X3 Albion Prelude Bonuspack Readme

2011-12-15 version 5.1.00

Contents

1 Commodity Logistics Software MK1

Version: 3.3.02; Scripter: Lucike; Abbreviation: "the CLS MK1"

1.1 Overview

This software supports the pilot in coordinating his internal production logistics. It will enable a pilot to collect orders from different consumers within your enterprise and coordinate them with chosen suppliers. Therefore, it is possible to deliver the products from several suppliers of a single resource to different consumers.

Consumers will generally be sorted and supplied according to how urgently they need the wares. Stations will only be considered for a delivery if they have less than 95% of the storage space filled. The same principle applies to your producers, who will only be allowed to ship wares if their stores are at least 5% full. Put in a different way, stations will not receive wares if they are almost full, and suppliers will not send out wares if they are almost empty.

Over time the pilot will learn to use this software more efficiently, because nobody starts out as an expert. Additionally, he might participate in special training courses. These training courses are offered in the pilot's homebase at certain time intervals.

The software was originally developed by an Argon software engineer and as such is being sold in every Argon Equipment Dock. It is also available in the Trading Station located in Herron's Nebula.

- Collect orders from different consumers within your enterprise and coordinate them with chosen suppliers
- Deliver products from several suppliers of a single resource to different consumers
- . . . the pilot will use the Jumpdrive technology, and even take care of his/your ship.
- . . . the pilot will communicate with other pilots, paying close attention to the commercial radio network and will not enter any sectors in which enemy ships have been reported

1.2 Quick Start

1. Equip a TS class transporter with Navigation Commands Software MK1 and Commodity Logistics Software MK1
2. Assign a homebase

3. From your ship's Trading Menu, choose "Start internal Commodity Logistics", then select product and price with the command "Homebase products"

4. From your ship's Trading Menu, choose "Start internal Commodity Logistics", and select a number of stations with the command "Suppliers and Consumers"

5. Choose the command "Start internal Commodity Logistics" in your ship's Trading Menu.

1.3   Pilot qualifications

Apprentice
   The apprentice is able to collect one product from one supplier and to deliver it to up to three consumers (excluding equipment docks and trading stations). The apprentice is carrying out his probationary period in your enterprise and doesn't get a salary during this time.

Courier
   The courier is able to collect two products from up to two suppliers and deliver them to up to five consumers. Additionally, he will be able to deliver commodities to equipment docks and trading stations. The courier receives a wage of 10 credits per Mizura flown, paid after completing each trip.

Supplier
   The supplier is able to collect three products from up to three suppliers and deliver them to up to five consumers. Additionally, he will be able to supply TL class ships. He will also equip his ship with more speed and agility, and fighter drones if they can be purchased in the current sector. The supplier receives a wage of 15 credits per Mizura flown, paid on completion of each trip.

Cargo Messenger
   The cargo messenger is able to distribute four products from five suppliers to ten consumers. He is also able to use modern Jumpdrive technology to move around more quickly. The cargo messenger is paid a wage of 30 credits per Mizura flown, paid after each trip.

Forwarding Agent
   The forwarding agent is able to distribute five products from five suppliers to ten consumers. Furthermore, he pays close attention to the commercial radio network and will not enter any sectors in which enemy ships have been reported. The forwarding agent is paid a wage of 35 credits per Mizura flown, paid after each trip.

Logistician
  The logistician is able to distribute a unlimited number of products
  from ten suppliers to twenty consumers. Furthermore, he will
  repair his ship on his own by visiting a shipyard if necessary. The
  logistician is paid a wage of 40 credits per Mizura flown, payable
  after each trip.

1.4   Instructions

The main command is started from the Trade Menu. The command
"Start internal commodity logistics" is visible when you installed Com-
modity Logistics Software MK1 and Navigation Command Software
MK1 in the ship and have assigned a homebase. The command "Start
internal commodity logistics" also includes the possibility of further
configuration.

  Important: The command is visible only when there is a pilot on
the vessel or the ship is docked, in order for a pilot to enter the vessel.

1.4.1   Equipment and Prerequisites

- A fighter, bomber, corvette or transport ship (M3, M4, M5, M8,
  M6, TM, TS, TP or TL), with homebase set.
- Navigation Command Software MK1
- Commodity Logistics Software MK1 *(7,944 cr)*
- Pilots of TL-class ships must be at least 'Cargo Messenger'
- Fight Command Software MK1 *(optional: change the behaviour at
  contact with the enemy)*
- Fight Command Software MK2 *(optional: changes, additional to
  Fight Command Software MK1, are made to the pilot's the be-
  haviour at contact with the enemy)*
- Jumpdrive *(optional: can be utilized after a special training course)*
- Transporter Device *(optional: used if big ships like TL class trans-
  porters are chosen as a destination and the transporter may not
  dock at the ship)*

1.4.2   Main Menu

All of the settings can be entered from the main menu.

1.4.3   Trader settings

In the menu Trader Settings you can change settings, additionally you can see information about your pilot – not only his Status and homebase, but also Time of duty, Total time, Payment rolls and his achievements.

Delete accounting information
  With this option you can delete your pilot's accounting information. (NB. Once done, there's no possibility of undoing this, therefore you will be asked to confirm this step again.)

Take trainings
  Normally, all the pilots will participate in special training courses enabling them to use the software more efficiently. If you don't want this facility, you can change it here.

Trader salary
  The pilot's wages are paid from your main-account. You can change this here.

Fire trader
  If you have no further use for this pilot you can dismiss him. The ship must be docked at any station, without any tasks. (NB. Once done, there's no possibility of undoing this, therefore you will be asked to confirm this step again.)

Reassign trader
  Your pilot needs a bigger/different vessel, you can reassign him to a new ship. Both ships, the new and the old one, must be docked at the same station. After choosing this option, you'll get a list of docked candidates. Choosing a ship which has a working pilot onboard will swap the pilots. Each pilot will take all of his existing data with him to his new ship.

Restore defaults
  This command resets these settings to their default values.

1.4.4   Homebase products

In this list you'll find all the products you can collect from suppliers and deliver to consumers.

Products
  Here you can see all the products of the homebase. The option 'Add product' is only visible, if the pilot is able to work with additional products. You can delete an existing product from the pilot's listing by choosing it again.

Add product
Adds a product.

Sort ware list by ware group
Here you can sort the ware list by ware group. This is only for information/overview and will not change any behaviour of your pilot.

Sort ware list alphabetically
Here you can sort the ware list alphabetically. This is only for information/overview and will not change any behaviour of your pilot.

Delete product
This option will delete the whole product list.

