

# TEXTFLIGHT OPERATOR MANUAL

Congratulations operator, if you are reading this, you have been granted access to the TEXTFLIGHT remote access protocol. This extensive manual aims to instruct you on how to operate this powerful tool and explore the galaxy from the comfort of your own home.

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## SECTION 01: INTRODUCTION

The universe is vast, and bountiful. It is also home to countless other operators, like yourself, many of which are hostile. At first things can seem overwhelming, but persevere and your fleet will grow. Here are some tasks which will set you in the right direction, which you can learn more about by reading the rest of this manual:

1. Explore the nearby area for resources.
2. Produce more fuel for your fusion reactor.
3. Locate an uninhabited system and establish a planetary base.
4. Construct a new, larger ship equipped with better outfits.
5. Establish a colony and join a faction

The interface language can be changed using the `language` command. The account username and password can be changed using the `username` and `password` commands, and optionally an email address can be attached using the `email` command in case you ever need to reset your password.

Every day you log in, your login streak will increase. Forgetting to log in for a day will result in your streak being reset to zero. Every day, you will receive one crate with a quality corresponding to your login streak, which can be opened using the `crate` command. Crates contain a random number of items, or a single outfit of a random mark. Higher quality crates contain more items and larger outfits.

If you have a premium key and would like to redeem it, use the `redeem` command. This will consume the key and permanently upgrade your account to premium status. Currently, the only function of premium is to grant the usage of colour

codes in your chat messages. See SECTION 05: COMMUNICATION for more information.

Many of the commands available in game are not documented in this manual; use the **help** command to get a list of all commands and their usage.

## SECTION 02: POWERING SYSTEMS

Structure outfits are operated using the **set** command, which controls how much system power is routed into them. The default operation setting is 16, however a lower setting can be used to conserve power and reduce heat. Outfits can also be overcharged, but this will cause exponential increases in the generated heat. Use the **scan** command to list outfits and cargo installed on a structure, and pass the outfit ID obtained from the outfit manifest to the **set** command in order to modify its operation setting.

To bring a structure online, start by using the **status** command to check whether the structure is overheating or experiencing a brownout. If the structure is overheating, start by powering on coolant pumps. If the structure is experiencing a brownout, power the generators first. If both conditions exist simultaneously, the structure has been deadlocked, and will require power to be transferred to it by a donor using the **supply** command.

Once the first outfits have been brought online, run the **status** command again to view energy and heat consumption rates. If energy consumption is positive, direct more power to the generators. If heat production is positive, direct more power to the coolant pumps. As more outfits are brought online, continue to monitor the structure's status.

Solar arrays provide a steady supply of free energy, however, their efficiency depends on the brightness of the star the structure is orbiting. As a result, using solar arrays when jumping into uncharted systems can cause immediate system failure if the star is not bright enough to power all outfits.

Two types of reactors are available; fusion reactors, and fission reactors. Both act as a reliable power supply, but consume fuel, loaded directly from the structure's cargo hold. As a result, reactors will likely need to be shut down when not in use in order to conserve fuel. Fission reactors are far more compact than their fusion counterparts, but require uranium fuel cells which are extremely difficult to produce. Hydrogen fuel cells, by comparison, are much easier to obtain.

## SECTION 03: NAVIGATION

The universe is a difficult place to navigate. To begin, use the **nav** command to list available hyperspace links, planets, and nearby structures. Ships have a class designation based on their outfit space:

- 1: Junk [JNK]
- 2: Satellite [SAT]

- 4: Meteor [MET]
- 8: Asteroid [AST]
- 16: Lunar [LUN]
- 32: Planetary [PLA]
- 64: Giant [GIA]
- 128: Dwarf [DWA]
- 256: Stellar [STE]
- 512: Nebula [NEB]
- 1024: Galaxy [GAL]

Use the `jump` command with the link ID to jump. You need 100% warp charge to jump, however only some of the charge will be consumed. How much charge is consumed depends on the drag value of the hyperspace link. Warp engines can be charged by directing power to them; if not set to full power, they will be unable to reach 100% charge, but will still charge partially (albeit at a slower rate). Overcharging warp engines will cause them to charge faster, but will not grant additional charge beyond 100%. The greater a structure's mass, the longer it will take to charge. Jettisoning cargo can be used to provide a quick escape if not enough time is present to fully charge the warp engines.

The `jump` command can also be given the IDs of other ships as arguments, if you wish to jump an entire fleet at once. Remote jump initiation will not function if you do not have high enough reputation with the ship's owner, or if an operator has transferred their control core to the ship.

