

SFB Ship Definition Tool

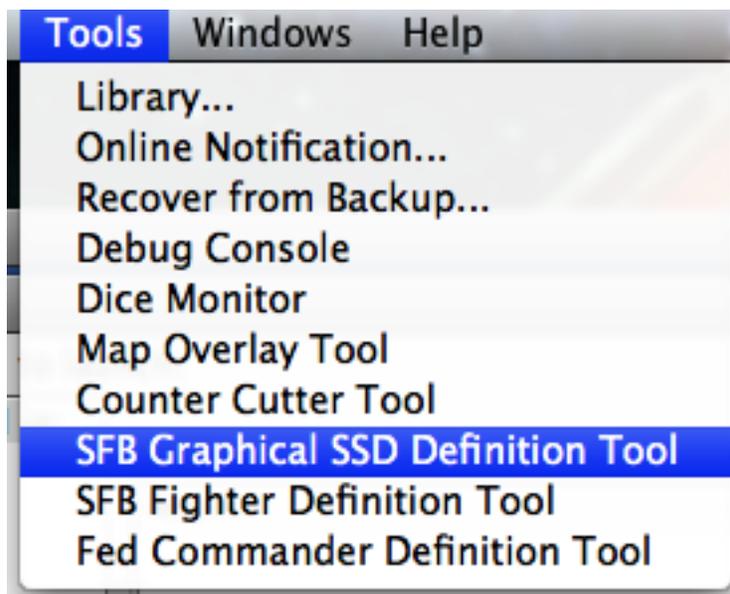
1 SFB Ship Definition Tool

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SFB Ship Definition Tool

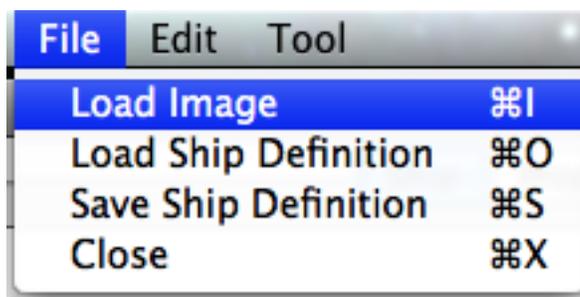
Creating an SFB Ship Definition

