

Using Loot History for Mining Operations.

Are you ever been bored by hand-work to calculate payouts to your miners?
Are you hate when you're in a Hulk, but getting same profit from mining op as Retriever?
Are you bored, by adding members to mining op that already started?

If you will answer "No." to this 3 question, close this guide please :)
If you answered "Yes.", say hello to me and feel free to continue reading.

Some of us, eve players, already know about loot history, you could see it in a **Fleet Window** under **History tab**, but also you will see members join & etc, by the way, until you filter this data out by using **Filter** drop-down box. And this we will call **Loot History**, or shortly **LH**.

How this data accumulated? While you're in fleet, all items that was picked by player goes into fleet's LH. Under "pick" i mean: item moved from GSC, POS, Cargo Container(Jet / CAN), Orca's hangar* to your Ship's Cargohold, other CAN owned by you, GSC, POS. Salvager, Analyzer, Codebreaker, Mining Laser, Ice Harvester, Gas Cloud Harvester's logged too on cycle's.

As example, if you start mining and stop, after 3 minutes, you will get in LH such entry:

```
21:13:40 Lluerssen has got Solid Pyroxeres x 1000
```

If you will do same in fleet with other members, LH could be like this:

```
17:43:11 Lluerssen has got Condensed Scordite x 22760  
17:43:11 Lluerssen has got Massive Scordite x 11379  
17:43:11 BestPersona has got Viscous Pyroxeres x 16679
```

But such data, still not so useful for analyzing, because in technical words, it doesn't have strict delimiter.

Anyway, CCP did very good job, they've added ability to export LH into a file with strict format.

Time	Character	Item Type	Quantity	Item Group
2012.07.28 17:43	Lluerssen	Condensed Scordite	22760	Scordite
2012.07.28 17:43	Lluerssen	Massive Scordite	11379	Scordite
2012.07.28 17:43	BestPersona	Viscous Pyroxeres	16679	Pyroxeres

You can export this data by clicking on 4 horizontal bars at top-left corner of **Fleet Window**, and choosing **Export loot history**. Additional window will be shown, which says where your **Loot History Log**(LH-log) was saved:

For **Windows**, it's saved under **Documents** → **EVE** → **logs** → **Fleetlogs**

For **Macintosh**, open **Finder**, press **Command + Shift + G**, and insert **~/Library/Application Support/EVE Online/p_drive/My Documents/EVE/logs/Fleetlogs**, then press Enter

Now you will tons of text files, or just 1 :D This is exported loot histories.

Generally, there wasn't so many corps or mining directors, who could use it. Until now. I've created web-based(website) application which can analyze and give you reports based on your loot history.

Now try going to <http://eve.bubonicpestilence.ru> and click on [Loot History Parser](#) link. You will see big textarea, file-upload field, and 2 checkboxes: Analyze only ore? and Reprocess all?;

- I. Textarea field gives you ability to **copy & paste** LH data from LH-log, Cargohold, Cargo container, Inventory(station) or even from Assets window.
- II. Upload file field, gives you ability to upload LH-log file from your PC without copy & pasting.
- III. Analyze only ore field, filter all non-ore from log that you provided.
- IV. Reproces all field, gives you 2nd report, with your reprocessed items.

Best way to send LH, if you will use upload-field. For mining operations try also checking **Analyze only ore?** and if your corp's payout based on reprocessed minerals, check **Reprocess all?**

Then you will see page with stats of LH-log. It will show you unprocessed per-user breakdowns:

Lluerssen			
Condensed Scordite	22 760	3 414.00 m3	\$698 732.00
Massive Scordite	11 379	1 706.85 m3	\$359 007.45
			Total: \$1 057 739.45
BestPersona			
Viscous Pyroxeres	16 679	5 003.70 m3	\$936 025.48
			Total: \$936 025.48

And even totals:

Totals			
Name	Volume	Percentage	ISK
BestPersona	5 003.70 m3	49.42%	\$936 025.48
Lluerssen	5 120.85 m3	50.58%	\$1 057 739.45
		Total: 10 124.55 m3	→ \$1 993 764.93

You can uncheck any member and resend data, then his data will be ignored.

Reprocessed stats, are nearly the same, but they show prices and volume if you reprocess items with perfect skills.

Now you've got main idea about Loot History.

