



# 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

## Warning

This is a complicated station, raising power levels above nominal will damage components

## Warning

## Engineering Console

The screenshot shows the 'ENGINEER' console interface. On the left, there are three vertical bars for 'HULL', 'ENERGY', and 'SHIELDS', with 'ENERGY' at 8%. Below these are 'SHIELDS' and 'WEAPONS' control buttons. The main area is 'COMPONENT MANAGEMENT', divided into 'POWER SOURCES', 'INTERNAL COMPONENTS', and 'EXTERNAL COMPONENTS'. Each component has a status bar, a percentage, and an 'ON/OFF' button. All are at 100% and 'ON'. Below this is a 'COMPONENT PRESETS' section with buttons for 'BALANCED', 'POWER', 'OFFENSE', 'DEFENSE', 'SPEED', and 'NONE'. On the right, there is a 'VESSEL HULL STATUS' diagram and a 'DAMAGE CONTROL' panel with team status (Alpha, Bravo, Charlie, Delta) and drone control options.

## Left Panel

The image shows a vertical control panel with several sections:

- LEVELS:** Three vertical bars representing Hull (green, 100%), Energy (orange, 8%), and Shields (blue, 100%).
- POWER DISTRIBUTION:** A control section with a shield icon and a left arrow labeled "SHIELDS", and a right arrow and a weapon icon labeled "WEAPONS".
- SHIELD FREQUENCY:** A slider set to 500<sup>hz</sup> with a refresh icon.
- FABRICATION:** A section with a dark background and a faint grid.

# 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% repair, ON.
- INTERNAL COMPONENTS**
  - Shield Generator 4K (Deflector Shields): 100% energy, 100% repair, ON.
  - Maneuvering Thrusters (Maneuvering Thrusters): 100% energy, 100% repair, ON.
  - Main Engines (Main Propulsion): 100% energy, 100% repair, ON.
  - FTL Drive (Faster Than Light Drive): 100% energy, 100% repair, ON.
  - Life Support (Environmental Controls): 100% energy, 100% repair, ON.
- EXTERNAL COMPONENTS**
  - Sensors (Sensor Controls): 100% energy, 100% repair, ON.
  - Weapon Systems (Weapon): 100% energy, 100% repair, 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 features a vertical view of the ship's hull, showing various internal components highlighted in green, indicating they are online and at 100% capacity.

At the bottom left, there are icons for zooming in/out and a monitor icon. At the bottom right, there are icons for a help/question mark and a visibility toggle.

# Right Panel

**DAMAGE CONTROL PRIORITY**

**ALL COMPONENTS OPERATIONAL**

**DAMAGE CONTROL TEAMS**

**EVENLY DISTRIBUTED**

Alpha	Idle
Bravo	Idle
Charlie	Idle
Delta	Idle

**DRONES**

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