1.4.5   Suppliers and Consumers

Here you can view and change the existing lists of suppliers and consumers. The order in which consumers are assigned does not matter – the pilot will always visit consumers in order of urgency . However, suppliers are visited in the order in which they were assigned to the software. You can change the way in which suppliers are visited in the Supply conditions.

Supplier
Here you can get an overview of all your suppliers. You can also add a new supplier or delete existing suppliers.

Add Supplier
After choosing a sector you'll get a list of possible suppliers. You can add shown suppliers to the pilot's list one after another. So it's possible to quickly choose all of the stations in a sector. Delete an existing supplier from this list is done by choosing the supplier again.

Consumer
Here you get also an overview of all of your existing consumers. You also can add a new consumer – and delete existing ones.

Add Consumer
After choosing a sector you'll get a list of possible consumers. You can add shown consumers to the pilot's list one after another. So it's possible to quickly choose all of the stations in a sector. Deleting an existing consumer from this list is done by choosing the consumer again.

Delete stations list
You can delete here the pilot's entire station list.

1.4.6   Supply conditions

Here you can change the conditions under which your pilot visits consumers and suppliers.

Minimum storage space filled – Supplier
  Normally, the pilot will collect products from suppliers if their storage space is above the minimum of 5 percent full. You can change this limit here.

Minimum storage space filled – Consumer
  The pilot always visits consumers in order of urgency, but only if the consumer's storage space is at least 5 percent below maximum. You can change this limit here. *This means, the storage space of the consumer is filled with 96%, this consumer will not be served. With 94%, he will be served.*

Freighter cargo bay
  Producers will be visited if the CLS-Pilot can fill his cargo bay at least with this percentile number. Setting this option to 101% will disable this condition.

Fly to supplier exceptionally
  The pilot normally visits the suppliers in the order that you entered the stations. This option tells him to prioritize the suppliers that are nearest to full.

Dock with ship only in the same sector
  If the delivery target is a ship, and this jumps away right before the CLS-pilot reaches it, the pilot will skip his current job.

Wait for request signal
  If delivery target is a TL, CLS pilot can wait for a request signal, telling the pilot if the target needs his products.

Quit working in homebase
  With this option, a controlled termination of CLS is possible. The pilot will stop CLS in his homebase once his job is done.

Restore defaults
  This command resets these settings to their default values.

1.4.7   Jumpdrive settings

The pilot can use the modern Jumpdrive technology once he is at least Cargo Messenger. Here you can change the conditions under which the Jumpdrive is to be used.

Use Jumpdrive

In normal conditions, pilots don't use the Jump Drive. You can
change this here.

Jumpdrive energy

If you don't change this order, the pilot will hold a Jumpdrive
energy reserve of 10 percent of his cargo space. If his journeys
are very short or very long, you can change his Jumpdrive energy
reserve here.

Minimum jump range

To conserve jump-drive energy you can set your pilot a minimum-
jump-range.

Restore defaults

This command resets these settings to their default values.

1.4.8   Automatic naming

Renaming a lot of pilots manually can be hard work. By choosing
the Auto-naming option, you enable the pilot to do this work for you,
even providing you with some more information.

Configure automatic naming

Choose the option you like best. . .

Here you choose the way the pilot will rename his ship. You
can see here also a description of the naming convention used.

Ship number

A ship number should appear in the ship's name. Enter the number
here.

Factory number

A factory number should appear in the ship's name. Enter the
number here. All the ships assigned to this station will use this
number.

Restore defaults

This command resets these settings to their default values.

1.4.9   Configure reports

The pilot will inform you of certain events occurring during his busi-
ness dealings. Some of them can be switch off here.

Promotions

The pilot will inform you when he has completed a training course
successfully. You can switch this off here.

Enemy sightings
The pilot will inform you about enemy movements in the sectors he's visiting. You can switch this off here.

Acoustic signals at messages
All the pilot's messages will be sent without a sound. You can change this here.

Trade log
The pilot can write every transaction into your business log. You can switch this on here.

The log can be found in the directory where your save-games are. It's called 'log1504.txt'. Very useful to determine what your pilot is really doing the whole time. . .

Analysis to log
The pilot copies all his data to your business log. Also, he can report what his current activity involves.

The log can be found in the directory where your save-games are. It's called 'log1000.txt'. Very useful for analysis and why a pilot is not flying. Also, if you have any questions about CLS / about a certain pilot, cause he's not doing what you expect him to do – please post it. . . then it's easier to help you. . .

Restore defaults
This command resets these settings to their default values.

1.4.10   Data storage

If you want more than one pilot fulfilling a task you can save working data here, to provide this data to other pilots.

Load data

   Here you can choose stored data to assign to another pilot.

Save data

   Here you can save the actual pilot's data. Also giving the data a name is possible.

Delete data

   You can delete specified data.

Delete all data

   You can delete all data slots.

1.5   Special Notes

Note:

   You can change the lists mid-flight but the changes only become effective after the pilot has finished the current tour.

Jumpdrive:

   If a Jumpdrive is installed, the pilot will supply himself with energy from the homebase. He may buy energy from other sources too, if he is not doing a chain-supply tour.

Enemy contact:

   If the freighter has the Fight Command Software MK1, then the pilot may make his ship safer. He buys fight drones in the current sector and equips his ship with more speed and agility. If the experienced pilot has a Jumpdrive, then he can venture into unsafe sectors. If the freighter has the Fight Command Software MK2 and he can download the Missile defence system Mosquito, he will also buy a number of Mosquito missiles.

Transporter device:

   It's possible to load TL-transporters with your freighters even when they cannot dock, so you will occasionally need the Transporter Device, which allows the pilot to transfer cargo directly to the TL-transporter. The TL must have stopped his engines, and be standing in space. If the freighter has to load a TL-transporter, and he doesn't have a transporter device, he will wait until the TL has docked to a station and follow him in order to transfer the cargo at the station itself. Sectors located far away will be only visited if the pilot has a Jumpdrive.

Headquarters:

If the pilot works for the headquarters, the size of his vessels cargo space is automatically the limitation of the cargo space in the headquarters. This rule is applied for every product. The Dockware Manager can overrule this, reserving for every product a specified cargo space.

Hint:

If you buy the Commodity Logistics Software at the software producer's offices at the Free Argon Trading Station in Herron's Nebula, the producer tries to provide qualified personnel. If you actually start the software at the trading station you might get lucky and receive qualified pilots from the very beginning.

2 Commodity Logistics Software MK2

Version: 3.3.02; Scripter: Lucike; Abbreviation: "the CLS MK2"

2.1 Overview

This software allows the pilot to plan a route. The pilot is instructed to follow a given route and the corresponding commodity transfer orders for each intermediate stop entered. This enables the pilot to fulfil special tasks within the company or even at different stations. The route entered will be followed repeatedly until the pilot receives new orders.

