump to a specific part of the fight. The blue section in the timeline shows when Hero or Timewarp was used.

You can filter to show only players, pets, bosses or other NPCs, and you can control the playback speed by selecting the other boxes.

In the bottom right is the raid current health.



This functions identically to the in game WoW raid frames. You can left click these to select players in the replay. You can also select the players directly.

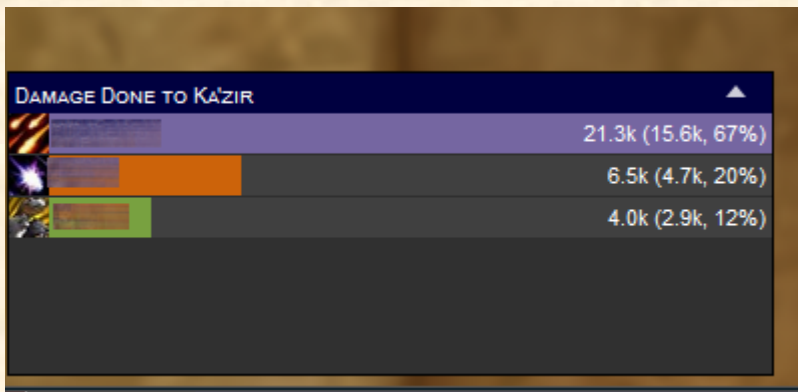
For now, let's hit play.



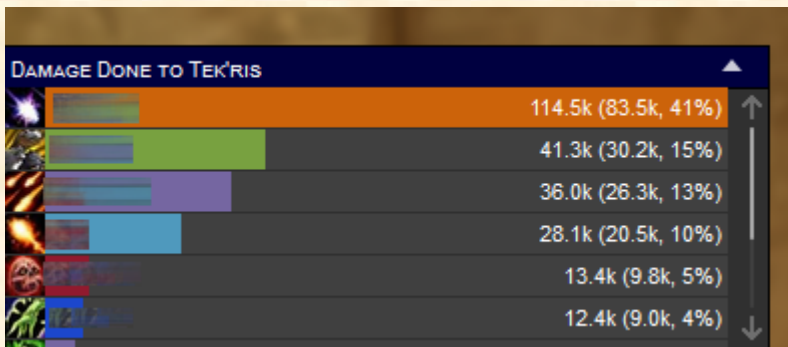
The replay is somewhat abstract. It will not show you – ordinarily – where pools of bad are, nor will it show you where bosses are facing. You need to use your understanding of the raid strategy and the evidences you identified earlier to work out what went wrong, or right.

You can left-click a specific player, add, or boss to gain further information about it. When a boss or add is doing a special ability on a player, or a raid wide aoe, red lines will be drawn from the boss to the player who are being targeted.

If we select Kazir (the short boss), we see the context menu in the bottom left lights up with more information. It's often convenient to pause the replay while you do this.



While this is exciting, unfortunately this is the damage shown on the other boss:



It's unfortunate because the raid has been asked to focus on Kazir on the pull. For the melee who have no choice that is fine, but since you probably know those colours correspond to ranged dps, we have questions. In this case, it's because Kazir is out of range on the pull, and the raid wants to focus Tekris when they have nothing else to do.



The raid was asked to stand between the wall and the boss. While two of the demon hunters and the shadow priest have followed the instructions correctly, the rest of the raid has chosen to interpret this as 'stand wherever the hell I want'. This will be a problem when the drones appear, because the raid was told to stack to help funnel the adds all into one place.



Drones have appeared. The red lines show which player they are currently affixed to. Some of the players have repositioned to fix their mistake, but many did not. The players who did reposition have done so during Hero, which means a significant portion of their DPS was missed because they moved during what was supposed to be a burn phase. There are further complications coming up.



There are drones all through the melee and ranged camps. Because the raid didn't stack correctly, the drones weren't able to be cleaved down effectively. As a result, they're all over the melee, ranged, tanks and heals, and when they die, they will leave acid pools on the ground. We now are starting to get a picture of how healing intensive this fight unnecessarily became, and it's still only 0:28.



