

Galaxy Kings

(Galaxy Viewer Guide)

Corresponds to Version 4.1.0.54, API 2.1.12

Change History

Date	Change
30.03.2022	Updates to the last version
16.03.2021	Visual Order Editor
08.02.2021	New Send Messages mechanism
10.09.2020	Text corrections
05.05.2020	Added description of loading report from server feature
20.04.2020	Short description of ground battles view added
30.03.2020	Created

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The Galaxy Viewer

The Galaxy Viewer is a GUI program created to view and analyse the turn reports sent by the Galaxy Server. The Galaxy Viewer is also capable to prepare the game commands and send them to the server.

The Universe, all the objects like stars, planets, ships, and so on, look how it has been programmed in the Galaxy Viewer: another program could do it completely differently. The server program doesn't control or make any influence on the images you can see in the Galaxy Viewer, except the national flags – they are stored by the server and placed in the reports.

Reports

The report files are independent from each other. Each report has comprehensive information about the World from the Nation's perspective.

A report file name has following syntax:

`<Nation Name>__turn_<turn number>.rep`

Where:

- Nation Name is a name of the nation you rule. All the spaces (if they are) are replaced by the underscore character '_'
- Turn number – is a number of a turn the report has been created for.

Examples:

`Federation__turn_00033.rep` : report file for nation 'Federation', turn 33

`Great_Warriors__turn_00000.rep` : report file for nation 'Great Warriors', turn 0 (initial turn).

A turn report is a text file, by structure close to '*.ini' files. Each section corresponds to specific sort of data. The information inside is quite technical and cryptic and is not a subject of this guide.

The server sends report compressed using 'rar' archiver. So, the files you receive in the turn reports emails in fact contain the archives with '*.rar' extensions:

`Federation__turn_00033.rar`

You can extract the report file manually or just open it in the Galaxy Viewer – it 'understands' the 'rar-ed' files.

Installation and Upgrade

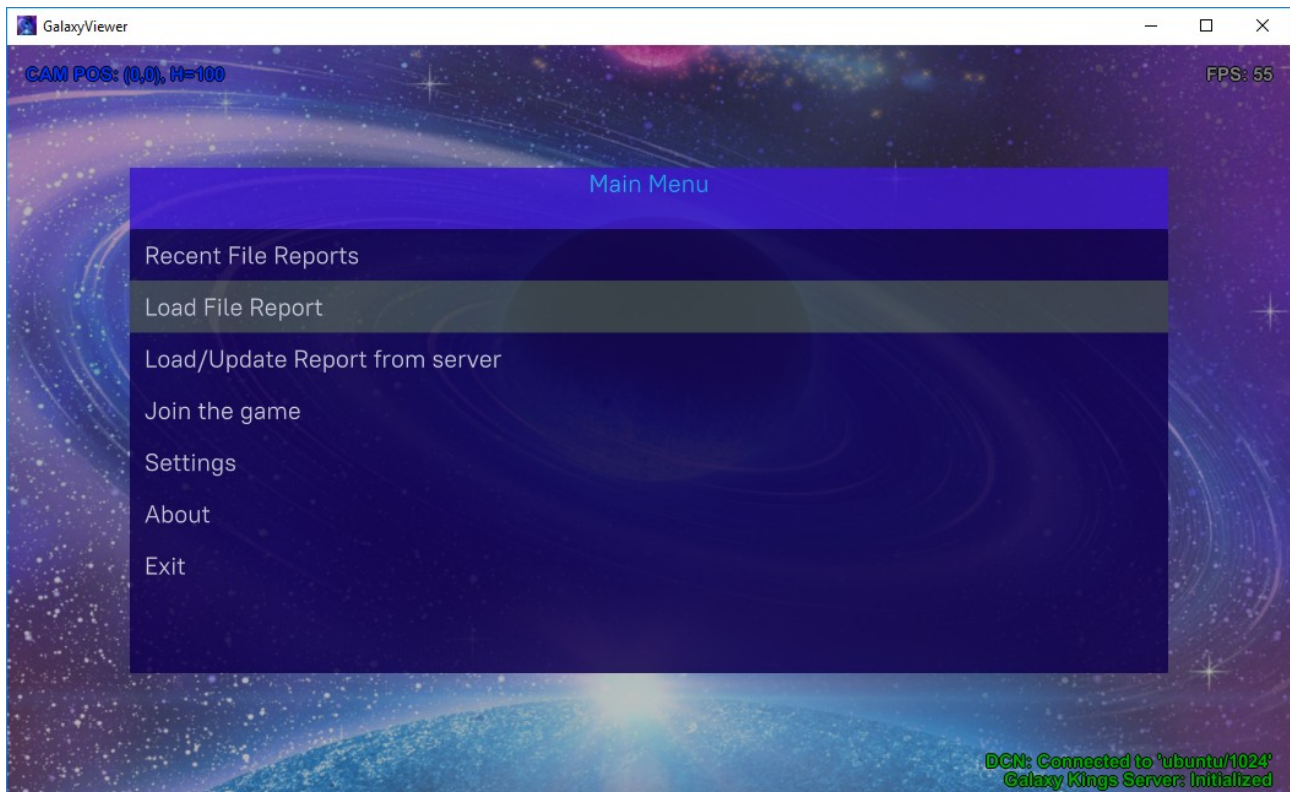
The Galaxy Viewer can be downloaded from here <http://galaxy.magix.net/public/GalaxyViewer.html> as a 'zip' archive. Unzip it in any convenient location and run GalaxyViewer.exe. The Galaxy Viewer does not have any installation program, it works by the rule 'copy&run'. To remove it simply delete the Installation Folder.

The Galaxy Viewer needs the write permissions to the location where it's been unpacked. It is necessary for creating/changing its own configuration file 'guApi.zxs' and orders related files.

If you want to upgrade your Galaxy Viewer by a newer version, you need to download a fresh archive from the same location and unpack right in the Installation Folder (don't forget to close the Galaxy Viewer before, if it's running). All the old files will be replaced by new ones, but the configuration file will not be touched.

Start up

After launching the GalaxyViewer.exe you will you'll see the Main Menu:



From here you can load the existing reports from your hard-drive or load/update the latest report from the server.

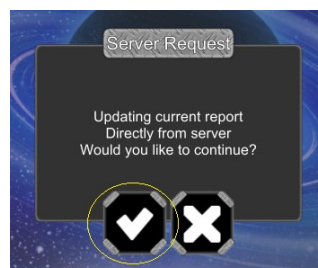
To operate normally the Galaxy Viewer needs an internet connection: it connects directly to the game server. The connection status is indicated in the right-bottom conner:

DCN: Connected to 'ubuntu/1024'
Galaxy Kings Server: Initialized

The DCN (a protocol used for communication between the client and server) should be "connected" and "Galaxy Kings Server" should be "Initialized", i.e - **green**.

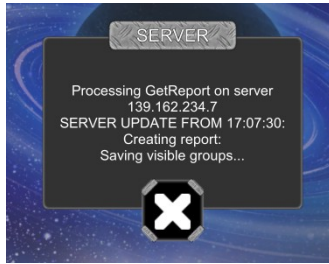
If you haven't joined the game yet - click "Join the game" menu item and follow this online guide: http://galaxy.magix.net/public/Doc_JoinGame.html

To continue you have to load a report. Click "Load/Update Report from server":



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Click Ok to proceed. A "dialog" like this will pop up showing the progress of loading report:



Depending on the internet connection or business of the server the process can take a while, but normally it takes just a few seconds (for large reports more!). Clicking on (X) will cancel the report downloading.

When loading has finished the report file will automatically be created in the directory you have last time loaded report from, or in the default location (GalaxyViewer_Data/StreamingAssets/Reports).

If you have already loaded a report for the current turn before, a question will pop up:

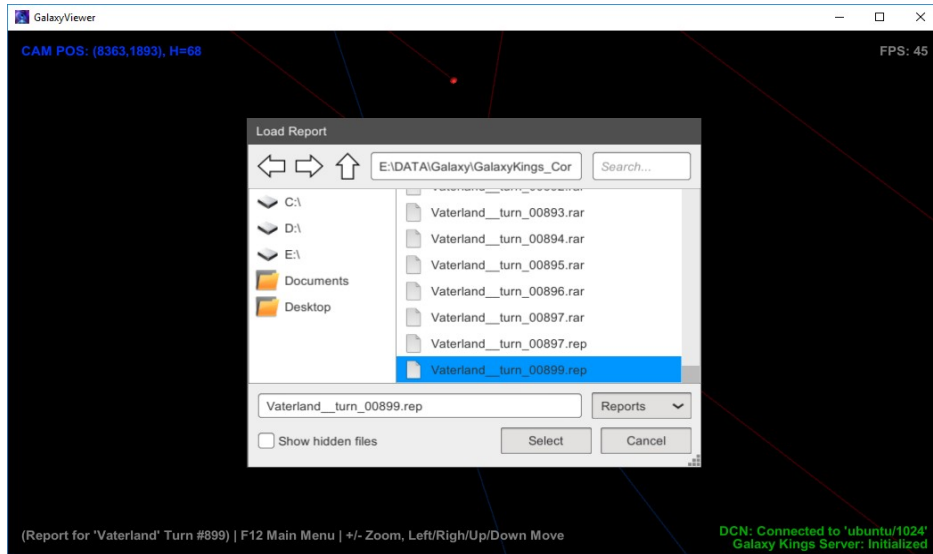


Click 'Ok'(V) to overwrite existing file and load report or 'Cancel'(X) to cancel whole operation.

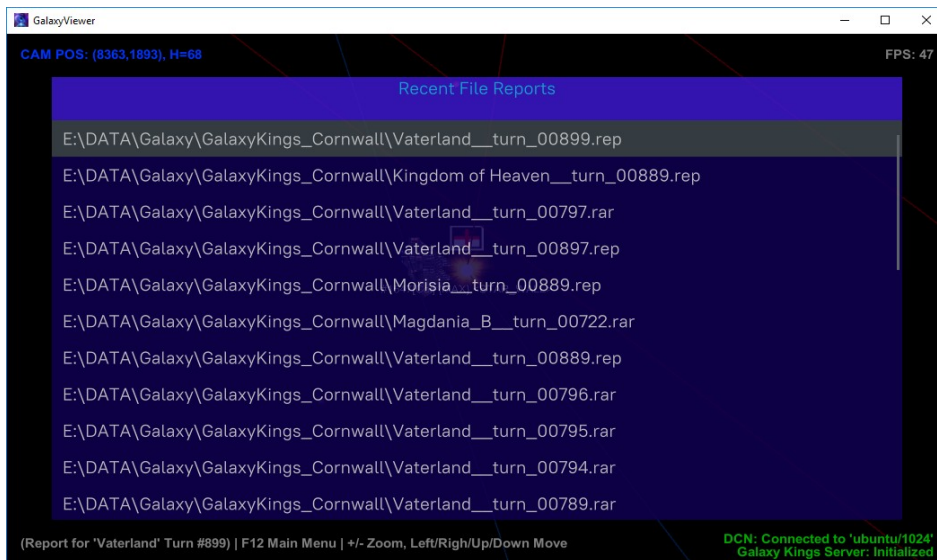
Note, loaded from the server report is not compressed by an archiver, that's why it has an extension 'rep'. Reports, received by email are compressed by 'rar' archiver and have an extension 'rar'.

Open a Report File

Selecting 'Load Report' in the Main menu you can find a report by browsing your file system:



Choosing 'Recent Reports' in the Main Menu you can load recently used report (very handy when you open the same report again):



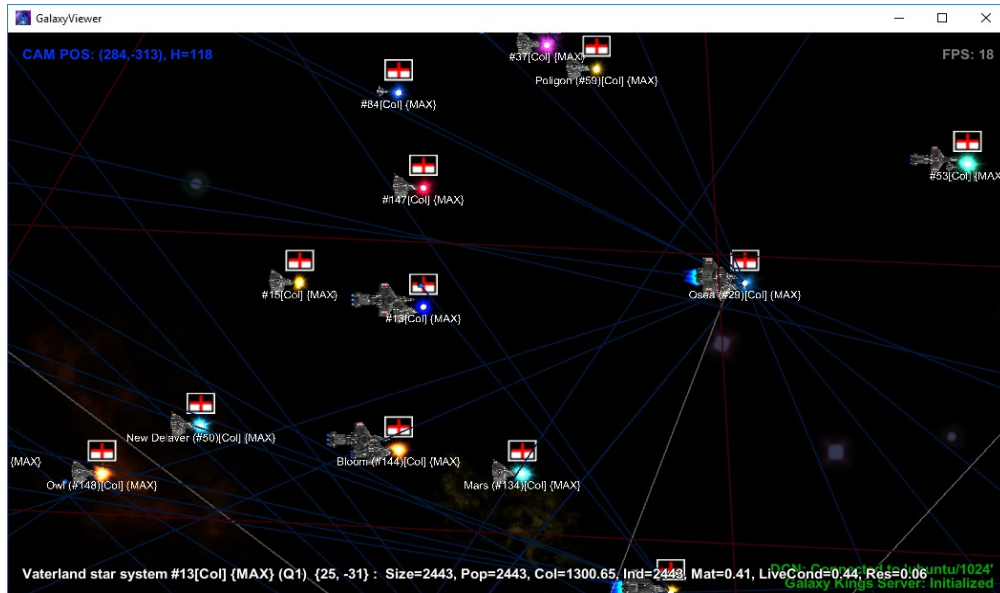
When selected report is loaded you'll see the star map.

To open another report call the Main Menu (F12) and select one of the just shown options.

The Galaxy Viewer can have only one report open at a time. It is not recommended (but possible) to run more than one Galaxy Viewer, because all the instances would share the same configuration file.

The Star Map

This map is the main operative window you use to analyse the current situation with the game. It shows all the star systems in your visibility, all the visible ship groups in the space and their directions (if available).



Here you can zoom in/out using '+/-' keys or mouse wheel. Using arrow keys you can move the map left/right/up/down.

Star colours and titles

One can see a number of star systems with different sizes and colours. The bright coloured stars are either your colonies or known to you star systems. 'Known' means your ships have discovered these systems at some point. Your colonies and known star pictures are shown proportionally to their sizes – the bigger the star, the bigger the picture. The colours depend on the system live conditions and resource factor.

A bright star title indicates the star is either your colony or it has your ship on the orbit: you have an up-to-date information about the star (the owner nation, size, level of materials, population, industry...). This is an indication of an 'actually known' star system.

The colonies (either yours or your friends or enemies) have flags waving above them. The flags have borders of different colours:

- white: your colony
- red: enemy's colony
- sky blue: friend's colony

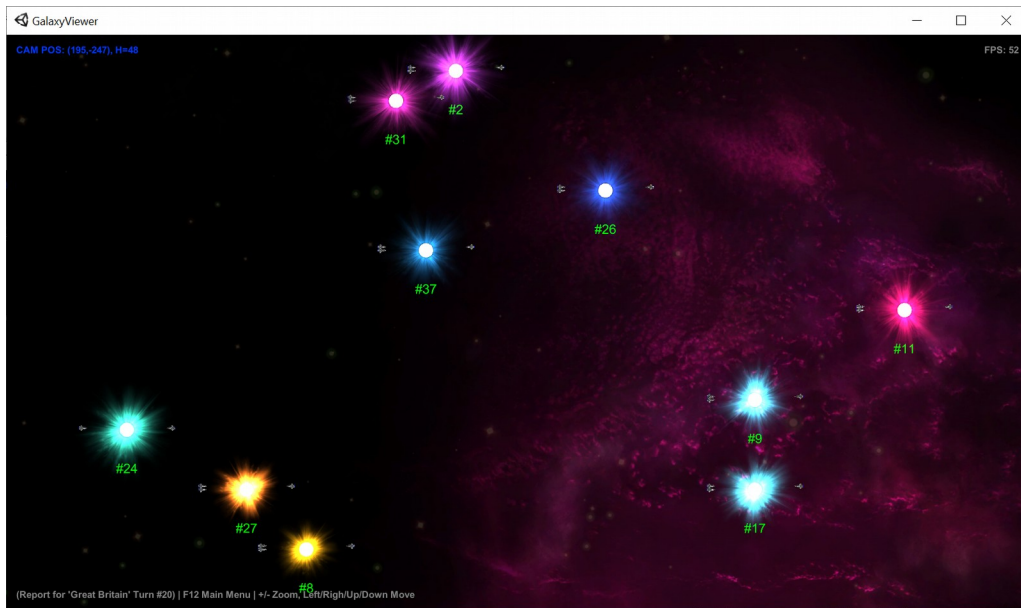
The star system titles have different colours depending on the ownership and available information:

- bright white: your colony
- grey: unknown star system (those your ships have never discovered/visited)
- bright red: enemy's colony, information up-to-date (faded red – known as enemy's colony, information not up-to date)
- bright green: uninhabited star system, information up-to-date (faded green – known as uninhabited, information not up-to date)
- bright sky blue: friend's colony, information up-to-date (faded sky blue – known as friend's colony, information not up-to date)

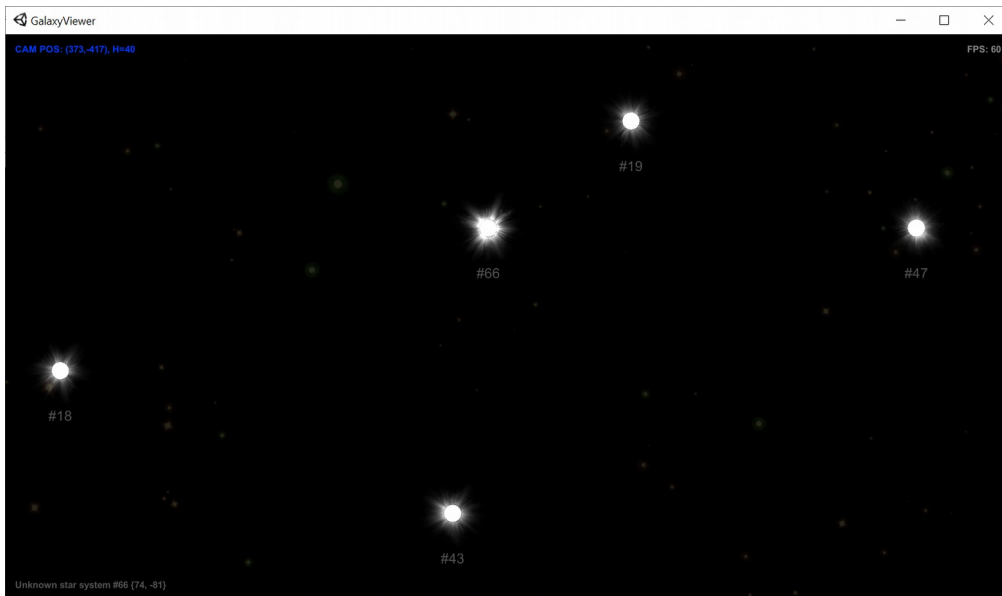
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Examples:

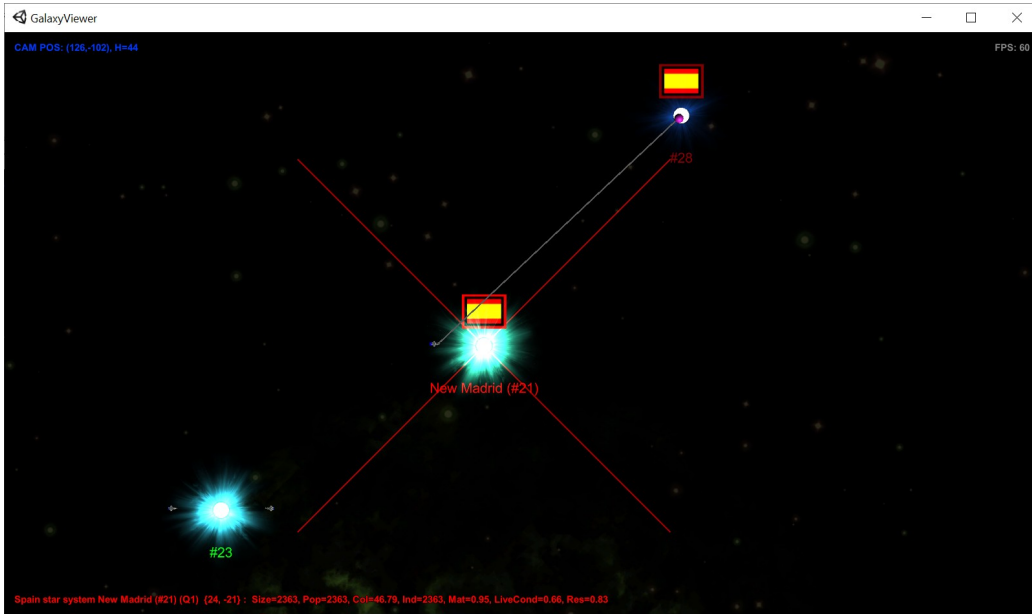
This picture shows all uninhabited star systems, information is up-to-date (mind bright green titles):



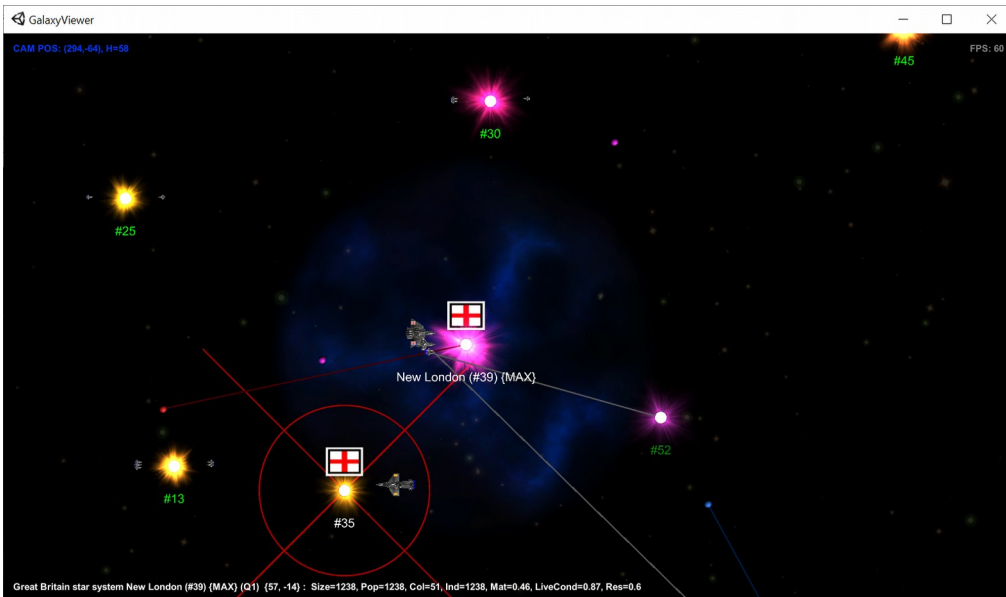
The unknown star systems:



On the picture below the star system #28 is ‘not actually known’ (no up-to-date information) enemy colony (mind faded red), the system #21 is an enemy colony ‘New Madrid’ (you have up-to date information about it), and #23 is an uninhabited star system (you have up-to date information about it):

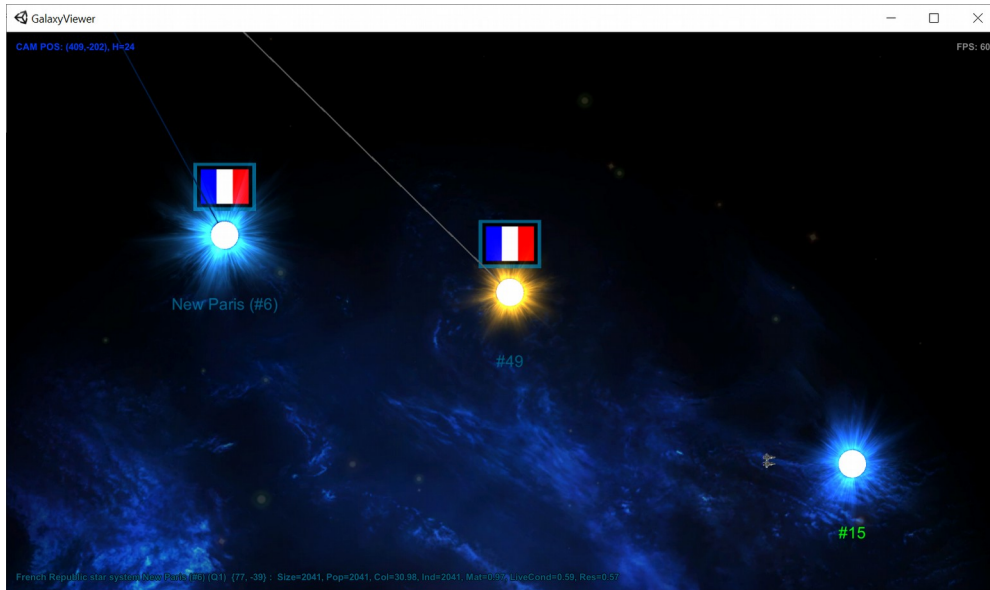


On this picture #35 and #39 ‘New London’ are your colonies, #52 – is an uninhabited star system (information is not up-to-date), and #13, #25, #30 and #45 are uninhabited star systems (information is up-to-date):

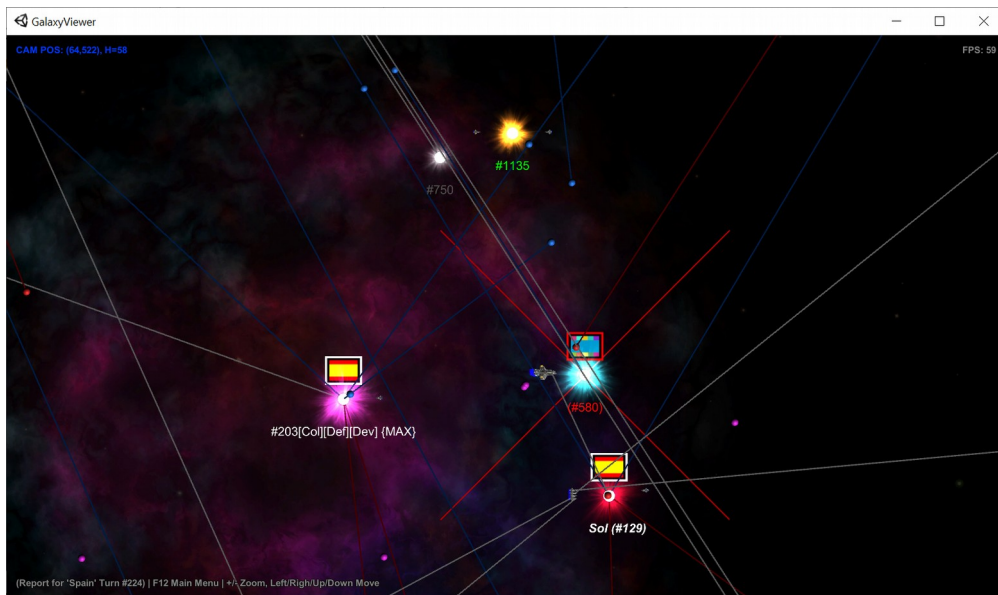


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On this picture the systems #6 and #49 are your friend's colonies (information is not up-to-date – mind the faded sky-blue colour):



Meaning of the star titles



Generally the star systems are titled using their IDs like **#1135**. If a star system has a name, it is displayed before the ID like **Sol (#129)**.

