

Infopedia

Table of Contents

[Airlock](#)
[Asteroids](#)
[Autopilot](#)
[Cargo](#)
[Christmas Tree](#)
[Comms Room](#)
[Coordinates](#)
[Countermeasures](#)
[Damage](#)
[Diwalinese Republic](#)
[Docking/Undocking](#)
[EmCon Mode](#)
[Engineering](#)
[Engines](#)
[Galilean Command](#)
[Grappling Arms](#)
[Hacking Modules](#)
[Jump Drives](#)
[Jumpgates](#)
[Leon Empire](#)
[Magellan Empire](#)
[Infopedia](#)
[Mooring](#)
[Nav Map](#)
[Nebulae](#)
[Parssus Peoples' Union](#)
[PCE Master Alarm](#)
[PDA](#)
[Point Defence Lasers](#)
[Power Bars](#)
[Power Room](#)
[RCS](#)
[Reactor Switch](#)
[Sensors](#)
[Ship Controls](#)
[Solar Panels](#)
[Stealth](#)
[Tegan Commonwealth](#)
[Ulence Federation](#)
[Weapon Launcher](#)

Airlock ^

Airlocks are the portals through which you can enter or exit your ship.

Each airlock has both an inner and outer door which must be opened.

You cannot open your airlock whilst undocked and in space.

Your ship takes a few seconds to complete the docking procedure when you dock with a space station. Wait until the 'Interior Pressure' and 'Exterior Pressure' indicators on the monitor above the airlock read the same number before opening your airlock.

Short descriptions of what all text on the Airlock screen means:

- Int. Pressure - Ship air pressure
- Air. Press - Air pressure
- Ext. Press - External air pressure
- Hull Tmp. - Temperature of hull

Asteroids [▲]

Asteroids are a nagging hazard for pilots of all stripes. Asteroids can be spotted on your Nav Map - avoid flying into asteroid belts when you can.

If you are inside an asteroid belt, there is a chance of a collision. If you collide with an asteroid, you'll hear a loud thumping noise and your ship's hull will take damage.

You can see your ship's current damage on the Ship Controls screen.

Your ship is partially hidden while you are inside an asteroid belt.

NOTE: This still does not mean that hiding inside an asteroid belt is a good idea.

Autopilot [▲]

Your autopilot system is a passive system which operates your ship when you select 'Plot Course' and 'Engage' or when you press 'Full Stop'.

It is almost impossible to manually steer your ship to dock with a space station, so you should always use your autopilot and select the space station you wish to dock with then use the 'Plot Course' and 'Engage' function to achieve docking status.

Autopilot cannot calculate distances which are too small, so if you are right next to a space station, you may need to manually thrust away from the station a short distance before you're able to successfully plot a course to it.

While autopilot is engaged, ANY manual command will immediately overwrite your previous autopilot command. So if you use manual controls to rotate the ship while on a plotted autopilot course, it will no longer be programmed to stop the ship when it reaches its destination.

Using RCS systems or Main Engines can give away your position to enemies, so if you want to stop the autopilot from making a turn or a stop, press the 'Cancel Autopilot' button on the Nav Map.

Your autopilot is a dumb system which has two functions.

Full Stop:

1) Detects the current trajectory of your ship and uses your RCS system to rotate your ship so that it is facing in the opposite direction to which it is travelling. 2) Engages Main Engines until your ship has reached a speed of 0Gm/s.

Engage to a Plotted Course:

1) Uses its Full Stop function to bring the ship to a halt. 2) Rotates the ship to face the intended destination. 3) Uses Main Engines until your ship has reached its top speed. 4) When almost at your destination, will use your RCS system to rotate the ship so that it is facing directly away from your destination (but is still travelling towards it) 5) When you are almost at your destination, autopilot will fire Main Engines to bring your ship to a complete halt.

Cargo ^

Each ship has a number of slots for cargo pods, which can be purchased, upgraded or sold at mechanic terminals on stations. Each cargo pod carry up to 20 units of any given good.

Some goods require temperature-controlled pods or pods with radiation shielding. Any pods can be upgraded with either or both upgrades at any mechanic terminal. You can tell which upgrade a cargo type requires by looking at its background colour on any trading screen. Red signifies that it needs temperature control, pink radiation shielding.

You can view your current cargo in two ways: open your PDA and scrolling to the cargo tab, or switching modes on your Helm Screen on the bridge (by clicking on the appropriate tab or pressing the tilde (~) button).