Antigravity engines are used to land and take off from planets, with the `land` and `launch` commands respectively. Planet IDs are listed in the output from the `nav` command. Antigravity engines operate instantly, but can only lift a limited amount of mass. As a result, ships with large quantities of outfits or cargo will need larger antigravity engines to compensate for the additional load.

Systems vary in their available resources; each system carries a specific type of ore, with varying densities. Planets can be used to construct bases, with the exception of gas giants. Each type also carries their own unique traits:

- Gas: Various gases can be collected using mining beams, but no bases can be constructed.
- Barren: Causes additional heat production based on the structure's size. Bases can have up to 2048 outfit space.
- Frozen: No special traits. Bases can have up to 2048 outfit space.
- Greenhouse: Various gases can be collected using mining beams, and causes additional heat production based on the structure's size. Bases can have up to 2048 outfit space.
- Habitable: Bases are extremely cheap to construct, and can have up to 4096 outfit space. Living spaces don't require Distribution Centers and have increased capacity.

To dock to another structure, use the `dock` command. The `dock` command can be executed on a remote ship using the `rdock` command. Ships can only be

docked to one structure at a time, and ships cannot be docked to if they are already docked to another structure. Other types of structures, such as bases, cannot be docked but can be docked to. The `eject` command is used to eject docked structures; passing without arguments will eject all docked structures.

## SECTION 04: MANUFACTURING

To obtain raw materials, direct power to mining beams. When used in orbit, the `nav` command can be used to view the type of asteroid present in the system, and their density. Higher density values allow ore to be collected significantly faster. When used while landed on a gas giant or greenhouse planet, various gases are collected, including hydrogen, oxygen, and xenon. The `status` command can be used to view the mining interval, and current mining progress. At the end of each mining interval, one unit of ore or varying quantities of gases are added to the structure's cargo.

Once materials have been collected, available crafting recipes can be listed and queued with the `craft` command. This can be used to manufacture more complex items, and outfits. Assemblers are required in order to manufacture items, and increasing power to the assemblers will increase the rate at which items are produced. The resources and time required to manufacture outfits is multiplied by the outfit's mark. The `queue` command can be used to view resources queued for crafting. Although the `cancel` command can be used to cancel a queue item, no resources will be yielded.

Ships can be constructed using the `construct` command, and planetary bases can be constructed with `base`. Planetary bases are cheaper, but cannot launch from the planet they are constructed on. Structures require Light Material and Heavy Plating to construct. A single Heavy Plating is required for each outfit space, however, the demand for Light Material increases exponentially, with the formula  $\text{outfit\_space} \wedge \text{cost\_factor}$ , where `cost_factor` is four when constructing ships, 1.5 when constructing planetary bases, and one when constructing planetary bases on habitable planets. Shipyards must be present and powered in order to construct ships, and cannot be overcharged. Planetary bases, however, require no shipyards to construct, but must be built while landed on the planet, and share space with all other bases on that planet.

Docked structures can be transferred to with the `trans` command, granting full control of them. The `load` command can be used to load cargo onto another structure, and the `supply` command can be used to transfer energy to it. The `beam` command may also be used to beam the control core directly onto another structure you are not docked to, so long as you have docking permission.

Outfits can be installed with the `install` command, and uninstalled with the `uninstall` command. These commands will not function unless the structure has been completely powered down. The order of installed outfits can be changed with the `swap` command, although this has no effect on their function.

A list of materials and outfits that can be manufactured is provided under SECTION 09: DATA FILES. All properties are multiplied by the outfit's mark. Additionally, most properties gain a 10% boost to performance for each mark. For example, a mark three outfit would receive a 30% boost.

To establish a colony, you will need Living Spaces and a Distribution Center. Distribution Centers consume Supply Packages as a fuel, and supply Living Spaces with food. If a Living Space has enough food, its population will slowly begin to grow. If a Living Space does not have enough food or if it has insufficient power, its population will decline. Habitable planets multiply the colonist capacity of Living Spaces by 128 on bases, and will not require Distribution Centers (and therefore won't require Supply Packages either), making them the ideal location for establishing a colony.

## SECTION 05: COMMUNICATION

Operators can be messaged using the `subs` command to send a subspace message directly to their session, or the `fact` command which sends a subspace message to all operators in your faction. Structures can be communicated with using the `hail` command, or `loc1` to hail every structure in the system with the same message. Structures not located in the same system as you cannot be hailed.

Messages are displayed when you run any command. You can restrict what messages you receive using the `chat` command. A setting of zero disables all messages, 1 or more allows `hail` and `subs`, 2 or more allows `loc1` and `fact`, and 3 allows all messages, including `glob`. If your account has been marked with premium status, you can use format codes in your message. The following codes are available:

- `^0`: Clear formatting.
- `^1`: Set text colour to red.
- `^2`: Set text colour to green.
- `^3`: Set text colour to yellow.
- `^4`: Set text colour to blue.
- `^5`: Set text colour to cyan.
- `^6`: Set text colour to pink.
- `^7`: Set text colour to white.
- `^8`: Set text colour to black.