If access to a star system is restricted (command 'restrict access' is applied), the title is displayed in italic like ***Sol (#129)***.

If a star system has reached maximum in its development (population and industry), it displayed in curved brackets like **#203{MAX}** (it could be max only for population or industry, accordingly {POPMAX} or {INDMAX}).

If you decided to avoid bombing of an enemy colony (command 'prevent bombing' is applied), the star title is displayed in the round brackets like **(#580)**.

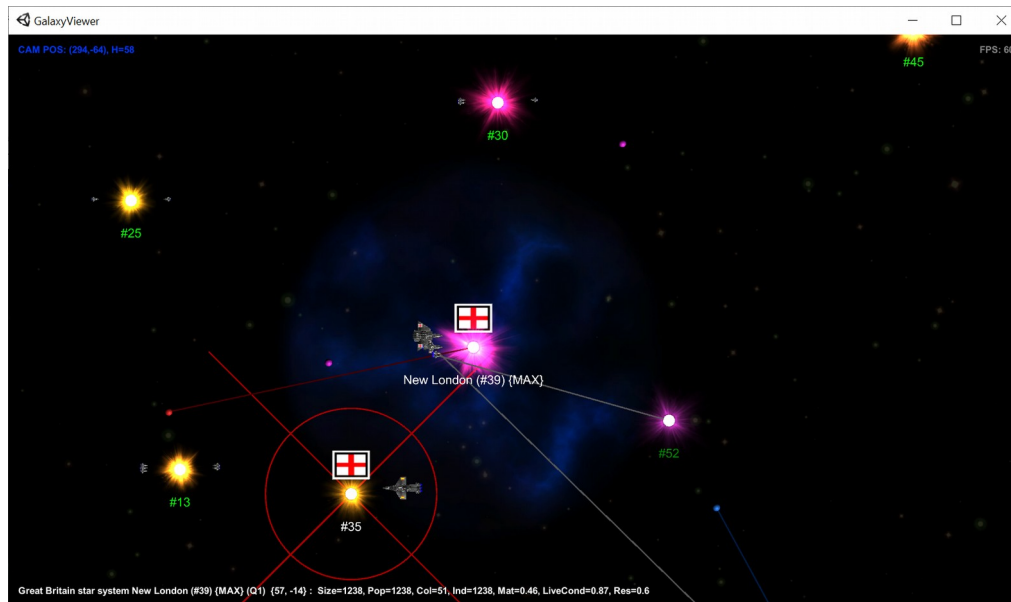
If a star system is controlled by an automated manager such as ColManager, DevManager or others, each controlling manager is mentioned in square brackets like **#203[Col][Dev]**. Here 'Col' states for 'ColManager', 'Def' – for DefenceManager, 'Dev' – for DevManager, 'Att' – for AttackManager, 'Exp' – for ExplManager, 'Rep' – for RepairManager.

Example:

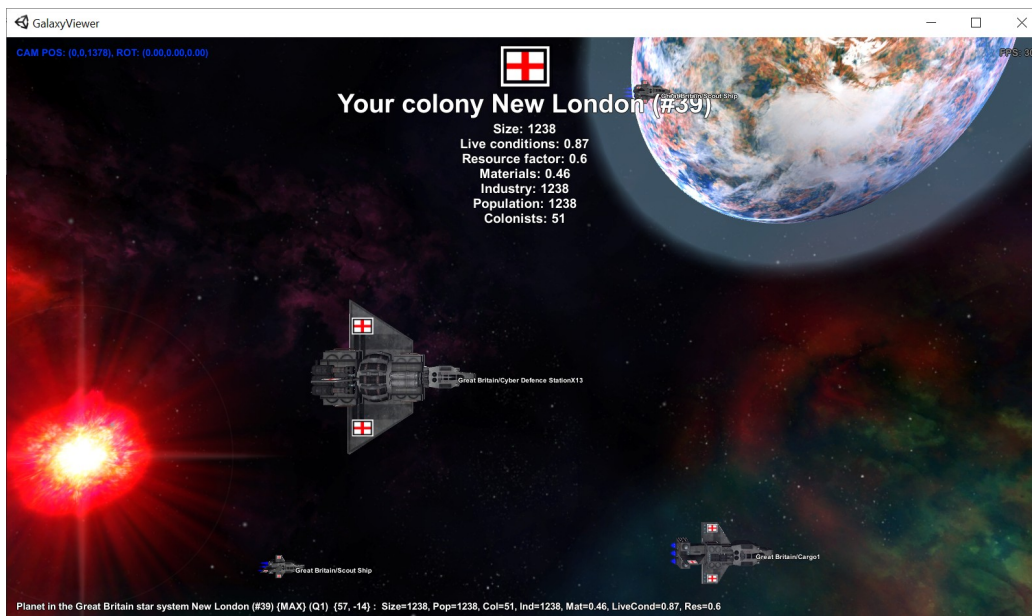
#203[Col][Dev]{MAX} means: star system #203 is controlled by ColManager and DevManager, and it's reached its max development.

Star system 'Planet view'

When you hover mouse over a star system it highlights and a brief info about it can be seen in the status bar line (this is true for any object displayed on the map):



Double-click on the highlighted star system to enter the 'Planet View'. (In this game we consider that each star system has one star and one planet):



Here you can see a planet and possibly some ships on the orbit. Hovering over these objects will display correspondent information in the status bar.

Different star systems are looked differently in the planet view. Images of the star, planet and nebulas depend on the size of the star system, its living conditions and resources.

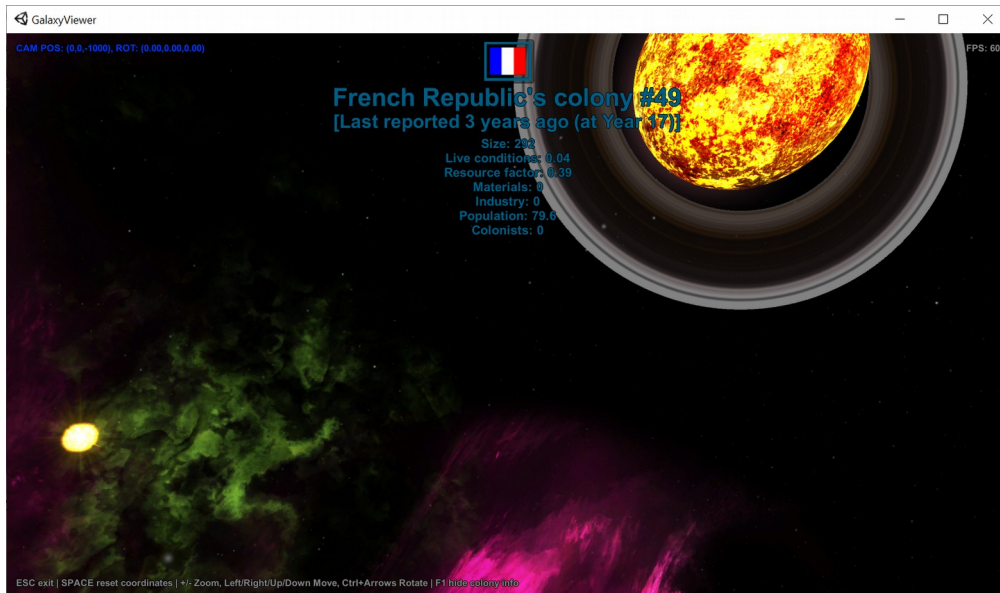
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The above star system is a player's colony.

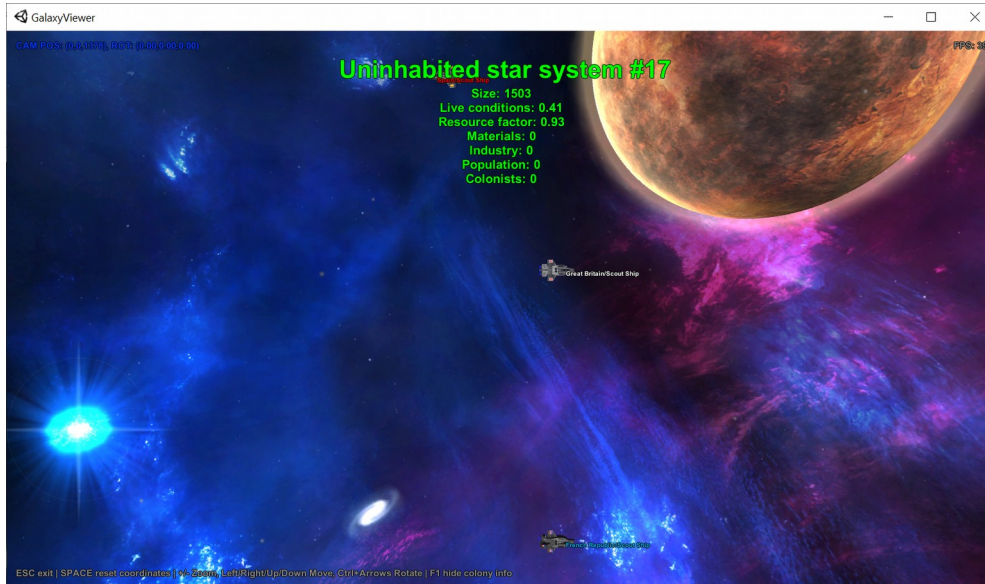
The enemy's colony can look so:



Friend's colony:



Uninhabited:



Unknown:



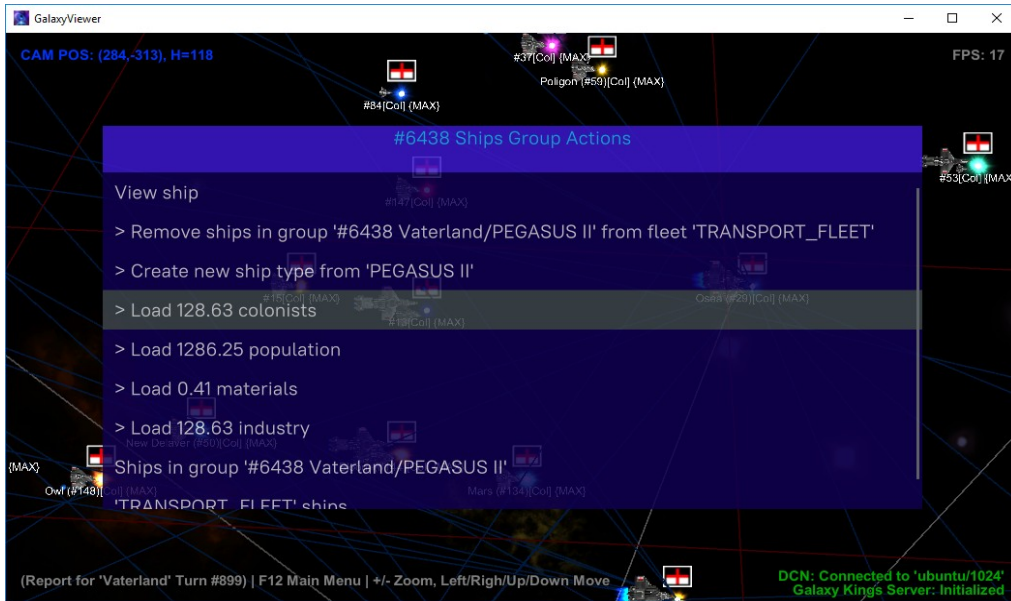
As you may see, an unknown star system ‘planet view’ doesn’t even show a planet – you haven’t discovered it yet.

When no objects highlighted, the status bar shows you hints what you can do. You can use arrow keys to move the view in different directions, +/- to zoom, Ctrl+Arrow keys to rotate. Also, use mouse wheel to zoom. Pressing mouse left button and moving around makes rotation of the view.

To reset the planet view into original coordinates – press SPACE.

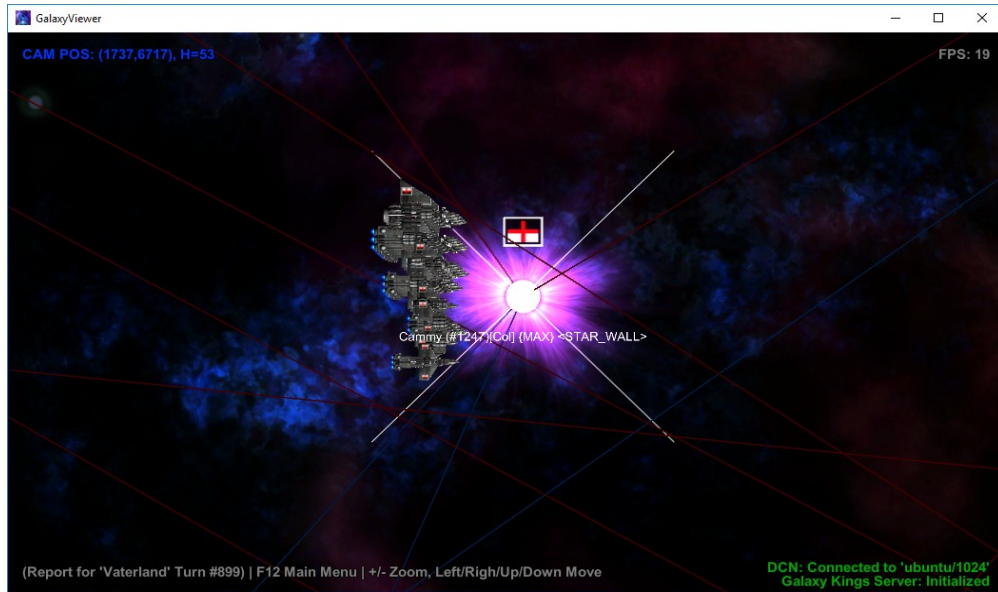
Actions menu

On the star map any object is highlighted when you are pointing a mouse on it. The highlighted objects may have some associated actions. The actions menu for a highlighted object pops up on mouse right-click, like on the picture below for a selected ships group:



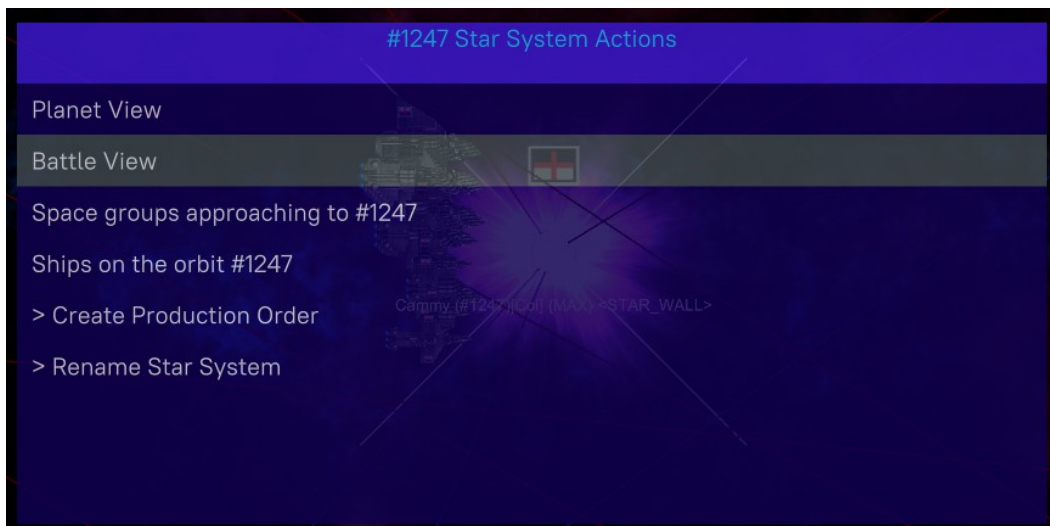
Space Battles

Let's go back to the star map:



A diagonal cross on a star means a space battle has happened here during this turn'. A colour of the cross indicates a winner. If it's 'white' – your ships have won, if it's 'red' – the enemy has won. 'Sky blue' means neither side has won (both sides eliminated each other or the battle has finished with both sides remaining on the orbit).

To see the battle you need to right-click on the star and select 'Battle view' from the actions menu:





The battle view screen looks like Planet view. You can zoom in and out, rotate and move. Use ‘Space’ to reset the coordinates in the original position.

The status bar shows some hints about what you can do.

When you click key ‘P’ an individual battle action will be played – it would be a move of an object or a fire.

If you click ‘A’ - all battle will be played till the end. To stop it click ‘S’.

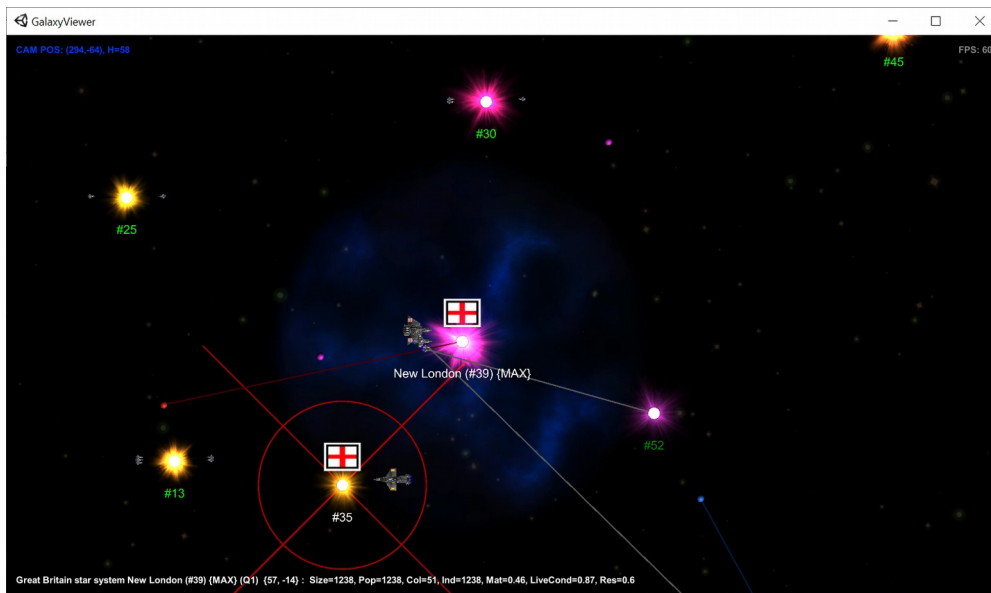
Some battles are large and this can take a while. Sometimes it can be boring to watch when, say, hundreds of missile ships launch missiles.

Not all launched missiles are shown during the battle view – only those who hit the target or were fired at. This is done to avoid showing lots of missile launches not reaching any targets. It’s boring to watch and takes long time.

There are plans for further improvements in the battle viewing algorithms.

Bombing

A circle around a star indicates that a 'bombing' has happened here during the last turn':



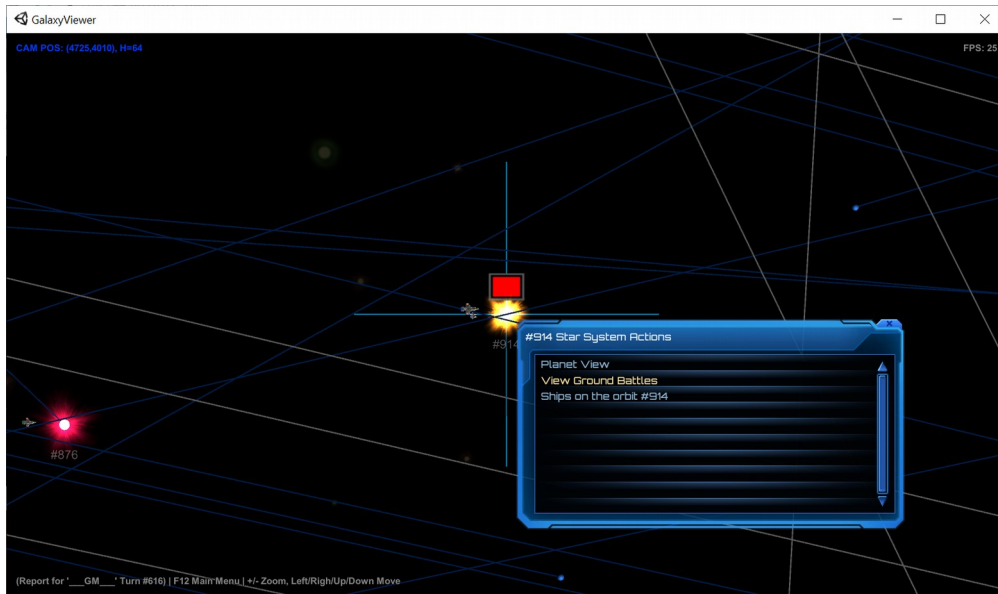
A white circle means 'you bomb the enemy', the red one means opposite: 'the enemy bombs your colony'. There is no special 'bombing view' - just enter the 'Planet view' by double-click or from actions menu to see what's going on:



There must be some ships on the orbit shelling the planet.

Ground Battles

A vertical cross on a star indicates that a 'ground battle' between colony population and invaded forces happened here during the last turn:



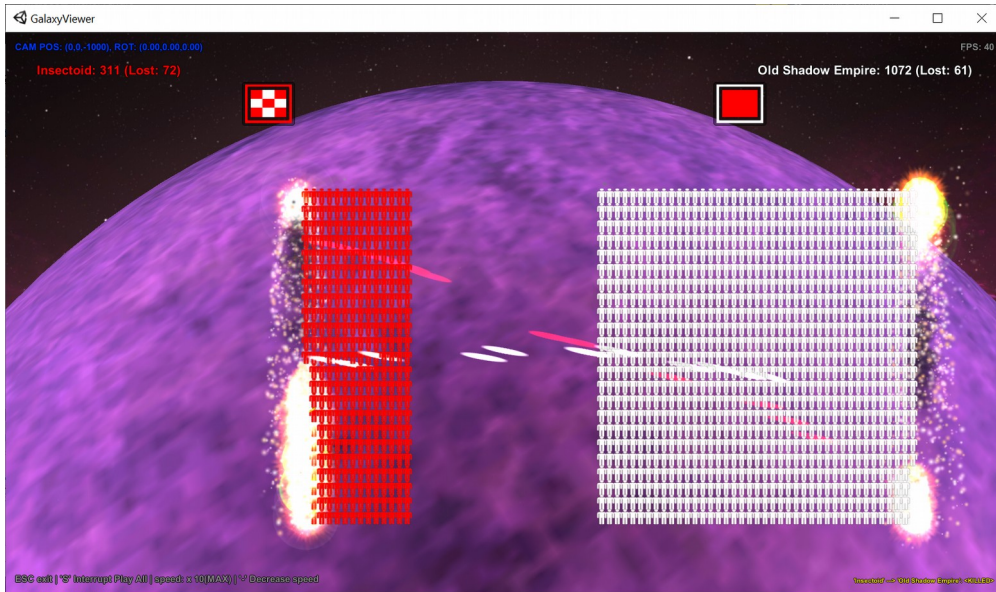
A white cross means 'you have won', the red one means the opposite: 'the enemy has won'. A 'sky blue' cross indicates 'your friend has won'.

In 99% cases, just one ground battle happens at a time, but may be several. To see ground battles select 'View Ground Battles' from the actions menu. You'll see a list of battles happens on the star system during the last turn:

The screenshot shows the GalaxyViewer interface with a table titled "Ground Battles for star #914 (1)". The table has the following columns: Star, Invader, Owner, Invader Force, Owner Force, Invader Losses, Owner Losses, Invader Remaining Force, and Owner Remaining Force. The data row shows a battle for star #914 where the invader is "Insectoid" and the owner is "Old Shadow Empire - WINNER". The invader force was 633.63, owner force was 559.93, invader losses were 633.63, owner losses were 494.93, invader remaining force was 0.00, and owner remaining force was 65.00. The interface includes a top status bar with "CAM POS: (4725,4010), H=64" and "FPS: 25", and a bottom status bar with "(Report for 'GM' Turn #616) | F12 Main Menu | +/- Zoom, Left/Right/Up/Down Move".

Star	Invader	Owner	Invader Force	Owner Force	Invader Losses	Owner Losses	Invader Remaining Force	Owner Remaining Force
#914	Insectoid	Old Shadow Empire - WINNER	633.63	559.93	633.63	494.93	0.00	65.00

Double click on a row (or select an action available by Right Click) and you'll see a pretty schematic battle viewer:



The controls are nearly the same as in the space battle viewer.

Press 'P' to play individual action (a shot), or 'A' to play battle automatically (this may be interrupted by pressing 'S').

For the large battles makes sense to increase speed by pressing '+' (it can be decreased back by '-').