You can jettison one or all cargo pods from this cargo screen. To retrieve cargo you've dropped or found in space, plot a course to the cargo pod and your ship will moor with the pods. You can then use your grappling arm module (assuming you have purchased one) to transfer any pods from the found cargo to your own hold.

Christmas Tree ^

The Christmas Tree is a small series of on/off lights visible on your bridge which shows you at a glance whether or not your Main Engine, RCS System or Reactor are on, and whether or not your ship is currently in EmCon (stealth) mode.

These modules are denoted on the Tree as ME, RC, RE and MC.

Comms Room [▲]

Your Comms Room is the room on your ship from which you can send and receive long-range messages, as well as check and read local news items.

You can tell your Comms Room to auto-sync your messages periodically whenever you have them, or can do it yourself manually at a time of your choosing. Syncing to download messages can give away your position, so it's best to sync when you know you are safe.

The monitor on the right-hand side of the Comms Room contains two programs: MAIL and NEWS. Type either 'MAIL' or 'NEWS' from the command line to access these programs. Each program will have highlighted hotkeys for navigating through your articles and messages.

Short descriptions of what all text on the Comms Room screens mean:

LT Comms Array Screen -

- Model - Name of comms module
 - SyncState - Status of comms module (syncing or not)
 - DmgState - Current damage status of module
 - AutoSync - Indicates if AutoSync is enabled or not
 - E. Queue - Number of messages awaiting download
 - Groups of three letters - Syncing status
 - Turn on/off Auto-Sync now - Toggles between auto-sync options
 - Sync now - Downloads all outstanding news and messages
-

Coordinates [▲]

When navigating star systems, you're always occupying a point in space which is given coordinates.

These are an X and a Y coordinate where 0,0 is the very centre of the star system you're in. Usually this is the star, but in binary star systems it can be a point somewhere between the two stars.

On the X axis, coordinates go up to the right, on the Y axis they go up as you go up. So coordinates of 50,50 would be 50 Gms to the right and 50 Gms up from the centre, while coordinates of -50,-50 would be 50Gms down and to the left.

The outskirts of a star system are generally about 500 Gms out from the centre of each star system. After the nebulae, planetoids and asteroid belts stop appearing, you're in deep space and there is nothing out there, so it's time to turn back.

Countermeasures [▲]

Countermeasures are a way to defend against incoming torpedoes.

They function by dropping a countermeasure into space which attempts to attract the incoming torpedo. Each countermeasure module has a maximum ammo count, and ammo must be purchased at a space station, making them a good but finite way to defend your ship.

For a more permanent solution, Point Defence Lasers use a lot of your ship's power, but continually rapid-fire laser blasts at incoming torpedoes until you switch them back off.

Damage [▲]

If your primary hull is destroyed, your game ends. The Ship Controls screen shows a visual display of your ship which will light up when your ship has taken damage.

The primary hull is the centre-most part of your ship. It is the least likely section to take damage, but can more easily take damage if outer hull pieces have already been blown away.

Outer hull sections can be completely destroyed. If they are, all modules which were positioned on that hull section are lost too.

Hull damage is received when your ship is physically impacted by collisions with objects (torpedoes, asteroids, other ships) or when the temperature of your ship has increased to the point that it is receiving heat damage.

System damage is when electrical damage fries the individual components which run your ship's modules (EMP explosions, electrically-charged nebulae). Components breaking can cause your ship's systems to no longer function. Broken components must be swapped out for working ones in the Engineering Room of your ship.

Different types of damage are distributed in different ways.

Explosive Damage: Deals hull damage and heavily damages a small range of modules. Collision Damage: Deals hull damage only EMP Damage: Deals a spread of System Damage to a larger range of modules. Heat Damage: Takes a long time to kick in, but starts dealing damage evenly to all sections of your hull once you reach a certain temperature. Your ship's temperature is visible on the Ship Controls screen on your Bridge.

NOTE: The direction your ship is facing impacts where damage gets allocated. If you have vital modules on your port wing and a torpedo is incoming, you may want to spin your ship at the last second so that your starboard side is the part to get hit. Similarly, if your primary hull is exposed from from the aft of your ship, you may wish to rotate it to let the fore sections take the brunt of a torpedo's damage.

Diwalinese Republic [▲]

The Diwalinese Republic is the sovereign government of the Diwalinese people, and is the poorest nation in Apollo.

Its primary exports are gases, as well as agricultural goods from Sarni in Cansa.