Start SFB Graphical SSD Definition Tool



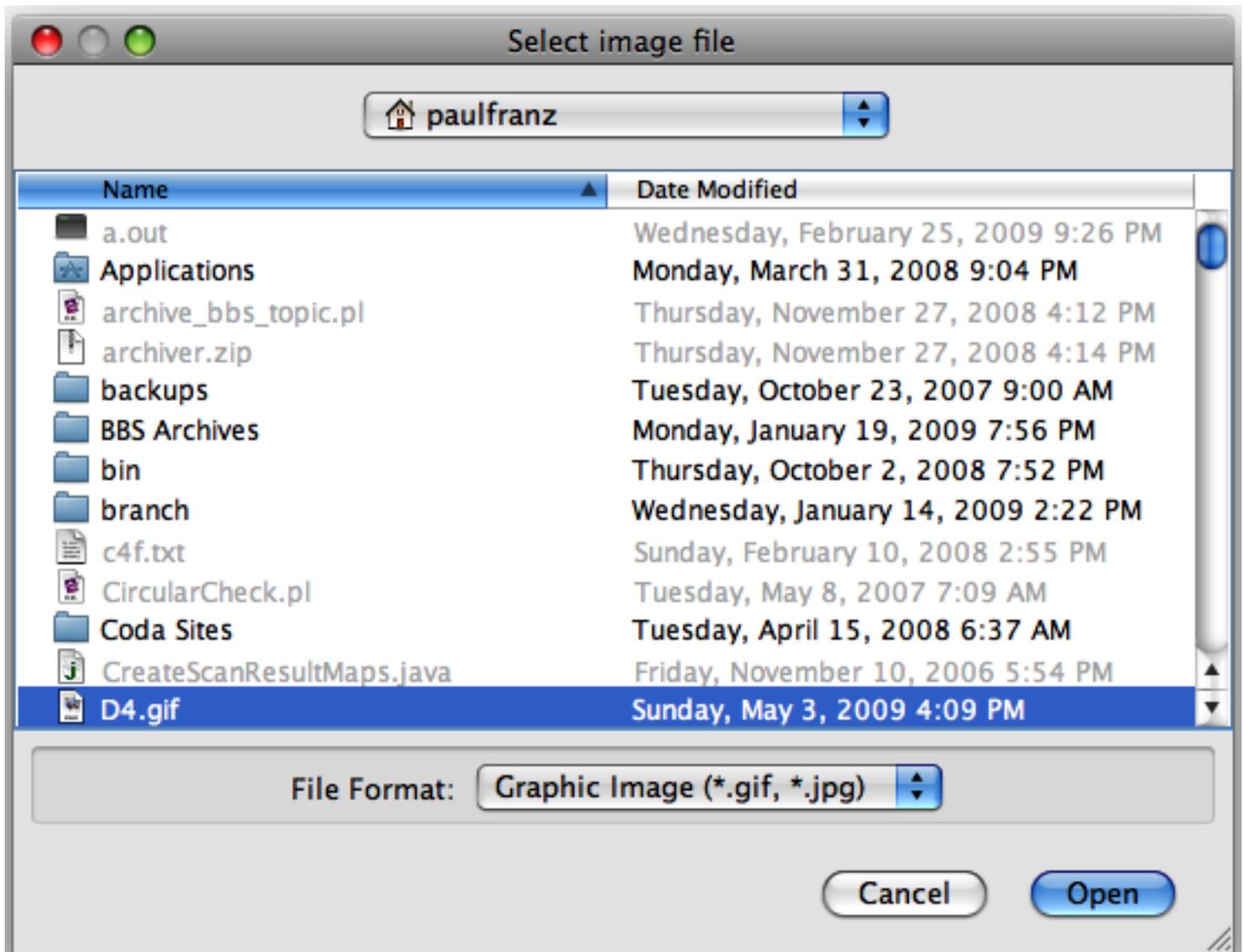
Select "Tools/SFB Graphical SSD Definition Tool"

Load the image of the ship definition



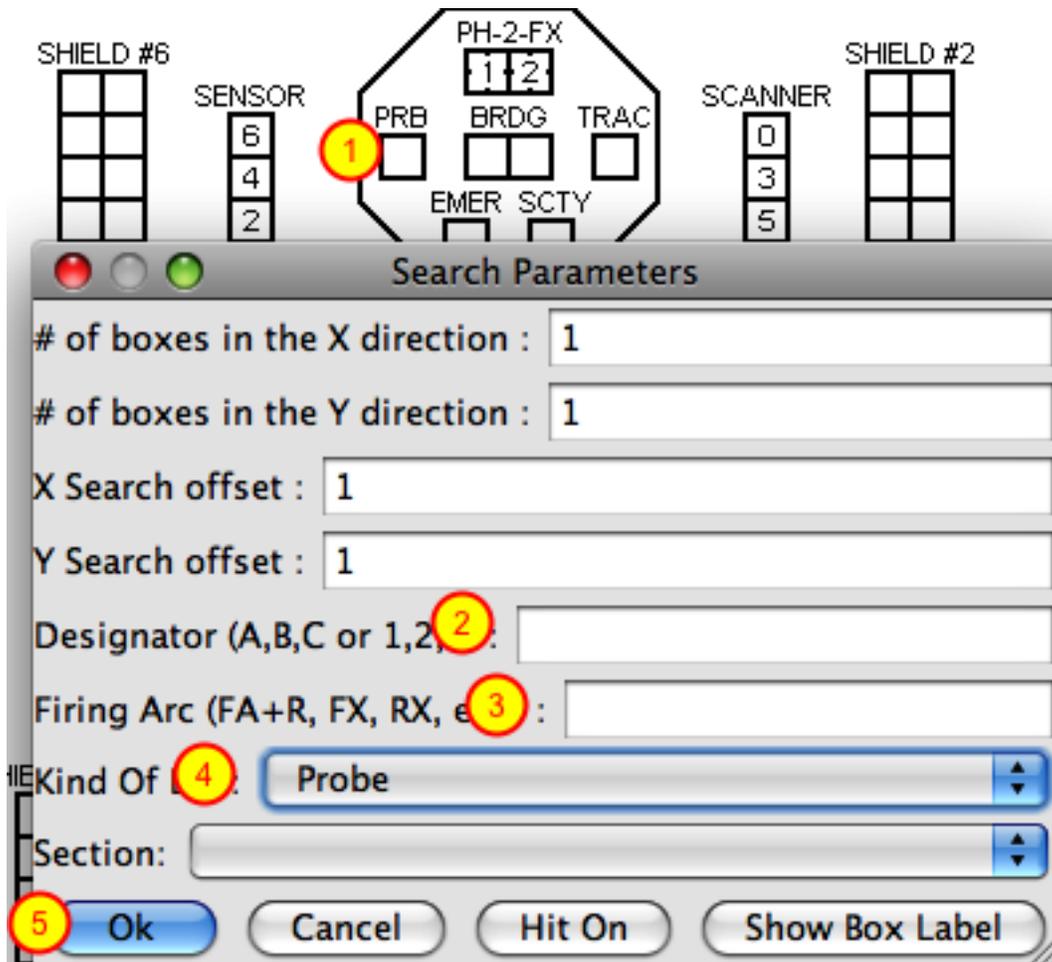
Select "File/Load Image"