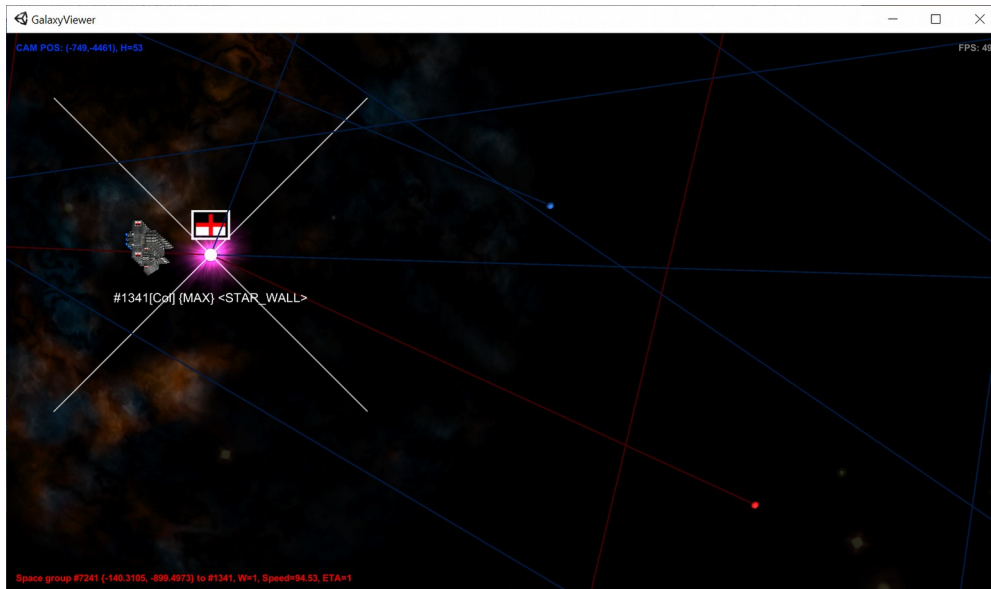
Space groups

The blue dots with blue lines pointing the star systems are your ship groups in the space travelling to different destinations:



If you point a mouse to one of them, you'll see some information about the group in the status bar, showing a group id, coordinates, destination (to <star id>), group mass (W =<mass in units>), speed and a number of turns left to travel (ETA=<turns>). In actions menu (available by right-click on the group) you can find a list of ships belonging to the group.

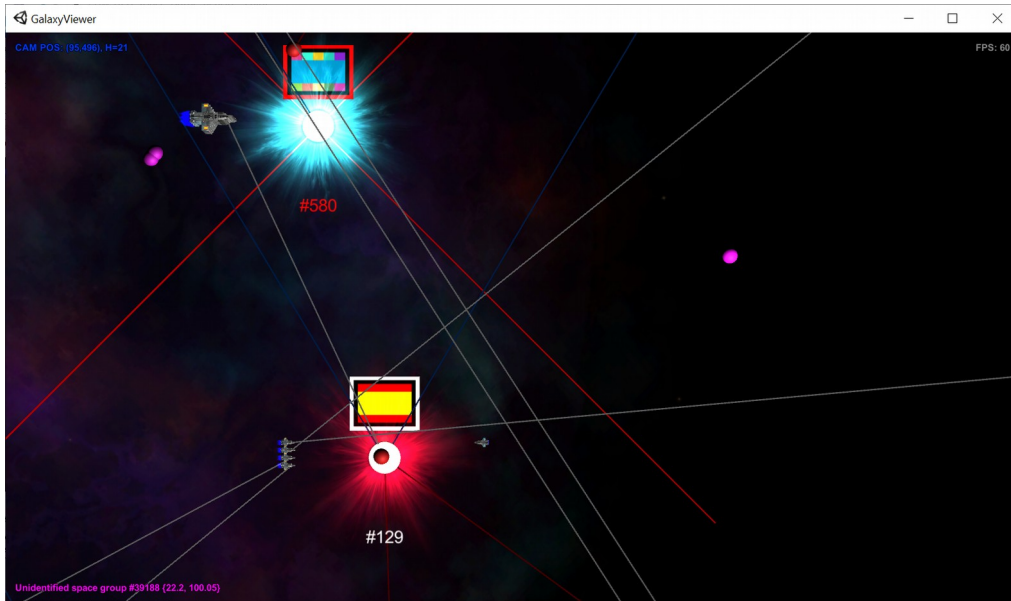
The red dots with red lines pointing to your colonies are approaching alien space groups:



If you point a mouse to one of them, you'll see some details about the group in the status bar:

It states the group id, coordinates, destination (one of your colonies), group mass ($W=<mass>$), speed and ETA. You can't see the ships inside a group, you can only judge by a mass about the size of the group. The group on the picture is most probably not armed alien scout (has a characteristic mass 1).

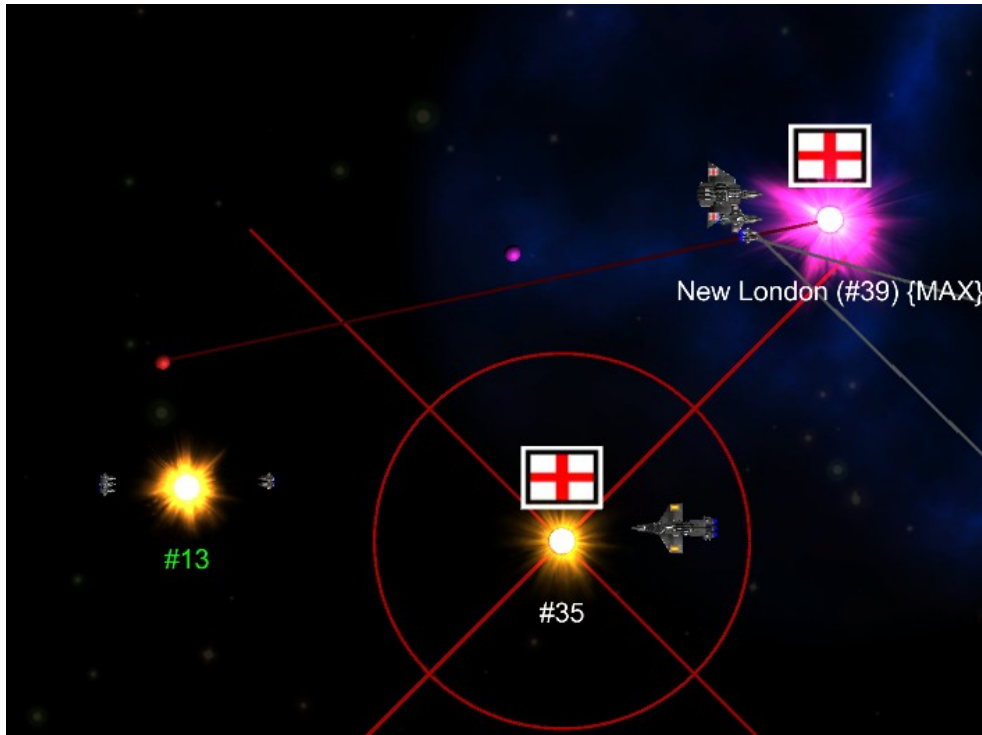
The purple dots without any lines are other alien groups in your visibility. They move somewhere from somewhere – you can't say, only guess:



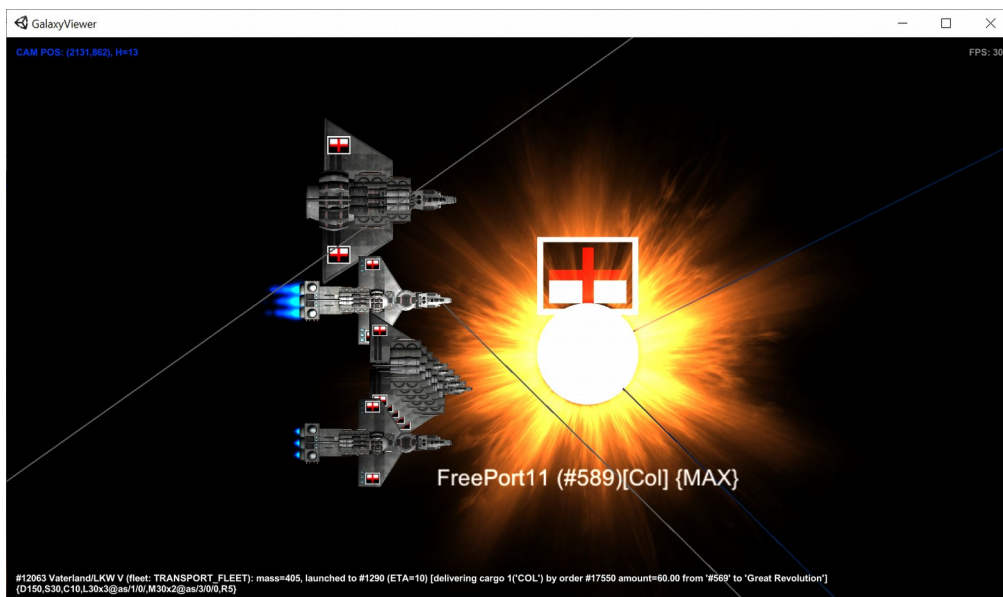
If you point a mouse to one of them, you'll see just ID and coordinates. Not much of use, but gives you some ideas about activity of alien ships in your district of the galaxy.

Ship groups

The ship groups are shown near the star systems. They become visible when you zoom in considerably:



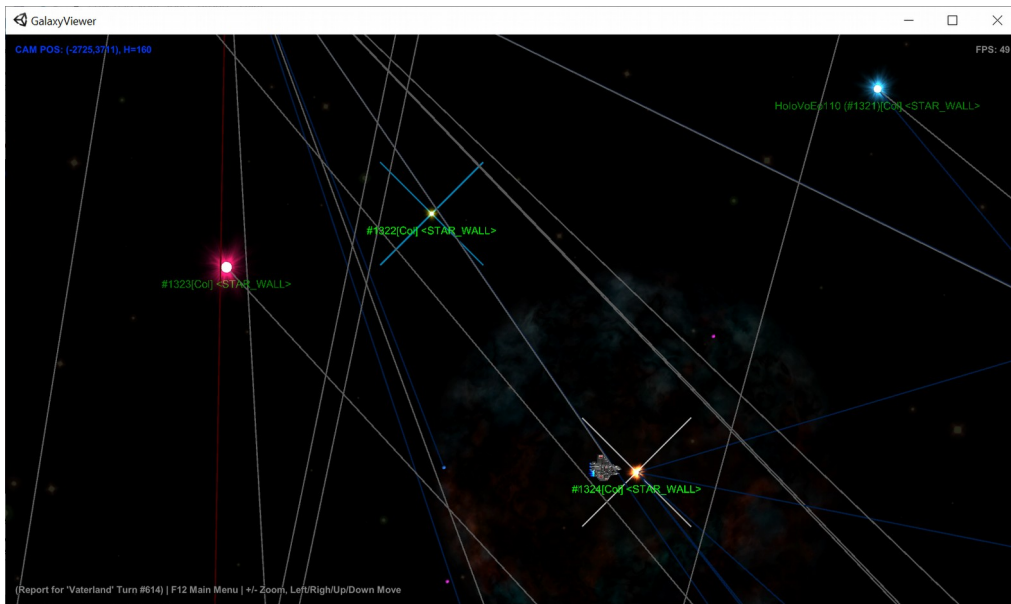
Your ships are located on the left side of the star, enemy ships – on the right side. The ships have nation flags painted on the wings.



Ships of the same type are grouped together. One group shows not more than 5 ships (although could be hundreds). Hovering over a ship group displays detailed information in the status bar.

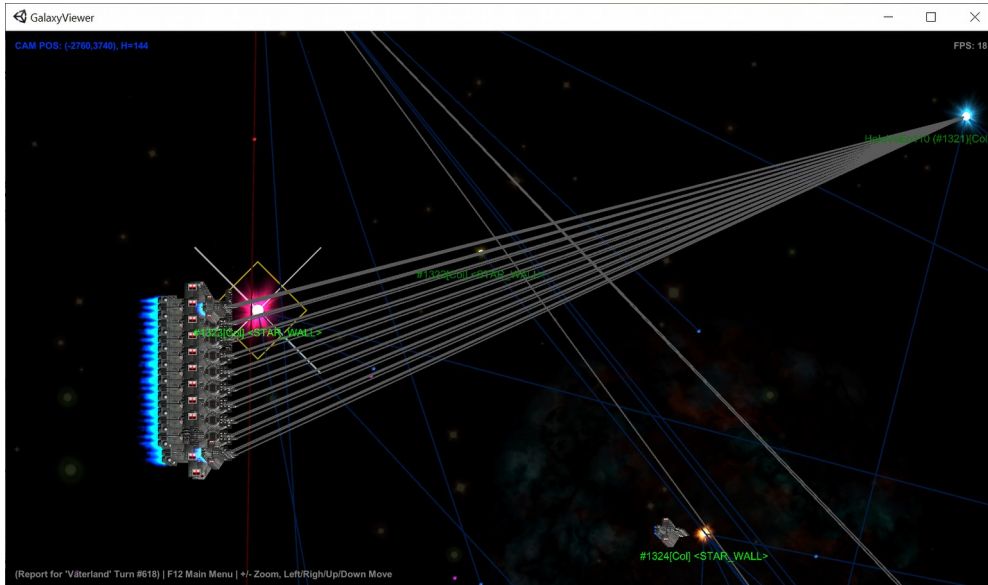
Launched ships groups have engines with large flames (like the one highlighted above).

The white lines starting from a ship group to some star system show the 'launched' ships and their destinations:

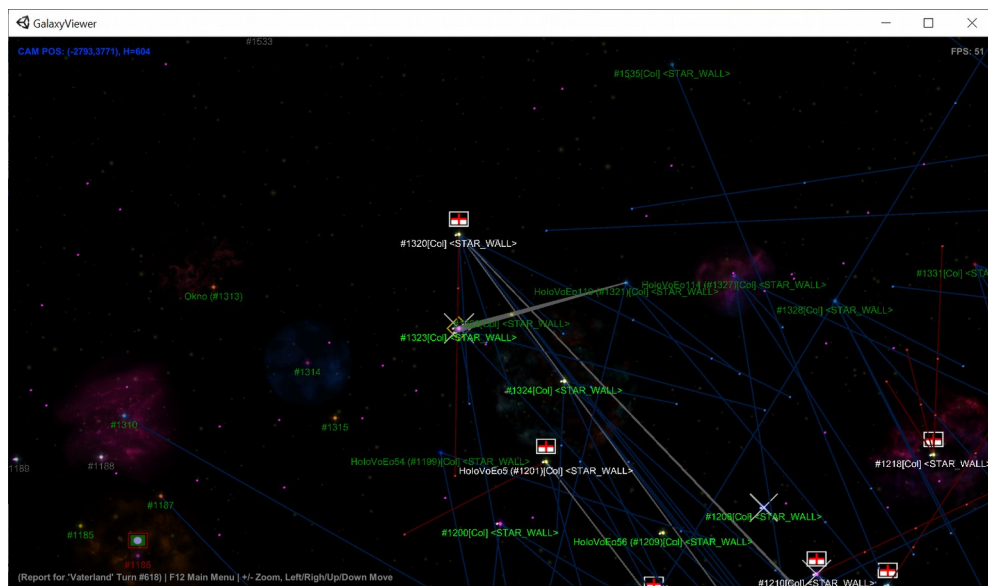


Fleets

Star systems with your fleets located on their orbits are marked by yellow rhomb. On the picture below you see star system #1323 with a large fleet, launching to #1321.



If we zoom a bit out, this star system is vividly visible, saying by the yellow rhomb "I have a fleet!":

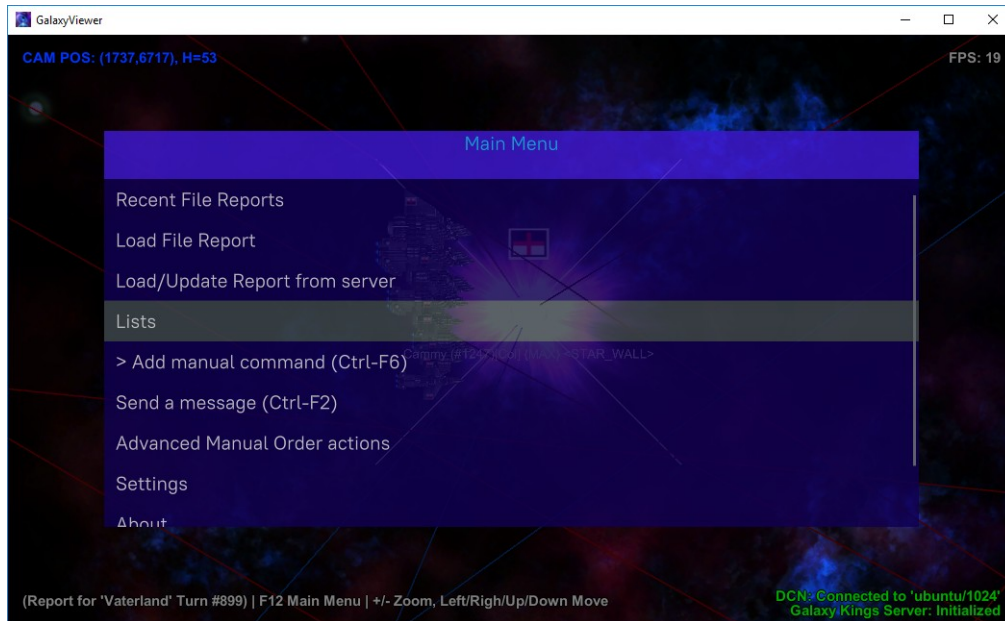


The Lists

Apart from the star map you can find lots of useful information in the lists. Every list contains some specific information in a grid view. You can sort the items by any column if you click on the column header.

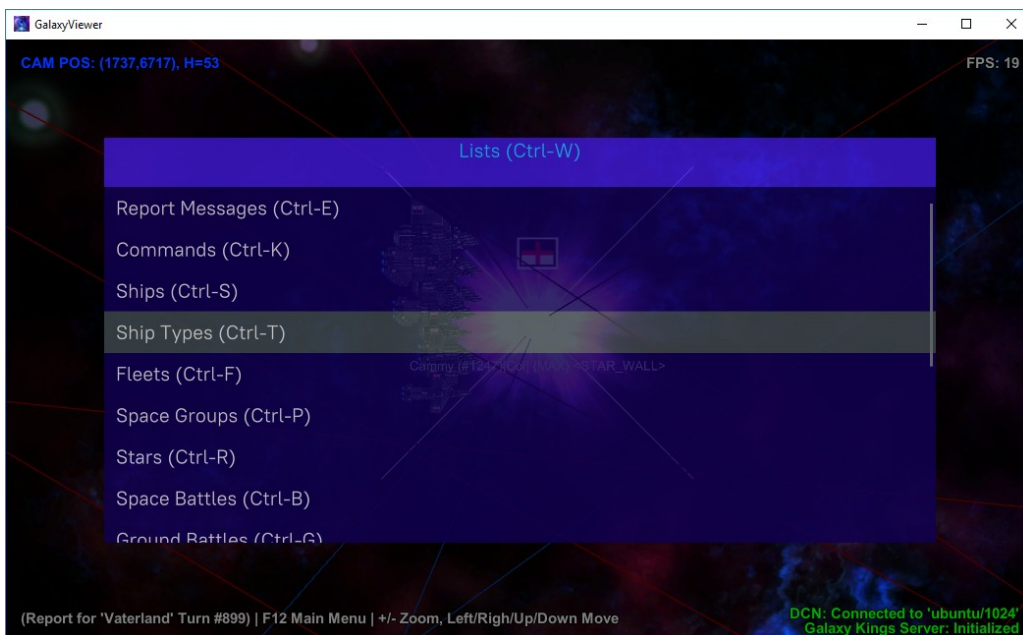
The lists can be found by two ways from the Map View:

- press F12 to call the Main Menu and select 'Lists':



- Or press Ctrl-W:

As result you'll see the following pop up menu:



The following lists are available:

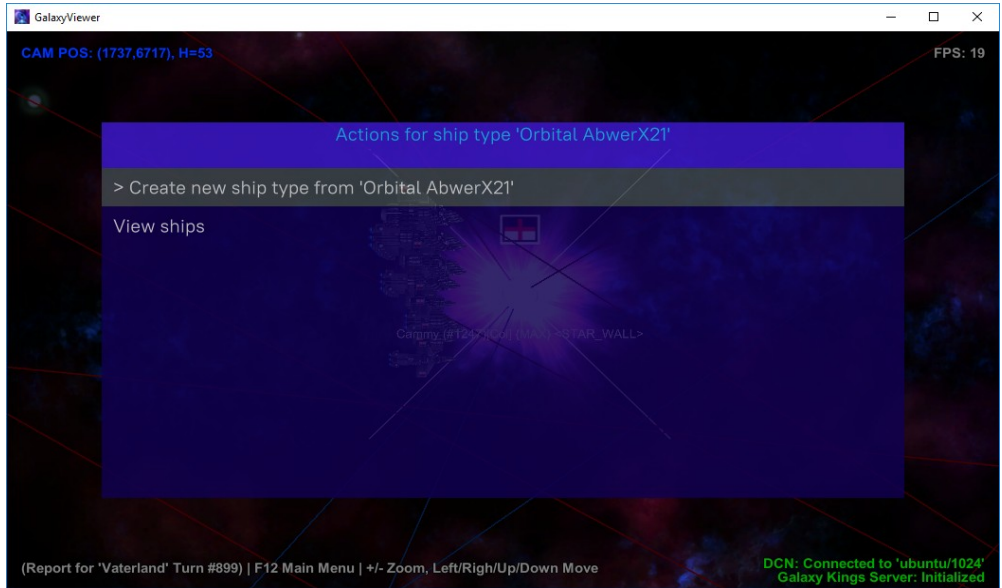
- **Report Messages:** show messages generated for you during the turn. If there are report messages they pop up when you open the report to draw your attention. Here you can see them again.
- **Commands:** list of pending commands.
- **Ships:** list of all your and visible other nations ships.
- **Ship Types:** list of your ship types
- **Fleets:** list of your fleets
- **Space groups:** list of all space groups (yours, aliens, identified)
- **Space Battles:** list of all space battles happened during the turn
- **Ground Battles:** list of all ground battles happened during the turn
- **Bombings:** list of all bombings happened during the turn
- **Transport orders:** list of your transport orders
- **Production orders:** list of your production orders
- **Nation Ratings:** list of ratings of known to you nations (those you have had contact with). It includes summary of your nation too.
- **Sciences:** list of your sciences
- **Auto managers:** list of your auto managers
- **Money Transactions:** all money transactions happened during the turn
- **Triggers:** list of all your triggers (if you have any)

All the lists behave about the same way. Let's look at the Ship Types for example:

Name	Ship Class	Number of Ships	Code
BallisticCargoShip	SHIP_CLASS_SERVICE	935	D15.05.L4c2@as1/0/
Cyber Attack Ship	SHIP_CLASS_COMBAT	7	D125.57.L5x3@as1/0/L1x3@am1/0/M3x2@as3/0/0.3.R1
Cyber Attack ShipX19	SHIP_CLASS_COMBAT	2	D125.591.L6x2@as1/0/L2.2x3@am1/0/M3x2@as3/0/0.3.R13
Cyber Attack ShipX144	SHIP_CLASS_COMBAT	0	D3690.S1098.L72x3@as1/0/L15.3x3@am1/0/M32x2@as3/0/0.3.R144
Cyber Attack ShipX21	SHIP_CLASS_COMBAT	0	D525.S147.L105x3@as1/0/L3x3@am1/0/M3x2@as3/0/0.3.R21
Cyber Attack ShipX3	SHIP_CLASS_COMBAT	10	D75.821.L15x3@as1/0/L1.2x3@am1/0/M3x2@as3/0/0.3.R3
Cyber Attack ShipX34	SHIP_CLASS_COMBAT	0	D850.S238.L170x3@as1/0/L4.3x3@am1/0/M102x2@as3/0/0.3.R34
Cyber Attack ShipX5	SHIP_CLASS_COMBAT	1	D125.S35.L25x3@as1/0/L1.4x3@am1/0/M15x2@as3/0/0.3.R5
Cyber Attack ShipX55	SHIP_CLASS_COMBAT	0	D1375.S385.L275x3@as1/0/L6.4x3@am1/0/M165x2@as3/0/0.3.R55
Cyber Attack ShipX8	SHIP_CLASS_COMBAT	4	D200.S56.L40x3@as1/0/L1.7x3@am1/0/M24x2@as3/0/0.3.R8
Cyber Attack ShipX89	SHIP_CLASS_COMBAT	0	D2225.S623.L445x3@as1/0/L9.8x3@am1/0/M267x2@as3/0/0.3.R89
Cyber Defence Station	SHIP_CLASS_COMBAT	1	S5.L5x3@as1/0/L1x3@am1/0/M3x2@as3/0/0.3
Cyber Defence StationX13	SHIP_CLASS_COMBAT	8	S65.L65x3@as1/0/L2.2x3@am1/0/M3x2@as3/0/0.3
Cyber Defence StationX21	SHIP_CLASS_COMBAT	8	S105.L105x3@as1/0/L3x3@am1/0/M3x2@as3/0/0.3
Cyber Defence StationX3	SHIP_CLASS_COMBAT	5	S15.L15x3@as1/0/L1.2x3@am1/0/M3x2@as3/0/0.3
Cyber Defence StationX5	SHIP_CLASS_COMBAT	3	S25.L25x3@as1/0/L1.4x3@am1/0/M16x2@as3/0/0.3
Cyber Defence StationX8	SHIP_CLASS_COMBAT	3	S40.L40x3@as1/0/L1.7x3@am1/0/M24x2@as3/0/0.3
Destroyer	SHIP_CLASS_COMBAT	0	D20.S10.L5x5@as1/0/
Frigate	SHIP_CLASS_COMBAT	0	D2.S1.L1x1@as1/0/
Frigate	SHIP_CLASS_COMBAT	0	D70.S30.L30x3@as1/0/L10x5@as1/0/M5x3@as3/0/0.3
RoomMaster	SHIP_CLASS_SERVICE	0	D25.C20.L3x3@as1/0/
Scout	SHIP_CLASS_SERVICE	0	D1
Scout Ship	SHIP_CLASS_SERVICE	110	D1

To sort the records you can click on the column titles.