It is located in Diwali itself, and also controls part of the Cansa star system after the Leon-Magellan war which left it destitute. It provides a merely administrative role for the Cansan people, however, and acts as a deterrent to the Magellan Empire in occupying more of Cansa than it currently does. There is a significant push within the Diwalinese Republic and Cansa proper to establish a separate sovereign state for the Cansan people.

Docking/Undocking [▲]

You can dock or moor with space stations, drifting cargo pods, jumpgates and derelict ships, and can also enter orbit around planets and moons.

Most objects are docked with using your ships autopilot system. You can select the object you wish to dock/moor with on your Nav Map, then select 'Plot Course' and 'Engage'.

DOCKING is an automated process triggered either by your autopilot, or by hitting the 'Dock' button on your nav screen when you are close enough - and moving slowly enough - to a space station. (To manually begin the docking process, you must be within 5Gms of a human-controlled space station, and running no faster than 0.3Gm/s)

MOORING means your ship has manually drifted along-side of a derelict vessel, cargo pod or other bit of debris. It must be accomplished with your autopilot.

Space Stations:

Once docked with a space station, you can exit your ship via your Airlock and go about your business on the station. To undock, you'll need to: 1) Request Undocking Permission from the space station computer at your ship's airlock 2) Board your ship and seal the airlock behind you (both the inner and outer doors) 3) Press 'Undock' from your Ship Controls screen

Cargo Pods:

When docked with Cargo Pods you find adrift in space, go to the Ship Controls screen and switch to your Cargo tab to view the contents of the pods. As long as you have a functioning Grappling Arm module, you are able to retrieve the cargo pods using this interface.

Jumpgates:

Jumpgates allow you to instantly jump from one star system to another for a small fee. You cannot physically get off your ship while at a jump gate, but

can use the Ship Controls screen to pay the jumping fee and jump when ready. Alternatively you can press the 'Undock' button to return to space.

Derelict Ships:

Derelict Ships are boarded in the same fashion as space stations - via your ship's airlock. When you are ready to depart from a derelict ship, press the 'undock' button on your Ship Controls screen.

Planets and Moons:

Orbiting planets and moons can obscure you from incoming torpedoes or the sensors of other ships. Your Ship Controls screen will give you options for types of orbits and will allow you to break orbit.

EmCon Mode ^

EmCon Mode (short for Emissions Control Mode) is a setting for your ship which shuts down modules in order to keep your ship as undetectable as possible.

It is operated by pressing 'E' while on the bridge or by pressing the large blue button.

By default, it shuts down your reactor, jump drive and comms system, so you can generally only stay in EmCon mode for a limited time until your power reserves from your batteries are depleted.

You can customise which modules get turned on or off when EmCon mode is activated in the Power Room. Do this by selecting the module you wish to toggle and pressing the 'EmCon' button.

EmCon mode is one of the standard methods used to avoid detection in space.

Engineering ^

The Engineering Room on your ship is where you can view your ship's modules and components.

You can examine a module more closely by selecting it and pressing 'Open'.

Once the module is open, the display will change to show the components inside it.

To access these components and switch or replace them, you will need to disconnect the module from power, unscrew each of the four screws in the corner of the module, then press the large green button in the bottom-middle of the module.

Components can then be dragged out of the module and into the Engineering Inventory section on the right-hand side of the screen. Or components *from* that section can be dragged in.

In order for a module to function, it requires one unbroken chain of working components running from left to right. Many modules have multiple redundancies which can also be filled, decreasing the likelihood of damage stopping the whole module from functioning and letting you put in more components to alter the efficiency, power drain and emissions output of any given module.

Each component has values indicating how much they boost the power drain of a module, the efficiency bonus they grant to the module if they're in place and in a working chain, and also how strong the emissions they put out are.

Some brands or types of components are better at some things than others - if you are building a stealth configuration, you may discover that specific brands are better for this task, but, for instance, slightly less power-efficient.

Once any repairs on modules are done, you can click on the red button in the bottom-middle of the module, then screw all four screws back in, press 'Close' and then 'Connect'.

Note that after disconnecting and reconnecting many modules, there will be a 'boot up' time before that module is ready to use again.

