
Clan-panel WOT Documentation

Release 1

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1	Introduction	3
2	Track events of the clan	5
3	Summary table of the top-tanks of your clan	7
4	Current activity of clan's members	9
5	Forming and supporting a clan company	15
5.1	How much does it cost?	15
5.2	Where to start from?	15
5.3	How to create a company?	15
5.4	What are company setups and what are they for?	16
5.5	What about non-absolute setups, say champion?	16
5.6	How to select combatants based on vehicle setups used by the company?	16
5.7	What is an stuff list of a setup and what is it for?	17
5.8	How can I be sure the information about my company won't be passed to rivals of our clan?	17
6	Example of usage the clan's company function	19
7	Attendance at events	29
8	Clan's online statistic	33
9	Stronghold	37
9.1	Stronghold defense	37
9.2	How to create a new alliance	37
9.3	How to join an existing alliance	38
9.4	What coordinators require from alliance members	38
9.5	Covering allies	38
9.6	Bids for covering allies	38
9.7	Covering your clan	39
9.8	Alliance summary	39
9.9	Informing other clan members about stronghold battles within an alliance	40
9.10	Leaving the alliance	40
9.11	Coordinator's special rights	40
9.12	FAQ	40
10	Indices and tables	43

Contents:

Introduction

This site is intended for administrators of WorldOfTanks gaming clans.

After OpenID auth (“Sign in” link at the top of page), every clan member have access for own profile page. On this profile page you can set up:

- option “clanmates only” for visitors of your account pages
- your email address, if you want to receive email notifications about clan news
- list of the non top vehicles in your garage
- short message (up to 10 chars) about your in-game status

The site can serve clans in three planes: free, base and premium.

Free plane is the default mode, and it available immediately after adding clan from form on main page. With free plane, you can update the data no more frequently than once every three days. To update the data, you need to visit any clan page and click the link “Update data”.

Benefits of paid service modes you can see in [this table](#).

Track events of the clan

The following events are tracked:

- changing of nicknames for clan's members
- adoption of a new member to the clan
- member left the clan
- clan member receive a new position in the clan
- clan member gained new top-tank
- clan members are achieving new personal record for the maximum experience
- obtaining "Ace Tanker" badges




























There are a links on the clan's news page, that allow you to pick out certain types of news from the general list of clan's news.

You can access the list of these events on special page at this site, as an RSS feed, or as email notifications.

You can find private url address of the RSS feed for your clan, on the page "Management". This page available for clan administrators (leader, vice-leaders), after OpenID auth ("Sign in" link at the top of page).














Summary table of the top-tanks of your clan

For each model of the top-vehicle, there is a list of owners (clan members), with extended data.

Icon	Name	Number	Members																								
Heavy tanks	types: 9	80																									
	113	1	Show/Hide																								
	Maus	8	Show/Hide																								
	E-100	13	Show/Hide																								
	AMX 50 B	6	Show/Hide <table> <tr> <td>_Quasar_</td><td>751</td><td>49%</td><td></td></tr> <tr> <td>Centaures</td><td>229</td><td>42%</td><td></td></tr> <tr> <td>vuque</td><td>79</td><td>51%</td><td></td></tr> <tr> <td>Decept1on</td><td>63</td><td>83%</td><td></td></tr> <tr> <td>MrKatana</td><td>16</td><td>44%</td><td></td></tr> <tr> <td>invino</td><td>6</td><td>50%</td><td></td></tr> </table>	_Quasar_	751	49%		Centaures	229	42%		vuque	79	51%		Decept1on	63	83%		MrKatana	16	44%		invino	6	50%	
Quasar	751	49%																									
Centaures	229	42%																									
vuque	79	51%																									
Decept1on	63	83%																									
MrKatana	16	44%																									
invino	6	50%																									
	IS-7	17	Show/Hide																								
	IS-4	16	Show/Hide																								
	T57 Heavy Tank	2	Show/Hide																								
	T110E5	16	Show/Hide																								
	FV215b	1	Show/Hide																								

Current activity of clan's members

Table for the whole clan include data about total number of battles and battles in ClanWars for each member for two periods (last 7 and 30 days). This data begin to accumulate with the addition of the clan. They are fully valid after 7 and 30 days respectively.

Days 	Member 	Position 	Tops 	[C] 	Activity for the period						Profile	
					Days: 7			Days: 30				
					Battles 	CW 	CA: 0 	Battles 	CW 	CA: 0 	Days 	Status 
371	fluke	leader	14					5				
457	wildman_	vice_leader	2									
1300	Alessss87	vice_leader	0									
1188	aidman	vice_leader	6		5			128				
110	Event	treasurer	3									
565	alienraven	diplomat	7					66				
1306	Zephid	diplomat	9					156				
1348	Evilly	diplomat	34		100			405				
935	Finister	commander	20		33			92				
1349	Reytar1979	commander	7		9			18				
1348	VictorKis	commander	13					9				













In the “status” column displays a short text message from a clan member. This message the player can enter in the appropriate field on his profile page. Apart from the general table of clan members, the status is also displayed in the tables of participants in the control section of the tank companies.

Also, there are a pages with individual detailed information for every clan member.








Above the calendar cards with information about the player battles by day there's a link “History”. Clicking on it, you can see the history of the fighting by days, starting with the addition to the site.

Premium mode of servicing allow detailed information (by the types of tanks) about current activity (week, month) of the clan members, detailed figures of battles for each day on certain tanks, history of battles at a certain tank.