Select the file



Select the file in the file selector window that comes up

Define the first box



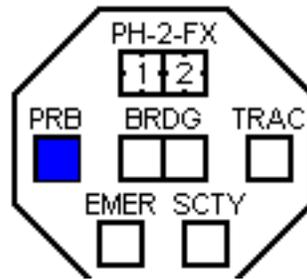
- 1) Click on one of the boxes in the SSD
- 2) Select the appropriate designator, if the box has one (e.g. a weapons box)
- 3) Define the arc, if appropriate (e.g. a weapons box)
- 4) Select the kind of the box.
- 5) Click the "Ok" button.

Confirm the size



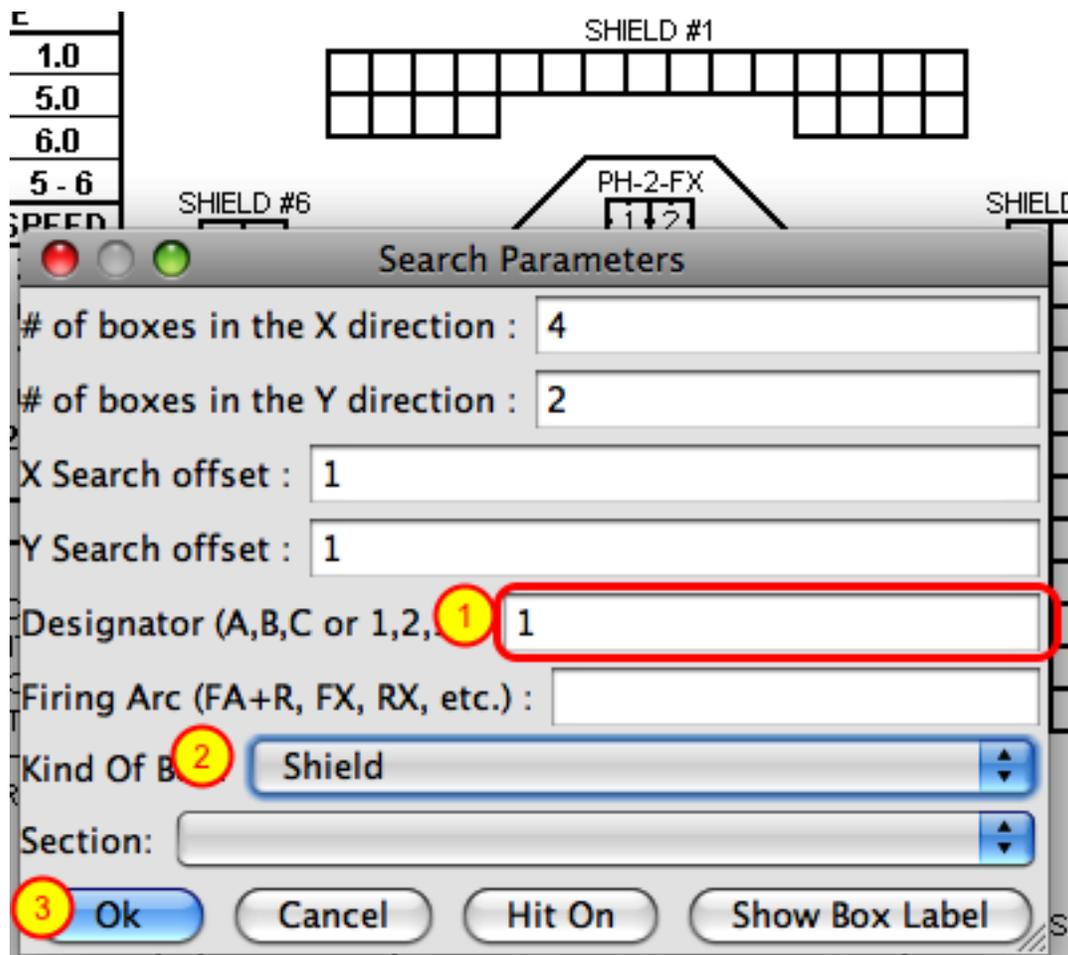
Make sure that the size looks correct and click on the "Yes" button.