Short descriptions of what all text on the Engineering Room screens mean:

Main view -

- Bottom text - Module name and status
- PM - Current power mode (high or normal)
- Em - Emissions being given off by module
- NE - Emissions when passive
- HE - Emissions when in active use
- Fq - Frequency of emissions from this module
- Pg - Power generation rate
- Pd - Power drain rate
- Components list - List of components in this module
- Disconnect - Disconnects module from power
- Connect - Connects module to power
- Open - Opens module so it can be repaired

Module-specific view -

- Close - Close this module so it can be re-connected to the ship
- Top-right text - Name and status of module
- Screws - Safety screw
- Open/Close switch - Module open/close switch
- Disconnect - Disconnects module from power
- Connect - Connects module to power
- Slot - Type of component
- Comp. - Component model number
- Manu. - Component manufacturer
- State - Current health state of component
- Emmissions - Emissions caused by this component
- Power Drain - Power drain when using this component

- Eff. - Efficiency bonus when this component is used
- Strength - Sturdiness rating of component
- Gauge - Module operational status

Engineering Status screen (separate to main engineering status) -

- Reactor: online - Status of reactor
 - PWR Gen - Current/max power generation
 - PWR Store - Current/max power stored
 - PWR Drain - Current power being used
 - Module State - Damage colour-coded module list
-

Engines [▲]

Your main engines fire the ship in a forward direction.

You only require a couple of seconds to get up to speed - ships reach their top speeds very quickly and chew up power FAST, so don't keep them on. Just use them for short bursts.

You can check your ship's speed on either the Nav Map or Ship Controls screens. Speeds are listed in Gm/s (Gigametres per second). If your engine is on and that top speed isn't increasing, shut your engines off - you're not getting any faster than that.

Firing your main engines makes a lot of emission noise, and makes you easy to detect by enemies. Ideally only use your main engine when you're away from enemies or positioned inside a blue nebula to reduce visibility.

Galilean Command [▲]

The Galilean Command is the government of the Galilean people and also controls Carruther's Circle.

It is a socialist government and runs primary industries for the most part. Its capital is Callisto in Galileo, and it works closely with the state-run Galilean Minerals to administer its industrial concerns in both its systems.

Two colonies inside Galileo:, Dava Sobel and Assayer, are run by the Magellan Empire, which has something of a military stranglehold on the Command. It is also under severe financial and political pressure from the other central system governments: The Ulence Federation (Sagan's Lights), the Tegan Commonwealth (Tega) and the Leon Empire (Leo and Maru).

Cheap agricultural, mineral and gas resources can be purchased here.

Grappling Arms [▲]

Grappling Arms are modules which allow your ship to retrieve cargo from space.

Occasionally, your sensors may detect 'cargo pods' nearby. If you plot a course to them using your autopilot your ship will moor with the cargo pods and you'll be able to view whatever cargo is contained within those pods.

If have Grappling Arm, you can select the pod you want and click 'transfer pod' to move it to your ship. If you don't have a Grappling Arm, the 'transfer pod' button will be greyed out.

From this same screen, you can also jettison cargo. You might need to do this in order to free up room to take new cargo on board, or you might do it to appease a threatening pirate.

NOTE: Your Grappling Arm retrieves the entire cargo pod, so if you've got fully-upgraded radiation-shielded and temperature-controllers pods on your ship which you've spend several hundred credits on, it might not be worth replacing an existing empty pod with a full one which doesn't have those upgrades.

Hacking Modules [▲]

Your hacking module allows you to get a detailed information dump about a nearby ship. To use it, select the ship you want to hack and press the 'HACK' button on your nav map. The module will then send any information it receives to your inbox.

NOTE: The hack cannot take place if the ship you're trying to hack can see you. You'll need to be in EmCon mode or in the other ship's blind spot for a hack to work.

DEVELOPER'S NOTE: There are many stories in the Objects world which will require you to hack another ship, but there are currently no procedural ways to use the hacking module to make money. The plan is to have contracts which are to hack X ship for a fee, but this isn't yet implemented.

Jump Drives [▲]

Jump Drives allow you to instantly transport your ship from one star system to another. The interface to use a jump drive is in the bottom-right hand corner of your Nav Map.

In order to use a Jump Drive, you'll have to do the following things.

- 1) On the Nav Map, press 'cluster' to view the entire game world. Your jump range is displayed as a purple circle around your current star system.
- 2) Select a star system within your valid jump range and select 'Set As Destination'
- 3) Return to the current star system view by clicking on 'Sector'
- 4) The minimap in the bottom-left hand corner of the Nav Map will be highlighting which quadrant you need to be in to make the jump. The

quadrant highlighted is always the one which is closest to your destination star system. So a star system which was up and left from your current one on the Cluster Map will require you to be in the quadrant to the top and left of the star before you can make the jump. 5) Using the Jump Drive Interface in the bottom-right hand corner of the Nav Map, press 'Spin Up' to warm up your jump drive. NOTE: You are HIGHLY visible to enemies with a spun up jump drive. 6) Also using the same interface, ensure your ship is at a full stop and press 'Calc. Sol'. This stands for 'Calculate Solution' and tells your jump drive to start plotting the course. 7) Press 'Jump'. NOTE: You CAN jump before you've calculated a solution to 100%, but this increases the likelihood that you'll jump into a horrible nebula or asteroid belt. Be cautious.