Account activity: May 9, 2014

Icon 	Name 	Battles 
	Indien-Panzer	6
	G.W. Tiger (P)	4
	Centurion Mk. I	2
	Type 4 Chi-To	2
	Conqueror	1
	T-34-2	1
	Crusader 5.5-in. SP	1
	WZ-132	1
	A-44	1
items: 9		

By models of tanks

Icon ▲	Name ▲	Battles for the period	
		Days: 7 ▲	Days: 30 ▼
	G.W. Tiger (P)	13	53
	A-44	4	51
	Centurion Mk. I	8	43
	Conqueror	7	43
	Indien-Panzer	3	42
	WZ-132	6	35
	T-34-2	2	30

Account activity: May 9, 2014

Icon 	Name 	Battles 
	Indien-Panzer	6
	G.W. Tiger (P)	4
	Centurion Mk. I	2
	Type 4 Chi-To	2
	Conqueror	1
	T-34-2	1
	Crusader 5.5-in. SP	1
	WZ-132	1
	A-44	1
items: 9		

Complete history of battles on the tank G.W. Tiger (P)



January 2014						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22 2	23	24	25 1	26
27	28	29	30 3	31		

February 2014						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2
3 1	4 1	5	6	7	8	9
10	11	12	13 1	14	15	16 2
17	18	19	20	21	22	23
24	25	26	27	28		

Forming and supporting a clan company

This function is intended to help clan company commanders manage company composition, select appropriate setup of the vehicles for particular battles, pick company members by availability of a certain vehicle in their hangars and by playing skills they have on that vehicle.

5.1 How much does it cost?

It is free.

5.2 Where to start from?

If your clan isn't added to this service yet, you can add it using the submission form on the homepage and waiting for approval. Initial loading data for a clan may take few minutes, and depend on the current load on the server.

Then authorize via wargaming.net OpenID (the "Sign in" link above) and open the page of your clan in the service, clicking the clantag link, that appears in place of the "Sign in" link after you authorize.

If you are a member of the administration of your clan (a commander, a deputy commander, a recruiter, a field commander), the "Management" link will be available to you. Following this link you can see an empty table of clan's companies and the "New company" link above.

5.3 How to create a company?

Click the "New company" link. You should specify a tag and a name for your new company.

Tag is a unique id of your company in the clan, it is specified upon creation of the company and cannot be changed later. The tag must be one number or one Latin symbol.

Name is an arbitrary string that will be displayed in the company list. The name of a company can be changed later.

Put checkmarks in the leftmost column of the clan member list near the names of those people you would like to include into the new company and click the "Form a company" button below.

5.4 What are company setups and what are they for?

Company setup is a set of tanks you plan using in a battle. By creating a company setup you can review vehicles of a certain configuration company members have and evaluate their gaming skills on given machines from the setup.

Immediately after creating, a company has no setups. To create a company setup, click the “New setup” link from the company editor page. You can use the company type dropdown list and vehicle level links to filter out the list of displayed vehicles. Name the setup (the name will be displayed in the setup table), select tank models for this setup, specify the number of tanks of each type and click the “Save” button in the bottom of the page.

This will open this company setup page. For each company member, if he has appropriate vehicles listed in the setup, the win percentage and the number of battles fought on the corresponding vehicle is shown.

You can create unlimited number of setups for a company - for various battle types, maps and so on.

5.5 What about non-absolute setups, say champion?

If you try to create a non-absolute setup for a company (for example, a champion setup) you’ll find that no company members have tanks for such a setup. Nevertheless you do have machines in your garage that meet the setup. That is because the service automatically detects top vehicles members have, but for non-top tanks the owner of the account must notify the service explicitly.

This can be done as follows. Authorize in the service (see “Where to start from?”). In the upper part of the page you will see the “Your_nickname” link. By following this link you will open your profile. There you can see the list of non-top tanks you played at least one battle on since clan data were updated last time. Select tanks you currently possess in your garage and click the “Save settings” button.

Then, after you are back into the company editor, you will see data on your vehicles in the non-absolute setup of your account. If you want to have the complete information for non-absolute setups (which is especially important after “Seasons” was introduced on the CW), all members of your company must do the same. You can control which company members have selected their non-top tanks and who have not by looking to the “Profile” column in the company member table of the company editor. The cells of this table display the number of days since a player updated his profile.

If a player didn’t save his profile yet, the corresponding cell is empty.

5.6 How to select combatants based on vehicle setups used by the company?

If a company member doesn’t meet the requirements anymore for some reason, you can delete him from the list of company members. To do this, check his nickname in the leftmost column of the table and select the “Remove from company” in the dropdown list above the table and click “Execute”.

If you are lack of combatants having certain skills or running certain vehicles for the company setup, open this setup’s page and click the “Add members” link. A list of clan members who are not in your company yet and who have at least one tank from the current company setup will be shown. Columns of the table will display win rate and the number of battles on the corresponding machine.

In the left column mark all clan members that meet your criteria and click the “Add selected” button.

5.7 What is an stuff list of a setup and what is it for?

By analyzing vehicle possession, experience and skills of company members as part of a certain setup you as a field commander should decide what tank each company member should run. You can formalize your decisions as an stuff list of the setup. Put the checkmark in the corresponding cell of the member table of the selected setup and click the “Save members roles in setup” button.

The table “Stuff list” displays nicknames of players who should play the corresponding tanks of the setup, according to you. You do not have to assign a particular tank to the member in each setup, or you can assign several tanks for him in order for him to be able to replace some other member.

If the public section “Companies”, the organization list will show in the table of company setups and will become available to all clan members. This information can be useful for company members to define priorities and to decide which tanks should be top-equipped (like premium ammunition, consumables, crew training etc.)

5.8 How can I be sure the information about my company won't be passed to rivals of our clan?

- All information gathered by the service is obtained from the public pages of the worldoftanks.eu portal and can be gathered regardless of whether you use this service or not.

The data on setups you're using and distribution of members across vehicles is available to competitors teams on each battle. * The only significant information not available from other sources is data on non-top machines in hangars of members. If you believe this information can have some value for your rivals, you can stop using the above mentioned functions for non-absolute companies (champion etc.) * You can disable public access for your clan data by enabling the “Access to clan members only” option in the “Management” section (this function is only available in the paid modes).

Example of usage the clan's company function

Let's say you're a field commander SerB of the WG clan and you've been assigned a task to create an effective company to fight in CW. The first goal is to land on GM on the map "Sand river".

Tank companies

[Read about functions of clan's companies](#)

New company

Tag ▲	Name ▲	Members ▲
-------	--------	-----------

Authorize on the site, switch to the WG clan page and open "Management". Click the "New company" link.

New company

Tag

S

Company tag is a one digit or a one latin symbol, and must be unique for each company in the clan. The tag of the company cannot be changed later.

Name

Serbocompany

Company name as it appears in table of the companies. You can change it later.