And here goes **rules for Miners**:

- I. If you're mining in cans, when you've dropped ore to can, forget about it. Never touch this dropped ore. NEVER.
- II. If you're mining into orca, just drop it, and DON'T PICK ANY ORE FROM ORCA! :D
- III. If you need to leave mining op, mainly for dinner, afk time, to haul some goods from A to B, to go for missions. Stop your miners(lasers), pick your drones, drop ore that you got in Cargohold to CAN/ Orca, align to Gate/Station/POS, wait for 3 minutes, yes, exactly 3! not less!, leave fleet, and warp out.
- IV. If you we're disconnected, reconnect, join fleet, drop ore that's in your Cargohold to can, and continue mining.
- V. You can mine, only in same system, where responsible person at!
- VI. If you see "MINING START" message, you can do mining.
- VII. If you see "MINING STOP" message, stop your lasers, pick your drones, unload ore, and wait.

If you will break any of this rules, data in LH will be wrong, and result into problems :)
But if you did as i said, you'll be perfect miner for such OPs, and Mining Director will <3 u :D

Rules for Haulers:

- I. Who care about haulers?! :D You can even jet & pick 10 times, your stats will be ignored :)

Rules for perfect orcas:

- I. Check rules for Haulers :)

Plan for responsible person of Mining OP

You should have stable internet connection, if you'll be disconnected, you will lose your LH. That's why better to have 2+ persons, who will stay on while OP is going, or do breaks between belts / every 4 hours.

Under a break, i meant: disallow mining for members, wait 3 minutes, export loot history, RENAME FILE, to something like "op #49 part 1.txt" you can even parse it on [my site](#) and compare values reported by my site & ore amounts / m3 in station or POS. Then **clear** you LH (there's button in **fleet window** in **History tab**) and let miners to start mining :)

Export loot history every 10-15 minutes and announce profits for some people, they'll love it, sometimes this motivates them :)

Always advert your fleet, and teach your corp members how to join advertised fleets.

If your mine into cans, ask them to use such naming conventions:

<evetime><space><shortname of owner> - when can is partially filled

<evetime><space><shortname of owner><space><letter F> - when can requires picking by orca, or even just full :)

Example of Perfect Mining Operation

At start we have, 4 hulks, 2 orcas(1 perfect) and you should already choose system, where you will mine. **Responsible**(RP) for LH will 1 hulk and perfect orca. Perfect orca & 1 miner should be already at this system. You should check, that your RPs have CLEARED their LHs. If all pre-reqs are satisfied, you can type "MINING START", and your miners should start mining. While perfect orca will stay near POS/ safe/planet/moon or even belt, your 2nd orca should haul ore. Best thing in this, will be CAN mining, cause this will let miners to fly around belt, and your hauler can use tractors to get cans, ah, if miners will use my format for cans, than hauler should sort overview by "Name" column, and he will see soon-expiring cans at the top of overview.

3 hours left...

You decide to stop mining OP, first thing that you should do: tell this to miners :) and WAIT UNTIL ALL OF THEM COME BACK FROM AFK-status :) Then just type "MINING STOP", and wait until all drones will be docked and lasers will be stopped. Then better to remember them, that they should drop all ore from Cargohold. Ask them to wait 3 minutes at this system, and then they can leave it. when last miner left system, export LH, rename it, and import at [my site](#), as always, you will get pretty awesome report :D

Ahh, and remember to uncheck Perfect Orca and Hauler from report.

Example of Mining if some of hulks should swap for Orca.

Generally, this hulk **should leave fleet** after 3 minutes of last Cycle, haul ore with orca WITHOUT joining fleet, when he will be done with hauling, he can rejoin.

Why did i wrote this guide?!

Generally, i'm looking for customers, that will use my loot history parser. This is main reason. Loot History Parser is **FREE** feature, located at http://eve.bubonicpestilence.ru/loot_history/.

But if you will register at <http://eve.bubonicpestilence.ru> with **FULL API KEY(exclude eve-mail)** you will get access to your own prices for Loot History Parser, ability to hide some columns, choosing trade-hub(unregistered users forced to Jita's prices). And some pretty good other modules, like:

- I. MMM - BPO Calc with estimate prices for resources
- II. Industry Killas - List of corps / pilots who had kills on exhumers/barges/orca in .5+ system in last days, and you can even add them to eve's contacts through IGB.
- III. Small "stats": Bounty Stats - mainly for missionneers, shows sum of bounties in last 1d, 7d, 30d.
- IV. More features are coming...

And you even can request new features at <https://sisterofeve.uservice.com>

Thanks to...

Violence INC. alliance for giving me home :)

Finaka Industrial Group for helping me in mining :)

Tom DeRoeck, Marg Anzious... for being assholes :D

Me & my brains for being smart :D

Btw, i'm sry for my english :)

My contacts:

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