Most of the lists have actions associated with each row. A default action is invoked when you double click on the row. For the ship types a default action is opening a ship designer. If a row has actions, a right click will pop up an actions menu. For Ship Types it looks so:



Note: when actions menu pops up, the grid itself disappears. You can return back to the grid by clicking ESC. You can select an action, like “Show ships”. In this particular case a grid with all ships for this ship type will be displayed:

ID	Nation	Name	Type	Fleet	Default Fleet	Location	Efficiency	Mass	Speed	Shield	Bombing	Cargo	CF	Built	Travelled	Damaged	Destroyed Ships	Destroyed Mass	Damaged Ships
4049	Spain		Cyber Attack ShipX3		ATTACK_FLEET	in space	1.00	158.40	11.19	13.93	91.94	0.00	1.50	183	343.85	0	2	2.00	0
4719	Spain		Cyber Attack ShipX3		ATTACK_FLEET	in space	1.00	158.40	11.21	13.96	92.16	0.00	1.14	213	55.97	0	0	0.00	0
4737	Spain		Cyber Attack ShipX3	TASK FLEET 810	ATTACK_FLEET	in space	1.00	158.40	11.21	13.96	92.16	0.00	1.13	215	70.83	0	1	1.00	0
4768	Spain		Cyber Attack ShipX3	TASK FLEET 580	ATTACK_FLEET	in space	1.00	158.40	11.21	13.96	92.16	0.00	1.06	219	44.01	0	0	0.00	0
4769	Spain		Cyber Attack ShipX3		ATTACK_FLEET	in space	1.00	158.40	11.21	13.96	92.16	0.00	1.07	219	29.42	0	1	1.00	0
4794	Spain		Cyber Attack ShipX3	TASK FLEET 625	ATTACK_FLEET	in space	1.00	158.40	11.21	13.96	92.16	0.00	1.03	221	22.43	0	0	0.00	0
4816	Spain		Cyber Attack ShipX3	TASK FLEET 383	ATTACK_FLEET #231 (launched to #390)		1.00	158.40	11.21	13.96	92.16	0.00	1.01	223	0.00	0	0	0.00	0
4817	Spain		Cyber Attack ShipX3	TASK FLEET 795	ATTACK_FLEET #277 (launched to #283)		1.00	158.40	11.21	13.96	92.16	0.00	1.01	223	0.00	0	0	0.00	0
4818	Spain		Cyber Attack ShipX3	TASK FLEET 109	ATTACK_FLEET #253 (launched to #420)		1.00	158.40	11.21	13.96	92.16	0.00	1.01	223	0.00	0	0	0.00	0
4820	Spain		Cyber Attack ShipX3	TASK FLEET 303	ATTACK_FLEET #516 (launched to #347)		1.00	158.40	11.21	13.96	92.16	0.00	1.01	223	0.00	0	0	0.00	0

To quit the list press ESC – you normally return to the previous screen.

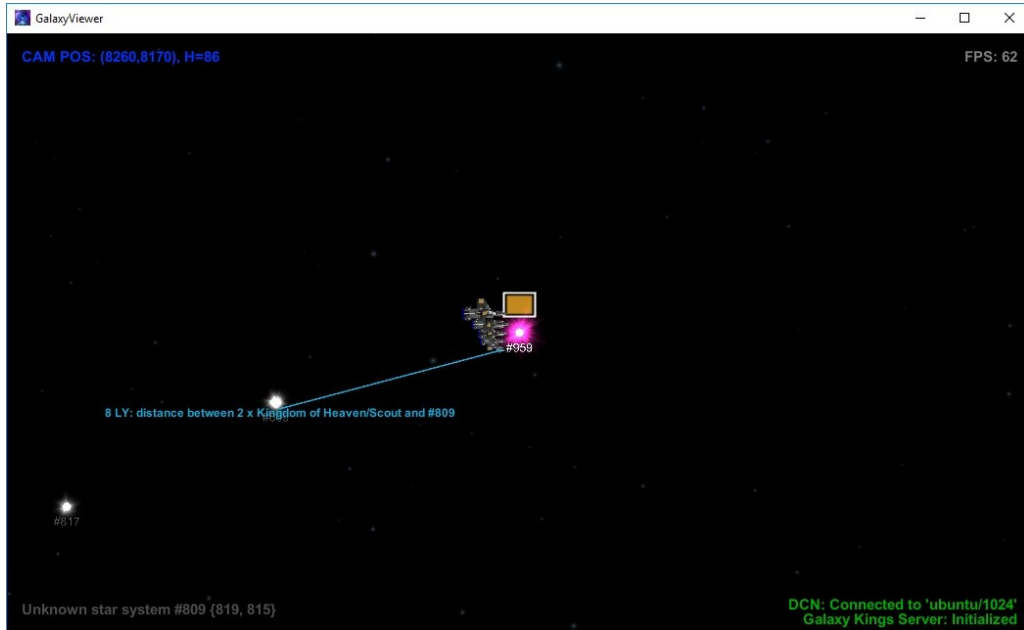
Note: not all lists and rows have associated actions. If nothing happens when you double click on a row and no actions menu pops up when you right click, it means you can just watch and analyse the list, nothing else.

Commands

To control the game you need to issue commands to your ships, colonies, fleets and so on. The most basic commands are quite intuitive and can be done using the user interface.

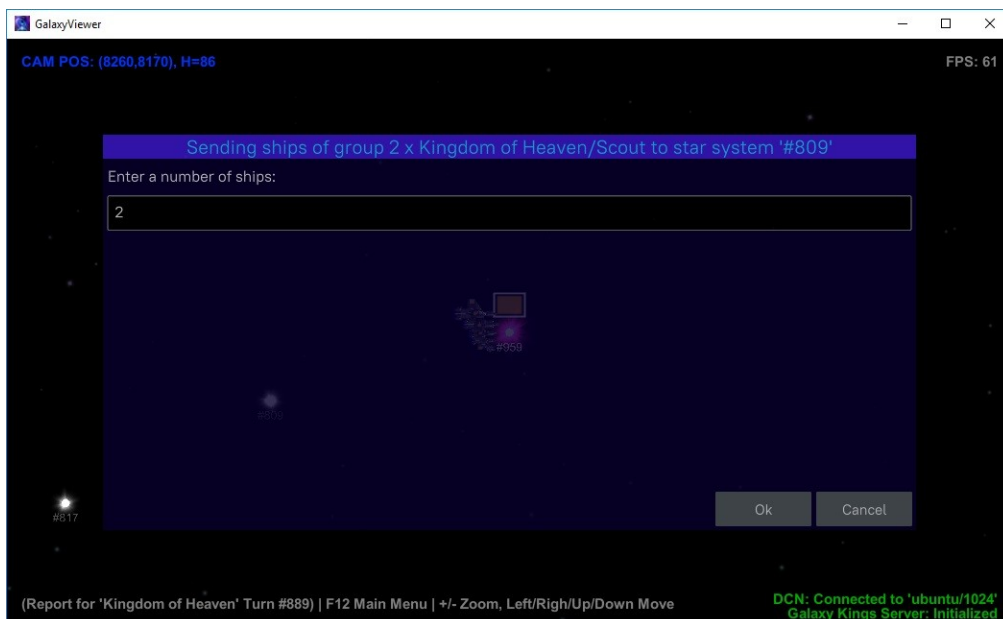
Sending ships

Highlight a ships group on the star map (by hovering mouse on it), press left mouse button and not releasing it move to the destination star (note: not releasing mouse you can move and zoom map):



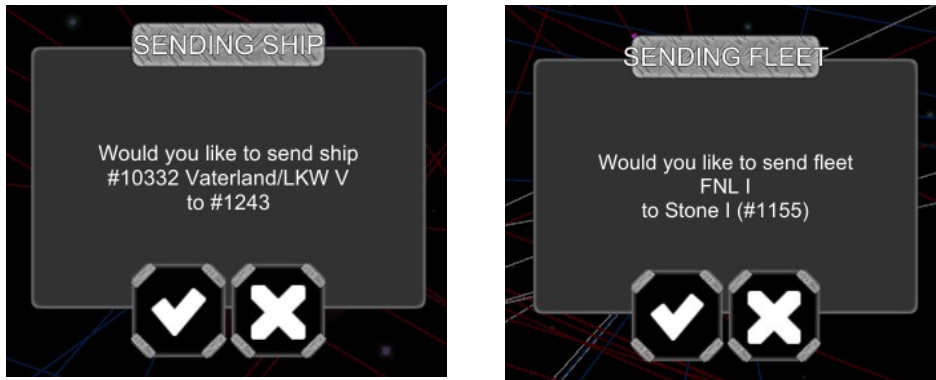
You can see a direction line and when you pointed to the destination star a hint like this appears "8LY: distance between 2 x Kingdom of Heaven/Scout and #809" (In plain English it says "the distance between the ships group and star #809 is 8 Light Years"). Basically this is a way to measure distances between different objects on the star map.

If the start object is a ships group and pointed object is a star, when you release mouse button, you will see a dialogue suggesting you want to send the ships group to the selected star. It may be a dialogue like this (if number of ships in the group is bigger than 1):



(here you'll need to correct a number of ships if you'd like to send not all of them)

Or it can be a simple question if the number of ships is 1 or you are sending a fleet:



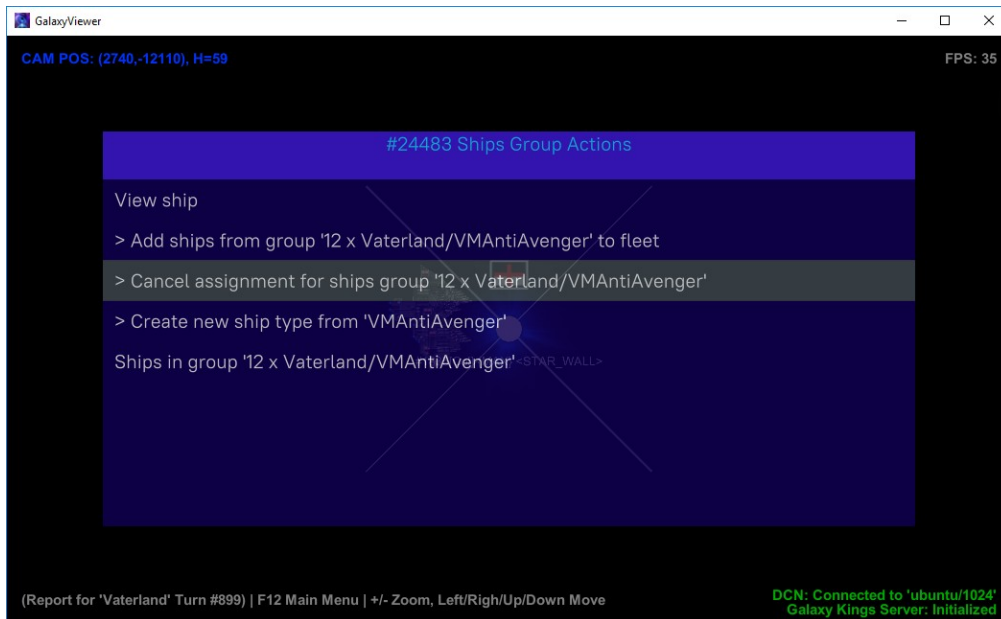
Click Ok (or (V)) to confirm the operation and you'll see something like this:



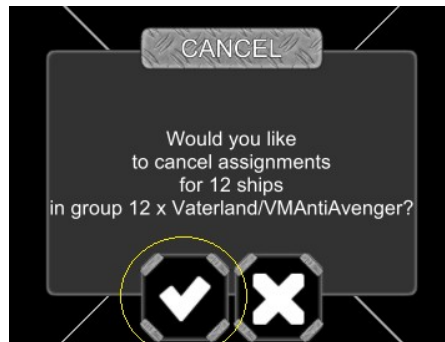
The yellow hint on the middle/top of the screen says "You have 1 pending command". Indeed - you've just sent a ships group. The command is "pending" because it's not sent to the game server yet. A white destination line shows where the sent ship has been launched.

Canceling ships assignments

If a ships group (or a fleet) has an assignment (i.e. it has been sent somewhere) you can cancel it through the list of actions: highlight the group, right-click and select "Cancel assignment for...":



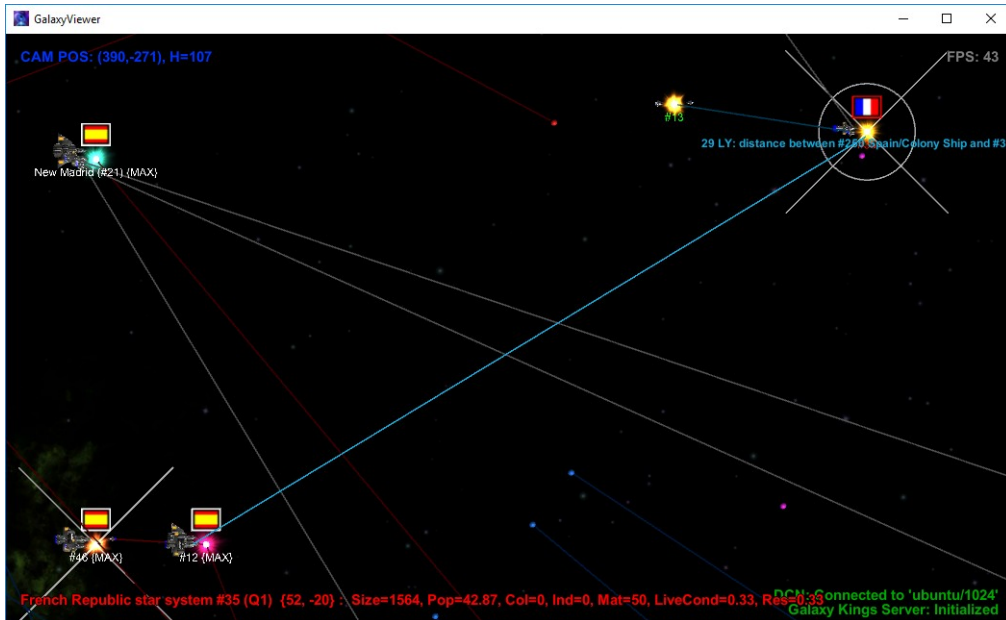
To confirm the action click Ok (V) in the confirmation dialogue:



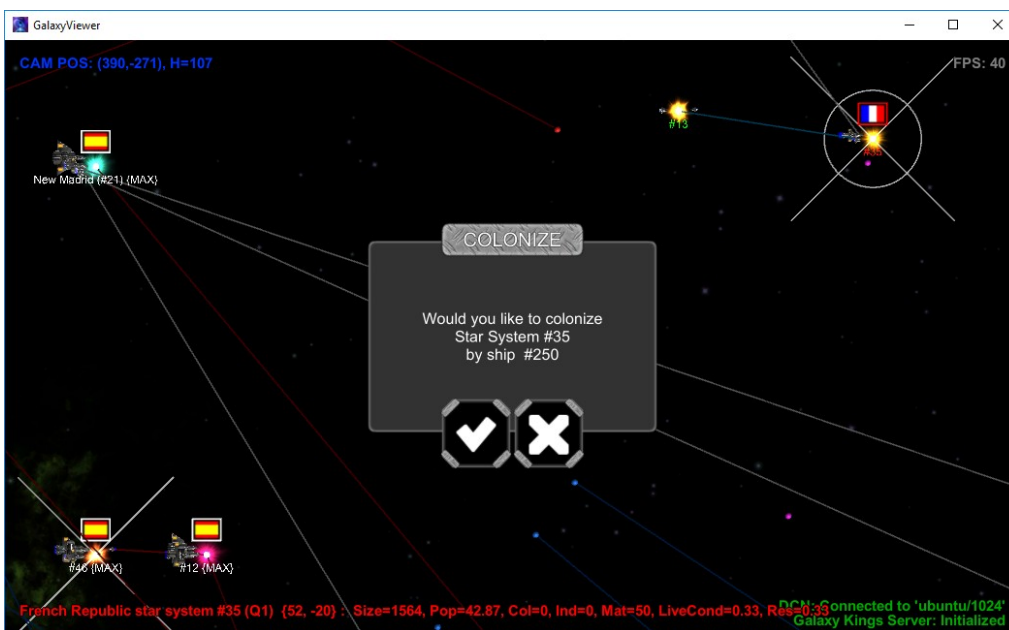
Creating a colony

To colonize a star system you need to send there a colony ship. Colony ship is a ship equipped by colony unit (see detailed game manual).

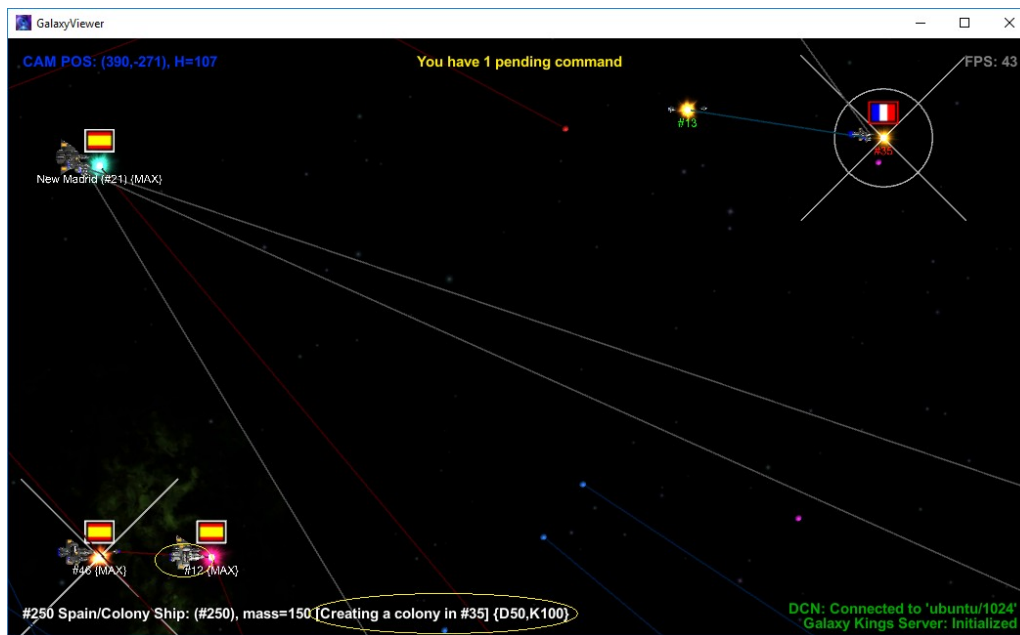
Locate a free colony ship on the star map and press left mouse button and not releasing it move to the destination star you want to colonize (it must be not your colony, otherwise the ship will be simply sent there). Basically, it's the same procedure like when you send a ships group. You'll see the destination line:



Release mouse button and confirm:



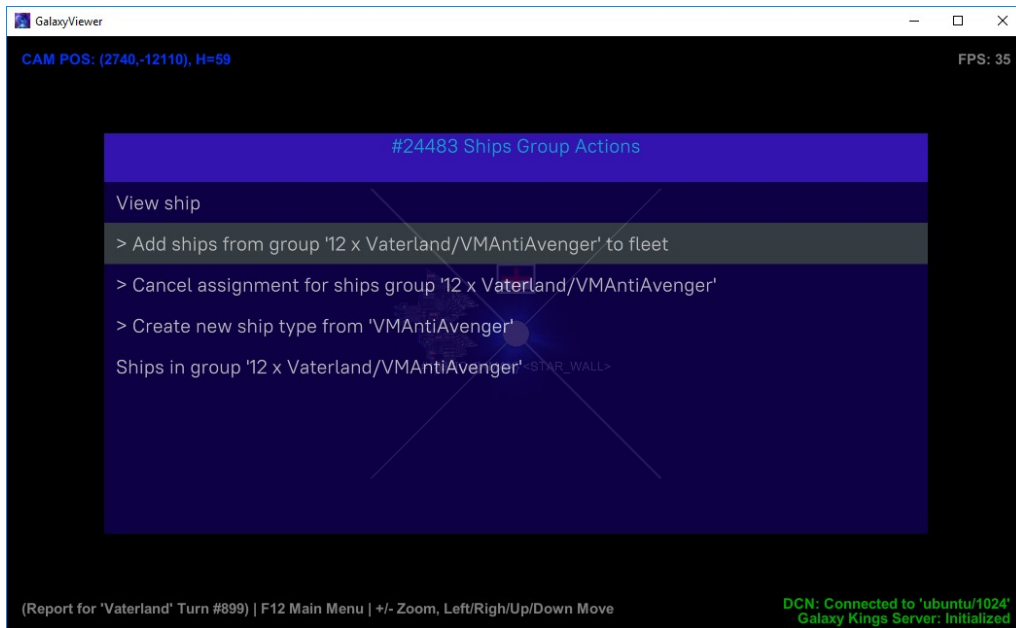
Not much will change on the map apart from an increased number of pending commands and the ship you've just ordered to colonize the alien star system will show correspondent info in the status line when you highlight it:



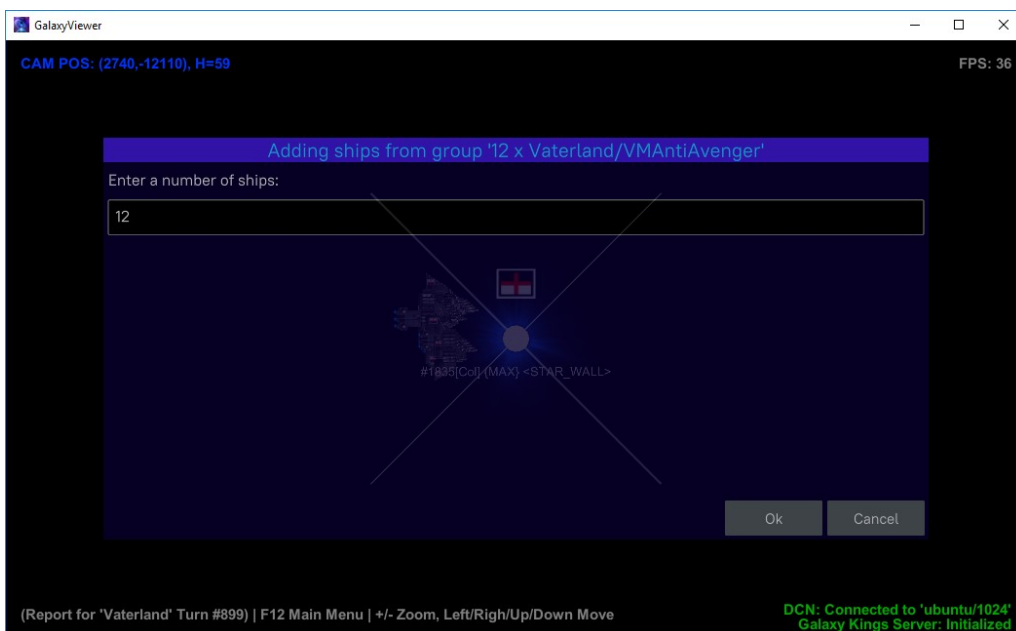
If the colonized star system is inhabited by an alien race, then colonization will fail. Only uninhabited star systems can be successfully colonized. In this example the player "hopes" that before the colony ship reaches the destination, the enemy colony will be bombed out and free for colonization.

Adding ships to a fleet

To add ships to a fleet right-click on the ships group and select menu item "Add ships from group...to fleet":

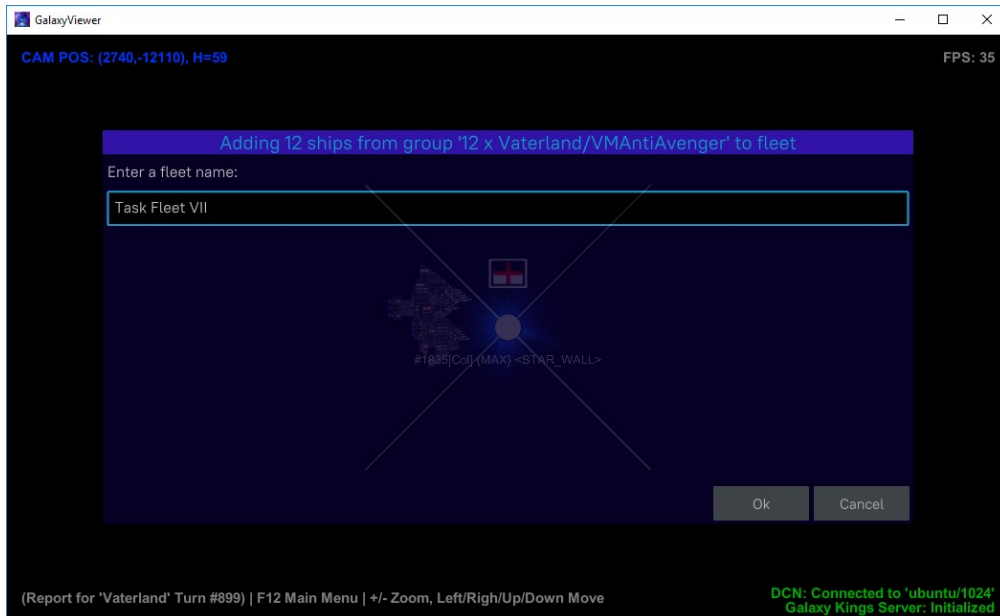


You'll be asked about how many ships from the selected group should be added to the fleet:



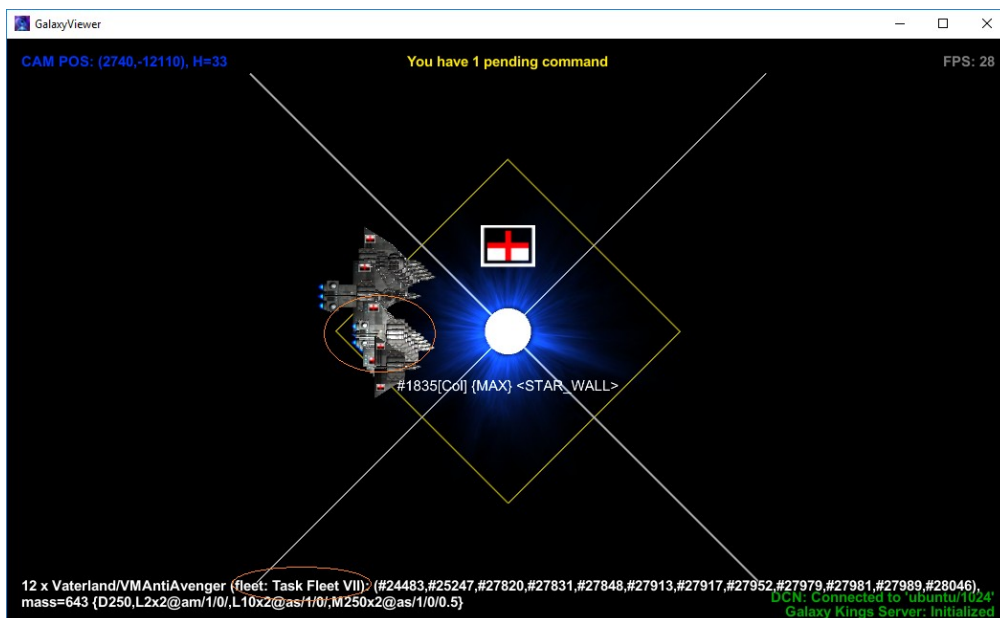
(reduce the number if you wish not all the ships to be added)

Then you'll be asked to add a fleet name:



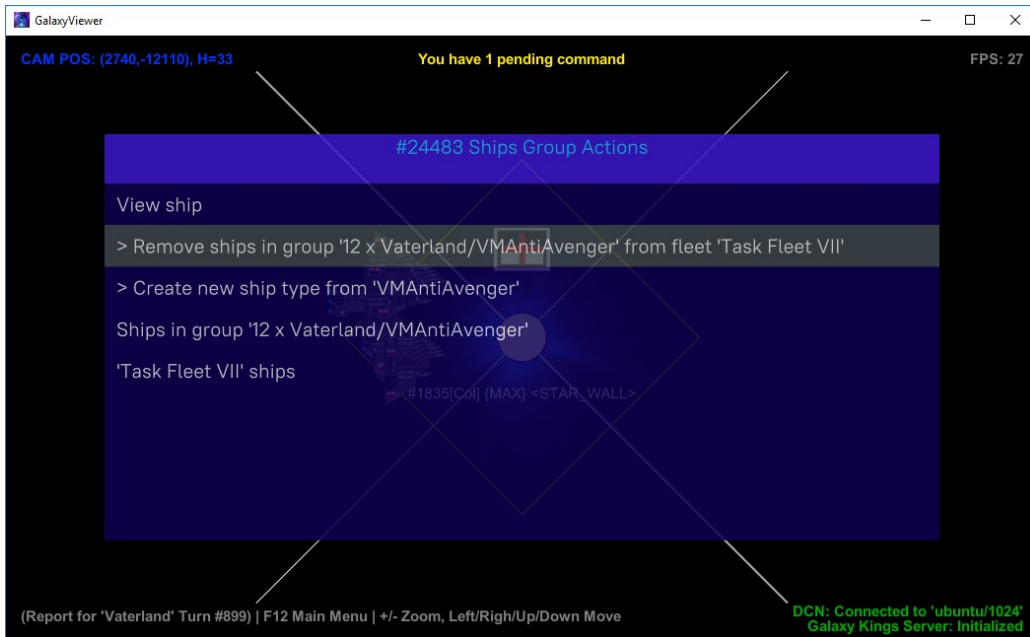
If this fleet already exists, the ships will be added to the existing fleet. If this fleet is located in another star system or in space, the ships will automatically be launched to join the fleet.