Select members for new company

Member ▲	[C] ▲	Activity for the period								Profile			
		Days: 7				Days: 30						Total	
		Battles ▼	CW ▲	CA: 0 ▲	Battles ▲	CW ▲	CA: 0 ▲	Battles ▲	% ▲				
	Midnight		372			1141			28718	55			
	Eug		265			593			13856	57			
	hellkitten		233			513			17713	58			
	GrimRat		175			424			16222	54			
	Tortik		174			592			27052	54			
	Inkuizicia		153			226			11116	63			

You see plenty of nicknames, but you don't know who well they all play. That's why you decide to select accounts with maximum battles executed for the last week. You don't need combatants with 10 battles a week in your company, do you?

Sort the table of the clan members by "Activity for period", "Days: 7", "Battles" in the descending order by clicking the title of that column. You should select first 14 players in the left column, then locate and select yourself. Then you specify a tag and a company title in the corresponding fields and click the "Form a company" button below.

Notice.

*Member activity data begin accumulating since the moment the clan was added to the website. If you just added your clan to the website, the activity data will not be available.

Complete data on player activity for last 7 and 30 days will be available after a week and a month respectively starting from the moment the clan was added. Besides, it also matters how regularly you update the data of your clan, if a free mode of service is used.

In this example, the WG clan is serviced since 2012 and data are automatically renewed daily. So you have full and reliable information on activity of members during the given period.*

Company [S] "Serbocompany"

[Top vehicles](#)

[Rename company](#)

[Remove company](#)

Company setups

[New setup](#)

You can create a company commander setups - the sets of tanks, used by a company for a certain type of fights. For example, for battles in Clan Wars for a specific map, battles with "champion" companies, and so on. Click on setup name or a tank icon, for view with these settings.

Name	Vehicles
------	----------

















Company members

[Add members](#)

For selected members

Select action

[Execute](#)

	Member 	[C] 	Activity for the period								Profile	
			Days: 7			Days: 30			Total			
			Battles 	CW 	CA: 0 	Battles 	CW 	CA: 0 	Battles 	% 	Days 	Status 
	ADckii	[S]	130			624			14827	53		
	BYBY3EJIA	[S]	101			565			26989	55		
	Eug	[S]	265			593			13856	57		
	Evilly	[S]	94			414			19192	58		

Now switch to the company editor. You should decide what vehicles your new company will play.

Suppose, you decided to use the following setup for the task: two arty "Object 261", 3 "Bat. Chattillons", 2 tank destroyers "Object 268", 8 T-62A. Click the "New setup" link.

Open the list of X level vehicles and select tanks we need with checkmarks. Specify the desired number in the boxes that appears next to tanks. Name the setup and click the "Save" button at the bottom of the page.

Now open the company setup edit page. Here you can see what machines company members have and their skill level on those vehicles (win rate and the number of executed battles).

You should decide which players will run which vehicle. Let's start with batchats. Sort the table by win rate on batchats by clicking the "Bat.-Chatillon 25 T" column title. So we set batchat as a default tank for hellkitten, justpinka and Evilly players. Click the "Save members roles in setup" button.



Company setup

[Back to company edit](#)

Name: CW sand river

Type: absolute ▼

[Tier X:](#)

	<input type="checkbox"/> E 100	
	<input type="checkbox"/> AMX 50 B	
	<input type="checkbox"/> Maus	
	<input type="checkbox"/> VK 72.01 (K)	
	<input type="checkbox"/> T110E5	
	<input type="checkbox"/> 113	
	<input type="checkbox"/> IS-7	
	<input type="checkbox"/> IS-4	
	<input type="checkbox"/> T57 Heavy Tank	
	<input type="checkbox"/> FV215b	
	<input type="checkbox"/> 121	
	<input type="checkbox"/> E 50 Ausf. M	
	<input checked="" type="checkbox"/> T 62A	8

Company [S] "Serbocompany" setup "CW sand river"

[Back to company edit](#)

[Edit vehicles](#)

[Add members](#)

[Remove setup](#)

Stuff list

Name ▲	Icon ▲	Number ▲	Members
T-62A		8	-
Bat.-Châtillon 25 t		3	-
Object 261		2	-
Object 268		2	-

items: 4

Company members

[Save members roles in setup](#)

Member ▲	[C] ▲	T-62A (8) ▲	Bat.-Châtillon 25 T (3) ▲	Object 261 (2) ▲	Object 268 (2) ▲
hellkitten	[S]		<input checked="" type="checkbox"/> 68% 626	<input type="checkbox"/> 56% 1356	
justpinka	[S]	<input type="checkbox"/> 54% 235	<input checked="" type="checkbox"/> 58% 1686		
Evilly	[S]	<input type="checkbox"/> 62% 224	<input checked="" type="checkbox"/> 57% 320	<input type="checkbox"/> 61% 31	<input type="checkbox"/> 63% 210
BYBY3EJIA	[S]	<input type="checkbox"/> 100% 1	<input type="checkbox"/> 56% 48	<input type="checkbox"/> 60% 276	
FluchDrum	[S]	<input type="checkbox"/> 52% 1	<input type="checkbox"/> 55% 1	<input type="checkbox"/> 52% 1	

Players we selected appear in the “Stuff list” table below the “Company members” table.

Company [S] "Serbocompany" setup "CW sand river"

[Back to company edit](#)
[Edit vehicles](#)
[Add members](#)
[Remove setup](#)

Stuff list

Name ▲	Icon ▲	Number ▲	Members
T-62A		8	-
Bat.-Châtillon 25 t		3	<div>hellkitten 68% 626</div> <div>justpinka 58% 1686</div> <div>Evilly 57% 320</div>
Object 261		2	-
Object 268		2	-

items: 4

Company members

[Save members roles in setup](#)

Member ▲	[C] ▲	T-62A (8) ▲	Bat.-Châtillon 25 T (3) ▼	Object 261 (2) ▲	Object 268 (2) ▲
hellkitten	[S]		<input checked="" type="checkbox"/> 68% 626	<input type="checkbox"/> 56% 1356	
justpinka	[S]	<input type="checkbox"/> 54%	<input checked="" type="checkbox"/> 58%		

Repeat these steps for the rest vehicles in your setup. Eventually, you'll have the following results.