Jumpgates [▲]

Jumpgates allow ships which do not have a jump drive to move between star systems, but only those which have jump gates in them.

To use a jumpgate, select one on the Nav Map and press 'Plot Course' and 'Engage'. Autopilot will dock with the jumpgate upon arrival.

To use a jumpgate once you have docked with one, pay the fee via your Ship Controls screen and then press the 'Jump' button.

Jumpgates cost a small amount of money each time you jump, can only take you to a limited set of places, but are a safe way to travel.

If you press 'Cluster' on your Nav Map, you will see the jumpgate network in Apollo highlighted in blue.

Leon Empire [▲]

The Leon Empire is the richest and most powerful nation in the Apollo cluster.

It is located in the Leo star system, and also has two colonies in Maru: Feni and the Angoda Giant Gasworks.

Leo is the place traders want to be going when they've purchased cheap goods and want to get a high price for them. It buys goods of all kinds at decent rates.

The 'big four' colonies inside the Leon Empire are Penitent (political centre), Prefect (residential centre), Columbus (financial centre) and Crassus (luxury / holiday centre).

Magellan Empire [▲]

The Magellan Empire is the most expansive and second most powerful nation in Apollo, behind only the Leon Empire.

It is located in the Magella star system, but also constols various colonies throughout Cansa, Maru and Galileo. Magellan colonies outside Magella are: Douros (Cansa), Narail (Maru), Bholá Prime (Maru), Cox's Bazaar (Maru), Dava Sobel (Galileo) and Assayer (Galileo).

It has one of two capital vessel shipyards in the cluster at Zaragoza, Magella, and one of the most desirable places in Apollo to live is its capital: Loaiso, Magella.

Its imports and exports are varied and its military presence is very strong.

Infopedia [▲]

Welcome to the Infopedia. Your one-stop-shop for information about Apollo and your ship.

Click on any of the menu items on the left-hand side for more information!

Mooring [▲]

If you see an object which is identified as either cargo pods or a derelict ship, you are able to plot a course to it via your Nav Map.

Your ship will then moor with the object and you can board it (if it is a derelict) or retrieve cargo from it (if it is a cargo pod).

In order to retrieve cargo, your ship will need a Grappling Arm module.

When moored with an object, you can toggle to the mooring screen from your Ship Controls screen either by selecting the button in the top-left hand corner drop-down menu, or by pressing TAB.

Short descriptions of what all text on the Mooring screen means:

- Top-left hand box - Details of object you are moored to
 - Transfer Pod > - Transports selected pod to your ship
 - Bottom-left hand box - Details of cargo pods present here
 - Jettison - Ejects cargo pod from your ship into space
 - Jettison All - Ejects all cargo into space
 - Pod - Type of pod currently selected
 - Cont. - Contents of selected pod
 - Max. - Max number of cargo units for current pod
 - Transfer Pod < - Transports selected pod to moored object
 - Bottom-right hand box - Details of cargo pods on your ship
 - Middle vertical line - Current progress of pod transfer
-

Nav Map [▲]

Your Nav Map is the best way to see where you are in the world.

Your ship is represented by the small blue circle, and a small triangular arrow will show which direction you are currently facing. A semi-transparent arc will also be visible around your ship which indicates the directions your sensors can see in. When you are moving, a white line will appear behind your ship - the longer the line the faster your ship is moving.

Places you have never visited before will be greyed out, so planets, moons, nebulae and asteroid belts will reveal themselves as you approach, although you will be able to detect ships and space stations with their IFF Transponders on from very large distances.

Your Nav Map contains your Autopilot and Jump Drive Interfaces.

You can use the 'Plot Course', 'Engage', 'Full Stop' and 'Cancel Autopilot' buttons to use Autopilot. You can use the 'Set Dest', 'Spin Up', 'Calc. Sol', 'Jump' and 'Discharge' buttons to use your Jump Drive.

Additionally, there are buttons to zoom in and out and pan around the Nav Map, as well as a 'Cluster' button which shows you the entire map of the Apollo cluster. From this view, you can select jump drive destinations or press 'Sector' to return to viewing the current star system you're in.