If the fleet does not exist yet, it will be created:

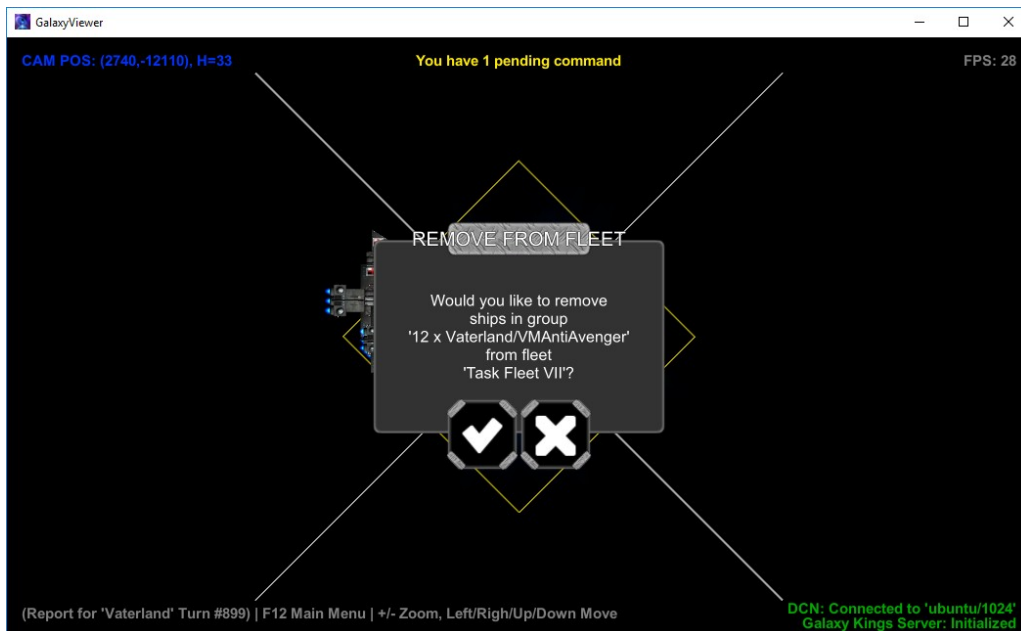


Removing ships from fleet

To remove ships from fleet right-click on a ship group belonging to a fleet and select menu item "Remove ships in group... from fleet...":



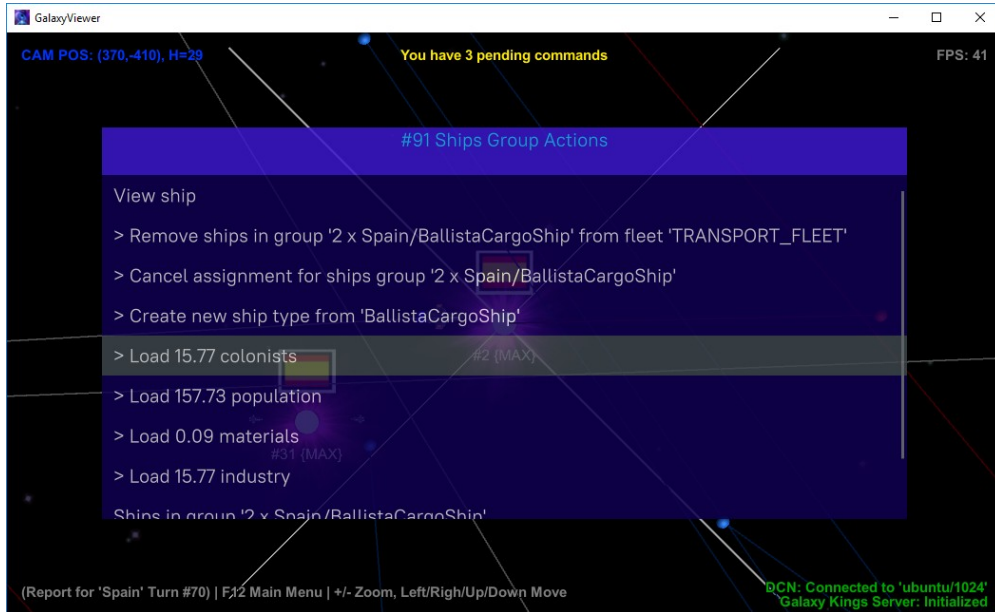
And confirm your action by clicking Ok:



If no ships remain in the fleet, it will be removed too.

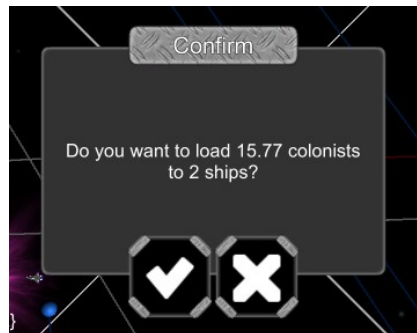
Loading Cargo

If a ship group has ships with cargo bay and it is located on the star system with available cargo, you can load selected cargo to the ships group. Right-click on the group to see available options:



Here you can load 15.77 colonist (or 157.73 population what actually is nearly the same (see the detailed game description)), 0.09. materials and 15.77 industry. The amount you can load depends on availability of the cargo on the colony and cargo bay free space.

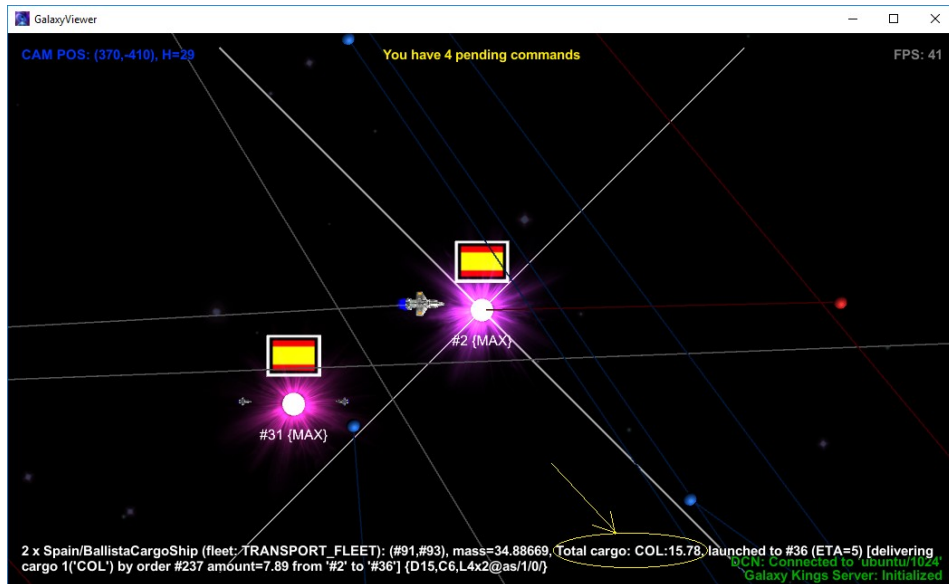
Let's load the colonists (the most popular cargo). Click on the item and you'll be prompted by confirmation dialogue:



(2 ships because selected group has 2 ships: the cargo will be distributed over both ships).

45

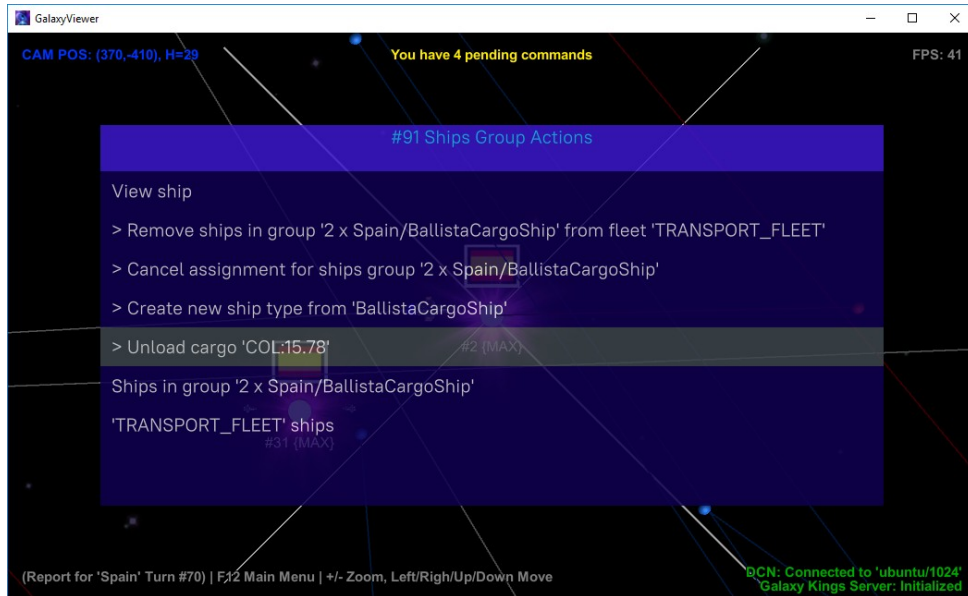
Click Ok and highlight the ship group you've just loaded:



You can see in the status line that the ships have "Total cargo: COL: 15.78".

Unloading cargo

If a ship group has ships with loaded cargo and it is located on your colony, you can unload selected to the colony. Right-click on the group to see available options (here we use the ship group loaded in the previous chapter):



Here you can unload 15.78 colonists (colonists can also be unloaded on the enemy colony as an invasion force (see detailed game manual)).

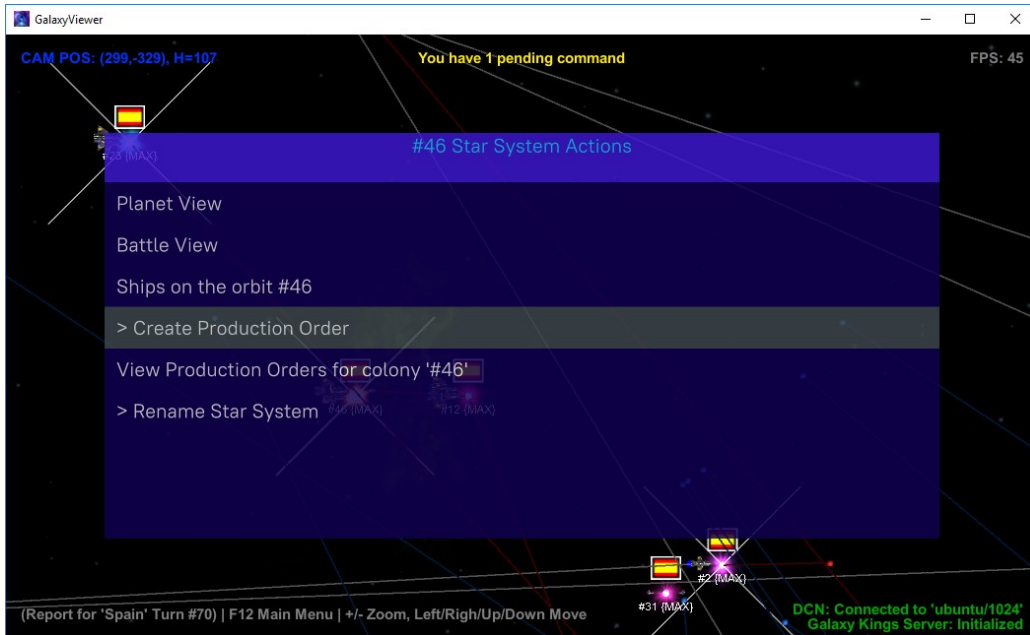
Click on the menu item "Unload cargo 'COL:15.78'"



...and confirm the action to unload.

Create a production order

You can order your colonies to produce something, i.e. ships, industry, materials, technology or clones. To create a production order right-click on your colony and select a menu item "Create Production Order":



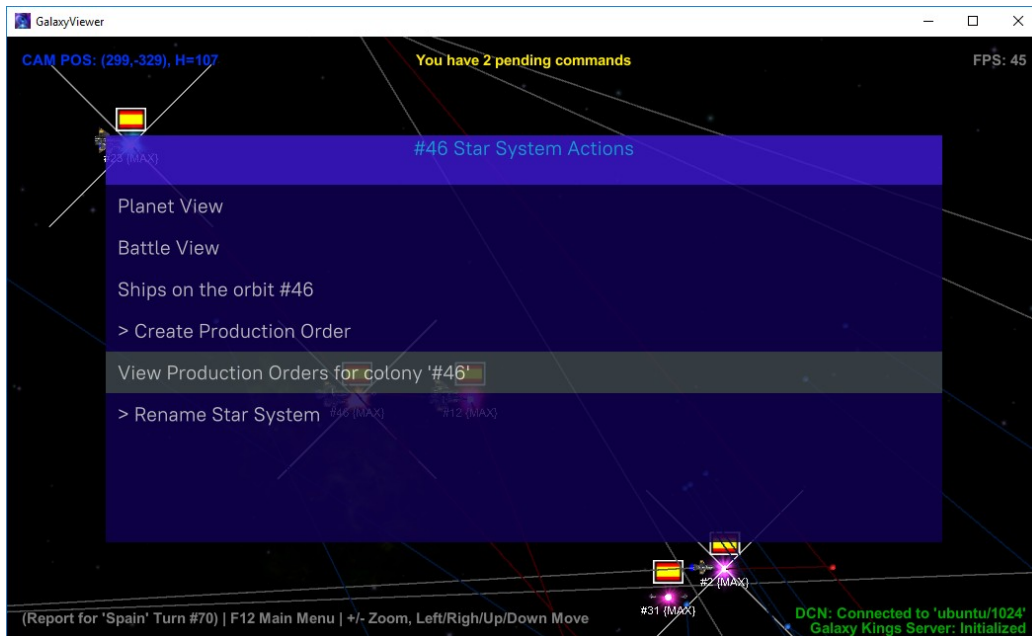
The following dialogue will pop up - here you can select what to produce and how much:



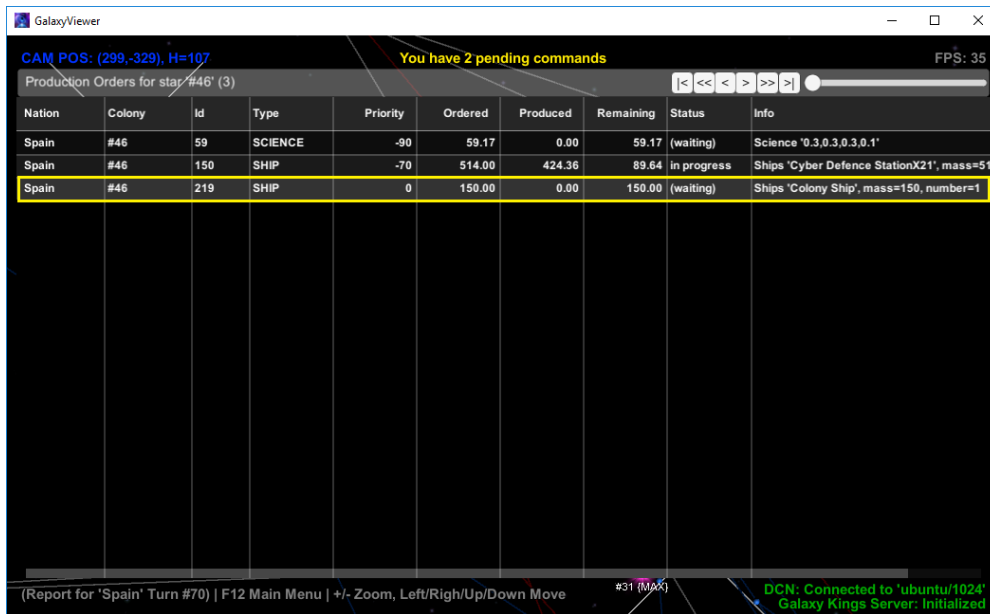
You can also "buy" instead of "producing". See the full game manual for details about production/buying. Click Ok when the order is ready and confirm:



The order will be "executed" locally. Again, not much indication on the screen about the just added production order apart from always increased number of pending commands. The new order can be found in the list of production orders for the colony. Right-click on the colony and select "View production orders for colony...":



You will see a list of production orders "assigned" to the colony and the new order will be at the bottom of the list:



GalaxyViewer

CAM POS: (299,-329), H=107

You have 2 pending commands

FPS: 35

Production Orders for star #46 (3)

Nation	Colony	Id	Type	Priority	Ordered	Produced	Remaining	Status	Info
Spain	#46	59	SCIENCE	-90	59.17	0.00	59.17	(waiting)	Science '0.3,0.3,0.3,0.1'
Spain	#46	150	SHIP	-70	514.00	424.36	89.64	in progress	Ships 'Cyber Defence StationX21', mass=51
Spain	#46	219	SHIP	0	150.00	0.00	150.00	(waiting)	Ships 'Colony Ship', mass=150, number=1

(Report for 'Spain' Turn #70) | F12 Main Menu | +/- Zoom, Left/Right/Up/Down Move

#31 (Max)

DCN: Connected to 'ubuntu/1024'
Galaxy Kings Server: Initialized

Canceling a production order

You can cancel an existing production order from the Production Orders list. The full list of production orders can be invoked by Ctrl-O (or Main Menu -> Lists -> Production Orders):

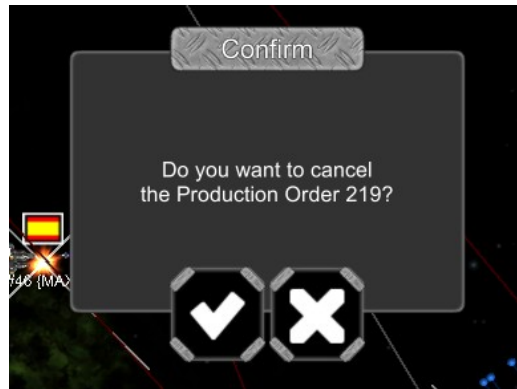
Nation	Colony	Id	Type	Priority	Ordered	Produced	Remaining	Status	Info
Spain	#46	219	SHIP	0	150.00	0.00	150.00	(waiting)	Ships 'Colony Ship', mass=150, number=1
Spain		218	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		217	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		216	SHIP	-80	1102.00	0.00	1102.00	(waiting)	Ships 'Cyber Attack ShipX21', mass=1102, number=1
Spain		215	SHIP	-80	158.80	0.00	158.80	(waiting)	Ships 'Cyber Attack ShipX3', mass=158, number=1
Spain	#25	214	SHIP	-70	123.60	38.00	85.60	in progress	Ships 'Cyber Defence StationX5', mass=123, number=1
Spain	#23	212	SHIP	-70	150.00	75.80	74.20	in progress	Ships 'Colony Ship', mass=150, number=1
Spain	#58	210	IND	-50	1262.05	0.00	1262.05	(waiting)	Industry
Spain		209	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		208	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		207	SHIP	-80	420.80	0.00	420.80	(waiting)	Ships 'Cyber Attack ShipX8', mass=420, number=1
Spain		206	SHIP	-80	420.80	0.00	420.80	(waiting)	Ships 'Cyber Attack ShipX8', mass=420, number=1
Spain		205	SHIP	-80	1783.20	0.00	1783.20	(waiting)	Ships 'Cyber Attack ShipX34', mass=1783, number=1
Spain	#2	204	SHIP	-70	74.80	47.84	26.96	in progress	Ships 'Cyber Defence StationX3', mass=74, number=1
Spain		203	SHIP	-70	300.00	0.00	300.00	(waiting)	Ships 'Colony Ship', mass=150, number=2; hedge: 0'R
Spain		199	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		198	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		197	SHIP	-70	450.00	0.00	450.00	(waiting)	Ships 'Colony Ship', mass=150, number=3; hedge: 0'R
Spain		195	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		194	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1

(note, here I sorted the orders by Id in descendent order to have the latest orders be on the top).

Right-click on the order you want to cancel (to invoke actions menu) and select "Cancel Production Order":



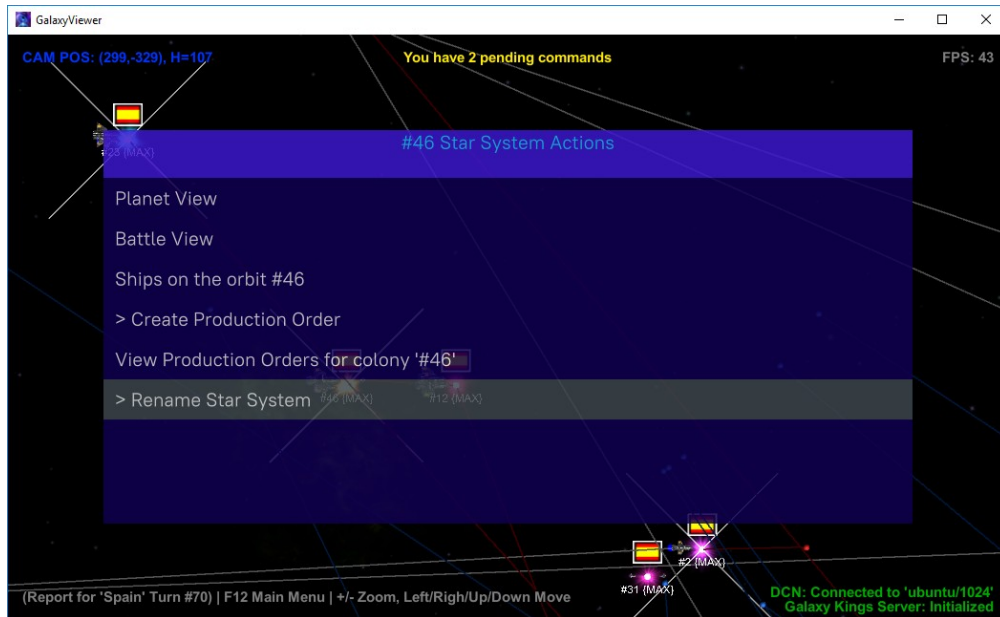
Confirm your wish to cancel in the confirmation dialogue:



A production order can also be cancelled from the list of orders for colony (Right-click on a colony -> "View production orders...")