The company is up to strength with artys, batchats and 268, but we still miss two T-62A.

At the same time players GrimRat and Sorell either do not have the corresponding machines or have too low skills for your victorious company.

You must find players for two MTs. Click the “Add members” link.

The opened table lists all clan members that aren't part of your company yet and do have at least one tank from your current setup. Sort the table by the “T-62A” column by clicking the title of this column.

Players having the highest win rate in this list played too little battles on this vehicle, so we select the players fluke and Inaki. They has enough battles of this machine and his win rate is also acceptable. Click the “Add selected” button.







On the setup edit page find the new company members and assign “T-62A” as a default tank to him by putting the checkmark in the corresponding cell and clicking the “Save members roles in setup” button.

Now you should expel all scrubs spoiling your victorious company without mercy. Click the “Back to company edit” link.

Select all combatants you don't need in the left column, select “Remove from company” and click the “Execute” button.

Company members





Save members roles in setup

Member 	[C] 	T-62A (8) 	Bat.-Châtillon 25 T (3) 	Object 261 (2) 	Object 268 (2) 
ADckii	[S]	<input checked="" type="checkbox"/> 54% 308		<input type="checkbox"/> 51% 1348	<input type="checkbox"/> 50% 123
BYBY3EJIA	[S]	<input type="checkbox"/> 100% 1	<input type="checkbox"/> 56% 48	<input checked="" type="checkbox"/> 60% 276	
Eug	[S]		<input type="checkbox"/> 37% 54	<input checked="" type="checkbox"/> 59% 244	<input type="checkbox"/> 42% 98
Evilly	[S]	<input type="checkbox"/> 62% 224	<input checked="" type="checkbox"/> 57% 320	<input type="checkbox"/> 61% 31	<input type="checkbox"/> 63% 210
FlushDraw	[S]	<input checked="" type="checkbox"/> 52% 190	<input type="checkbox"/> 55% 431	<input type="checkbox"/> 52% 493	
GrimRat	[S]				<input type="checkbox"/> 50% 282
hellkitten	[S]		<input checked="" type="checkbox"/> 68% 626	<input type="checkbox"/> 56% 1356	
Inkvizicia	[S]	<input checked="" type="checkbox"/> 59% 572		<input type="checkbox"/> 67% 683	<input type="checkbox"/> 60% 278
justpinka	[S]	<input type="checkbox"/> 54% 235	<input checked="" type="checkbox"/> 58% 1686		
Midnight	[S]	<input checked="" type="checkbox"/> 56% 32	<input type="checkbox"/> 52% 1494	<input type="checkbox"/> 49% 221	<input type="checkbox"/> 48% 60
Roland_Diskein	[S]	<input type="checkbox"/> 100% 5	<input type="checkbox"/> 54% 220	<input type="checkbox"/> 57% 145	<input checked="" type="checkbox"/> 69% 16
SerB	[S]	<input checked="" type="checkbox"/> 52% 125	<input type="checkbox"/> 53% 91	<input type="checkbox"/> 58% 31	
Sorell	[S]				
Tortik	[S]		<input type="checkbox"/> 48% 142	<input type="checkbox"/> 51% 218	<input checked="" type="checkbox"/> 52% 89
_I_F_	[S]	<input checked="" type="checkbox"/> 59% 27		<input type="checkbox"/> 43% 35	<input type="checkbox"/> 36% 28

Company [S] "Serbocompany" setup "CW sand river"

[Back to company edit](#)
[Edit vehicles](#)
[Add members](#)
[Remove setup](#)

Stuff list

Name ▲	Icon ▲	Number ▲	Members
T-62A		8	Inkvizicia 59% 572 ADckii 54% 308 Midnight 56% 32 _I_F_ 59% 27 FlushDraw 52% 190 SerB 52% 125
Bat.-Châtillon 25 t		3	Evilly 57% 320 hellkitten 68% 626 justpinka 58% 1686
Object 261		2	Eug 59% 244 BYBY3EJIA 60% 276
Object 268		2	Roland_Diskein 69% 16 Tortik 52% 89

items: 4

Company members

[Save members roles in setup](#)

Member ▲	[C] ▲	T-62A (8) ▲	Bat.-Châtillon 25 T (3) ▲	Object 261 (2) ▲	Object 268 (2) ▲
ADckii	[S]	<input checked="" type="checkbox"/> 54% 308		<input type="checkbox"/> 51% 1348	<input type="checkbox"/> 50% 123
BYBY3EJIA	[S]	<input type="checkbox"/> 100%	<input type="checkbox"/> 56%	<input checked="" type="checkbox"/> 60%	

Select members for company [S] "Serbocompany"

Showing members of the clan, who does not have membership in this company, and having at least one tank from the setup "CW sand river".





[Add selected](#)
[Back to setup view](#)

Member ▲	[C] ▲	T-62A (8) ▼	Bat.-Châtillon 25 T (3) ▲	Object 261 (2) ▲	Object 268 (2) ▲
<input checked="" type="checkbox"/> fluke		75% 363			
<input type="checkbox"/> mx		74% 23	74% 125	68% 71	73% 89
<input type="checkbox"/> Pyzir		70% 20	54% 190	54% 206	
<input checked="" type="checkbox"/> Inaki		69% 501	66% 574	52% 330	60% 106
<input type="checkbox"/> ny3blpbku_co_gHa		67% 129	69% 652	66% 808	71% 222
<input type="checkbox"/> Kristalvs		66%	63%	59%	

Company [S] "Serbocompany" setup "CW sand river"

[Back to company edit](#)
[Edit vehicles](#)
[Add members](#)
[Remove setup](#)

Stuff list

Name ▲	Icon ▲	Number ▲	Members
T-62A		8	ADckii 54% 308 fluke 75% 363 FlushDraw 52% 190 Inaki 69% 501 Inkvizicia 59% 572 Midnight 56% 32 SerB 52% 125 _I_F_ 59% 27
Bat.-Châtillon 25 t		3	Evilly 57% 320 hellkitten 68% 626 justpinka 58% 1686
Object 261		2	BYBY3EJIA 60% 276 Eug 59% 244
Object 268		2	Roland_Diskein 69% 16 Tortik 52% 89

Switch to the public section “Companies”, find our company, click it and below the member table find the table of company setups, click the “CW sand river” line and see our glorious setup.