Over time the pilot will learn to use this software more efficiently, because nobody starts out as an expert. Additionally, he might participate in special training courses. Those training courses are offered in the pilot's homebase at certain time intervals.

The software was originally developed by an Argon software engineer and as such is being sold in every Argon Equipment Dock. It is also available in the trading station located in Herron's Nebula.

- Instruct the pilot to follow a given route and set the corresponding commodity transfer orders for each intermediate stop. This enables the pilot to fulfil special tasks within the company or even at different stations. The route will be followed repeatedly until the pilot receives new orders.
- The pilot will use the Jumpdrive technology, and even take care of his/your ship.
- The pilot will communicate with other pilots, paying close attention to the commercial radio network and will not enter any sectors in which enemy ships have been reported.

2.2 Quick Start

1. Equip a TS class transporter with Navigation Software MK1 and Commodity Logistics Software MK2
2. Define a route for the ship via "Waypoints" submenu
3. Choose in the ships Trading Menu "Start external commodity logistics"

2.3 Pilot qualifications

Apprentice

The apprentice is able to use up to 4 stops in total in the tour. The apprentice is carrying out his probationary period in your enterprise and doesn't get a salary during this time.

Courier

The courier is able to use up to 6 stops in total in the tour. Additionally, he will be able to deliver commodities to equipment docks and trading stations. The courier gets a wage of 20 credits per Mizura flown, paid after completing each trip.

Supplier

The supplier is able to use up to 10 stops in total in the tour. Additionally, he will be able to supply large ships. He will also equip his ship with more speed and agility and fighter drones, if they can be purchased in the current sector. The supplier gets a wage of 25 credits per Mizura flown, payable upon completion of each trip.

Cargo Messenger

The cargo messenger is able to use up to 15 stops in total in the tour. He is also able to use modern Jumpdrive technology to move around more quickly. The cargo messenger is paid a wage of 30 credits per Mizura flown, paid after each trip.

Forwarding Agent

The forwarding agent is able to use up to 20 stops in total in the tour. Furthermore, he pays close attention to the commercial radio network and will not enter any sectors in which enemy ships have been reported. The forwarding agent is paid a wage of 35 credits per Mizura flown, paid after each trip.

Logistician

The logistician is not restricted in the amount of stops in his tour. Furthermore, he will repair his ship on his own by visiting a shipyard if necessary. The logistician is paid a wage of 40 credits per Mizura flown, payable after each trip.

2.4 Instructions

The main command is initiated over the Trade Menu. The command "Start external commodity logistics" is visible when you install Commodity Logistics Software MK2 and Navigation Command Software MK1 in the ship. The command "Start external commodity logistics" also includes the possibilities of configuration.

Important: The command is visible only when there is a pilot on the vessel or the ship is docked, in order for a pilot to enter the vessel.

2.4.1   Equipment and Prerequisites:

- A fighter, bomber, corvette or transport ship (M3, M4, M5, M8, M6, TM, TS, TP or TL)
- Navigation Command Software MK1
- Commodity Logistics Software MK2 *(10,752 cr)*
- Pilots of TL-class ships must be at least 'Cargo Messenger'
- Fight Command Software MK1 *(optional: change the behaviour at contact with the enemy)*
- Fight Command Software MK2 *(optional: changes, additional to Fight Command Software MK1, are made to the pilot's the behaviour at contact with the enemy)*
- Jumpdrive *(optional: can be utilized after a special training course)*
- Transporter Device *(optional: used if big ships like TL class transporters are chosen as a destination and the transporter may not dock at the ship)*

2.4.2   Main Menu

All of the settings can be entered from here.

2.4.3   Trader settings

In the menu Trader Settings you can change settings, additionally you can see information about your pilot – not only his Status and homebase, but also Time of duty, Total time, Payment rolls and his achievements.

Delete accounting information
  With this option you can delete your pilot's accounting information. (NB. Once done, there's no possibility of undoing this, therefore you will be asked to confirm this step again.)

Take trainings
  Normally, all the pilots will participate in special training courses enabling them to use the software more efficiently. If you don't want this facility, you can change it here.

Trader salary
  The pilot's wages are paid from your main-account. You can change this here.

Fire trader

If you have no further use for this pilot you can dismiss him. The ship must be docked at any station, without any tasks. (NB. Once done, there's no possibility of undoing this, therefore you will be asked to confirm this step again.)

Reassign trader

Your pilot needs a bigger/different vessel, you can reassign him to a new ship. Both ships, the new and the old one, must be docked at the same station. After choosing this option, you'll get a list of docked candidates. Choosing a ship which has a working pilot onboard will swap the pilots. Each pilot will take all of his existing data with him, to his new ship.

Restore defaults

This command resets these settings to their default values.

2.4.4   Waypoints

You can add additional waypoints in this menu. Even an overview with the different stops is included. At every stop you can assign multiple waypoints. The number of stops is limited by experience/status of the pilot.

Adding a station with waypoints

First, choose 'Add station' and then – like always – choose sector and station.

Then select the task for this station. Buying or selling is possible on every station, but loading or unloading is only possible on stations belonging to your enterprise. Refuelling your freighter with Jumpdrive energy is only possible on stations which are selling energy cells. You even can tell the pilot just to dock on a station – he will wait for 1 Mizura before continuing on his route.

Once you've chosen buying, selling, loading or unloading, you choose in the next step the product to deal with. When buying or selling you can choose all products; when loading or unloading you can only choose resources.

While selecting the price, you have different possibilities. Either manually, or the minimum/average/maximum price of the product, you've chosen in the previous step.

Last step – choose the amount of ware to transfer. Like in the previous step you have different options – either manually input a value (also up to. . .), or choose from "Full" and "Half cargo space" options. While buying or selling, you cannot choose the "Half cargo space".

Removing a station
  Select 'Cut or remove station', then 'Remove station'.

Adding a waypoint at a station/stop
  You'll get this menu by choosing a waypoint. For adding a way-point at a special station, choose the corresponding point of the menu. The other steps are similar to the inputs while adding a station (Adding a station with waypoints)

Editing a waypoint of a station
  You'll get this menu by choosing a waypoint. For editing a way-point at a special station, choose the corresponding point of the menu. The other steps are similar to the inputs while adding a station (Adding a station with waypoints)

Deleting a waypoint of a station
  You'll get this menu by choosing a waypoint. For deleting a way-point from a special station, choose the corresponding point of the menu.

Cut a station and paste it anywhere else
  First, choose "Cut or remove station", then "Cut station". The station will be removed and copied to a clipboard.
  A new menu item will be visible if there is a station in the clip-board. Choose "Insert station", and the station from the clipboard will be inserted at this position. The clipboard will be deleted.