NOTE: You can leave the star system you're in just by travelling outside it, but there's nothing out there. You cannot reach another star system without jumping.

Short descriptions of what all text on the Nav Map means:

- Plot Course - Sets target destination for autopilot
- Engage - Engages autopilot
- Full Stop - Brings the ship to a complete stop
- Cancel Autopilot - Ship drifts indefinitely
- Set Weapon Target - Sets current selection as weapon target for selected tube
- Hail - Hails selected object from your RT Comms screen
- Recentre - Recentres camera on your ship
- Cluster/Sector - Switches between cluster and sector view
 - ◦ ■ Zoom map out
 - ◦ ■ Zoom map in
- Arrows - Pan around map
- Cur. Angle - The direction your ship is currently facing
- Cur. Speed - Your current speed
- Cur. Dist. - Distance to current selection
- Sns. - Name of object on sensor screen
- Name - Object name
- Class - Type of object
- Reg. - Registration of object
- Sol. - Accuracy of firing solution
- RCTR - Reactor on/off status of object
- IFF - IFF signal on/off status of object
- LDT. - Last time the object was visible to you
- Nebula/Asteroids - Type of exterior environment
- Dens. - Density of exterior environment

- Solar - Current solar panel charge efficiency
 - Dst. - Jump drive destination system
 - Spin - Percentage your jump drive is spun up
 - Sol. - Percentage your jump is calculated
 - Discharge - Cancels a spun up jump drive
 - Set Dest. - Sets selected star system in cluster view as destination
 - Power Up - Spins up your jump drive
 - Calc. Col. - Calculates your jump when in appropriate quadrant
 - Begin Jump - Jumps to selected star system
 - Minimap - Shows your ship flashing and planets and moons non-flashing
 - Coordinates - Current exact location inside this star system
-

Nebulae ^

Nebulae are useful hiding places and deadly terrain. When you are inside a nebula, it is harder for enemies to see you. Your sensors are also hampered, but not by as much.

There are three different types of nebulae:

Dark Nebulae (blue):

Benign nebulae which cause no damage but provide a good place to come out of EmCon mode to recharge your batteries or act as good safer points to come to a stop and set a new course.

Charged Nebulae (purple):

Dangerous nebulae which deal System Damage while you're inside them.

Dichromatic Nebulae (red/green):

Deadly nebulae which cause System Damage and Hull Damage while you're inside them.

Parssus Peoples' Union ^

The Parssus Peoples' Union is a dictatorship run by General Secretary Pietro Correa, and spans the Parssus and Two Sisters star systems.

It is a brutal regime and its citizens are granted very few rights.

It promotes itself as self-sustaining, but at a federal level it does do some interstellar trading with the central systems, these trades just don't reach the propaganda for its people.

It has one of two major capital shipyard in the Apollo cluster, located on Aurora in the Two Sisters. Its capital is Salo in Parssus, and it has many gas and mineral mines, but no access to agricultural goods.

PCE Master Alarm ^

The PCE Master Alarm is a large warning light located on your bridge.

It stands for 'Potential Collision Event' and turns on to indicate that you are at present on a collision course with another object.

This can be devastating news if the object is an inbound torpedo, or benign news if you're moving towards a space station.

PDA [▲]

Your Omega PDA is a handy tool which keeps track of all your current activities and basic statistics and acts as your universal translator.

Pressing pulls it out or puts it away and you can use the arrow keys to move between different sections of it.

It will automatically come out whenever you are talking to someone.

It is particularly handy for keeping track of your current obligations - any promises you've made to people or contracts you've taken with employers will appear under the 'notes' tab.

Point Defence Lasers [▲]

Point Defence Lasers are one of two main ways to defend your ship from incoming torpedoes.

They rapidly shoot laser blasts at nearby torpedoes when they are close enough to your ship, and will keep on firing until you switch them back off.

Point Defence Lasers chew up a LOT of power. If your ship has a poor generator or not very many batteries, you may want to use countermeasures instead, which have finite ammo but don't use much power at all.

Power Bars [▲]

The two large vertical bars on your ship's Bridge are your Power Bars.

The left-hand one shows the amount of power you have stored, and the right-hand one shows the current amount of power loss or gain.

The more systems and modules you're currently using, the more power will drain.

If your power reaches zero, your ship will automatically cancel some of the things you have asked it to do.