One second later at 0:29. Echoing Void has come up. By now most of the adds are nearly dead so this does have the unintended side effect of splitting the adds up just before they die, maximising the area covered in acid. Objectively, the raid has wiped here, but nobody knows it yet. Because the floor is covered in acid, there's less room to move, and with banelings and air darters yet to come, the raid must be able to move freely.

All of this movement resulting in lost DPS is taking place during Hero, meaning huge numbers of missed GCDs, missed damage, adds that stay alive longer than necessary, and even more unnecessary healing.



0:32, with banelings coming up. All of the adds are down and nobody has died to Echoing Void, so it looks like the raid has got away with it – for now.

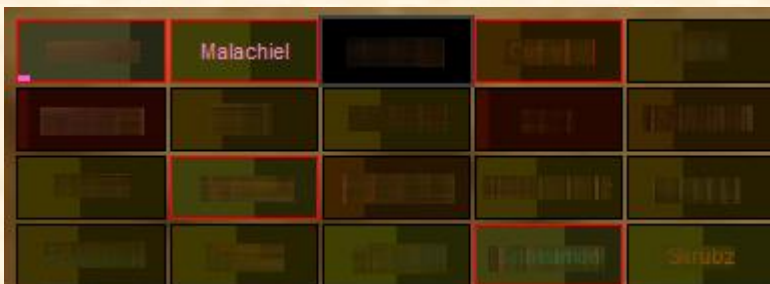


0:41 – The raid is supposed to restack behind the boss, but they can't because there is acid in the way. One well meaning healer has tried to go back but is taking damage as they move through. People are milling about in an alcove that was supposed to be the last resort, and one player hasn't even bothered to rejoin the team.



0:54 – The banelings have arrived. Trapped in the alcove where two banelings spawn, two of the healers are hit immediately. By the end of this mini-phase, the DK tank is hit and dies (but survives due to the class trait), a DH is hit, and a Warlock is hit. The air darters are dealt with successfully, but the Demon Hunters had to move through acid to get there.

By the time the last Air Darter drops at 1:33, the warrior has died, and the healers mana is already pressed. Checking the replay shows us what happened – the last air darter survived long enough to cast with 35 stacks of void infusion. Coupled with the Hive Frenzy from control switching from one boss to the other, it was lethal damage. Here’s what the raid looked like at that time:



It’s a miracle we didn’t lose more.

This isn’t enough to wipe the raid, though.



At 02:15, the paladin tank has Kazir in the alcove at the top. The DK tank is supposed to have Tekris exactly where he was at the start of the fight, but because there's acid everywhere, presumably, he has moved the boss to the final position. But the tanks are planning to stack the two bosses on the far left hand side of the room, near where the fire mage currently is. This means the whole raid is going to be asked to make the perilous journey from one side of the room to the other through the upcoming Baneling spawn. This might be trouble.



Narrator: It was, in fact, trouble.



With this many players dead, there's not enough DPS around to take care of the Air Darters.

It's 2:41. The raid struggled on for another minute before succumbing, and at the time, we all blamed this bad baneling transition for the wipe. And while this was effectively true, the real cause was the raid not stacking where they were supposed to, resulting in acid being everywhere.

At this point it might be easy to say that the raid didn't follow the instructions, but it's better to take a step back and ask yourself, as the raid leader:

- 1 – Was the strategy EFFECTIVE? EG If implemented correctly, would the problem be resolved?
- 2 – Was the strategy UNDERSTOOD? EG did the raiders know what was being asked of them and why was it important.

The majority of raiders did not follow the raid strategy as requested by them. In this case, they mistakenly believed the alcove was where they were being asked to stand, because a flare was placed down and they were told 'stand here if it is not safe to stack on the boss'.

Judging by the majority of the raid doing their own thing, the concept was communicated, and raiders interpreted it as 'stand in the alcove first', resulting in the wipe.

This concludes a quick 'how to use WoW Logs to determine wipes'. If you're interested, you can review our intended raid strategy at <http://www.wipeitup.net/mythic-hivemind/> and see how it was supposed to go.

Mwrlgwrl!!