Cut a waypoint and paste it anywhere else
  You'll get this menu by choosing a waypoint. Now choose "Cut waypoint". The waypoint will be removed and copied to a clipboard.
  A new menu item will be visible if there is a waypoint in the clipboard. Choose "Insert waypoint", and the waypoint from the clipboard will be inserted at this position. The clipboard will be deleted.

2.4.5   Generate waypoints

This function enables the software to generate waypoints automat-ically. First choose the sector from where this process should be started, and then the (maximum) number of jumps. After this step, choose the wares, task, price and the amount to transfer. Now the CLS will search for all the stations fitting your input and will add the results to the list of your waypoints.

2.4.6 Supply conditions

Minimum delivery amount for collecting
Pilot only flies to a waypoint if he can at least collect 5% of the wanted amount. Change this setting here.

Minimum delivery amount for delivering
Pilot only flies to a waypoint if he can at least deliver 5% of the wanted amount. Change this setting here.

Dock with ship only in the same sector
If the delivery target is a ship, and this jumps away right before the CLS-pilot reaches it, the pilot will skip his current job.

Wait for request signal
If delivery target is a TL, CLS pilot can wait for a request signal, telling the pilot if the target needs his products. The target ship must be able sending this radio messages.

Quit working in homebase
With this option, a controlled termination of CLS is possible. The pilot will stop CLS in his homebase once his job is done.

Restore defaults
This command resets these settings to their default values.

2.4.7 Jumpdrive settings

The pilot can use the modern Jumpdrive technology once he is at least Cargo Messenger. Here you can change the conditions under which the Jumpdrive is to be used.

Use Jumpdrive
In normal conditions, pilots don't use the Jump Drive. You can change this here.

Jumpdrive energy
If you don't change this order, the pilot will hold a Jumpdrive energy reserve of 10 percent of his cargo space. If his journeys are very short or very long, you can change his Jumpdrive energy reserve here.

Minimum jump range
To conserve jump-drive energy you can set your pilot a minimum-jump-range.

Restore defaults
This command resets these settings to their default values.

2.4.8   Automatic naming

Renaming a lot of pilots manually can be hard work. By choosing the Auto-naming option, you enable the pilot to do this work for you, even providing you with some more information.

Configure automatic naming
  Here you choose the way the pilot will rename his ship. You can see here also a description of the naming convention used.

Ship number
  A ship number should appear in the ship's name. Enter the number here.

Factory number
  A factory number should appear in the ship's name. Enter the number here. All the ships assigned to this station will use this number.

Restore defaults
  This command resets these settings to their default values.

2.4.9   Configure reports

The pilot will inform you of certain events occurring during his business dealings. Some of them can be switch off here.

Promotions
  The pilot will inform you when he has completed a training course successfully. You can switch this off here.

Enemy sightings
  The pilot will inform you about enemy movements in the sectors he's visiting. You can switch this off here.

Acoustic signals at messages
  All the pilot's messages will be sent without a sound. You can change this here.

Trade log
  The pilot can write every transaction into your business log. You can switch this on here.
    The log can be found in the directory where your save-games are. It's called 'log1504.txt'. Very useful to determine what your pilot is really doing the whole time.

Analysis to log
  The pilot copies all his data to your business log. Also, he can report what his current activity involves.

The log can be found in the directory where your save-games are. It's called 'log1000.txt'. Very useful for analysis and why a pilot is not flying. Also, if you have any questions about CLS / about a certain pilot, cause he's not doing what you expect him to do – please post it . . .

Restore defaults

This command resets these settings to their default values.

2.4.10   Data storage

You want more than one pilot to fulfil a task, you can save his working data here, in order to provide it to other pilots.

Load data

Here you can choose stored data/assign stored data to a pilot.
Here you can choose stored data to assign to another pilot.

Save data

Here you can save the actual pilot's data. Also giving the data a name is possible.

Delete data

You can delete specified data.

Delete all data

You can delete all data slots.

2.5   Special notes

Note:

You can change the lists mid-flight, but the changes only become effective after the pilot has finished the current tour.

Jumpdrive:

If a Jumpdrive is installed, the pilot will supply himself with energy from the homebase. He may buy energy from other sources, too, if he is not doing a chain-supply tour.

Enemy contact:

If the freighter has the Fight Command Software MK1, then the pilot may make his ship safer. He buys fight drones in the current sector and equips his ship with more speed and agility. If the experienced pilot has a Jumpdrive, then he can venture into unsafe sectors. If the freighter has the Fight Command Software MK2 and he can download the Missile defence system Mosquito, he will also buy a number of Mosquito missiles.

Transporter device:

It's possible to load TL-transporters with your freighters even when they cannot dock, so you will occasionally need the Transporter Device, which allows the pilot to transfer cargo directly to the TL-transporter. The TL must have stopped his engines, and be standing in space. If the freighter has to load a TL-transporter, and he doesn't have a transporter device, he will wait until the TL has docked to a station and follow him in order to transfer the cargo at the station itself. Sectors located far away will be only visited if the pilot has a Jumpdrive.

Hint:

If you buy the Commodity Logistics Software at the software producer's offices at the Free Argon Trading Station in Herron's Nebula, the producer tries to provide qualified personnel. If you start the software at the trading station you might get lucky and receive qualified pilots from the very beginning.

3 Global Administration of CLS MK1 and MK2

The global administration provides an overview of all your CLS-Pilots. Not only can you send settings to all the other pilots, but make changes to individual pilots.

There are two ways to start global administration. You can define a hotkey, and you can reach it over the 'General' menu in your ship-commands, once your ship is docked.

3.1 Global Administration

Global Administration gives you the possibility to send one or more settings to all the CLS-pilots.

Therefore you choose the data-slot which should be sent. Of course, at least one data-slot must be stored (by any CLS-pilot). Now you can send this data-slot to all CLS-pilots with the command "Send to all colleagues". The command "Send to sector colleagues" will send the chosen data-slot only to the pilots with the same home-sector.

In the menu "Send filter" you'll find lots of filters, which data should be sent, and which pilots should get this information. You can filter the data-receiving pilots by type of ship, by class of ship or even by a part of the name of the ship. You also toggle between the information what should be sent. So you can define exactly what information pilots should get or not.

Even a reorganisation of all your data-slots is possible. To move a special data-slot from one position to another, first choose the slot which should be moved, then choose the new position. Slots which you can choose are shown in Yellow.

Deleting special data-slots is also possible by Global administration. Just choose the data-slot which should be deleted – there will be no confirmation! With the command "Delete all data" all your slots will be deleted.