For example, if you're trying to charge a torpedo, come to a full stop and spin up your jump drive at the same time, you will very definitely run out of power and your ship will likely cancel the weapon and the jump drive.

Manage your power carefully. It is your primary resource, and when it's compromised, you are a sitting duck.

Increase your power storage capacity by purchasing more or better batteries for your ship. Increase your power generation rate by purchasing a better reactor. Consider buying solar panels (either in place of your reactor or in addition to it) for a power source which doesn't give away your position at all.

Power Room ^

The Power Room shows you detailed information about the power consumption of your ship. Each module is shown and can be turned on or off from this location as needed.

When a module is selected here, you can also press the 'EmCon' button to toggle whether or not it is included in the EmCon Mode system shutdown.

Short descriptions of what all text on the Power Room screen means:

- Modules - List of the modules on your ship
- Bottom-left details - Power/emission details of selected module
- Power down/up - Switches on/off selected module
- Emcon - Toggles module as part of EmCon mode

RCS ^

Your Reaction Control System is a series of thrusters which are used to rotate your ship while you fly around in space.

The autopilot will use this module to spin your ship around in preparation for stops.

You can manually rotate your ship around by pressing the arrow buttons on the Ship Controls screen, and can also use 'A' and 'D' on your keyboard.

Using your RCS system gives off a moderate amount of emissions visibility, so ideally don't use this function when enemies are TOO close by.

NOTE: You have a blind spot behind you. Your ship's sensor visibility is indicated by an arc visible on your Nav Map. Icons for objects which are on your Nav Map but are in your blind spot will appear grey - this indicates that the icon is symbolic of that object but is no longer an accurate reflection of where that object is.

Reactor Switch ^

Your ship's reactor is the primary source of your visibility.

Regardless of which systems you have selected to be shut down during EmCon mode, there will always be a switch on your bridge to turn on or off your

reactor.

It is a large physical switch usually located right next to your EmCon button.

Sensors [▲]

Your sensors are constantly scanning in all directions and feeding information to your Nav Map, except for the blind spot they have at the rear of your ship.

They will automatically detect objects, decipher what they are, and send this information to your Nav Map, which will assign them icons accordingly.

If you wish, you can guess at what kind of object has been detected early by use of the waveforms on your Sensor Screen.

When an object is first detected, it will appear as a '?' on your Nav Map. Before your sensors have ascertained the type of object, you can look at the waveform on your Sensor Screen and make an educated guess, then take the appropriate action.

The spikes in the waveform are frequencies on which your sensors have detected emissions. Sometimes these are anomalies and mean nothing (in which case your sensor system will remove the '?' in a few seconds), but they can also be ships, cargo pods, debris or derelict ships.

If the frequency of a waveform spike is the same frequency as a ship module, the list of module types on the left hand side of the sensor screen will light up. A match could be a coincidence, but multiple matches might not.

The size of the spike is also important. A huge spike means a massive emission. The higher the spike, the more likely it to not be a false reading.

It is up to you to observe the '?'s and decide whether to take evasive action or not.

Your Sensor Screen also contains a list of all known objects in your vicinity. You can scroll through them in a list in the top-right or by category and whatever you have selected there will be the currently selected object when you return to your Nav Map.

Short descriptions of what all text on the Nav Map means:

- Name - Name of object
- Class - Class of object
- Reg. - Registration of object
- Sol. - Current percentage of firing solution
- Dist. - Current distance to object
- Brg. - Angle of object from your ship
- Hdg. - Direction the object is heading
- LDT. - Last time the object was visible to you

- From - Stated origin of object
 - Dest - Stated destination of object
 - Link - Keeps object's waveform on sensor screen
 - Hist - Toggles best historical waveform
 - Ladar - Toggles ladar system
 - '*' - Lists all objects
 - VE - Lists vehicle objects
 - ST - Lists space station objects
 - NA - Lists naturally-occurring objects
 - List of objects - List of objects
 - List of modules - Highlighted modules correspond to spikes
 - Waveform - Shows the emissions of selected object
-

Ship Controls [▲]

The Ship Controls Screen is a multi-purpose screen with many vital functions for your ship.

It displays your current damage display, trajectory, orientation, temperature, and contains many buttons for basic ship controls including:

- Manual steering and main engine controls
- IFF Transponder on/off function
- Jumpgate paying / jumping buttons
- Undocking functionality
- Orbit options and breaking orbit function

NOTE: This same screen also houses your Weapons Screen and Cargo Screen, which can be used to load/fire weapons and analyse/retrieve cargo respectively.

