```xml
<form theme="dark">
  <label>Beat Saber Live Stats</label>
  <fieldset submitButton="false">
    <input type="time" token="ttok" searchWhenChanged="true">
      <label>Select a Time Range</label>
      <default>
        <earliest>rt</earliest>
        <latest>rt</latest>
      </default>
    </input>
  </fieldset>
  <row>
    <panel>
      <single>
        <search>
          <query>index=beat_saber "game.scene"=Song beatmap.paused=null
| eval songname= 'beatmap.songName'." - ".'beatmap.songAuthorName' |
table _time songname</query>
          <earliest>$ttok.earliest$</earliest>
          <latest>$ttok.latest$</latest>
          <sampleRatio>1</sampleRatio>
        </search>
        <option name="colorBy">value</option>
        <option name="colorMode">block</option>
        <option name="drilldown">none</option>
        <option name="numberPrecision">0</option>
        <option name="rangeColors">["0x006d9c","0x006d9c"]</option>
        <option name="rangeValues">[0]</option>
        <option name="refresh.display">progressbar</option>
        <option name="showSparkline">1</option>
        <option name="showTrendIndicator">1</option>
        <option name="trellis.enabled">0</option>
        <option name="trellis.scales.shared">1</option>
        <option name="trellis.size">medium</option>
        <option name="trendColorInterpretation">standard</option>
        <option name="trendDisplayMode">absolute</option>
        <option name="underLabel">CURRENT SONG</option>
        <option name="unitPosition">after</option>
        <option name="useColors">1</option>
        <option name="useThousandSeparators">1</option>
      </single>
    </panel>
    <panel>
      <single>
        <search>
          <query>index=beat_saber "game.scene"=Song beatmap.paused=null
| table _time  beatmap.difficulty</query>
          <earliest>$ttok.earliest$</earliest>
```

```xml
          <latest>$ttok.latest$</latest>
          <sampleRatio>1</sampleRatio>
        </search>
        <option name="colorBy">value</option>
        <option name="colorMode">block</option>
        <option name="drilldown">none</option>
        <option name="numberPrecision">0</option>
        <option name="rangeColors">["0x006d9c","0x006d9c"]</option>
        <option name="rangeValues">[0]</option>
        <option name="refresh.display">progressbar</option>
        <option name="showSparkline">1</option>
        <option name="showTrendIndicator">1</option>
        <option name="trellis.enabled">0</option>
        <option name="trellis.scales.shared">1</option>
        <option name="trellis.size">medium</option>
        <option name="trendColorInterpretation">standard</option>
        <option name="trendDisplayMode">absolute</option>
        <option name="underLabel">CURRENT DIFFICULTY</option>
        <option name="unitPosition">after</option>
        <option name="useColors">1</option>
        <option name="useThousandSeparators">1</option>
      </single>
    </panel>
  </row>
  <row>
    <panel>
      <single>
        <search>
          <query>index=beat_saber "game.scene"=Song beatmap.paused=null
| table _time  performance.score | rename performance.score AS "Live
Score"</query>
          <earliest>$ttok.earliest$</earliest>
          <latest>$ttok.latest$</latest>
          <sampleRatio>1</sampleRatio>
        </search>
        <option name="colorBy">value</option>
        <option name="colorMode">block</option>
        <option name="drilldown">none</option>
        <option name="numberPrecision">0</option>
        <option
name="rangeColors">["0xdc4e41","0xf8be34","0x53a051"]</option>
        <option name="rangeValues">[30000,60000]</option>
        <option name="refresh.display">progressbar</option>
        <option name="showSparkline">0</option>
        <option name="showTrendIndicator">0</option>
        <option name="trellis.enabled">0</option>
        <option name="trellis.scales.shared">1</option>
        <option name="trellis.size">medium</option>
```

```xml
        <option name="trendColorInterpretation">standard</option>
        <option name="trendDisplayMode">absolute</option>
        <option name="underLabel">LIVE SCORE</option>
        <option name="unitPosition">after</option>
        <option name="useColors">1</option>
        <option name="useThousandSeparators">1</option>
      </single>
    </panel>
    <panel>
      <single>
        <search>
          <query>index=beat_saber "game.scene"=Song beatmap.paused=null
| table _time  beatmap.maxScore</query>
          <earliest>$ttok.earliest$</earliest>
          <latest>$ttok.latest$</latest>
          <sampleRatio>1</sampleRatio>
        </search>
        <option name="colorBy">value</option>
        <option name="colorMode">block</option>
        <option name="drilldown">none</option>
        <option name="numberPrecision">0</option>
        <option name="rangeColors">["0x006d9c","0x006d9c"]</option>
        <option name="rangeValues">[0]</option>
        <option name="refresh.display">progressbar</option>
        <option name="showSparkline">0</option>
        <option name="showTrendIndicator">0</option>
        <option name="trellis.enabled">0</option>
        <option name="trellis.scales.shared">1</option>
        <option name="trellis.size">medium</option>
        <option name="trendColorInterpretation">standard</option>