## SECTION 06: FACTIONS

Factions provide a convenient way for you to share resources with the people you're playing with, as well as keep track of your friends (and enemies) using the reputation system.

To join a faction or create a new one, simply use the `faction_join` command. Faction names cannot have spaces, however faction passwords can.

To view information on your current faction, use the `faction_info` command; you can also use this to view other factions. You can leave your faction at any time with the `faction_leave` command.

If you are a faction owner, you can use `faction_rename` to change the name of your faction, and `faction_passwd` to change the password required to join it. You can also kick members from the faction using `faction_kick`. Faction owners cannot leave their faction unless there are no other members remaining; if you wish to do so anyways, transfer ownership to someone else with `faction_chown`.

Systems and planets can be claimed by factions; using `faction_claim` in space will claim the system you're currently in, and using it on the surface of a planet will claim that planet. You cannot claim systems or planets if there are any structures from an opposing faction present.

Claimed systems and planets can be named with the `faction_name` command. These names can contain spaces. Claims can also be released using the `faction_release` command; any names assigned to systems or planets will be removed if this command is used.

## SECTION 07: REPUTATION

By default, you have zero reputation with all other operators and factions, and they have zero reputation with you. Having negative reputation will cause your structures to automatically fire upon each other. Having at least one reputation will allow you to dock to their structures, two will allow you to remotely jump their ships, and three will allow you to transfer to their structures.

You lose reputation with someone any time you fire upon, destroy, or capture their structures. The `rep` command allows you to set the reputation of another operator, and the `repf` command allows you to set the reputation of another faction. The `faction_rep` and `faction_repf` commands behave the same way, except they affect your faction's reputations instead of your personal reputations.

## SECTION 08: COMBAT

The most important aspect of combat is defence. To prevent structures from being destroyed or captured, direct power to shield matrices. Shield energy will persist even if the matrices are unpowered, and prevent the destruction of the structure so long as it is present. The `status` and `scan` commands can be used to view the status of a structure's shields.

Structures will automatically target any other structures they view as having negative reputation. Personal reputation takes precedence over faction reputation in this process. Structures will also target other structures who target them, or when directed to via the `target` command.

Three types of weapons are currently available. Electron beams will drain the shields of a target, while EMP and plasma damage will drain their energy and

increase their heat, respectively. The ultimate goal of combat is to reduce the target's shields to zero, or cause the target to overheat and experience a brownout simultaneously, disabling it.

Once a structure's shields have been reduced to zero, their structure can be destroyed using the **destroy** command. Note that using the **target** command will apply a reputation penalty of -10, while using the **destroy** command applies an additional penalty of -100. Structures can also be captured, for a penalty of -100 reputation. Capturing a structure will see your structure's crew battling the crew of the enemy. If all your crew are killed, the capture will fail. Some outfits improve your crew's ability to attack or defend themselves. If capture is successful, the ownership of the structure is transferred to your operator, and the **airlock** command can be used to remove any enemy operators from the structure.

## SECTION 09: DATA FILES

Basic materials:

- Beam Guide
  - Materials: Xenon x1, Steel x16, Silicon x8, Heavy Plating x2
- Carbon Alloy
  - Materials: Iron x4, Carbon x4
- Controller
  - Materials: Silicon x2, Steel x1
- Empty Cell
  - Materials: Steel x4, Thermal Pipe x1
- Enriched Uranium
  - Materials: Uranium x128
- Heavy Plating
  - Materials: Carbon Alloy x16, Thermal Pipe x2
- Hydrogen Fuel Cell
  - Materials: Empty Cell x1, Hydrogen x1
- Light Material
  - Materials: Carbon Alloy x4
- Medicine
  - Materials: Iron x1, Hydrogen x1, Water x1
- Nutrients
  - Materials: Carbon x1, Water x1
- Outfit Frame
  - Materials: Light Material x4, Controller x1
- Steel
  - Materials: Iron x4
- Supply Packages
  - Materials: Oxygen x16, Water x16, Nutrients x16, Medicine x16
- Thermal Pipe
  - Materials: Copper x4

- Uranium Fuel Cell
  - Materials: Empty Cell x1, Enriched Uranium x1
- Water
  - Materials: Oxygen x1, Hydrogen x2
- Iron
  - Materials: Iron Ore x1
- Carbon
  - Materials: Carbon Ore x1
- Copper
  - Materials: Copper Ore x1
- Silicon
  - Materials: Silicon Ore x1
- Uranium
  - Materials: Uranium Ore x1