Short descriptions of what all text on the Ship Controls screen means:

- Burn - Toggle main engine on/off
 - Rotate - Pivots to currently selected angle
 - < - Starts/stops rotating counter-clockwise
 - RCS - Stops rotating
 - > - Starts/stops rotating clockwise
 - ◦ ■ Reduces amount of thrust used by main engine
 - ◦ ■ Increases amount of thrust used by main engine
 - Helm - Shows orientation and trajectory and can select new heading angle
 - Ship - Ship hull damage display
 - Hull Tmp.- Current hull temperature
-

Solar Panels [▲]

Solar panels are the alternate way to power your ship if you don't want a noisy generator to give away your position. They don't take up the same slot as a generator, so it's possible to have both modules. You can also have multiple solar panels for additional energy.

Solar panels generate energy while giving off very few emissions, which makes them perfect for stealth.

The closer you are to a star, the more power they'll generate. It can be nearly impossible to generate power if you're all the way on the outskirts of a star system, so choose wisely.

You can see how much solar energy you're receiving by the Solar % listed on your nav map in the 'exterior' section.

Stealth [▲]

Stealth is vital to your survival. The horizontal bar in your bridge which changes colour indicates your current level of stealth.

One bar and blue is very stealthy, two bars and green is less so, all the way up to full bars and red, which is very visible.

Every module on your ship gives off emissions which make you more detectable by other ships. Some modules are very powerful and accordingly have very high emissions, others are quite efficient and keep you relatively hidden given their impact.

Nebulae, asteroid belts and being in orbit around planets and moons also obscured you further from view.

Other ships can only detect you if you're inside their sensor view. Every ship has a blind spot behind it (indicated by the arc visible on the Nav Map) in which stealth doesn't matter, and all sensors have a limited range, so you needn't be as careful with ships who are at a great distance.

NOTE: The stealth bar only lights up to indicate how many emissions you're currently giving off - it doesn't take into account any stellar phenomena like nebulae, asteroid belts or planets which might further be obscuring you from another ship's view.

Tegan Commonwealth [▲]

The Tegan Commonwealth is the government of the Tega binary star system.

It is primarily a manufacturing and mineral mining system, with a large population and multiple mines and industrial outposts. Its capital is Cayeux.

The Commonwealth was formed after a would-be monopolistic dictator almost rose to power some thirty years ago. Its government is large, bureaucratic and slow.

Ulence Federation [▲]

The Ulence Federation is the government which runs the Sagan's Lights star system.

It is a technocratic and egalitarian idealistic nation, which is very wealthy and also controls the remnants of EarthGate.

It has one of the most prolific agricultural worlds in the Apollo cluster (Kepler) and one of its largest industrial houses (Halley), as well as one of the most desirable places to live (Lagrange) and is also administering the Cassini Terraforming Project.

Sagan's Lights was the system which formerly controlled the cluster-wide 'Apollo-Earth Authority' (AEA) which was a temporary government established after planetfall to administer the Apollo cluster until connection with Earth could be re-established. The AEA formally collapsed in 19a.

Weapon Launcher ^

Your weapon launcher allows you to fire science probes, EMP torpedoes and explosive torpedoes.

It is situated on the same monitor on your bridge as Ship Controls, and you can toggle between them using the drop-down icons in the top-left hand side of the screen with your mouse or press the TAB button.

The launcher screen displays your current torpedo tubes, including empty ones, and you can click on any torpedo for information about what type / size it is.

Short descriptions of what all text on the Nav Map means:

Torpedoes section -

- Torpedo Tubes - Shows torpedo stats
- Reg. - Torpedo registration
- Type - Type of torpedo
- Wrhd. - Type of warhead
- Batt. - Torpedo battery life
- Soln. - Percentage of firing solution
- State - Current torpedo status
- Arm Now - Torpedo goes active/targets nearest object
- Unlink - Cede control of torpedo entirely
- Disable - Shut down torpedo warhead
- Spin Up - Spins up torpedo in selected tube
- Power Down - Powers down torpedo in selected tube
- Launch - Fires torpedo in selected tube

Countermeasures section -

- Type - Type of countermeasure loaded
- Ammo - Number of countermeasures stored
- Reload - Time until countermeasure is ready
- Drop - Releases a countermeasure

Point Defence Laser section -

- Stats - Current point defence laser status
- Range - Max firing distance of current PDL
- CD - Countdown until next shot
- Weapon - Current weapon status
- Enable - Activates point defence laser system