Renaming a colony

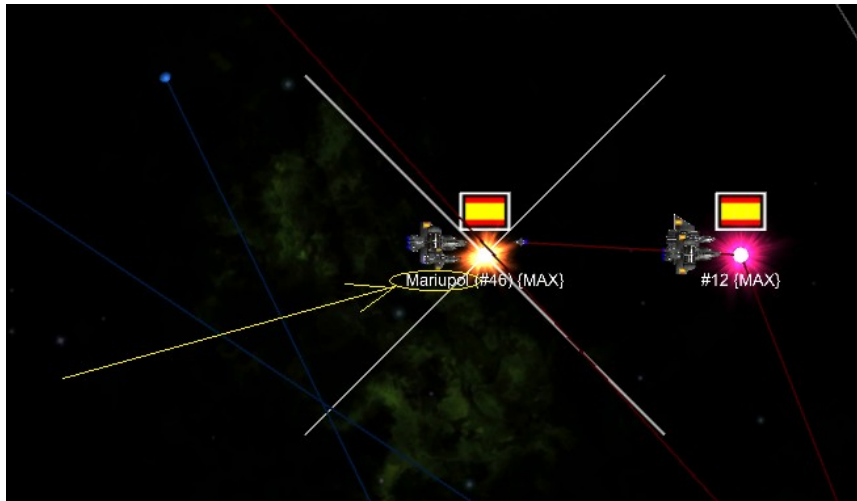
You can give to any of your colonies a better name. To rename a colony, right-click on it and select "Rename Star System" menu item:



In the dialogue change the existing name (if there is no name the text field is blank) and click Ok:



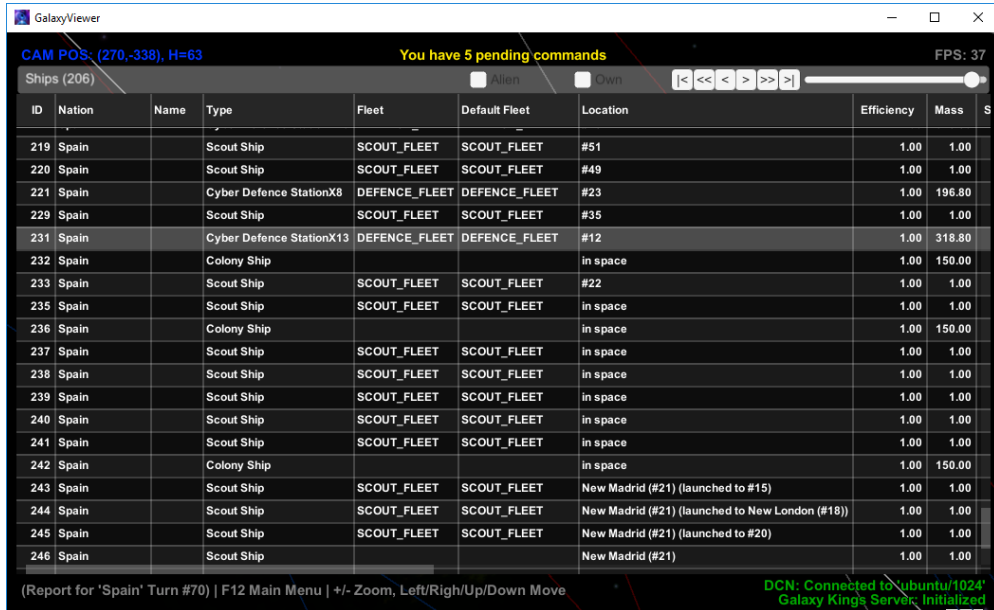
Here will be no confirmation dialogue. If the name is eligible the colony will be renamed straight away:



You can also remove a name by the same way if necessary.

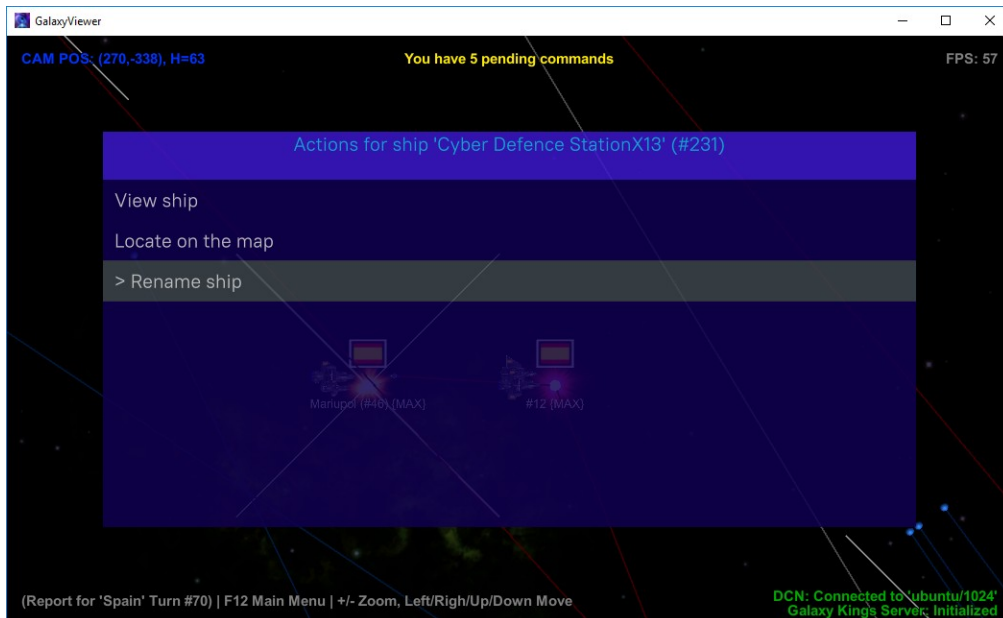
Renaming a ship

You can give names for ships. It is only possible from the Ships list. Press Ctrl-S (or Main Menu -> Lists -> Ships) to see the list of all your ships:



ID	Nation	Name	Type	Fleet	Default Fleet	Location	Efficiency	Mass	S
219	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	#51	1.00	1.00	
220	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	#49	1.00	1.00	
221	Spain		Cyber Defence StationX8	DEFENCE_FLEET	DEFENCE_FLEET	#23	1.00	196.80	
229	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	#35	1.00	1.00	
231	Spain		Cyber Defence StationX13	DEFENCE_FLEET	DEFENCE_FLEET	#12	1.00	318.80	
232	Spain		Colony Ship			in space	1.00	150.00	
233	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	#22	1.00	1.00	
235	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	in space	1.00	1.00	
236	Spain		Colony Ship			in space	1.00	150.00	
237	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	in space	1.00	1.00	
238	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	in space	1.00	1.00	
239	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	in space	1.00	1.00	
240	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	in space	1.00	1.00	
241	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	in space	1.00	1.00	
242	Spain		Colony Ship			in space	1.00	150.00	
243	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	New Madrid (#21) (launched to #15)	1.00	1.00	
244	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	New Madrid (#21) (launched to New London (#18))	1.00	1.00	
245	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	New Madrid (#21) (launched to #20)	1.00	1.00	
246	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	New Madrid (#21)	1.00	1.00	

Right-click on a selected ship row to invoke available actions and select "Rename ship":



Enter a new name and click Ok:



The ship will be renamed:

ID	Nation	Name	Type	Fleet	Default Fleet	Location	Efficiency
203	Spain		BallistaCargoShip	TRANSPORT_FLEET	TRANSPORT_FLEET	#23	1.1
204	Spain		BallistaCargoShip	TRANSPORT_FLEET	TRANSPORT_FLEET	#23	1.1
205	Spain		BallistaCargoShip	TRANSPORT_FLEET	TRANSPORT_FLEET	New Madrid (#21)	1.1
208	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	#29	1.1
209	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	#38	1.1
214	Spain		Cyber Defence StationX13	DEFENCE_FLEET	DEFENCE_FLEET	#28	1.1
219	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	#51	1.1
220	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	#49	1.1
221	Spain		Cyber Defence StationX8	DEFENCE_FLEET	DEFENCE_FLEET	#23	1.1
229	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	#35	1.1
231	Spain	Super Battle Station	Cyber Defence StationX13	DEFENCE_FLEET	DEFENCE_FLEET	#12	1.1
232	Spain		Colony Ship			in space	1.1
233	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	#22	1.1
235	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	in space	1.1
236	Spain		Colony Ship			in space	1.1
237	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	in space	1.1
238	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	in space	1.1
239	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	in space	1.1
240	Spain		Scout Ship	SCOUT_FLEET	SCOUT_FLEET	in space	1.1

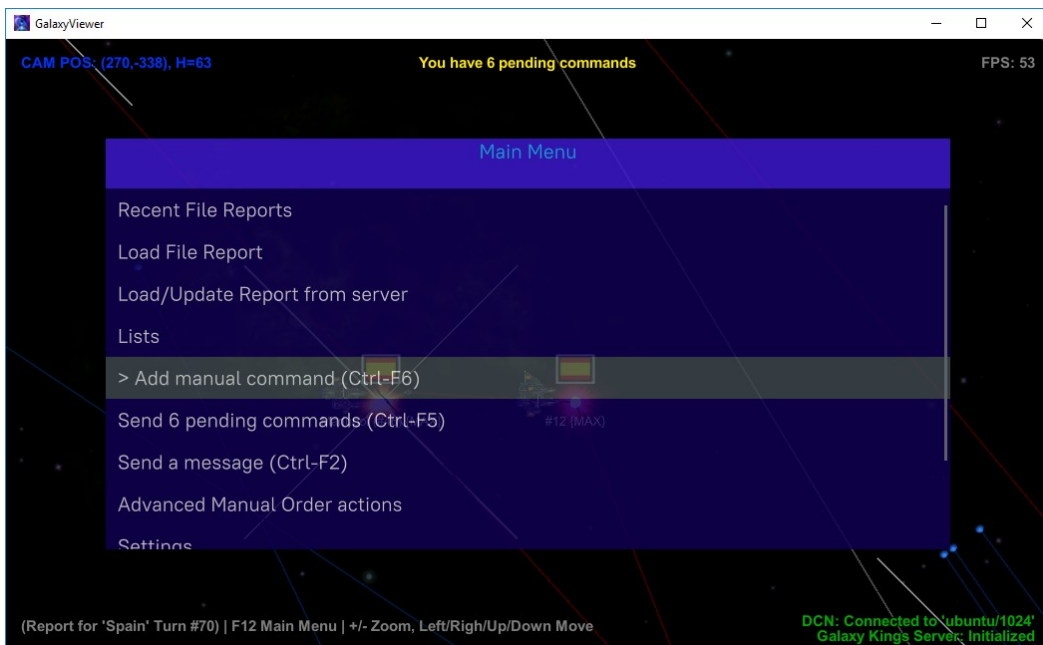
(note, the ship row can be moved after renaming and be invisible - just scroll up or down to find it)

Manual command

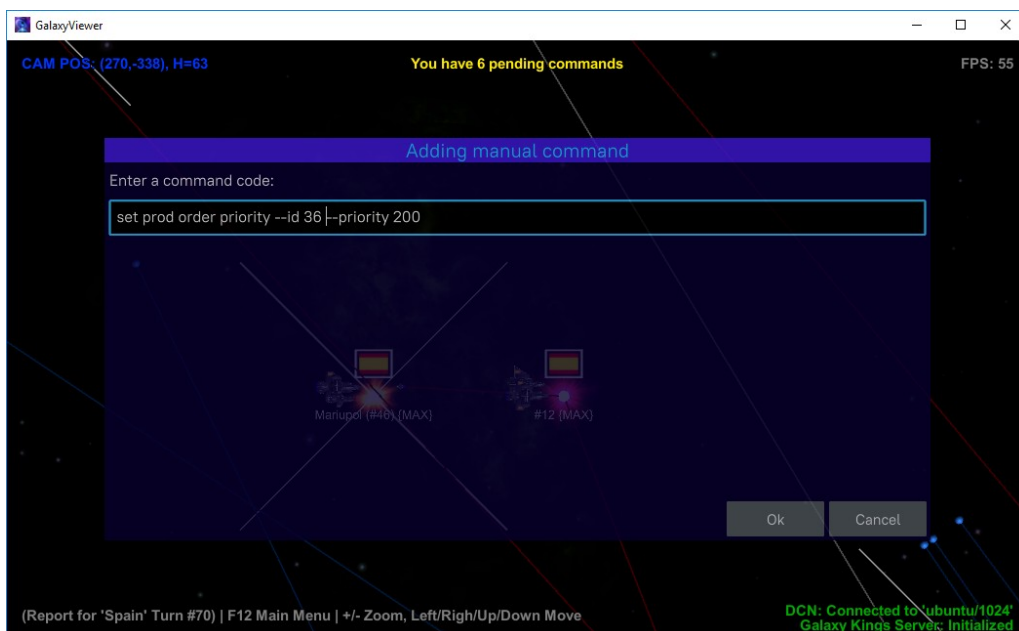
The Galaxy Kings game server is controlled by more than a half hundred different commands, some with quite complicated syntax (see examples here: <http://galaxy.magix.net/CommandExamples.html>). Obviously, not all of them have a UI interface (at least yet, the UI support for more and more commands is in progress).

To execute a command not covered by existing UI you can use a "manual command". Basically, a manual command is a unix like command with parameters.

To add a manual command press Ctrl-F6 (or Main Menu -> Add Manual Command):



When you click on the "Add Manual command" item a dialogue will pop up:



Enter a command text in the code field and click Ok (note: no semicolon is necessary at the end).

If syntax is correct and command can be executed it will succeed. For example above I've changed an production order priority to 200. After command has been executed, you'll see a number of pending orders incremented. You also can check a result of the command in the table of production orders (this particular command doesn't have obvious visibility on the screen):

The screenshot shows the GalaxyViewer interface with a table of Production Orders. The table has the following columns: Nation, Colony, Id, Type, Priority, Ordered, Produced, Remaining, Status, and Info. The first row is highlighted with a yellow box around the Priority value of 200. The table contains 38 rows of data, all for the Nation 'Spain'. The Status for all orders is '(waiting)'. The Info column provides details for each ship, such as 'Ships 'Colony Ship', mass=150, number=6; hedge: 0'Resources.Min=0.3|Resources'.

Nation	Colony	Id	Type	Priority	Ordered	Produced	Remaining	Status	Info
Spain		36	SHIP	200	900.00	0.00	900.00	(waiting)	Ships 'Colony Ship', mass=150, number=6; hedge: 0'Resources.Min=0.3 Resources
Spain		124	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		127	SHIP	-80	263.60	0.00	263.60	(waiting)	Ships 'Cyber Attack ShipX5', mass=263, number=1
Spain		129	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		133	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		139	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		140	SHIP	-80	158.80	0.00	158.80	(waiting)	Ships 'Cyber Attack ShipX3', mass=158, number=1
Spain		157	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		163	SHIP	-80	1102.00	0.00	1102.00	(waiting)	Ships 'Cyber Attack ShipX21', mass=1102, number=1
Spain		168	SHIP	-80	263.60	0.00	263.60	(waiting)	Ships 'Cyber Attack ShipX5', mass=263, number=1
Spain		182	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		187	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		194	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		195	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		197	SHIP	-70	450.00	0.00	450.00	(waiting)	Ships 'Colony Ship', mass=150, number=3; hedge: 0'Resources.Min=0.3 Resources
Spain		198	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		199	SHIP	-80	54.00	0.00	54.00	(waiting)	Ships 'Cyber Attack Ship', mass=54, number=1
Spain		203	SHIP	-70	300.00	0.00	300.00	(waiting)	Ships 'Colony Ship', mass=150, number=2; hedge: 0'Resources.Min=0.3 Resources
Spain		205	SHIP	-80	1783.20	0.00	1783.20	(waiting)	Ships 'Cyber Attack ShipX34', mass=1783, number=1
Spain		206	SHIP	-80	420.80	0.00	420.80	(waiting)	Ships 'Cyber Attack ShipX8', mass=420, number=1

(Report for 'Spain' Turn #70) | F12 Main Menu | +/- Zoom, Left/Right/Up/Down Move

DCN: Connected to 'ubuntu/1024'
Galaxy Kings Server Initialized

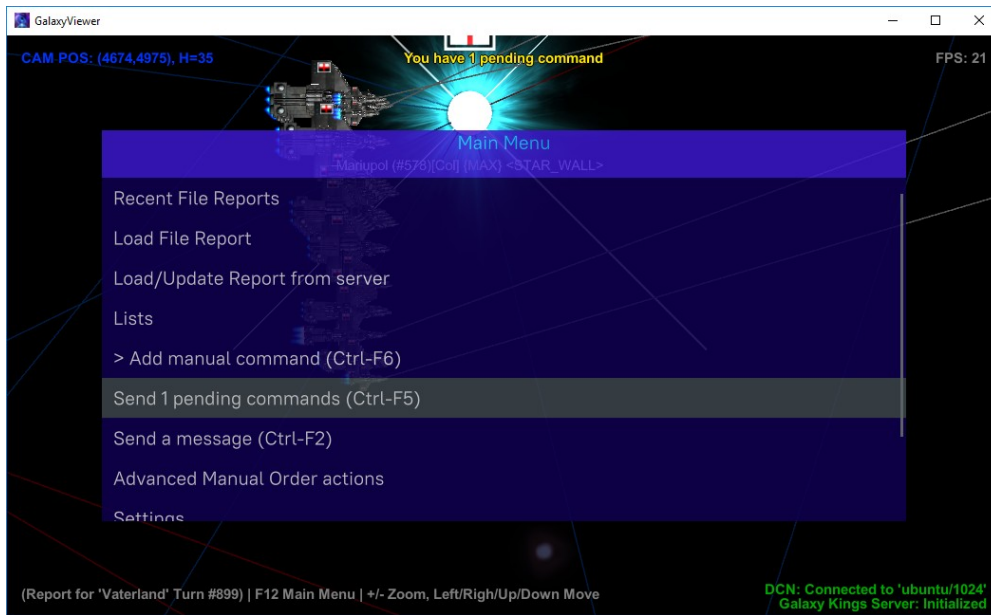
Managing Commands

All turn pending commands which have been added should be sent to the server in order to make any effect to the game. Before they've been sent they are only local.

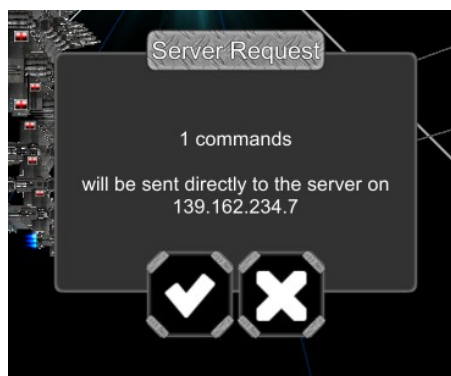
Sending commands to the server

If you have any pending commands (even 1) you can send them to the game server.

Press Ctrl-F5 or click Main Menu -> "Send X pending commands":



Before sending you'll be prompted:



Click Ok to confirm your action.

Commands execution on the server make take a while. During execution you'll see a sort of "progress dialogue":



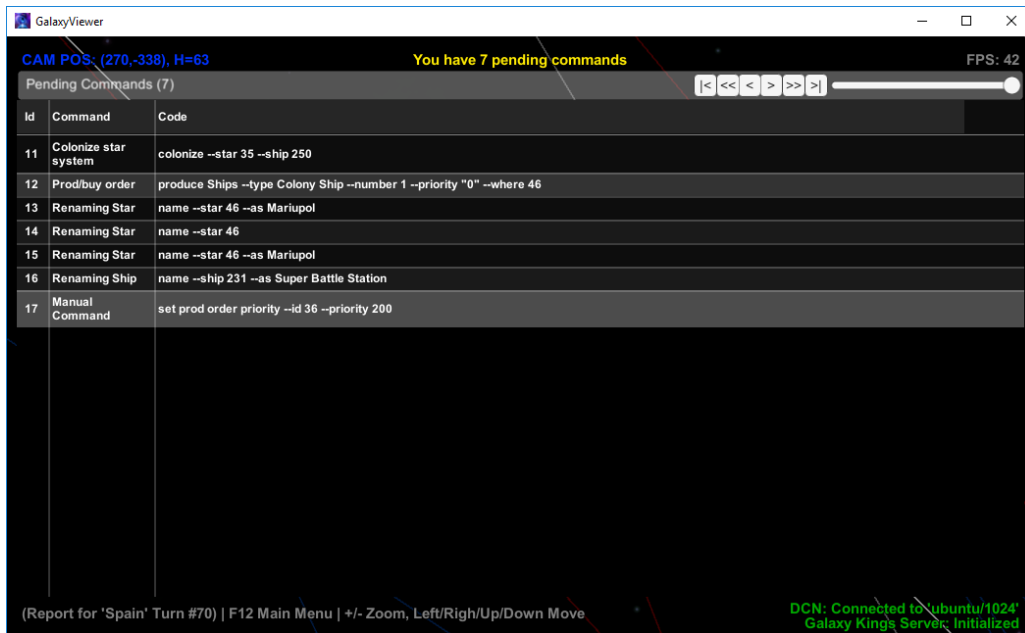
Pressing on "X" (Cancel) will abort execution. Better not doing it (command could be executed on server, but your Galaxy Viewer would be unaware).

After commands executed successfully, the GalaxyViewer will automatically download an updated report. Your map view will be up-to-date and "pending commands" hint will disappear.

Now you can prepare and send more command for the same turn, if necessary (you can send any number of commands). Otherwise - quit and wait for the next turn.

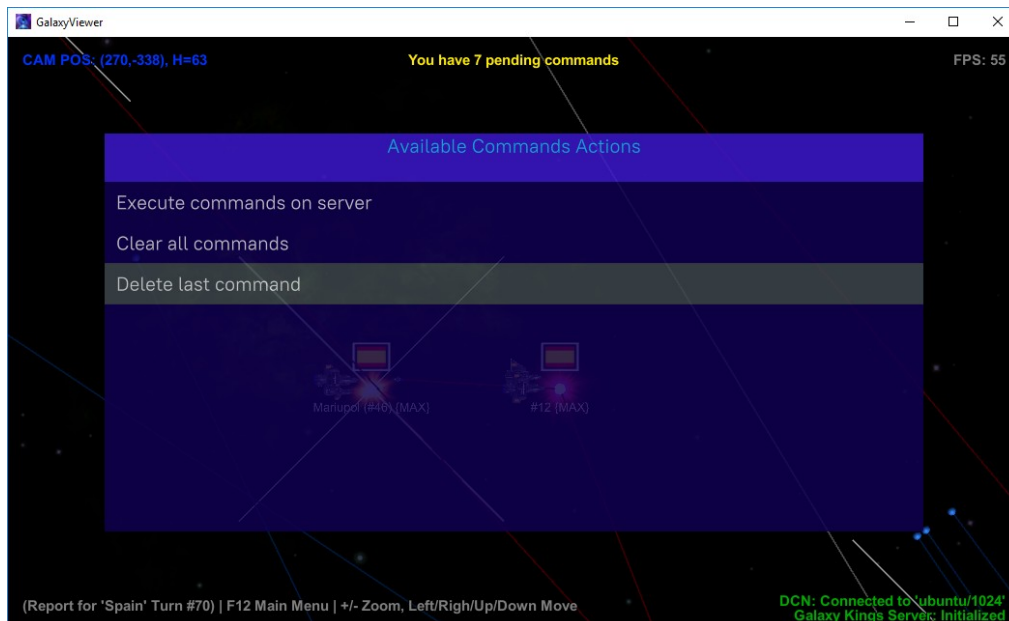
Handling commands list

All pending commands you have added so far can be found in the Commands list. Press Ctrl-K or (Main Menu -> Lists -> Commands):



Here you can see a type of commands and low-level command code, generated by the UI (or added manually for "Manual Command").

What can be done with commands? Right-click on any line to see possible actions (they are the same for all lines and actually they are actions to handle all commands):



So you can:

- **Execute Commands on server.** It's the same as you can do by Ctrl-F5 or Main Menu -> "Send X pending commands".
- **Clear all commands:** literally it'll do what it says - clears all pending commands and correspondingly, reverts their effect
- **Delete last command:** only last command will be deleted: this is quite useful option - if you feel the last command is wrong, instead of adding a counter command (like you've sent a ship and decided to cancel this action - it will also work, but simpler just delete the last command).

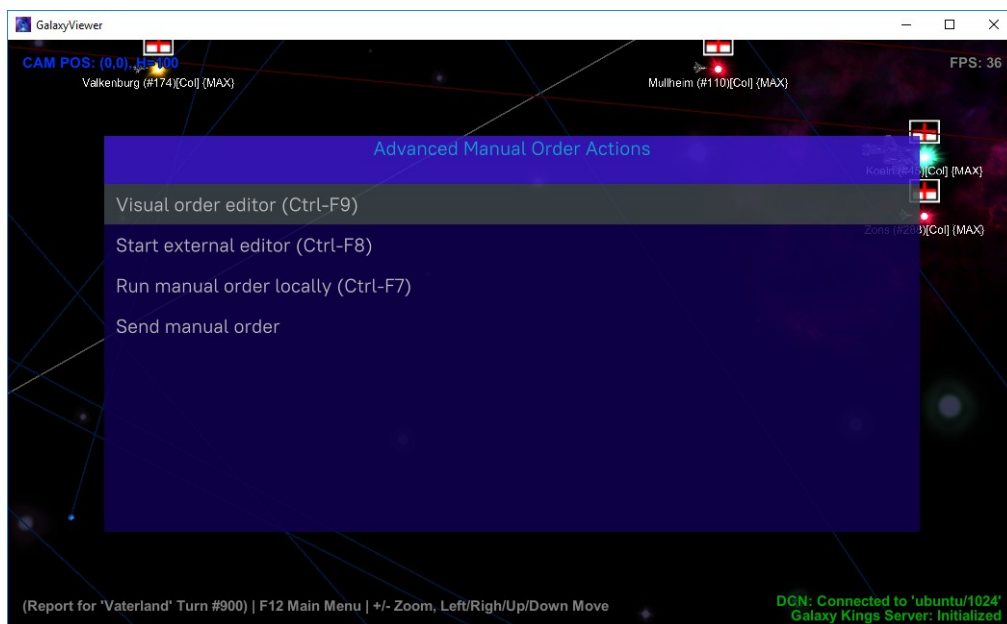
Advanced Order Management

This chapter is for "old school" or very advanced players who like writing orders themselves, without any UI shiny things. Honestly, the UI support has been added only in release 4.1* of the Galaxy Viewer. Before that all orders had been created manually in a plain text looking like a programming script.