Publish the link to this page on clan’s forum to notify members that they are enrolled to the new company and informs them on which tanks they should prepare for CW battles by purchasing premium consumables and ammunition.

The task assigned by clan command is accomplished.

Disclaimer.

Tags of clans, player nicknames and their skill levels used in the above example are fictional. Any resemblances are coincidental.





























Company members

Add members

For selected members

Remove from company

Execute

	Member 	[C] 	Activity for the period								Profile	
			Days: 7			Days: 30			Total			
			Battles 	CW 	CA: 0 	Battles 	CW 	CA: 0 	Battles 	% 	Days 	Status 
	ADckii	[S]	130			624			14827	53		
	BYBY3EJIA	[S]	101			565			26989	55		
	Eug	[S]	265			593			13856	57		
	Evilly	[S]	94			414			19192	58		
	fluke	[S]				5			13248	66		
	FlushDraw	[S]	70			292			16724	54		
	GrimRat	[S]	175			424			16222	54		
	hellkitten	[S]	233			513			17713	58		
	Inaki	[S]	67			374			24494	60		
	Inkvizicia	[S]	153			226			11116	63		
	justpinka	[S]	89			450			18454	57		
	Midnight	[S]	372			1141			28718	55		
	Roland_Diskein	[S]	107			410			25995	58		
	SerB	[S]	36			321			20100	53		
	Sorell	[S]	104			390			2124	58		
	Tortik	[S]	174			592			27052	54		



WG

Demo mode

Data updated:
09/08/2014

News	Tops(932)	Members(100)	Companies	Attendance
------	-----------	--------------	-----------	------------

Company [S] "Serbocompany"

[Top vehicles](#)

Company setups

Name ▲	Vehicles
CW sand river	8 3 2 2

Company [S] "Serbocompany" setup "CW sand river"

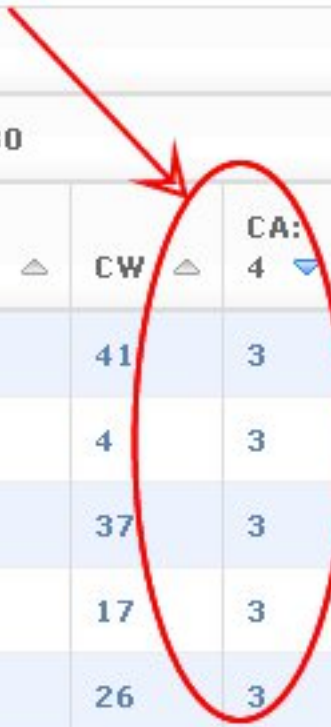
Name ▲	Icon ▲	Number ▲	Members
T-62A		8	ADckii 54% 308 fluke 75% 363 FlushDraw 52% 190 Inaki 69% 501 Inkvizicia 59% 572 Midnight 56% 32 SerB 52% 125 _I_F_ 59% 27
Bat.-Châtillon 25 t		3	Evilly 57% 320 hellkitten 68% 626 justpinka 58% 1686
Object 261		2	BYBY3EJIA 60% 276 Eug 59% 244
Object 268		2	Roland_Diskein 69% 16 Tortik 52% 89

Attendance at events

With this function, you can control the attendance of clan events (trainings, companies, CW, 7/42, strongholds).

Table of a clan members in the columns “CA” shows the number of events in which the player participated during the relevant period. Sorting the list of participants by this column, you can detect the participants taking an active part in the life of the clan, and participants who ignore the clan events.

Activity for the period					
Days: 7			Days: 30		
Battles ▲	CW ▲	CA: 3 ▲	Battles ▲	CW ▲	CA: 4 ▼
61	6	3	348	41	3
73	1	3	337	4	3
199	5	3	1049	37	3
147	2	3	704	17	3
148	3	3	566	26	3
471	4	2	972	9	3






In the data section of the player in the “Attendance” displays a history of participation of the player into clan events, with received positive and negative evaluations.

In the clans section in the “Attendance” displays a table of activity commanders with data on how many activities commander led. If in the report about the event you stated the number of battles and victories, then the winrates will be calculated.

Participate in clan events

Over the past 30 days has been involved in 3 of the 4 clan events

The date and time displayed on the time zone:		Europe/Moscow +04:00 ▼		
Date ▲	Type ▲	Commander ▲	▲	Note ▲
26.08.2014 22:36	CW	_PORSCHE_PANAMERA_		
26.08.2014 22:05	training	MyDoc333		delay
11.08.2014 20:36	CW	abram333		
28.08.2014 20:49	stronghold	_PORSCHE_PANAMERA_		good AMX100

All these data are taken from reports about events, that are created in this section. The event can consist of a single battle or a series of battles (for example, a tournament for the landing). Each event must have a single commander.

Creating a report on the event will take a minimum of time. Simply upload the .wotreplay file, check the position of commander into automatically generated list (or the player who carried out the training), and then click “Save.”

In addition, if necessary, you can edit the list (add / remove members), set up the positive or negative remark to participant and upload additional .wotreplay files.

If you upload replays to the “Attendance” module, for these replays there are pages with advanced statistic and protocol of combat chat. To visit this page, you can click to link with the date in table of .wotreplay files at the report page.

Page with advanced statistics contains lists of commands with the following data for each participant:

- experience points
- frags
- damaged and spotted enemyies
- damage dealt
- damage assisted radio
- shots
- direct hits
- piercings
- explosion hits
- potential damage received
- mileage

Board member of the clan (leader/vice-leader or position from a custom list) must approve the report by clicking the appropriate button. After that, the data from the report will be added into overall statistics of a clan.