4   Commercial Agent

Version: 3.3.02; Scripter: Lucike; Abbreviation: "the CAG"

4.1   Overview

- The Commercial Agent is responsible for the sale or purchase of the assigned wares at his homebase, or the management of a client's factory.
- The Commercial Agent buys the cheapest resources and sells products at the best price in his territory. He works with factories, trade stations, and equipment docks.
- The Commercial Agent buys intermediate products for complexes not producing enough and sells overproduced intermediate products.
- The Commercial Agent trades in all the products and resources at his homebase. Individual wares can be blocked, however.
- The Commercial Agent sticks to the purchase and sale rules set by the player. A log of all purchases and sales can be generated.
- The Commercial Agent will coordinate with his counterparts from his homebase and the other factories in sector.
- The Commercial Agent keeps an eye on the financial situation of his homebase and will sell off products if the station runs low on cash.
- The Commercial Agent will change his route if he finds a good deal, but it will prefer good customers.
- The Commercial Agent can use the Jumpdrive and will repair his ship.
- The Commercial Agent keeps in contact with customers and other traders and can find prices and news in other sectors. The Commercial Agent is not a fighter and avoids sectors where enemies have been reported.
- The Commercial Agent's skills depend on his training rank. The Commercial Agent is trained over time, and can be given more tasks after completing training courses. If training is not desired, it can be disabled.

4.2 Quick Start

1. Equip a TS Transporter with Navigation Software MK1 and Trade Command Software MK1 and MK2
2. Assign Homebase
3. In the Trade command menu, select "Start Commercial Representation."

4.3 Pilot qualifications

Apprentice
The apprentice will take care of purchasing resources. During this probationary period the pilot does not receive salary.

Courier
The Courier handles not only resources, but also sells products. In addition, he can deal at Equipment Docks and Trade Stations; he can also be assigned to them. The Courier gets 20 credits per Mizura flown, paid after each flight.

Supplier
The Supplier coordinates with his homebase and in-sector colleagues. He also buys fighter drones from local stations and buys more speed and manoeuvrability upgrades. The Supplier gets 25 credits per Mizura flown, paid after each flight.

Trader
The Trader can deal with not only products and resources, but can buy or sell a complex's intermediate products. He can also use the Jumpdrive. The Trader gets 30 credits per Mizura flown, paid after each flight.

Dealer
The Dealer gets information about the homebase's financial situation, and can clear out his factory's products if there are not enough credits available. Also, he pays more attention to the trader radio chatter and avoids sectors where hostiles are reported. The Dealer gets 35 credits per Mizura flown, paid after each trip.

Major Dealer
The Major Dealer stays informed of prices during flight and will change course for a better deal. He will also repair his ship at a shipyard if required. The Major Dealer gets 40 credits per Mizura flown, paid after each flight.

4.4 Instructions

The Commercial Agent command will appear in the Trade menu. The ship requires Navigation Command Software MK1, Trade Command MK1 and MK2, and a homebase set. Then the command "Start Commercial Representation" will appear. This command will open the configuration menu.

Important: The command is visible only when there is a pilot on the vessel or the ship is docked, in order for a pilot to enter the vessel.

4.4.1 Ship Equipment

- A fighter, bomber, corvette or transport ship (M3, M4, M5, M8, M6, TM, TS, TP or TL), with homebase set
- Navigation Command Software MK1
- Trade Command Software MK1
- Trade Command Software MK2
- Fight Command Software MK1 *(optional: changes CAG behaviour when encountering enemies)*
- Fight Command Software MK2 *(optional: changes CAG behaviour when encountering enemies, in addition to Fight Command Software MK1)*
- Jumpdrive *(optional: can be used after special training course)*

4.4.2 The Main Menu

All the settings are divided into groups on the main menu.

4.4.3 The Agent settings

The Agent settings option includes not only settings but information about the agent. This menu displays current destination, homebase, service time, total flight time, as well as salary and profit information.

Delete accounting information
  This will tell the pilot to delete his records. This cannot be undone, so confirmation is required.

Take Trainings
  Pilots participate in training over time. Should the player wish to exclude the pilot from training courses, this command will do it.

Trader salary
  If the pilot is to be paid out of an account other than the player's wallet, set that here.

Fire Trader

An unneeded pilot can be dismissed. The ship must be docked at a station and idle. This cannot be undone, so confirmation is required.

Reassign Trader

Bought a bigger ship for your pilot? Use this command to transfer him into it. Both old and new ships must be docked at the same station. After choosing this command, a list of other ships with CAG pilots will appear. Choose the ship you wish to transfer to, the pilots will exchange ships, and bring along their profit record to the new ship.

Restore defaults

This command resets these settings to their default values.

4.4.4   Ware lists

This list contains the wares that require special attention. The list can be a list of barred goods or a list of goods to trade.

Ware List Type

The pilot can be banned from trading the goods on the list or limited to trading only the goods on the list. Change the list mode here.

Ware list

Add or remove wares from the list here.

Restore defaults

This command resets these settings to their default values.

4.4.5   Exceptions

The pilot will look in all stations and sectors in range for the needed wares. However you can mark individual sectors and stations as off-limits.

Stations

This is the list of off-limit stations. You can add or delete entries in this menu.

Sectors

This is the list of off-limit sectors. You can add or delete entries in this menu.

Sector list type

The "Sectors" list is a "blacklist" by default. This option changes it into a "whitelist". Whitelist defines allowed sectors, unlike blacklist that lists off-limit sectors.

Only trade with satellite network sectors

Here you can tell your pilots to only trade in sectors with a satellite in them.

Only trade in sectors with a jumpgate

With this option the pilot will trade only in sectors that do have jumpgates.

Only trade with non-player stations

CAG pilots will trade with NPC stations and your own stations. Here you can tell your pilot to trade only with NPC stations.

Restore defaults

This command resets these settings to their default values.

4.4.6   Trade Duties

A pilot must adhere to these conditions.

Trade Duty

The pilot takes care of both buying and selling of wares. If the trader is to only buy or sell, then the command can be issued here. This is useful if the pilot is assigned to a Trade or Equipment dock.

Purchase Resources

The Agent will buy resources to fill up the homebase to this level.

Sell Products

The Agent will sell stock down to this level.

Sell Products Freighter cargo bay

The Agent will sell products, if it can fill its cargo hold at least to this level. In this case, the Agent will sell product even if the "Sell Products" requirement is not met. The rationale here is that it is more important to sell "sufficient" amounts than to wait for the product stock to fill up.

Purchasing Intermediates

The Agent will buy intermediate wares if their stock at the complex is below this value. This value is also when selling intermediate wares; the Agent will always leave at least this much in the complex in order to safeguard production.