The advanced order management is available from the Main Menu as "Advanced Manual Order actions":

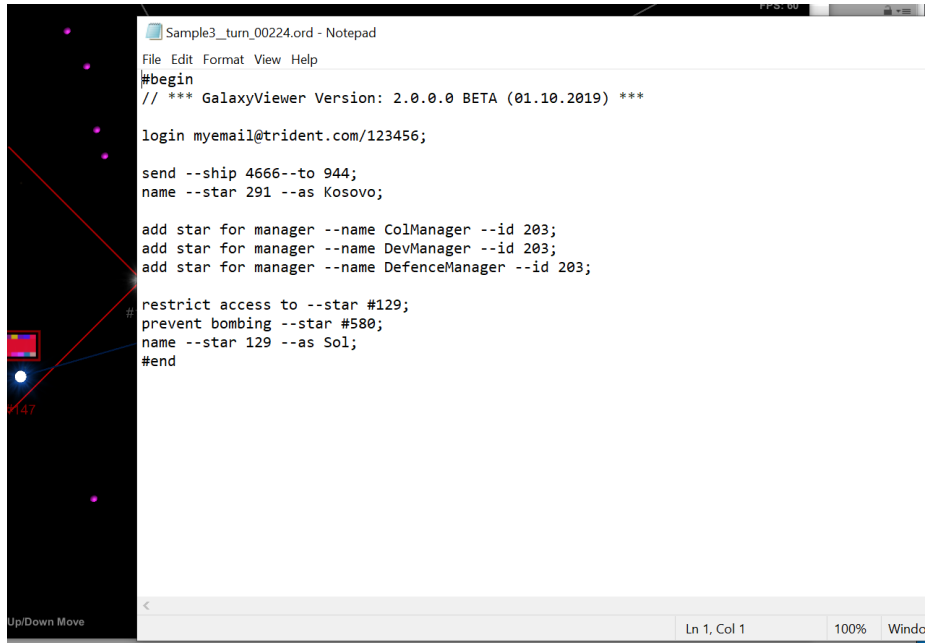


Clicking on this item will pop up another menu:



Start external editor (hot hey Ctrl-F8)

Before sending an order you have to prepare it. To do that you need to edit the order in a simple text editor, working with plain text (like notepad or gedit). The Galaxy Viewer does not have a built-in editor, it relies on external one of your choice configured in Settings → Common → Text Editor. Clicking on this action (or pressing Ctrl-F8), an editor will be invoked with an automatically pre-created order file for the current turn:



```

Sample3_turn_00224.ord - Notepad
File Edit Format View Help
#begin
// *** GalaxyViewer Version: 2.0.0.0 BETA (01.10.2019) ***

login myemail@trident.com/123456;

send --ship 4666--to 944;
name --star 291 --as Kosovo;

add star for manager --name ColManager --id 203;
add star for manager --name DevManager --id 203;
add star for manager --name DefenceManager --id 203;

#
restrict access to --star #129;
prevent bombing --star #580;
name --star 129 --as Sol;
#end

```

The file should already have necessary #begin..#end wrappers and login command (created from the data in Settings → User).

Just add/edit your commands and save the file. (The order files are located in the same directory as reports and have extension *.ord).

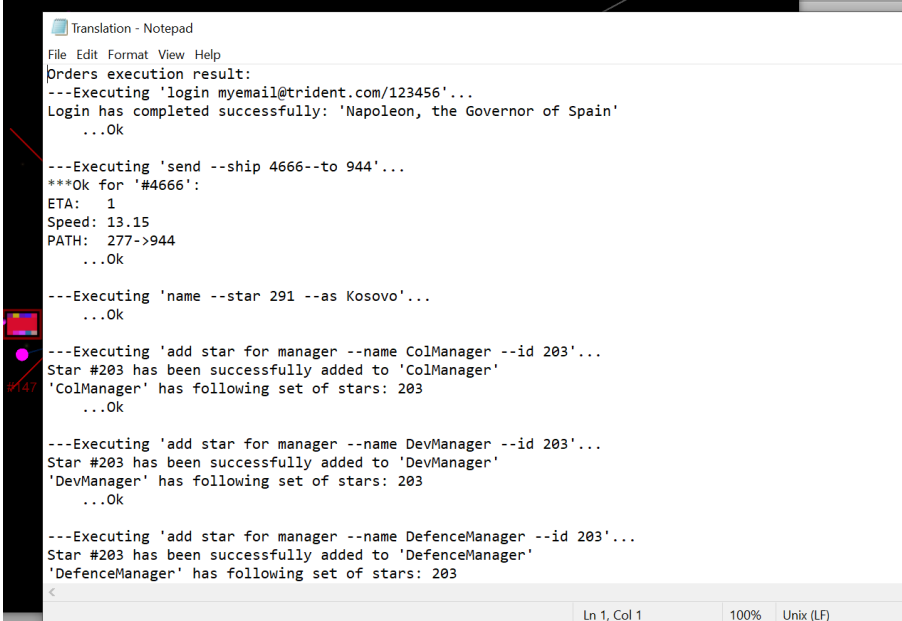
You can close the editor or leave it open for the case of making additional changes.

Please note that, the Galaxy Viewer does not control the editor processes. If you have an open editor and invoke it again by selection the “Start External Editor” action or by Ctrl-F8, a new instance of the editor will start and you’ll have 2 instances, editing the same file. May be it’s not what you want.

Run manual order locally (hot key Ctrl-F7)

After you created/edited an order file you can immediately run it locally to see the order commands are executed without any errors. If you have an up-to-date Galaxy Viewer, the order is guaranteed to be executed exactly the same way as on the server side. It is strongly recommended to run the order locally before sending it to the server.

When you select ‘Run order’ action in the menu or press Ctrl-F7, you’ll see an order translation file pops up:



```

Translation - Notepad
File Edit Format View Help
Orders execution result:
---Executing 'login myemail@trident.com/123456'...
Login has completed successfully: 'Napoleon, the Governor of Spain'
...Ok

---Executing 'send --ship 4666--to 944'...
***Ok for '#4666':
ETA: 1
Speed: 13.15
PATH: 277->944
...Ok

---Executing 'name --star 291 --as Kosovo'...
...Ok

---Executing 'add star for manager --name ColManager --id 203'...
Star #203 has been successfully added to 'ColManager'
'ColManager' has following set of stars: 203
...Ok

---Executing 'add star for manager --name DevManager --id 203'...
Star #203 has been successfully added to 'DevManager'
'DevManager' has following set of stars: 203
...Ok

---Executing 'add star for manager --name DefenceManager --id 203'...
Star #203 has been successfully added to 'DefenceManager'
'DefenceManager' has following set of stars: 203
<
Ln 1, Col 1 100% Unix (LF)

```

If you see any errors or something unexpected, call the order editor again by Ctrl-F8 (or just focus on the editor if you haven’t closed it), fix the code, save, and run again. You may call the process as “debugging order file”.

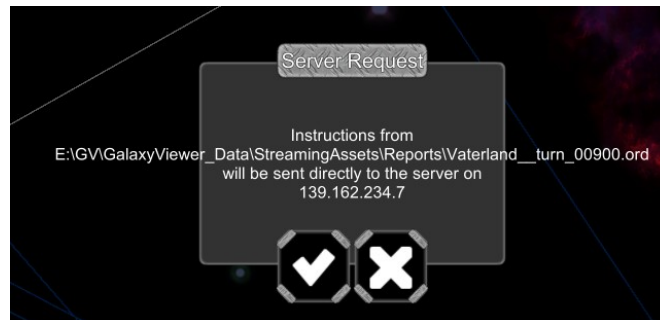
Also, after you run the order, Galaxy Viewer changes the loaded report accordingly reflecting the order commands. i.e., if you launched a ship, for example, the destination line will appear; if you renamed a star system – you’ll see a new name, and so on.

Please note – all these changes are in Galaxy Viewer’s memory only, the report itself remains unchanged. After reloading the report, everything will be returned to the original state.

Send manual order

After your order is ready and has no errors you can send it to the server.

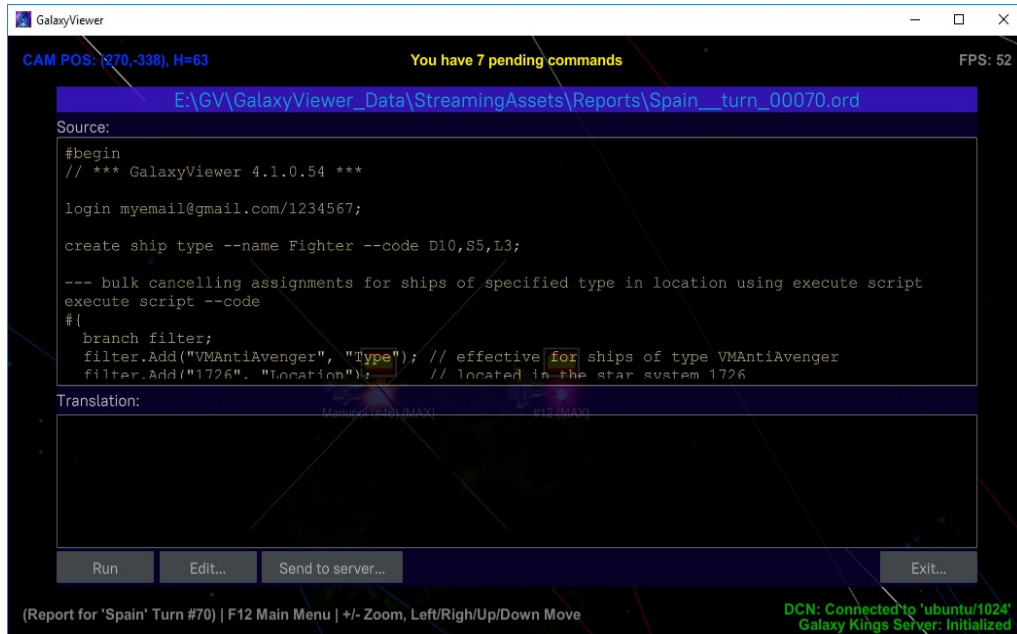
Click this action and you'll see a warning:



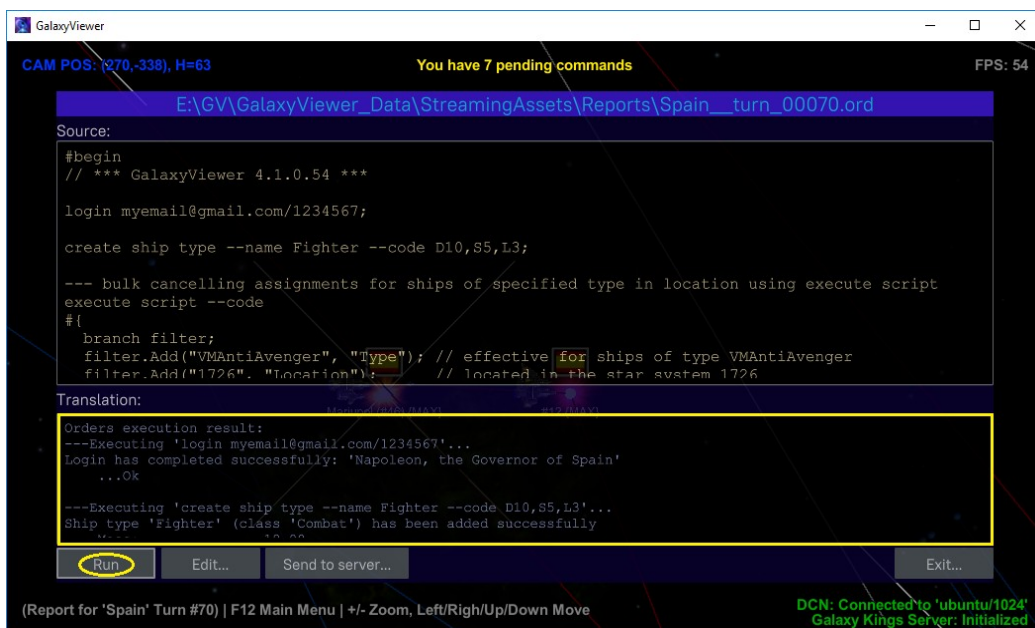
Click Ok. If everything is fine you'll see the Server Response file (similar to that you have when running commands locally, but this time the translation is coming directly from the server).

Visual order editor

The visual editor combines all the actions listed above.



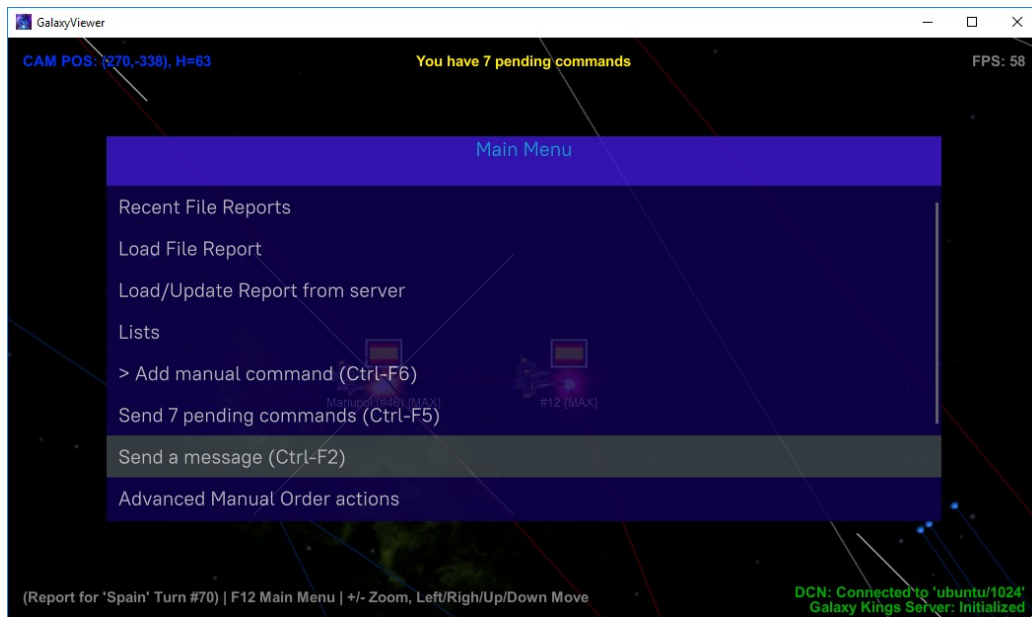
It shows the order in the “Source” text area. However, you cannot edit the order right here. Click “Edit” button to call an external text editor. While the editor is open, the Galaxy Viewer freezes waiting till you quit it. The updated text immediately appears in the “Source” area. To perform a local test run of your order click “Run” button. The translation text appears in “Translation” text area:



When debugging is finished (the translation shows no errors), you can send the order to server (button “Send to Server”).

Messages to other players

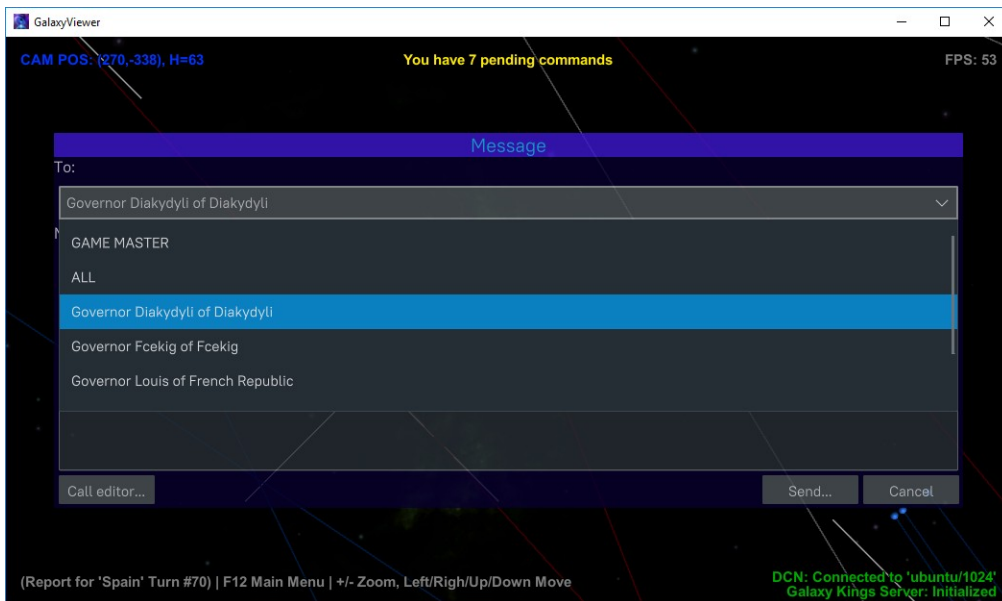
To send a message to other players or GM press Ctrl-F2 or go Main Menu -> "Send a Message":



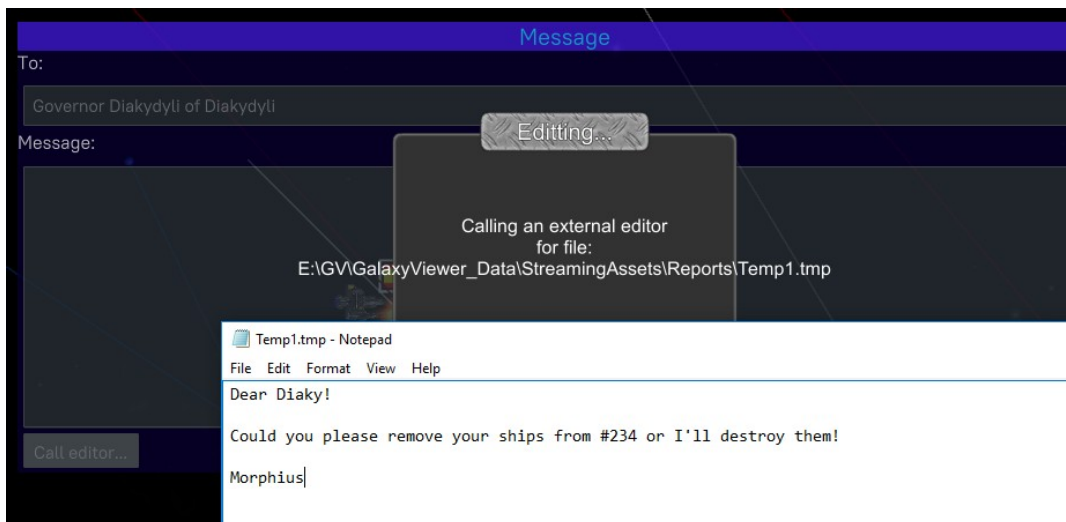
The message sending dialogue will pop up:



In the field "To:" select who you'd like to send a message. In this drop down list you can see the Game Master (GM), possibly a list of nations of other players if they are in your visibility. You can't send a message to some player located in the other part of the world (unless any of the player's colony or ship is in your visibility). When you started the game you may well see just the "GAME MASTER" and "All" (sending message to all available recipients):

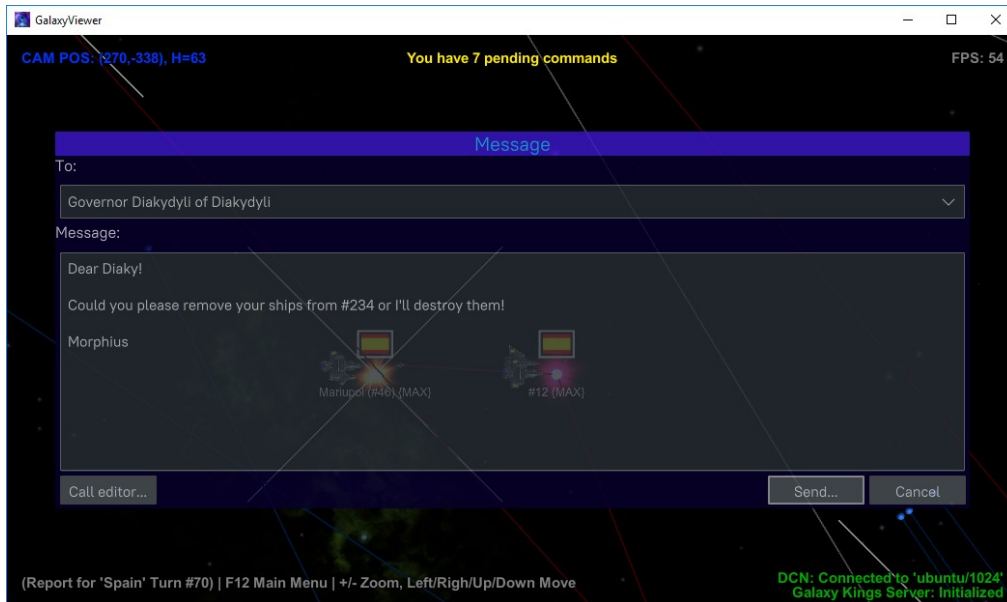


You can type the message in the field "Message", but the editor is very weak, it's better suited to fix some typos. Better to call an external editor (button "Call Editor") and edit message there. When you quit the editor (don't forget to save) the edited text will appear in the message field:



When you are editing the message in an external editor, the GalaxyViewer becomes blocked till you finished.

Save the changes and close the editor to return to the Galaxy Viewer:



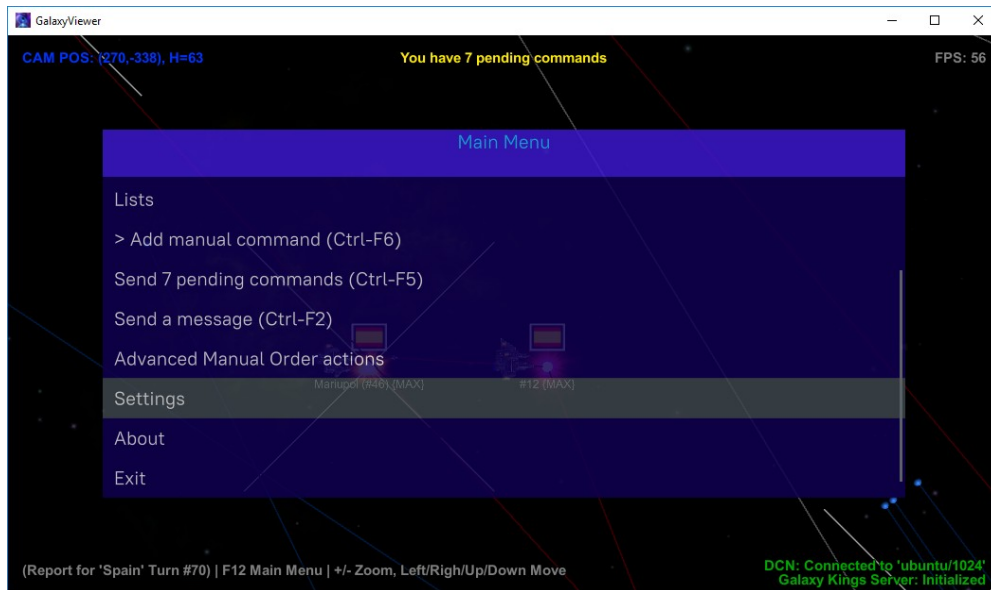
To send the message click "Send..." and confirm:



Note, the recipient will receive a message from you as an email. The Galaxy Viewer does not currently support internal messaging or chatting (this may be considered later).

Settings

Here you can set up different things like galaxy server host, text editor and so on. To run the Settings dialogue go to the Main Menu (F12) and select 'Settings':

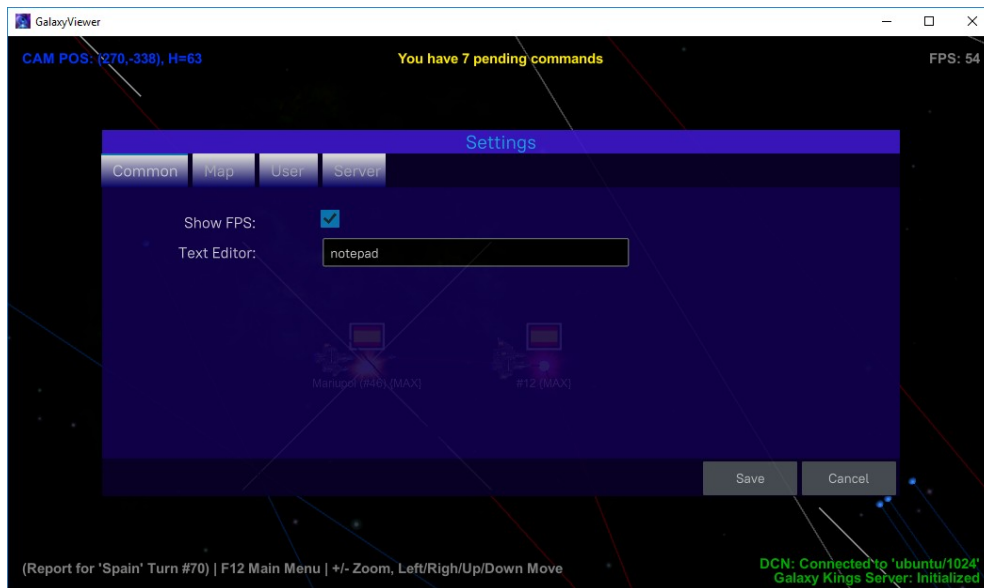


The Settings dialogue consists of several tabs:

- Common
- Map
- User
- Server

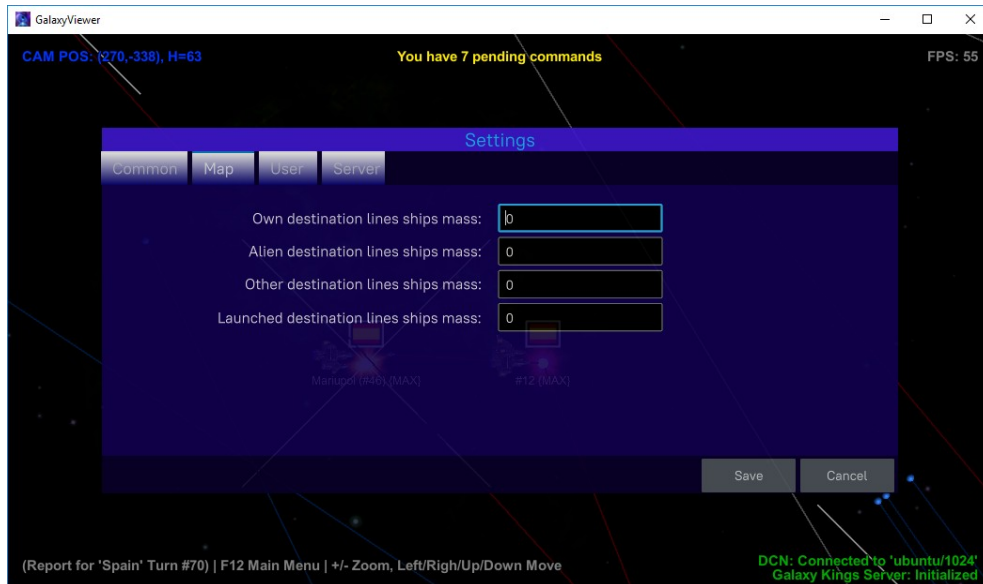
All settings are stored in configuration file **guApi.zxs** located in the same place as GalaxyViewer application. Do not edit it manually: if you break it, all existing settings (also map positions for reports, recently loaded reports and other useful data) will be lost and reset to default.

