

Features

- **Game status window**
 - Docked on left or right side of screen for easy access and alt-tabbing while in game
 - Sections can be expanded/collapsed and reordered, state is preserved between sessions
 - Can be set to launch on startup and/or start minimised
 - Multiple monitor support
 - Launch game menu with links to different modes (eg, offline, training, beta)
- **Recent events**
 - Lists the last two hours of game events, including things such as:
 - Facilities captured or recaptured
 - Towns under attack, regained, captured, or control changed
 - Attack Objectives placed or withdrawn
 - Firebases blown
 - Brigades or division HQs deployed, moved or routed
 - Factories damaged, destroyed, repaired or halted/resumed production
 - Visible events can be filtered by category
 - New events are highlighted by time received
 - Event list sort order can be set in preferences
- **Current attacks**
 - Shows all towns that are or have been under attack, with their associated events
 - Allows you to subscribe to alerts for each attack
 - Shows capture progress bar with ownership percentage of town
- **Town status**
 - Displays a detailed report on the status of a town
 - Current owner (time since last captured) and controller (time since last changed)
 - Contention status (time since contested/regained)
 - Attack Objective (time since placed, attacking brigade)
 - Town(s) where the attack is coming from
 - Capture progress bar, weighted by facility type
 - List of facilities including owner, how long held for, table & spawnable state
 - List of deployed brigades, how long they've been deployed, player that last moved them
 - List of linked towns, their owner, firebase state and distance
 - List of nearby bridges
- **Game map**
 - Pan/zoomable mini game map showing town ownership with:
 - Contention and Attack Objective status
 - Deployed brigade and airfield locations
 - Active firebases
 - Supply and Brigade links
 - Air grid
 - Frontlines [NEW]
 - Attack Arrows [NEW]
 - Player activity [NEW]
 - Lat/long, grid cell reference, and name of town or firebase under cursor
 - Jump to town by name
 - Configure level of detail drawn on map
 - Select a town to view details on:
 - Friendly and enemy links

- Number and type of facilities
- Number and type of deployed units
- Number of supply links (total and available)
- Original owner
- Lat/long location (with link to real town in Google Maps)
- Town altitude in meters/feet
- Selectable map size (optional plugin)
- Set map as windows desktop wallpaper [NEW]
- **Factory status**
 - Side summaries with output, average health, and production stats for past day/campaign
 - RDP cycle number, percent complete, estimated completion
 - Stats on each individual factory, including 24 hour damage and production graphs
 - Download factory data on startup optional for faster load time
- **Order of battle**
 - Browsable tree of the high command structure for each country and branch
 - Each unit is listed with it's commanding officer and deployed location
 - Contains time since last moved and by which player
 - Recently moved units are highlighted, routed units are greyed out
 - Redeploy countdown timers for both deployed and routed units
- **Pop-up alerts**
 - Choose which events to be notified of by combination of event type, town and country
 - Option to always alert on significant events regardless
 - May be postponed while fullscreen or idle (alerts shown on return)
 - Configurable position, next event delay, notification sound
 - Reshow last alerts menu option
- **Networking**
 - Configurable Wiretap server/port
 - Auto detects Internet Explorer proxy details, or override with your own
 - Supports proxy authentication, prompting and storing credentials using *Windows Credential Management*
 - Connection test allows you to see if your settings are correct
 - Auto retry of failed web requests
 - Network usage reporting (current session and total)
 - Low bandwidth usage:
 - Static metadata is cached locally and checked for updates hourly
 - Xml data is polled dynamically with only data since last poll downloaded
 - Clock skew from Wiretap server detection and correction
- **Options**
 - Configure network, startup, alert, event and map settings
 - All settings are stored per user
 - Reset sections to defaults
- **Sleep mode**
 - Reduced footprint with no network usage
 - Can be set to sleep after an idle timeout or when playing Battleground Europe (and wake up afterwards)
- **Admin/Debugging**
 - Log window and log file
 - Crash reporting
 - Ability to manually check for events
 - Ability to flush metadata cache