Selling Intermediate Products

The Agent can sell intermediate wares if the stock level exceeds this value.

Purchase stations credit balance
   The agent draws from the station's account to buy resources and
   intermediates. The agent will not purchase anything if the station
   has fewer credits than this limit.

Quit working in homebase
   With this option, a controlled termination of CAG is possible. The
   pilot will stop CAG in his homebase once his job is done.

Restore defaults
   This command resets these settings to their default values.

4.4.7   Station settings

These settings are copied from the station settings. However, the
pilot can be given different orders.

Trade Range
   The range from the home sector that the agent will look for deals.

Home sector
   The home sector is the centre of the agent's territory. It is usually
   the sector the agent's homebase is in, but not always.

Restore defaults
   This command resets these settings to their default values.

4.4.8   Jumpdrive Settings

The Agent can use the Jumpdrive after a special course available to
experienced Agents. This menu can be used to set rules for its use.

Use Jumpdrive
   Here the Agent can be allowed or disallowed to use the Jumpdrive.

Jumpdrive Energy
   The Agent keeps 10% of his cargo hold filled with energy cells for
   the Jumpdrive. Another limit can be set here to deal with longer
   or shorter jumps.

Minimum Jump Range
   The minimum distance that the Agent will jump.

Restore defaults
   This command resets these settings to their default values.

4.4.9   Automatic Naming

Renaming many ships is tedious. CAG pilots can be asked to name their own ships and add information to the ship name.

Configure automatic naming
There are many schemes for ship naming available.

Renaming settings (selection)
This menu lists the renaming schemes, along with descriptions.

Ship number
A ship number should appear in the ship's name. Enter the number here.

Factory number
A factory number should appear in the ship's name. Enter the number here. All the ships assigned to this station will use this number.

Restore defaults
This command resets these settings to their default values.

4.4.10   Configure Reports

The CAG pilot will report many incidents. Some of these messages can be disabled.

Promotion
The CAG pilot will report successful completion of a training course. This message can be disabled here.

Enemy sightings
The CAG pilot will report enemy ships. This message can be disabled here.

Acoustic signal at message
The Agent will send silent messages by default. If an audible message is preferred, select that here.

Trade Log
The CAG pilot can record every transaction into a logfile. This can be toggled here.

Analysis to Log
The CAG pilot can write his profit record into a logfile. This includes his current task.

Restore defaults
This command resets these settings to their default values.

4.4.11   Data Storage

If several pilots have the same orders and conditions to follow, they can be transmitted to each other.

Load data
   Here you can choose stored data/assign stored data to a pilot.
Save data
   Here you can save the actual pilot's data. Also giving the data a name is possible.
Delete data
   You can delete specified data.

4.5   Global administration

The global administration menu is a complete overview of your stations and associated Agents. From here, you can change various settings for the stations and the individual stations.

There are two ways the global administration menu can be opened. The first is with a hotkey that can be set, and the second is a command in the general menu on the player's command console when docked.

4.5.1   Sector production overview

The Sector production overview provides a summary of a sector's production and consumption of wares. The player has a choice between "Sector production overview" which summarizes the complexes, and "Sector production overview including standalone factories" which includes standalone stations along with the complexes.

4.5.2   The station settings

The station settings are divided into four areas.

The **first** section is operations. The station's production can be turned on or off. The production status is displayed after the station's name. Equipment or Trading Docks have no production to toggle, if the station is a Dock the station's production indicator will say "Dock".

The **second** section provides the opportunity of an enhanced money transfer to the station's account. The transfer option includes the usual transfer method to the player's account, to an account of another station or to a separate account which can hold much more than just the known 2 billion credits.

With the menu item "Transfer" the regularly money transfer gets activated. The status of this option can be seen right behind that option.

To transfer money from the separate account to the player account the menu item "Transfer from separate account" will be used. The value of this transfer can be chosen from a list or manually.

The destination of the money transfer from the station's account is chosen from the "Transfer destination" menu item. This provides the opportunity to transfer money to the player's account, another station account or to the separate account.

When the money should remain on the station's account a minimum value needs to be chosen in the transfer conditions. Same as before it can be chosen from a list or by entering the value manually.

The **third** section is pricing. Here automatic goods pricing can be enabled, and the status of the automatic price setting is displayed. The prices at the station can also be reset to the average price here.

The **fourth** section displays all of the station's resources and products. Choosing one of the wares on the list allows you to set a range for the automatic pricing system. The first is minimum and the second is maximum. Automatic price setting will not affect wares with only one set price.

4.5.3   Complex settings

All products, including intermediates and resources, along with all the stations within a complex are listed in this menu. Production and consumption amounts are listed beside each ware – these are in units per minute. Each station reports its production status and distance from the hub.

If you choose a product, the product moves from the product list to the intermediate product list. Conversely, selecting a intermediate product moves it to the product list. Selecting a resource does nothing, as no station in the complex produces the ware.

As with station settings, the output of each station in a complex can be switched on and off. Each station's operating status is listed beside the station name.

4.5.4   Global configuration

To send one or more settings to the commercial agent the global configuration can be used.

Therefore a data slot needs to be chosen from the data storage in order to be sent. This means, of course, that such a data slot needs to have been saved from a Commercial Agent before. After that this data slot can be sent with the option "Send to all colleagues". With the option "Send to sector colleagues" it's possible to limit the transmission to commercial agents in one homesector and with the option "Send to homebase colleagues" the transmission will be limited to a specific station.

There's the possibility to limit the range of receivers a bit more in the send-filter. It can be filtered by shiptype, shipclass or a part of the ship's name. It is also possible to select and deselect a single piece of the data slot that should or should not be transmitted. With the send-filter it is possible to choose exactly who should receive what kind of data.

Also a small rearrangement of the data storage is possible. Single data packages can be moved to new locations. This can be done by choosing the data package that needs to be moved and then the new location where it should get moved to. Possible free locations will be high-lighted in yellow.

Removing single data packages is also possible with the global configuration. Therefore, the data package that should get removed needs to be chosen. There's no confirmation message, so it will be removed immediately. With the item "Delete all data" the whole data storage will be removed.

4.6   Special Notes

Jumpdrive:
If a Jumpdrive is used, the Agent is provided with energy cells from the homebase. He will also buy jump energy from NPC stations if required.

Enemy Contact:
If equipped with Fight Command Software MK1, the pilot will purchase Fighter drones in the current sector and upgrade his speed and manoeuvrability. If the ship is equipped with a Jumpdrive, and the pilot is experienced enough to use it, the pilot may enter unsafe sectors. If equipped with Fight Command Software MK2 and has Missile Defense Mosquito available, the pilot will also purchase Mosquito missiles.