Common settings



Here you can show or hide FPS info (right top corner of the screen) and set a path to your favourite text editor. By default the text editor is 'notepad' for the windows installations. It should be visible in any Windows. You may put here a path to another editor. Make sure the editor works with plain text (not like Word).

Map Settings



Currently the map settings allow you to reduce a ‘noise’ on the map by setting mass of the ships used to show destination lines. It makes sense when your map visibility is large and you may see thousands of space groups flying around pointing their destination, like here:



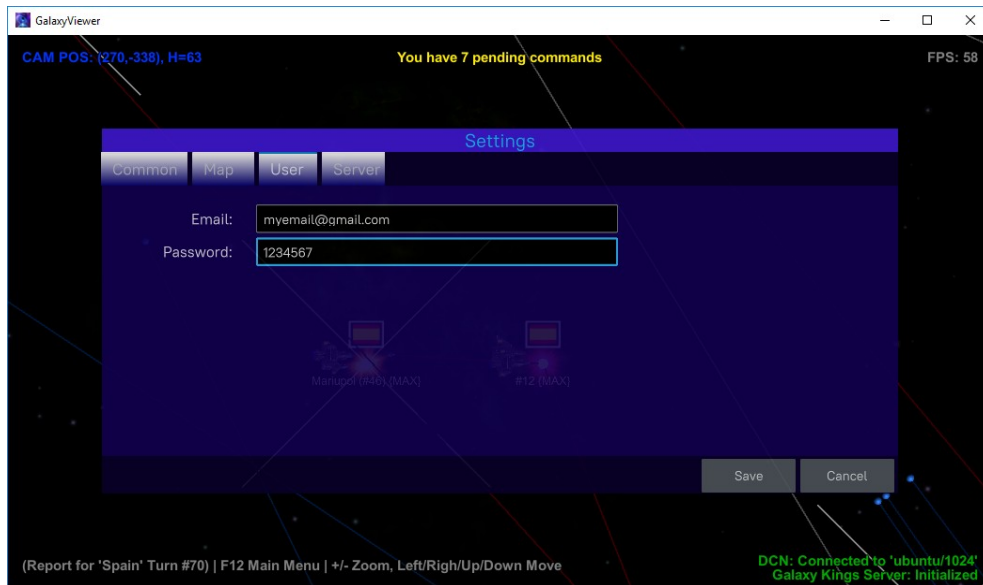
You may want to see only destination lines of the large space groups, not every single small one. By default the map shows destination lines of all space groups (mass = 0). The mass fields tell the map to show space groups with mass \geq ‘mass’. So, if you would like to see destination line of specific space groups with mass \geq 500, set 500.

Own destination lines are the blue ones, alien destination lines – red, launched destination lines – white. Other destination lines – not specified and ignored in the current version (will possibly be removed in the future versions).

User settings

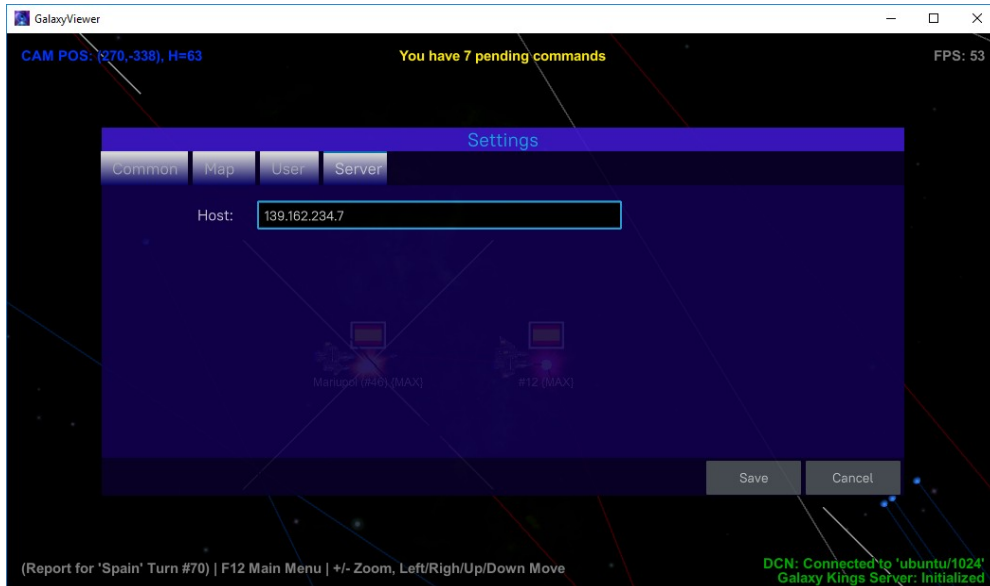
Here you are advised to put your email and password you have registered when joined the Galaxy – your game login details.

This email/password will automatically be used when sending orders and messages.



Server settings

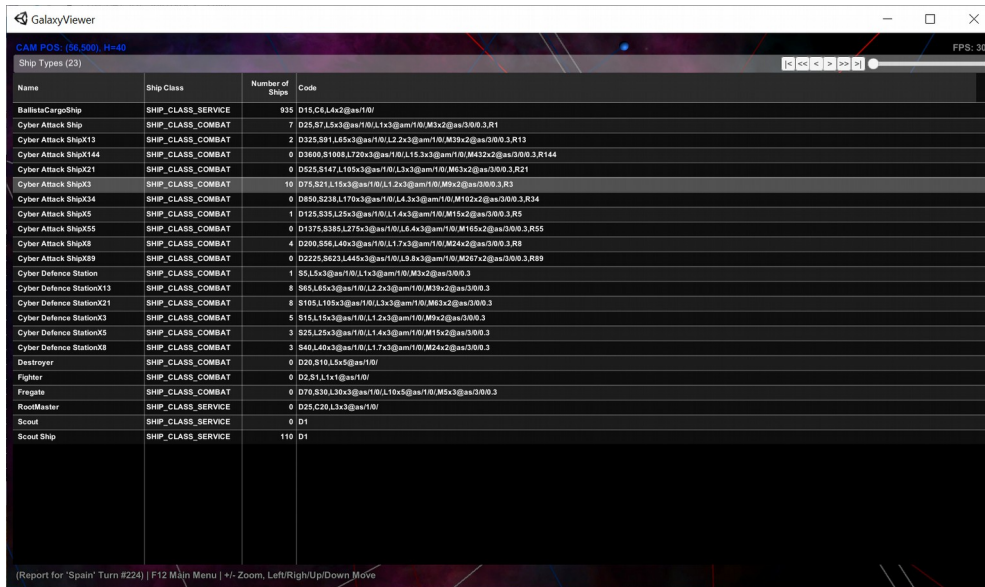
Here should be specified the galaxy server host. Normally, you don't have to do anything here, because host address is unlikely to be changed. However, if something had changed (the Game Master has announced that the server has moved to different host), you would need to correct it accordingly, otherwise, your Galaxy Viewer would not be able to connect the server.



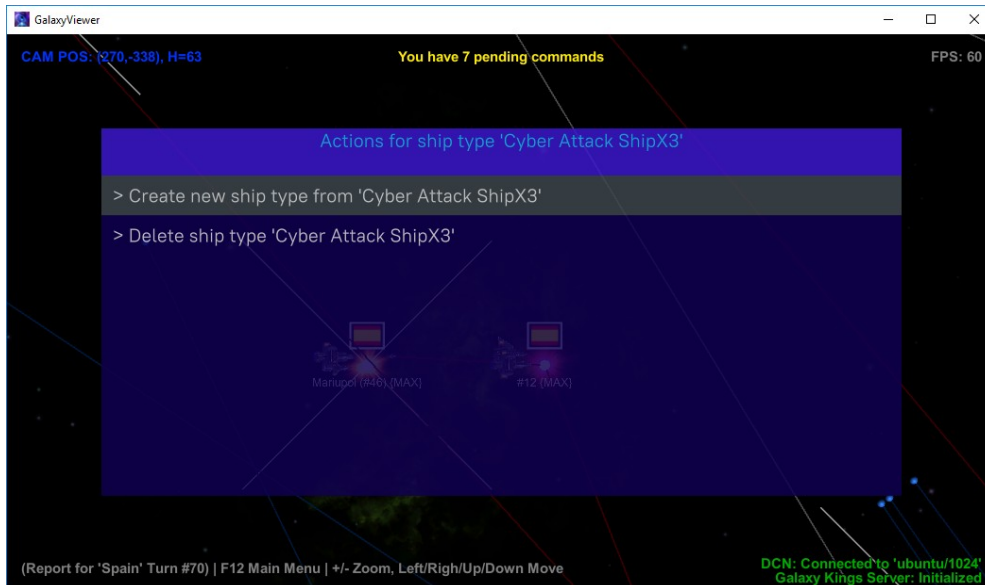
Ship Designer

The ship designer is a visual way to build up a new ship type from an existing ship type (ability to add a ship from scratch is missed in current implementation, but it will be added soon). It's not great but better than nothing at the moment.

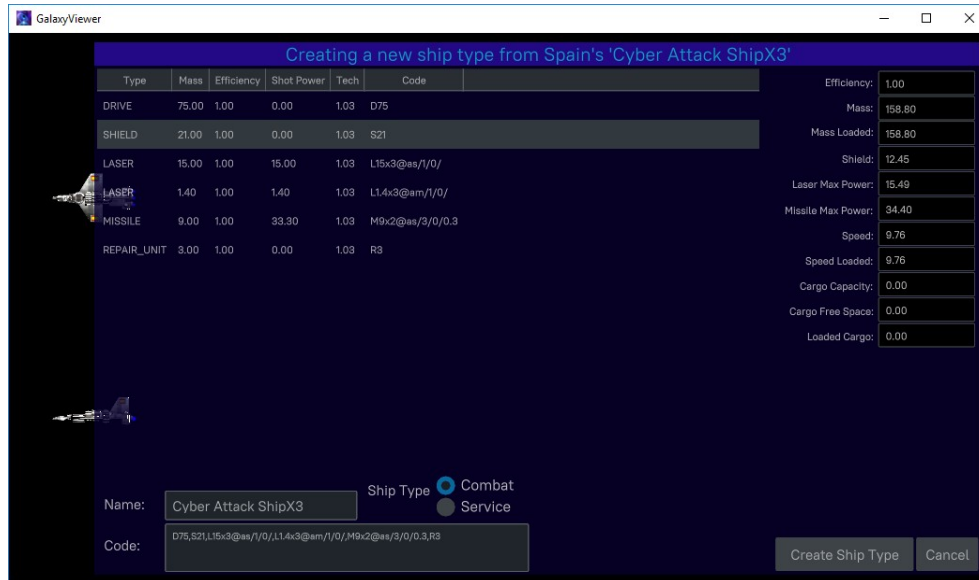
To access the Ship Designer go to the star map and call Ships Types (Main Menu → Lists → Ship Types or Ctrl-T):



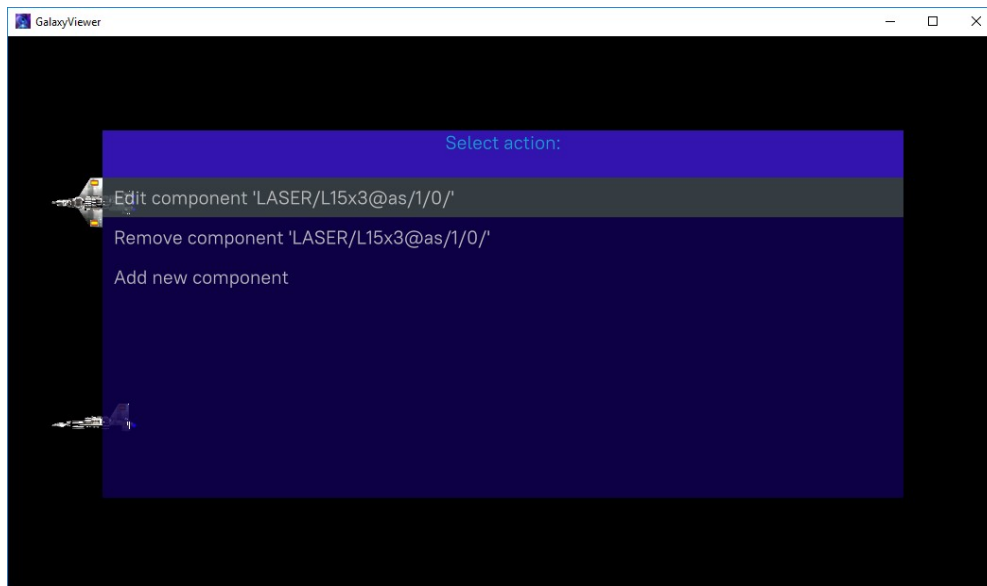
Select a ship type, you'd like to create a new type from, and right-click on the line:



Select 'Create new ship type from...'. You will be transferred into a new screen where you can add/delete/edit the components of the designed ship type:



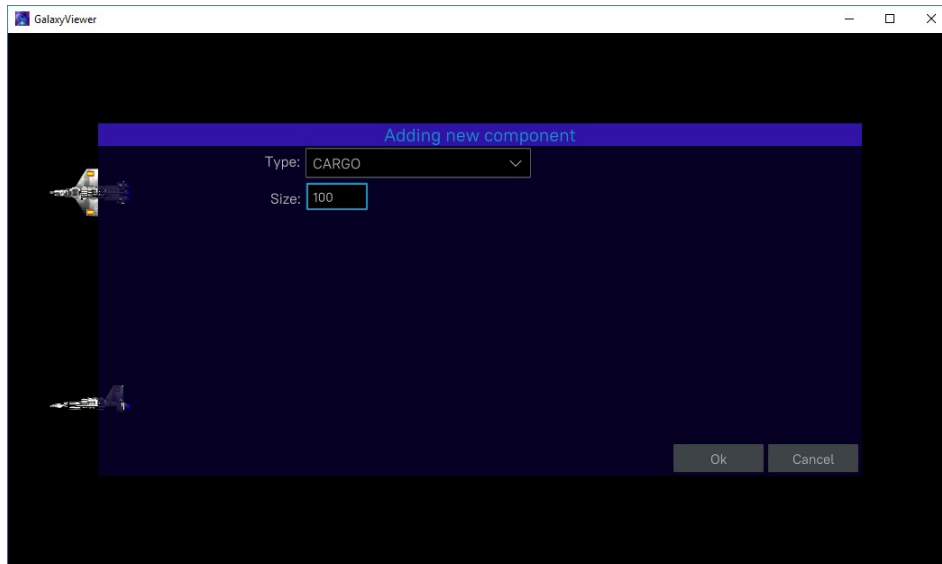
To do something with existing component right-click on a line to see actions:



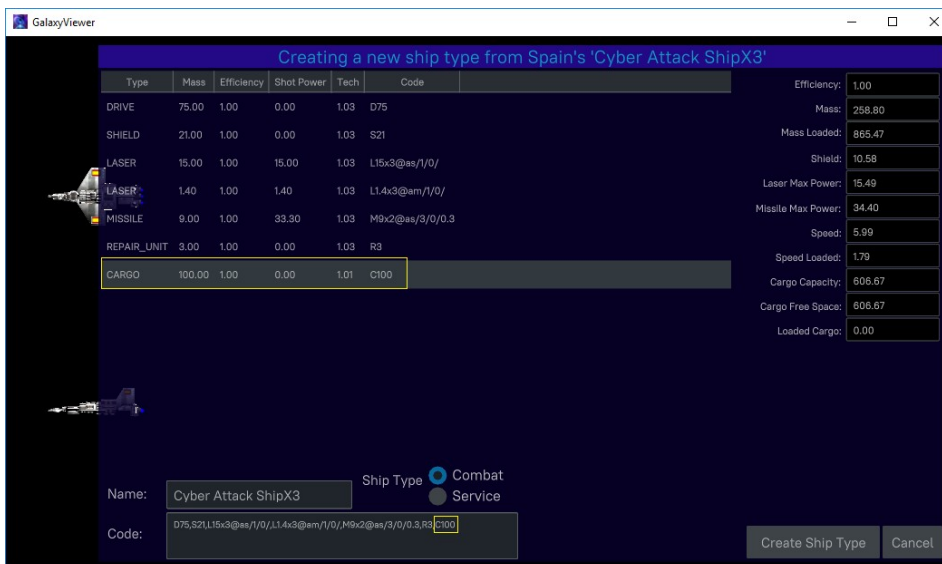
Here you can edit or delete selected component or add a new one.

Every change you do will change a picture of the ship and values of ships parameters (on the right).

Let's add a cargo bay to the ship:

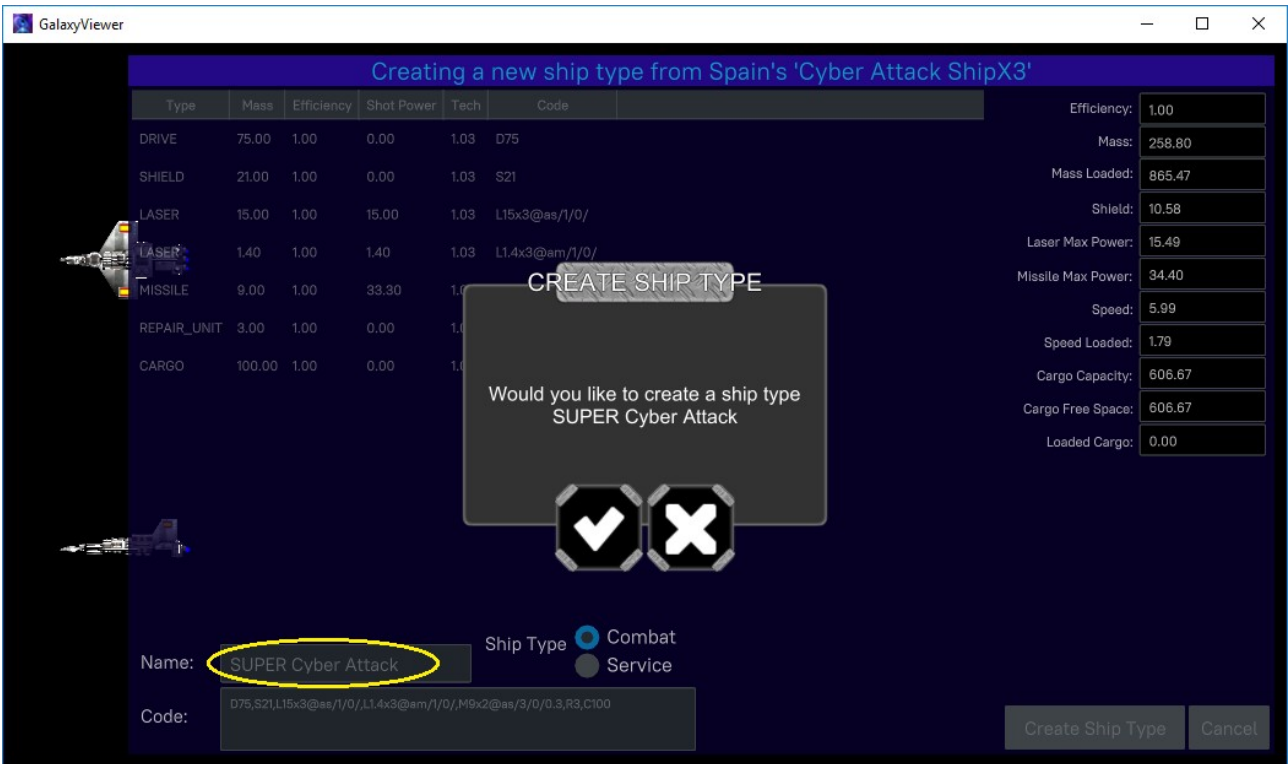


Click Ok:

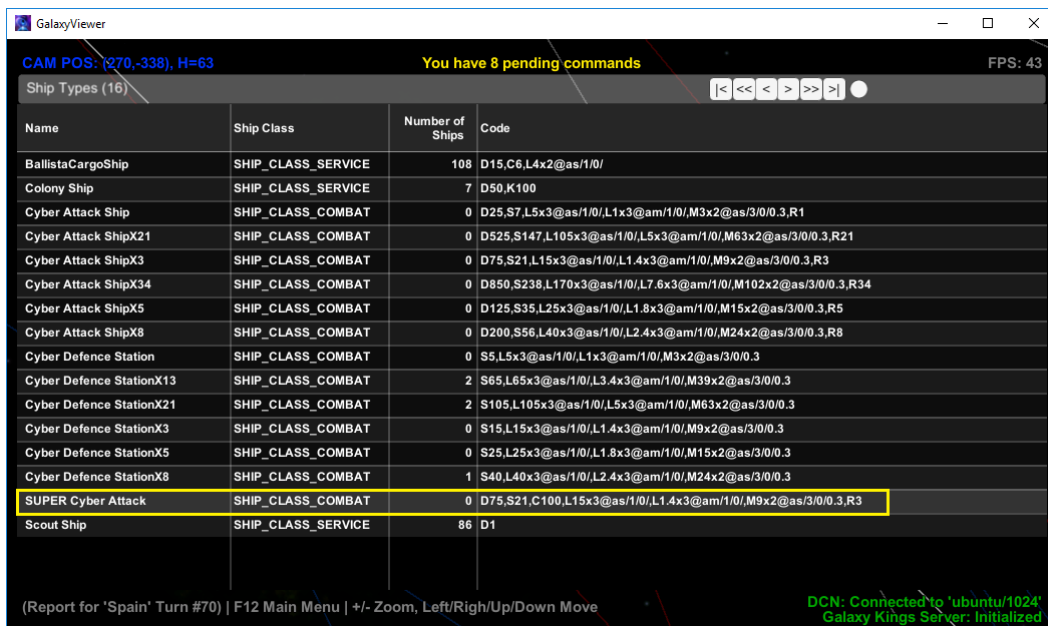


...you may see that a new line with cargo component has been added to the components list and parameters data on the right have slightly changed (added cargo free space, reduced speed, increased ship pass, decreased shield...).

To finish new ship type creation click "Create Ship Type" button. Do not forget to change Name of the new created ship type (by default it shows the name of a type you are creating from). Here I changed the name to "SUPER Cyber Attack" (note: a ship type name should be unique:):



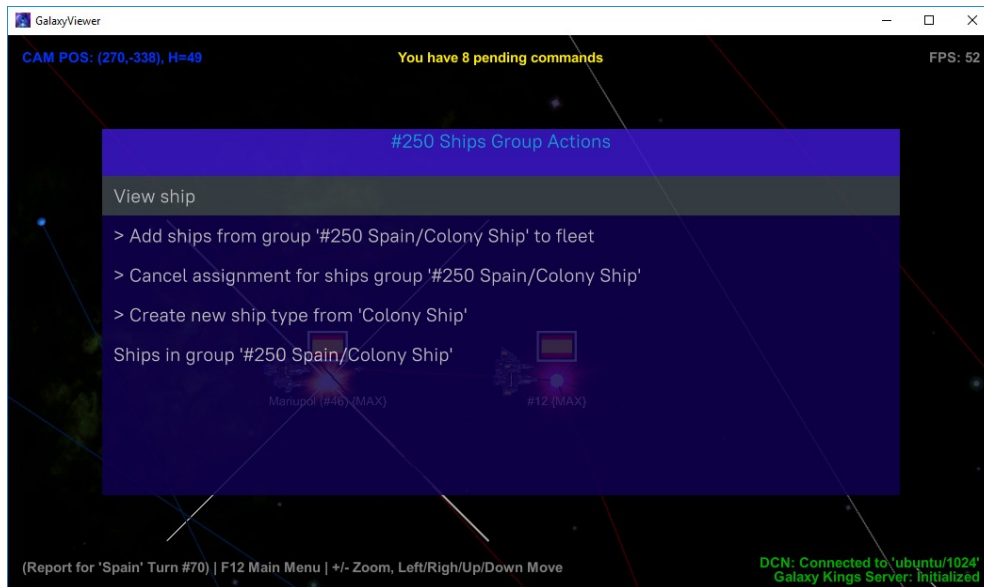
Confirm your action by clicking Ok. The new ship type will appear in the list and a number of pending commands will increase (note: it's still a local change before you send pending commands to the server):



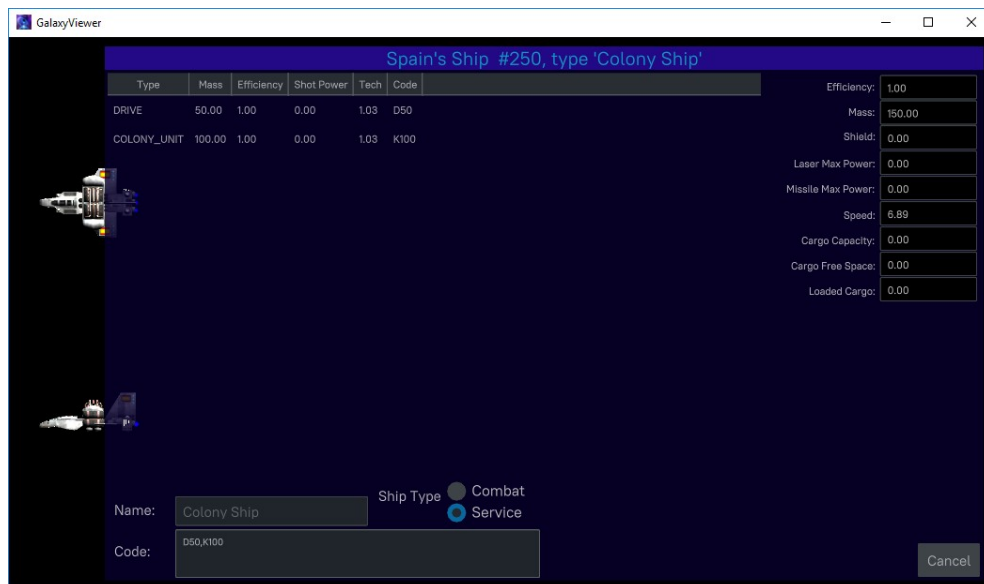
Ship View

In many cases you can view existing ships design, without ability to create a new type. This is the same Ship Designer tool as above, but in read-only view mode.

As an example you can right-click on a ship picture in the star map view and select an action 'View ship':



You'll be transferred to the view ship screen:



Press ESC to quit and return the previous window.