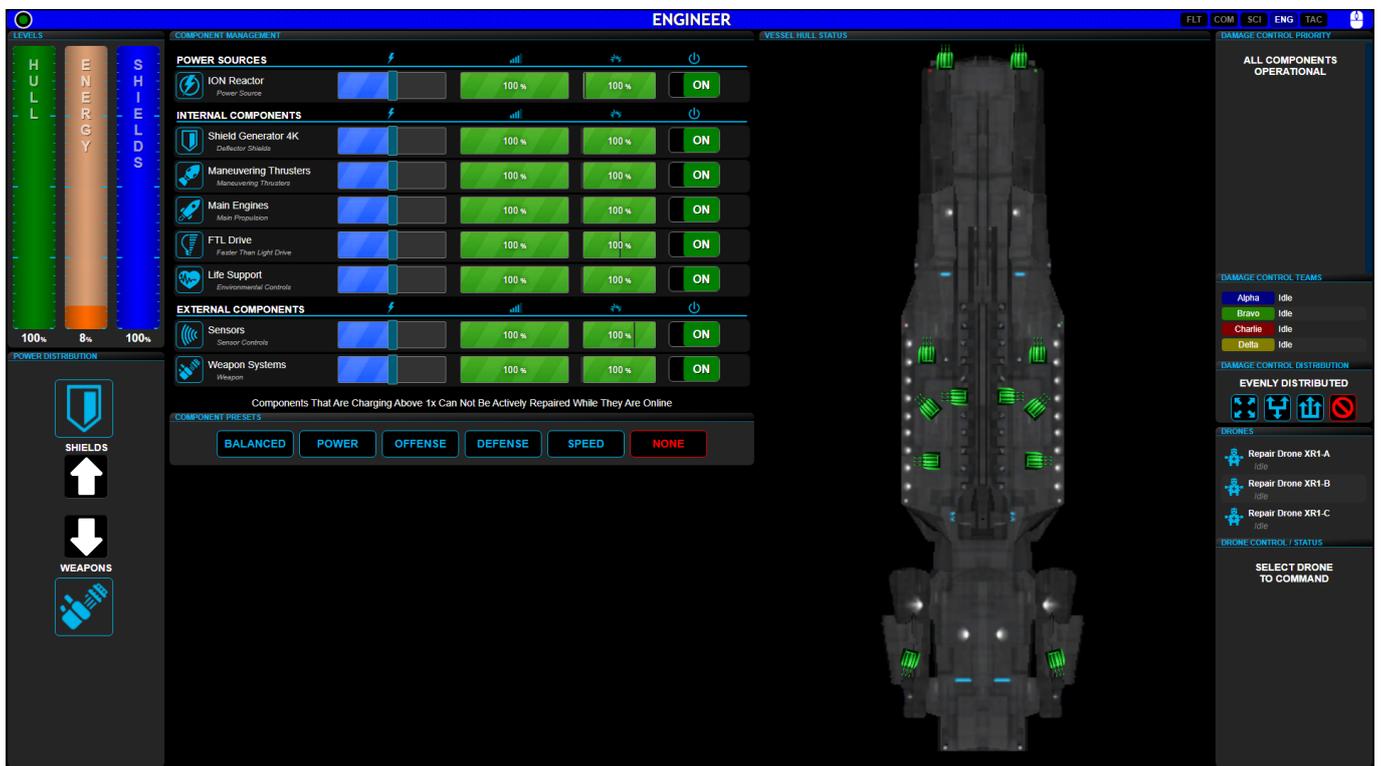




Engineering

1. The Engineering Officer is in control of the ships Energy allocation system
2. This officer is also in control of the Repair crews and Repair Drones
3. **Warning This is a complicated station, raising power levels above nominal will damage components Warning**

Engineering Console



Left Panel

The image shows a vertical engineering console interface with several sections:

- LEVELS:** Three vertical bars representing Hull (green, 100%), Energy (orange, 8%), and Shields (blue, 100%).
- POWER DISTRIBUTION:** Controls for shifting power between Shields (shield icon) and Weapons (gun icon) using left and right arrow keys.
- SHIELD FREQUENCY:** A slider set to 500^{hz} with a refresh button.
- FABRICATION:** A section at the bottom, currently empty.

Center Panel

The screenshot displays the 'Center Panel' interface, divided into 'COMPONENT MANAGEMENT' and 'VESSEL HULL STATUS' sections.

COMPONENT MANAGEMENT

- POWER SOURCES**
 - ION Reactor (Power Source): 100% energy, 100% power, ON.
- INTERNAL COMPONENTS**
 - Shield Generator 4K (Deflector Shields): 100% energy, 100% power, ON.
 - Maneuvering Thrusters (Maneuvering Thrusters): 100% energy, 100% power, ON.
 - Main Engines (Main Propulsion): 100% energy, 100% power, ON.
 - FTL Drive (Faster Than Light Drive): 100% energy, 100% power, ON.
 - Life Support (Environmental Controls): 100% energy, 100% power, ON.
- EXTERNAL COMPONENTS**
 - Sensors (Sensor Controls): 100% energy, 100% power, ON.
 - Weapon Systems (Weapon): 100% energy, 100% power, ON.

Components That Are Charging Above 1x Can Not Be Actively Repaired While They Are Online

COMPONENT PRESETS

- BALANCED
- POWER
- OFFENSE
- DEFENSE
- SPEED
- NONE

VESSEL HULL STATUS

The right side of the panel shows a top-down view of the vessel hull with various components highlighted in green and blue, indicating their operational status.

Right Panel

DAMAGE CONTROL PRIORITY

ALL COMPONENTS OPERATIONAL

DAMAGE CONTROL TEAMS

EVENLY DISTRIBUTED

Alpha	Idle
Bravo	Idle
Charlie	Idle
Delta	Idle

DRONES

	Repair Drone XR1-A <i>Idle</i>
	Repair Drone XR1-B <i>Idle</i>
	Repair Drone XR1-C <i>Idle</i>

DRONE CONTROL / STATUS

SELECT DRONE TO COMMAND

Bridge Stations : [Flight](#) | [Tactical](#) | [Science](#) | [Operations \(Comms\)](#) | **Engineering** | [Captain](#)
Ancillary Stations/Displays : [Center](#) | [Stellar Navigation](#) | [Stellar Body](#) | [Star System](#) | [Alert Status](#) |
[Shield Status](#) | [Cargo Hold](#) | [Radar](#) | [IRIS](#)

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