Friend/Foe:

Commercial Agents do not trade in sectors belonging to a race set to "Foe". "Show as enemy if enemy to me" should be set to "No". A pilot without Jumpdrive will not fly through hostile sectors.

Satellite Network:

The Commercial Agent can be told to trade only in sectors that contain an Advanced Satellite belonging to the player.

Headquarters:

If the Commercial Agent is working for the Player HQ, space is reserved in the HQ for a cargo hold full of each ware. The Agent may be configured to use a differently sized space in the HQ.

Station Lock:

Any station can be set as off-limits to the Commercial Agents. Player stations also have "Trader barrier (Commercial Agent)" in the command console.

Important:

If the Commercial Agent is working for a complex and changes are made to his homebase, he will quit and wait for new instructions.

5   Dockware Manager

Version: 3.1.04; Scripter: Lucike; Abbreviation: "the DWM"

5.1   Overview

- A small extension to add wares to or remove wares from player owned trading stations, equipment docks or a headquarters.
- The manager can set limits for the different wares for a player headquarters too. These limits get considered by Commercial Agents, and Commodity Logistics pilots.

5.2   Usage

The dockware manager is started via an unused command-slot of the dock. After starting it a menu opens, which shows the following choices.

Add ware
  To add new wares you've got different choices. You can search and add a specific ware by ware type or you can select one from another station. Also the entire ware list of a station can be taken.
  If adding a single ware to a player headquarter you will be prompted for the limitation immediately after adding the ware.

Remove or limit a ware
  To remove a ware, or in case of a player headquarters also to limit a ware, you just have to select a ware in the list. If it is a normal dock, the selected ware gets removed immediately. Only wares with an empty stock can be removed.
  If you select a ware and the station is a player headquarters you have the choice to either remove or limit the selected ware.

6   Hephaistos Corp. – Station building service

Version: BP 1.0; Scripter: X2-Illuminatus

6.1   Overview

The Hephaistos Corporation welcomes you and appreciates your call for its services.

The Hephaistos Corp. is a Terran universe-wide working corporation, which specialises in building stations. To clear entrepreneurs of their exhausting everyday work, the Hephaistos Corp. takes care of the purchase, delivery and construction of ordered Stations, without the need for the customer to permanently observe the building process or even to be present in the building sector. This service is not cheap, but the labour saving is surely worth each credit.

6.2   The brief instruction

1. Assign a key to the "Hephaistos Corp. build service"-hotkey in the *Controls* menu.
2. Press the hotkey and follow the given instructions.

6.3   The function

The complete interaction with the Hephaistos Corp. is managed with the set hotkey. After pressing it and depending on the current order and fortune situation of the player different menus or messages will be activated, which let the player order stations (including paying them) or inform him about the current status of his order.

1. **The order** – After pressing the hotkey for the first time the Hephaistos Corp. will check, if the player has at least 1,000,000 Credits on his player and station accounts and if he can buy any stations from the different races. If this is the case, the player gets a welcome message. Confirming it, will open the actual "Select station menu", which is divided into three sections:

   • Under "Current order data" the already selected stations, the current price (including the building fee), the money on player and station accounts as well as an button to end the order will be displayed. Have stations already been added to the order list, will a click on the "already selected stations"-entry show a list of these stations. A click on one stations will let the player remove

that station. Another click on the "already selected stations"-entry will close the station list again.

- Under "Filter stations by races" you're able to select a certain or 'all' races. The buyable station list will then only contain stations of that race.
- Under "Buyable stations" the stations that can be bought by the player are displayed together with their price.

After selecting a station the desired amount of that station has to be entered. Afterwards the stations will be added to the order list and the "Current order data" will be updated. The stations won't be added to the order list, if:

- An amount less or equal zero ('0') was entered.
- The maximum amount of stations would be higer than 125 with this input.
- The total price would exceed the player's total fortune with this input.

After that you will be able to add more stations or to end the order. If you want to abort your order, simply press `Esc`, while you are in the "Select station"-menu.

2. **The payment** – While all accounts will be recognized, when checking the player's fortune, money to pay the costs will always just be debited from the player account. When the order is finished and enough money is on the player account to pay the costs, the money will automatically be debited and the delivery will be started. If there is not enough money, the order will be saved and the player has to transfer money from his station accounts to his account. When he has done this, pressing the hotkey again will result in debiting the money from the player account and starting the delivery.
   If the costs exceed either the maximum possible amount of Credits on the player account or the player's currently available fortune, it's also possible to pay in installments. Each time after pressing the "Hephaistos Corp"-Hotkey the maximum available money will be taken from the player account to pay the remaining debts.

3. **The delivery** – After the payment was made, the stations will be transported to the selected sector by station transporters (TL class ships) and built at the selected coordinates. At this position the first station is build, which will be the upper left front corner of a cube. Note that the stations won't be connected with each other

using Complex Construction Kits! (There is simply no command for that in the Script Editor.) During the build process the player can get status updates of the build process by pressing the "Hephaistos Corp"-Hotkey. After all stations are built, the player will get a message informing him, if and if yes how successful the building process was.

Additional information – Barred from the order are stations that can't be connected with each other (Equipment Docks, Trading stations, Headquartes), stations that can not be bought by the player and Mines. It's only possible to have one order at once. First after getting the information message that the ordered stations were built, a new order can be made.

6.4 Credits

EGOSOFT for the X-Series and the Script Editor

-Dusty- for the original idea of A.R.E.S for X3:Reunion (http://forum.egosoft.com/viewtopic.php?t=203215)

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Ketraar for creating the Hephaistos Corp. introduction picture in the Egosoft forum topic

Saetan for the station sizes from his object size database (http://forum.egosoft.com/viewtopic.php?t=308299)

7 Missile Defense Mosquito

Version: 3.1.02; Scripter: Lucike; Abbreviation: "the MDM"

7.1 Overview

- This software protects small and large ships against enemy missile attacks and fighter drones.
- This software protects the leader or the whole convoy against missile attacks and fighter drones. Only one ship within the group should be running this command.

7.2 Quick Start

1. Equip any ship with Fight Command MK1, MK2, and Mosquito missiles
2. Start "Missile Defense Mosquito" in the Additional Ship Commands menu.

7.3 Instructions

Missile Defense Mosquito requires Mosquito missiles, Fight Command Software MK1 and MK2. These can all be bought from Equipment Docks of most races.