        <option name="trendDisplayMode">absolute</option>
        <option name="underLabel">HIGH SCORE TO BEAT</option>
        <option name="unitPosition">after</option>
        <option name="useColors">1</option>
        <option name="useThousandSeparators">1</option>
      </single>
    </panel>
    <panel>
      <single>
        <search>
          <query>index=beat_saber "game.scene"=Song beatmap.paused=null
| table _time  performance.hitNotes | rename performance.hitNotes AS
"Notes hit"</query>
          <earliest>$ttok.earliest$</earliest>
          <latest>$ttok.latest$</latest>
          <sampleRatio>1</sampleRatio>
        </search>
        <option name="colorBy">value</option>
```

```xml
          <option name="colorMode">block</option>
          <option name="drilldown">none</option>
          <option name="numberPrecision">0</option>
          <option name="rangeColors">["0x53a051","0x53a051"]</option>
          <option name="rangeValues">[10000]</option>
          <option name="refresh.display">progressbar</option>
          <option name="showSparkline">0</option>
          <option name="showTrendIndicator">0</option>
          <option name="trellis.enabled">0</option>
          <option name="trellis.scales.shared">1</option>
          <option name="trellis.size">medium</option>
          <option name="trendColorInterpretation">standard</option>
          <option name="trendDisplayMode">absolute</option>
          <option name="underLabel">NOTES HIT</option>
          <option name="unitPosition">after</option>
          <option name="useColors">1</option>
          <option name="useThousandSeparators">1</option>
        </single>
      </panel>
      <panel>
        <single>
          <search>
            <query>index=beat_saber "game.scene"=Song beatmap.paused=null
| table _time  performance.missedNotes | rename performance.missedNotes
AS "Notes missed"</query>
            <earliest>$ttok.earliest$</earliest>
            <latest>$ttok.latest$</latest>
            <sampleRatio>1</sampleRatio>
          </search>
          <option name="colorBy">value</option>
          <option name="colorMode">block</option>
          <option name="drilldown">none</option>
          <option name="numberPrecision">0</option>
          <option name="rangeColors">["0xdc4e41","0xdc4e41"]</option>
          <option name="rangeValues">[10000]</option>
          <option name="refresh.display">progressbar</option>
          <option name="showSparkline">0</option>
          <option name="showTrendIndicator">0</option>
          <option name="trellis.enabled">0</option>
          <option name="trellis.scales.shared">1</option>
          <option name="trellis.size">medium</option>
          <option name="trendColorInterpretation">standard</option>
          <option name="trendDisplayMode">absolute</option>
          <option name="underLabel">NOTES MISSED</option>
          <option name="unitPosition">after</option>
          <option name="useColors">1</option>
          <option name="useThousandSeparators">1</option>
        </single>
```

```xml
      </panel>
      <panel>
        <single>
          <search>
            <query>index=beat_saber  "game.scene"=Song
beatmap.paused=null | table _time  performance.rank | rename
performance.rank AS "Rank"</query>
            <earliest>$ttok.earliest$</earliest>
            <latest>$ttok.latest$</latest>
            <sampleRatio>1</sampleRatio>
          </search>
          <option name="colorBy">value</option>
          <option name="colorMode">block</option>
          <option name="drilldown">none</option>
          <option name="numberPrecision">0</option>
          <option
name="rangeColors">["0xdc4e41","0xf8be34","0x53a051"]</option>
          <option name="rangeValues">[10000,20000]</option>
          <option name="refresh.display">progressbar</option>
          <option name="showSparkline">0</option>
          <option name="showTrendIndicator">0</option>
          <option name="trellis.enabled">0</option>
          <option name="trellis.scales.shared">1</option>
          <option name="trellis.size">medium</option>
          <option name="trendColorInterpretation">standard</option>
          <option name="trendDisplayMode">absolute</option>
          <option name="underLabel">CURRENT RANK</option>
          <option name="unitPosition">after</option>
          <option name="useColors">1</option>
          <option name="useThousandSeparators">1</option>
        </single>
      </panel>
      <panel>
        <single>
          <search>
            <query>index=beat_saber  "game.scene"=Song
beatmap.paused=null | table _time  beatmap.maxRank| rename
beatmap.maxRank AS "Rank"</query>
            <earliest>$ttok.earliest$</earliest>
            <latest>$ttok.latest$</latest>
            <sampleRatio>1</sampleRatio>
          </search>
          <option name="colorBy">value</option>
          <option name="colorMode">block</option>
          <option name="drilldown">none</option>
          <option name="numberPrecision">0</option>
          <option
name="rangeColors">["0xdc4e41","0xf8be34","0x53a051"]</option>
```

```xml
          <option name="rangeValues">[10000,20000]</option>
          <option name="refresh.display">progressbar</option>
          <option name="showSparkline">0</option>