Clan action

The date and time displayed on the time zone: Europe/Moscow +04:00 ▼

Start

Type ▼ **Battles** **Victories**

Note

▼

Replays

[Add replay\(s\)](#)

	Date ▼	Type ▲	Map ▲	Tank ▲	Member ▲	Victory ▲	TTL ▲
<input type="checkbox"/>	26.08.2014 22:36	CW	51_asia	germany-Maus	vb64	✓	8

items: 1

Participants

[Add members](#)

	Member ▲	Companies ▲	Commander ▲	Note ▲
<input type="checkbox"/>	dimka987654		<input type="checkbox"/>	4K damage!
<input type="checkbox"/>	DrFlood1990	[a]	<input type="checkbox"/>	
<input type="checkbox"/>	gegege		<input type="checkbox"/>	
<input type="checkbox"/>	Macc84		<input type="checkbox"/>	poor light
<input type="checkbox"/>	ME11		<input type="checkbox"/>	

Clan actions

[Read about functions of attendance control](#)

The date and time displayed on the time zone: Europe/Moscow +04:00

Activity of commanders (during the last 30 days)

Commander ^	Total ^	Including						Battles ^	Victories, % ^
		Trn ^	CW ^	Abs ^	Oth ^	742 ^	SH ^		
MyDoc333	1	1							
abram333	1		1					1	
_PORSCHE_PANAMERA_	1		1					1	100

items: 3

Reports

from .wotreplay file

from scratch

Date ^	Type ^	Commander ^	Battles ^	Victories ^	Compiler ^	Approved ^	Note ^
28.08.2014 20:49	stronghold	_PORSCHE_PANAMERA_	11	10	vb64	<button>Approve</button>	
26.08.2014 22:36	CW	_PORSCHE_PANAMERA_	1	1	vb64	02.09.2014 15:19 vb64	P_BY Asia
26.08.2014 22:05	training	MyDoc333			vb64	02.09.2014 15:19 vb64	asia map explore

Clan's online statistic

For clans using paid plans (“Base” or “Premium”), a summary of the clan’s daily activity is available in the “Online” tab. The cell for each day on the calendar shows each clan member who has had at least one battle that day. If you hover over the cell for a certain day, a tooltip will appear showing the clan members’ average number of battles for that day.

Clan's online

The calendars shows the number of clan members who has battles on a certain day, except stronghold's battles.

Click on cell into calendar for view detailed information for that day.

December 2014							January 2015						
Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun
1 21	2 29	3 35	4 1	5 27	6 6	7 18				1 18	2 21	3 27	4 29
8 5	9 32	10	11 32	12 27	13 15	14 16	5 27	6 26	7 24	8 25	9 22	10 23	11 19
15 16	16 24	17 13	18 35	19 35	20 34	21 19	12 26						
22 39	23 48	24 46	25 25	26 26	27 26	28 24	19	20	21	22	23	24	25
29 26	30 29	31 27					26	27	28	29	30	31	

If your clan uses free plan, you can try this function for free by turning on the “Base” service mode for thirty days. To do this, the clan-leader or vice-leader needs to login on the clan panel site with their Wargaming OpenID and click “Free Trial” on the clan page. If the clan has already used a trial period, this feature is unavailable.

For clans using “Premium” plan, online information about the clan’s hourly online activity and “Active members in the last N hours” widget are also available in the “Online” tab.

For each hour of the current and previous day, this chart shows the number of clan members who have had battles in this hour. The chart is updated at the beginning of every hour.

A similar graph can be seen for any day in the past, starting from the moment the clan starts using “Premium” mode. For this, click on the chosen day on the calendar in the “Online” tab.

If you click on the hour column in the chart, you can see the list of players, who have had battles during that hour. When viewing the results of a query, you can select any interval in hours (the size of interval cannot exceed 24 hours) for any day. On this day, the clan must have an active premium plan into clan-panel.

The date and time displayed on the time zone: GMT +00:00 ▼

⌚ Active members in the last 3 hour(s) View

Except the data for the current hour. These data will be available at the beginning of the next hour.

Graph of the battles by clan members per hours.

Click on bar of hour for view active members list



Player's names in that list are links through which you can view an hourly chart of the chosen player's battles for that day. The chart's bars represent the number of the player's battles for each hour.

Additionally, a similar chart for the present and previous days is available in the "Online" tab of the data section of the player's account.

Clan's online

The date and time displayed on the time zone: GMT +00:00 ▼

During this period, the following members of the clan took part in the battles.

▼ 08:00 07 Dec 2015 / 11:00 07 Dec 2015

Dec
2015

Su	Mo	Tu	We	Th	Fr	Sa
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Today

⌚ Start 08:00 ▼

during hours 3 ▼

Apply

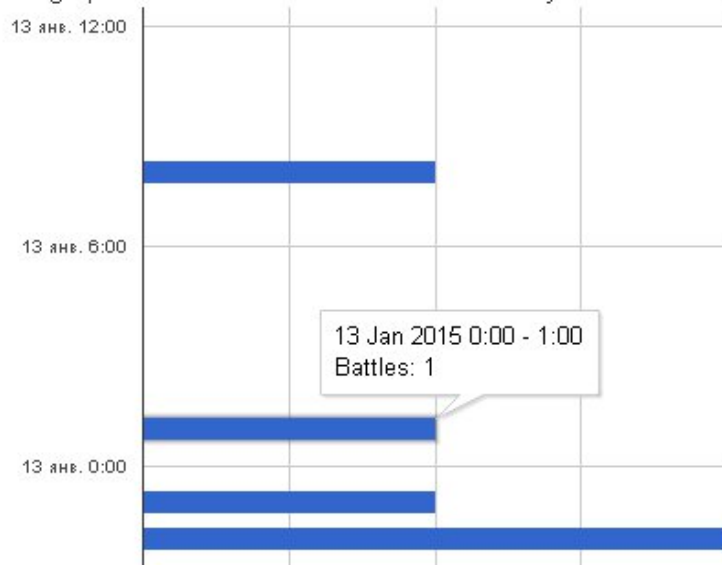
1	Bumbklaatt
2	Cristo_
3	Darth_Abaddon
4	GreyWind

Current online activity

The date and time displayed on the time zone:

Europe/Minsk +03:00 ▼

The graph shows the number of battles for every hour for the current period



Stronghold

If your clan has the “Attack and defense of Stronghold” mode enabled, you will be able to see a summary of all battles planned in the SH on the “Stronghold” tab. These data are read by the clan-panel from the Wargaming clan portal. The max “age” of the data is 10 minutes. If the data were last read more than 10 minutes ago, they will be automatically recalculated using the Wargaming portal.

