Components

Components are the mechanical systems of the ship which attach to Hardpoints. Examples of a component are: ShieldGenerator 4K, IonCannon, LaserCannon, etc. The available Hardpoints limit how many upgrades a smaller military or a civilian vessel can receive. Larger ships can hold bigger components and more components.

Uninstalled components appear as a type of Cargo and can be transferred, traded, and looted just like Commodities and Ordinance. Actions can be used to install components on ships. This can be done as an Event Action or as a Dialog Action.

Hardpoints

There are two types of Hardpoints: Internal and External. Internal hardpoints are for shield generators, reactors, life support, etc. External hardpoints are for engines, thrusters, turrets, and launchers. Some hardpoints only accept certain components, such as the MainReactor hardpoint will only accept a component that is a type of main reactor.

Creating and editing hardpoints can be done in the Vessels menu.

Adding Components: General

Add a new Component by pressing Add A Component inside the Components menu at the Module level.

The first menu sets the basic parameters for the component.

Name	Description
Name	The name of the commodity.
Type	The commodity type (which sets what type of hardpoint it can be bound to).
Function	What does this component do to the ship and its cargo: Store, Transfer, Generate, or Consume.
Company	What company made this product. See the Companies menu for more information.
Model	Does this commodity have a 3D model that represents it.
Hardpoints	This number controls the size of the component relative to the size of the hardpoint.
Consume by Level?	Is consumption tied to the level it is being run at in the Engineering screen.

Adding Components: Stats

The stats set the behavior of the component when it is installed on the ship.

Name	Description
Integrity	The base integrity of this component.
[Integrity] Minimum	The minimum integrity level for this component to function.
[Integrity] Tolerance	How well does the item tolerate damage and continue to function.
Optimal [Level]	What is the neutral or balanced level.
Maximum [Level]	What is the maximum level it can be set to.
Charge [Rate]	At what rate does the component charge when power is increased or applied.
Bleed	How much waste is there when this component is powered.

Adding Components: Sounds

This menu maps the sound files that players hear when this component is in different states.

Name	Description
Startup	The sound that is played when the component has power applied. [*example: The sound played when the shield generator is given power via engineering. Maybe we hear the generator spin up.*]
Ambient	The background noise generated by the component being installed. [*example: The sound that the shield generator always makes, even when powered down. Maybe this is a cooling system that is always on.*]
Activated	The sound that is played when the component is activated for use. [*example: The sound that is played when tactical triggers the Shields to raise.*]
Used	The sound that is played when the component is in use. [*example: The constant thrum the shields make when they are raised.*]
Deactivated	The sound that is played when the component is not in active use. [*example: The shields don't make any noise when they are powered but lowered. Maybe the capacitors could make a high-pitched wine when they have power but are not expending that power.*]
Shutdown	The sound that is played when the component has power removed. [*example: When the shield generator is powered down, we hear the generator spin down.*]
Destroyed	The sound that is played when the component is damaged in battle to the point where it stops functioning. [*example: When the shield generator is destroyed it fizzles the shields out and then there is complete SILENCE from this system. Maybe there is a special klaxon.*]