          <option name="showTrendIndicator">0</option>
          <option name="trellis.enabled">0</option>
          <option name="trellis.scales.shared">1</option>
          <option name="trellis.size">medium</option>
          <option name="trendColorInterpretation">standard</option>
          <option name="trendDisplayMode">absolute</option>
          <option name="underLabel">MAX RANK TO BEAT</option>
          <option name="unitPosition">after</option>
          <option name="useColors">1</option>
          <option name="useThousandSeparators">1</option>
        </single>
      </panel>
    </row>
    <row>
      <panel>
        <title>Live Score and Combo Over Time</title>
        <chart>
          <search>
            <query>index=beat_saber "game.scene"=Song beatmap.paused=null
| timechart values(performance.score) AS "Live Score"
values(performance.combo) AS "Live Combo" span=1s</query>
            <earliest>$ttok.earliest$</earliest>
            <latest>$ttok.latest$</latest>
            <sampleRatio>1</sampleRatio>
          </search>
          <option
name="charting.axisLabelsX.majorLabelStyle.overflowMode">ellipsisNone</
option>
          <option
name="charting.axisLabelsX.majorLabelStyle.rotation">0</option>
          <option name="charting.axisLabelsY.majorUnit">20000</option>
          <option name="charting.axisTitleX.visibility">visible</option>
          <option name="charting.axisTitleY.visibility">visible</option>
          <option name="charting.axisTitleY2.visibility">visible</option>
          <option name="charting.axisX.abbreviation">none</option>
          <option name="charting.axisX.scale">linear</option>
          <option name="charting.axisY.abbreviation">none</option>
          <option name="charting.axisY.maximumNumber">100000</option>
          <option name="charting.axisY.scale">linear</option>
          <option name="charting.axisY2.abbreviation">none</option>
          <option name="charting.axisY2.enabled">1</option>
          <option name="charting.axisY2.maximumNumber">150</option>
          <option name="charting.axisY2.scale">inherit</option>
          <option name="charting.chart">area</option>
          <option name="charting.chart.bubbleMaximumSize">50</option>
```

```xml
        <option name="charting.chart.bubbleMinimumSize">10</option>
        <option name="charting.chart.bubbleSizeBy">area</option>
        <option name="charting.chart.nullValueMode">connect</option>
        <option name="charting.chart.overlayFields">"Live
Combo"</option>
        <option name="charting.chart.showDataLabels">none</option>
        <option
name="charting.chart.sliceCollapsingThreshold">0.01</option>
        <option name="charting.chart.stackMode">default</option>
        <option name="charting.chart.style">shiny</option>
        <option name="charting.drilldown">none</option>
        <option name="charting.layout.splitSeries">0</option>
        <option
name="charting.layout.splitSeries.allowIndependentYRanges">0</option>
        <option
name="charting.legend.labelStyle.overflowMode">ellipsisMiddle</option>
        <option name="charting.legend.mode">standard</option>
        <option name="charting.legend.placement">right</option>
        <option name="charting.lineWidth">2</option>
        <option name="refresh.display">progressbar</option>
        <option name="trellis.enabled">0</option>
        <option name="trellis.scales.shared">1</option>
        <option name="trellis.size">medium</option>
      </chart>
    </panel>
  </row>
  <row>
    <panel>
      <chart>
        <title>Current Combo</title>
        <search>
          <query>index=beat_saber  "game.scene"=Song
beatmap.paused=null | stats latest(performance.combo)</query>
          <earliest>$ttok.earliest$</earliest>
          <latest>$ttok.latest$</latest>
          <sampleRatio>1</sampleRatio>
        </search>
        <option name="charting.chart">markerGauge</option>
        <option
name="charting.chart.rangeValues">[0,30,70,150]</option>
        <option name="charting.chart.style">minimal</option>
        <option
name="charting.gaugeColors">["0xdc4e41","0xf8be34","0x53a051"]</option>
        <option name="refresh.display">progressbar</option>
        <option name="trellis.enabled">0</option>
        <option name="trellis.scales.shared">1</option>
        <option name="trellis.size">medium</option>
      </chart>
```

```
      </panel>
      <panel>
        <chart>
          <title>Max Combo in this Game</title>
          <search>
            <query>index=beat_saber  "game.scene"=Song
beatmap.paused=null | stats latest(performance.maxCombo)</query>
            <earliest>$ttok.earliest$</earliest>
            <latest>$ttok.latest$</latest>
            <sampleRatio>1</sampleRatio>
          </search>
          <option name="charting.chart">markerGauge</option>
          <option
name="charting.chart.rangeValues">[0,30,70,150]</option>
          <option name="charting.chart.style">minimal</option>
          <option
name="charting.gaugeColors">["0xdc4e41","0xf8be34","0x53a051"]</option>
          <option name="refresh.display">progressbar</option>
          <option name="trellis.enabled">0</option>
          <option name="trellis.scales.shared">1</option>
          <option name="trellis.size">medium</option>
        </chart>
      </panel>
    </row>
</form>
```