Officers in your clan will have access to the “Defense of Stronghold” button on this page. Clicking it will open the defense schedule for your Stronghold.

9.1 Stronghold defense

The site clan-panel may help you solve the problem of protecting your Stronghold from hostile clans’ attacks. This can be done by making alliances with other clans and attacking (covering) each other, thus preventing enemies from attacking the alliance clans.

The clan panel will automatically create lists of tasks for covering allies for each alliance member.

9.2 How to create a new alliance

In order to create in new stronghold alliance and become its coordinator, a clan must not be a part of another alliance, have at least a level 5 stronghold and an activated defense mode.

- Go to the site clan-panel
- Click the “Sign in” button at the top of the page
- Go to the “Stronghold” tab
- Click the green button labelled “Defense of Stronghold” (available to clan officers)
- Click the green button labelled “Join an union or create new” (available to leader and vice-leader)
- Click the “Create Union” button

The new alliance has only one member - the clan that created it. The officers of the clan have the authority of the coordinators of the new alliance. A coordinator can send out invitations to join the alliance to other clans (up to 100 clans in an alliance).

To do that, he/she needs to enter the address of the official page of the clan being invited into a field under the table of clans and click the “Invite clan” button. For example, if you want to invite the [WG] clan into an alliance, you need to enter <http://eu.wargaming.net/clans/500000001> into the address field.

9.3 How to join an existing alliance

In order for a clan to be able to join an existing stronghold alliance, the coordinator of this alliance has to send them an invitation.

A join invitation can be accepted by a leader or vice-leader. That's what they need to do:

- Go to the site clan-panel
- Click the “Sign in” button at the top of the page
- Go to the “Stronghold” tab
- Click the green button labelled “Defense of Stronghold” (available to clan officers)
- Click the green button labelled “Join an union or create new” (available to leader and vice-leader)
- Click the “Join” button next to a corresponding invitation

Once you've joined an alliance, every visitor of your clan's “Stronghold” tab will be prompted for authorization. The page will be accessible only to clans in the alliance.

9.4 What coordinators require from alliance members

To make sure that the clan's ally support tasks contain no errors (for example, a task to cover an ally with the same defense hour), all clans with an activated procedure of changing a day off and/or defense hour and the changes currently pending need to fill out the details of these changes. More information can be found [here](#).

For quick and efficient communications between you and other members of the alliance, it is recommended that you specify the contact details of your clan (voice chat server address, key nicknames, etc.) by clicking the “Fill contact information” link on the clan's task page.

9.5 Covering allies

- Go to the site clan-panel
- Click the “Sign in” button at the top of the page
- Go to the “Stronghold” tab
- Click the green button labelled “Tasks for clan” (available to clan officers)

Set attacks according to the list. Completed tasks will disappear from the list when information about these attacks appears on the Wargaming website and will be read by the clan panel. Tasks that are not yet available, but will become available soon, have a corresponding comment in the last column. This comment specifies the time remaining till the moment when the task will become available.

The rules of creating ally coverage tasks are described in detail [here](#).

9.6 Bids for covering allies

You can set your bids for covering allies in the defenses, that will be available soon. This may be useful for other members of union, when they are planning covering. Set checkboxes for defenses, which you will be covering, and click ‘Save my bids’ button.

Reception of bids is stopped at the time, when you can set attack in the game client. After that, you must cover an ally, instead of doing the bids.

The number of bids will be displayed in the “Bids” column in the task list and in schedule of SH defenses. You can click on number of bids in a table cell to view clans, that have made these bids.

9.7 Covering your clan

If all alliance members (including you) will diligently complete tasks from their lists, all the days in your clan’s schedule will be covered by allies’ attacks. The stronghold defense schedule for your clan can be found under the list of tasks.

Days when an attack on you is possible and there is no coverage from allies are marked with an empty “Attack” column. Click the defense date to see a list of allies who can cover you on this day along with a list of allies who cannot cover you on this day, including the reason for that.

You can contact other clans requesting cover. By the way, the task of covering you clan is on their task lists.

9.8 Alliance summary

There is a “List of clans” link on the clan page. If you click this link, you will see a list of all alliance members and the chart of defense distribution by time of day. Uniform distribution of defense by the time of day enables alliance members to efficiently cover each other.

Table columns contain information about the current defense settings for each clan. Clicking a clan tag will send you to a page with a battle schedule for this clan. If you click on the “defense period”, you will see a list of tasks and the stronghold defense schedule of this clan within the alliance. If the clan has their contact details filled out, you can click the phone icon to see them.

The following columns contain the clan’s stronghold battle stats within the alliance for the two weeks. Place the mouse cursor over the column header to see a tooltip explaining the content of the column.

- CVT - allies covered
- CVF - number of times covered by the allies
- ATT - number of clans attacked outside the alliance
- ATF - number of times attacked by clans outside the alliance
- NCV - uncovered days in the clan’s schedule that can be used for an attack
- EFF - effectiveness of cover

Below the table is a list of clans with an activated procedure of changing defense settings with a description of upcoming changes.

The “Board of Shame” link opens a list of clans that are not very good at covering allies. These clans get covered by their allies, have uncompleted tasks in their task lists, but cover their allies much more seldom than they receive support from others. Clans appear on the “Board of Shame” automatically and are removed from it as soon as they start fulfilling their obligations to their allies.

The “Recent attacks” link opens a list of clans that your clan attacked over the past week. Clans from this list that are not found in the clan panel database are displayed in the form of a clan ID instead of a clantag.

9.9 Informing other clan members about stronghold battles within an alliance

To prevent situations where your clan members start an stronghold battle not knowing that this battle is taking place in an alliance, you can place a link to the page that usually opens upon clicking on the “Stronghold” tab to your clan forum or resource that you use for communication.

This page is updated automatically and can be visited by the members of all clans in the alliance. The page contains the battle schedule of your clan “color painted” according to the coordination rules in your alliance.

9.10 Leaving the alliance

A clan leader or vice-leader can leave an alliance at any moment by clicking the “Suspend membership” button at the bottom of the page with clan tasks.