7.3.1 Ship Equipment

- A ship of any class (M1, M2, M3, M4, M5, M6, M7, M8, TL, TS, TM or TP)
- Fight Command Software MK1
- Fight Command Software MK2
- Mosquito missiles

7.3.2   Commands

The software is started with the command "Missile Defense Mosquito" in the Additional Ship Commands menu. The software now watches for enemy missiles and drones and fires Mosquitoes at them. To stop the command, remove it from the Additional Ship Command menu (by selecting the command slot and then 'None'). The command also stops if there are no Mosquito missiles present or when they have all been used.

The command "Missile Defense Mosquito Convoy", also in the Additional Ship Command menu, allows one ship to protect itself and it's followers. This requires the following ships be using the navigation command "Follow.." or fight command "Protect.."

8   Satellite Early Warning Network

Version: 1.21; Scripter: Cycrow; Abbreviation: "the SEWN"

8.1   Introduction

This allows you to link your advanced satellites into a network to report enemy activity in sectors.

Any satellites in your network can be programmed to warn you of enemy attacks, you can set what ships to detect for and what kind of warning it sends

8.2   Starting Up

You can access the Satellite Early Warning Network's Configuration menu over the Advanced game settings under *Options → Gameplay* or by assigning a key to the "Satellite Early Warning Network"-hotkey under *Controls → Interface → Extensions.*

8.2.1   Network Configuration

As above, you open up the configuration dialog to setup your network. There are various settings available, the top is the global settings for you network with the below section listing the satellites in your network.

First section is the Network Configuration, this is your networks global settings and will be applied to all new satellites

Next section is the list of all satellites in your network (only appears if you have any added). The top option allows you to remove all the satellites. Selecting one of the satellites from this lists open up that satellites configuration.

The Bottom section is a list of all other Advanced Satellites you have. Simply select one to have it added, or choose the top option to add them all.

8.2.2   Global Configuration

The global network settings are applied to all new satellites as well as any that are set to "Global Settings" in thier individual config. To change the settings, just select it.

Detect Ships
  This option is used to choose what type of ships the satellite should detect.

Message Type
  This is the type of message that should be sent to the player.

Warning Time
  This is the time in minutes that each warning message should be sent.

Detect Claimable Ships
  This option allows the satellite to detect any ships in range that you can claim.

Wing Protection
  This options allows the satellite to call in the help from one of the 4 SEWN wings.

8.2.3   Satellite Configuration

To configure each satelitte, simply select it from your network configuration dialog.

The top info section display details about your satellite including the number of enemy ships its currently detecting (based on your settings)

The next section "Detect Ships" allows you to set the ship type to detect, the global settings will change when ever you change it in your networks configuration.

The "Message Type" section is for how you want messages to be sent to you.

The "General Settings" section as the rest of the config options, this includes the time to send each warning message.

Finally, the commands at the bottom to remove the satellite from the network and to close the menu (pressing `Esc` also closes). This includes the option "Call For Aid" allowing you to select any one of your wings to jump in and help out. This is seperate to the wing protection which is done automatically.

8.2.4   Warning Messages

There are 3 settings for the warning messages.

The *Voice* will send a destress call to you from your ships computer with the sector.

The *Message* will display a message across the bottom of the screen showing the sector and satellite.

The other one is for both the voice message and a saved entry in your log book.

If you have the voice message enabled, you will get the voice "Assistant Required At SECTOR" if they have detected claimable ships.

8.3   SEWN Wings

There are now 4 new custom wings available for SEWN. These wings will be used for protection in the sectors of enabled satellites.

If the satellites wing protection is on, they will call in one of the wings that is available to help protect the sector.

9   Trade MK3 Blacklist Manager

Version: 0.9; Scripter: SymTec ltd.

9.1   Overview

Blacklisting function for Trade Command Software MK3

9.1.1   Default MK3 Blacklisting

Mk3 traders are able to maintain a blacklist of sectors that they won't pick as destinations for any flights. With this blacklist, they also avoid having two or more ships fly to a station for the same deal (as only one ship ever makes that deal). All sectors and stations are only locked temporarily, and will unlock again after a few minutes.

9.1.2   Blacklist Manager

The Blacklist Manager is an plugin to the blacklisting system, that gives you the power to add your own sectors and stations to a permanent blacklist. Stations in the blacklist, and stations in blacklisted sectors, will not be picked as targets for trade runs.

9.2 Usage

Opening the Manager

The manager can be started from every MK3-trader's ship command console. First open the command console and scroll down to *Additional Ship Commands*. Then, select *Start MK3 Blacklist Manager*. The Manager offers the options to add sectors and stations to the list, remove them again, and to view the automatic blacklist that is managed by the MK3 trading software.

Adding sectors and stations

To add an item to the blacklist, select the corresponding menu entry and choose a sector/station from the map that opens then.

Removing sectors and stations

After selecting Remove Item, you can choose the item to be removed from the current list. Note that you cannot remove items from the automatic list, as those entries are being managed internally by the vanilla MK3 software.

Automatic blacklist

You can only view, but not edit the automatic blacklist. If you select a station or sector from the menu, you get the chance to look at the sector map, to get an idea of where the sector/station is and if you can spot enemies nearby.

10 Turbo Boost

Version: 2009-12-17; Scripter: Cycrow

10.1 Introduction

When the Split decided they needed a bigger advantage in combat, they commissioned Cycrow Technologies Inc. to create a device capable of pushing their ships even faster.

The result was the Turbo Booster which is capable of temporarily speeding up ships beyond what's normally possible. Although the device was very successful it wasn't without its problems. Due to the amount of strain it adds to the ships engine the device needs to cool down after use and can only run for a limited time.

The device is available from all good Split Equipment Docks. The MK1 (1,845,524 cr) is for small ships, and the MK2 (7,926,236 cr) for large ships.

10.2 Using the Device

The device is designed to integrate into any ship and a simple hotkey can be used to activate and deactivate the device. Configure this hotkey in your ship's control system to use.

10.2.1 Energy Requirement

The device requires a certain amount of energy to use, this can come in 1 of 3 ways, either use (1) spaceflies, only one is required for the whole duration of the turbo. Or just use (2) good old energy cells, but the device would require a constant feed of these to remain active. Otherwise, (3) the device links into your shield generators to use your shield energy to power it.

11   Turret On/Off Hotkey

Scripter: Gazz

11.1   The brief instruction

This script installs 1 hotkey. Assign a key to the hotkey in the *Controls* menu.

- Pressing the hotkey pauses all turrets on your ship for 5 minutes or until you change sectors. Whatever comes first.
- Pressing the hotkey again unlocks your turrets.
- Starting a new turret script on one turret unlocks that particular turret.
- If you have one of your ships targeted and this ship does have turrets, the pause/continue is applied to that ship instead of yours.

12 Credits

The text within this document has been written, translated, and spell-checked by volunteers. Among them were at least:

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