Outfits (all outfits require one Outfit Frame):

- Antigravity Engine
  - Materials: Heavy Plating x4, Thermal Pipe x1, Outfit Frame x1
  - Consumes 2.0 energy per second.
  - Produces 1.0 heat per second.
  - Carries 1024 mass in antigravity field.
- Assembler
  - Materials: Light Material x4, Controller x4, Heavy Plating x1, Outfit Frame x1
  - Consumes 2.0 energy per second.
  - Produces 1.0 heat per second.
  - Assembles 1 items per second.
- Capacitor
  - Materials: Silicon x4, Copper x8, Outfit Frame x1
  - Adds capacity for 7200 energy.
- Coolant Pump
  - Materials: Thermal Pipe x4, Outfit Frame x1
  - Consumes 1.0 energy per second.
  - Cools 4.0 heat per second.
  - Adds capacity for 60 heat.
- Distribution Center
  - Materials: Supply Packages x4, Controller x8, Steel x16, Outfit Frame x1
  - Consumes 1.0 energy per second.
  - Provides food for 4 colonists.
  - Consumes one Supply Packages every 86400 seconds.
- Electron Beam
  - Materials: Controller x2, Copper x4, Beam Guide x2, Outfit Frame x1
  - Consumes 2.0 energy per second.
  - Produces 1.0 heat per second.

- Drains 1 shield per second from targets.
- Deals 8 hull damage using the destroy command.
- EMP Beam
  - Materials: Silicon x4, Copper x4, Beam Guide x2, Outfit Frame x1
  - Consumes 2.0 energy per second.
  - Produces 1.0 heat per second.
  - Drains 1 energy per second from targets.
- Fission Reactor
  - Materials: Heavy Plating x8, Empty Cell x2, Outfit Frame x1
  - Generates 16.0 energy per second.
  - Produces 4.0 heat per second.
  - Consumes one Uranium Fuel Cell every 7200 seconds.
  - Adds capacity for 120 energy.
- Fusion Reactor
  - Materials: Heavy Plating x8, Empty Cell x4, Outfit Frame x1
  - Generates 4.0 energy per second.
  - Produces 1.0 heat per second.
  - Consumes one Hydrogen Fuel Cell every 7200 seconds.
  - Adds capacity for 60 energy.
- Geothermal Pump
  - Materials: Controller x1, Heavy Plating x2, Thermal Pipe x8, Outfit Frame x1
  - Produces 1.0 heat per second.
  - Generates -32 energy per second on bases.
  - Adds capacity for 60 energy.
- Heat Sink
  - Materials: Heavy Plating x1, Steel x16, Thermal Pipe x16, Outfit Frame x1
  - Consumes 1.0 energy per second.
  - Adds capacity for 60 heat.
  - Cools -16 heat per second on bases.
- Laser Rifles
  - Materials: Beam Guide x1, Steel x2, Outfit Frame x1
  - Consumes 1.0 energy per second.
  - Increases attack by 1 per crew member.
  - Increases defence by 1 per crew member.
- Living Spaces
  - Materials: Supply Packages x4, Thermal Pipe x4, Steel x32, Outfit Frame x1
  - Consumes 1.0 energy per second.
  - Produces 1.0 heat per second.
  - Houses 4 colonists.
- Mining Beam
  - Materials: Beam Guide x1, Steel x2, Outfit Frame x1
  - Consumes 1.0 energy per second.
  - Produces 1.0 heat per second.

- Mines asteroids and collects gas. (1)
- Plasma Beam
  - Materials: Thermal Pipe x4, Beam Guide x2, Outfit Frame x1
  - Consumes 2.0 energy per second.
  - Produces 2.0 heat per second.
  - Increases heat by 1 heat per second on targets.
- Shield Matrix
  - Materials: Controller x8, Outfit Frame x1
  - Consumes 4.0 energy per second.
  - Produces 0.5 heat per second.
  - Adds capacity for 60 shield energy.
  - Regenerates 1 shield energy per second.
- Shipyard
  - Materials: Controller x2, Light Material x4, Heavy Plating x4, Outfit Frame x1
  - Consumes 1.0 energy per second.
  - Produces 1.0 heat per second.
  - Allows construction of ships. (4)
- Solar Array
  - Materials: Silicon x16, Copper x4, Outfit Frame x1
  - Produces 1.0 heat per second.
  - Adds capacity for 60 energy.
  - Generates a maximum of 3 solar energy.
- Warp Engine
  - Materials: Controller x8, Heavy Plating x2, Outfit Frame x1
  - Consumes 1.0 energy per second.
  - Produces 1.0 heat per second.
  - Generates 8 warp charge per second.