If it happens, all existing covers from/for this clan will remain as battles with allies in members’ schedules. Tasks for covering the clan that has suspended its membership will not be included into the tasks lists of other alliance members. Such clans will be marked with a tick mark in the “PSV” column of the table.

Once all clan covers within the alliance have been completed, you will be able to leave the alliance for good by clicking the “Leave union” button. From now on, all battles with such a clan will be shown in members’ schedules as enemy attacks.

A clan that has suspended its membership in an alliance can re-join at any moment. In order to do that, the commander or lieutenant needs to click a corresponding button on the clan’s page.

9.11 Coordinator’s special rights

Apart from sending invitations to join the alliance, the alliance coordinator can suspend clan memberships, remove clans from the alliance, change the defense settings and contact details of any alliance member.

In order to do that, the coordinator has to click on the “defense period” of the necessary clan. On this clan’s task page, the coordinator will find a link called “[CLANTAG] defense settings” and a “Suspend membership” or “Leave union” button (if membership has already been suspended).

The coordinator cannot suspend his or her own membership or leave the alliance, but can completely dismiss the alliance. A corresponding button is located at the bottom of the “List of clans” page.

9.12 FAQ

Why has clan [XXX] been in my tasks for two days in a row?

If you put a cover on any of the days, the second day will disappear from this clan’s tasks - that is, will be filtered out by the rule “there are attacks planned for this clan”. This will happen when the data about attack will appear at wargaming.net and will be read by clan-panel. For all other clans, the second (uncovered) day will stay in their tasks.

Is it possible for some clan not to be covered? That is, nobody will put a cover on it.

This scenario is only possible in case there will be no technical possibility to cover this clan. There can be only two real reasons for that: few alliance members or too many clans in one defense hour.

If somebody has the technical capability to throw a cover, it will be on their task lists. An uncovered clan will see who can provide cover by clicking on an uncovered day in their schedule.

I followed a link sent by an alliance member and got this message “The clan administration allowed this page to be viewed only by clan members.” What should I do?

The link you have is probably to the clan section of the person who gave you the link. This is like trying to click a link to something in a private area on the WG portal. No one, except the owner, has access to it.

You need to go to YOUR clan’s section. There is a special procedure for it, which will work for everyone.

- Go to the site clan-panel
- Click the “Sign in” button at the top of the page
- Go to the “Stronghold” tab
- Click the green button labelled “Tasks for clan” (available to clan officers)

After authorization in the clan panel, I don’t see the green “Clan tasks” button on the “Stronghold” tab, although I am the vice-leader in the clan. Why?

It often happens if your clan data in the clan panel are obsolete and no longer correspond to your current position in the clan.

Please pay attention to the value of the “Data updated:” field next to the clan emblem. Clan composition and member status changes are saved after each update. If the latest update took place relatively recently, click the “Update data” button in the upper part of the page. The clan data will be updated within a day and the “Clan tasks” button on the “Stronghold” tab will be available to you on the next day.

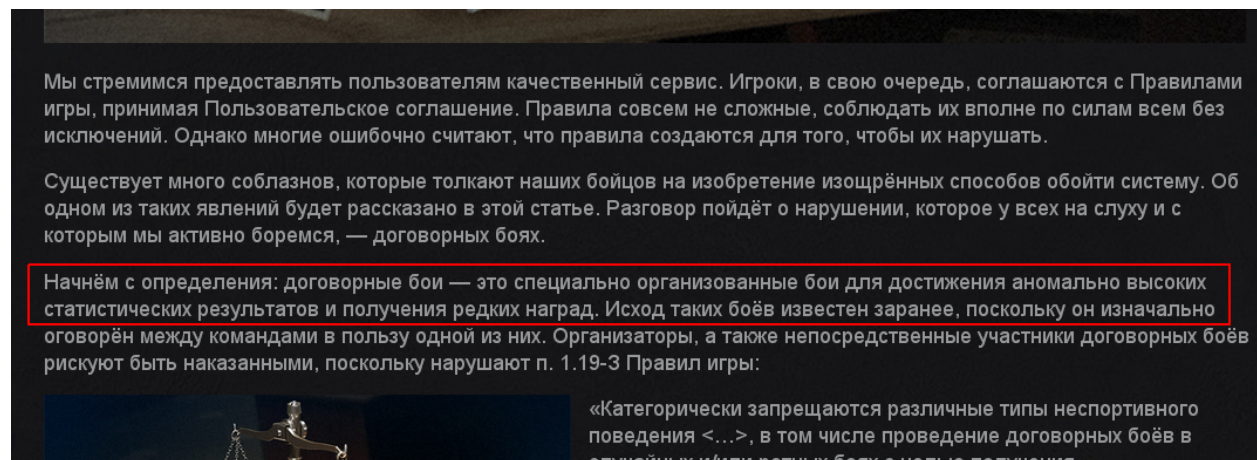
In the future, do not forget to periodically click the “Update data” button to keep your clan details up-to-date.

In addition, you can ask someone from the leadership of the clan, who currently has access, go to the “Management” tab and click “Update list of participants and their positions” button. In this case, the clan panel update the composition of the clan immediately, without the collection of data for statistics.

Can we get banned for these covers if they consider them rigged battles?


First of all, provision of cover does not fall under the definition of a “rigged battle”:

Let’s start from the definition: rigged battles are battles that are specifically organized for achieving abnormally high statistical results and winning rare rewards.




Also, the developers have given a direct answer to this question.


There will be no bans for throwing chips into battle.


 fluke

Thomas Sankara



Разработчики
Producer

13414 боев
4 296 

 [VVG]

Регистрация:
27.03.2010

Отправлено 23 Апр 2015 - 19:09

#14

Ahrpad (23 Апр 2015 - 19:07) писал:

Я про прикрытия которые все крупные альянсы накидали до введения патча и не могут отменить даже если бы хотели.
И которые неизбежно будут решаться выводом в бой фишек или как-либо еще.
В качестве минимального временного решения сброс боев попадающих на перезагрузку и нейтрализация существующих прикрытий достаточны чтобы начать диалог а не кидание банановыми корками

Отменять бои за пределами рамок 2-5 мск не будем.
За вывод в бой фишек никаких банов не будет.

Indices and tables

- `genindex`
- `modindex`
- `search`