Check result



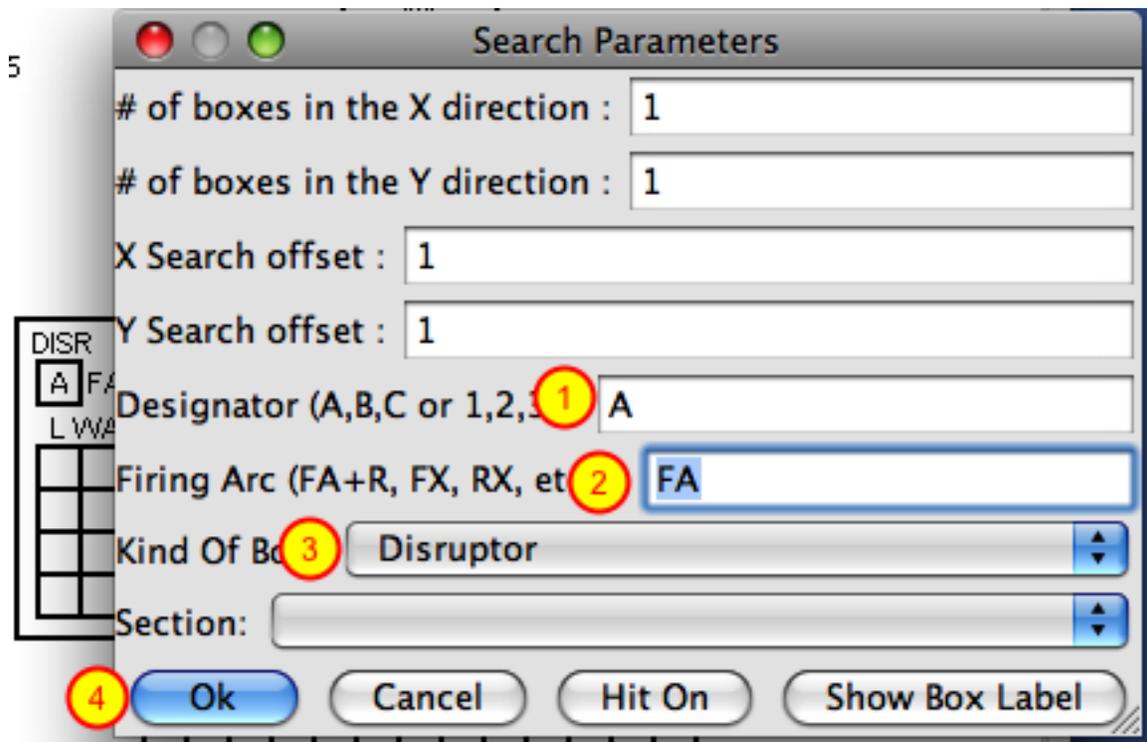
Make sure the box is filled in

Defining Shields



- 1) Specify shield number in the designator.
- 2) Set the "Kind of Box" to "Shield"
- 3) Click on the "Ok"

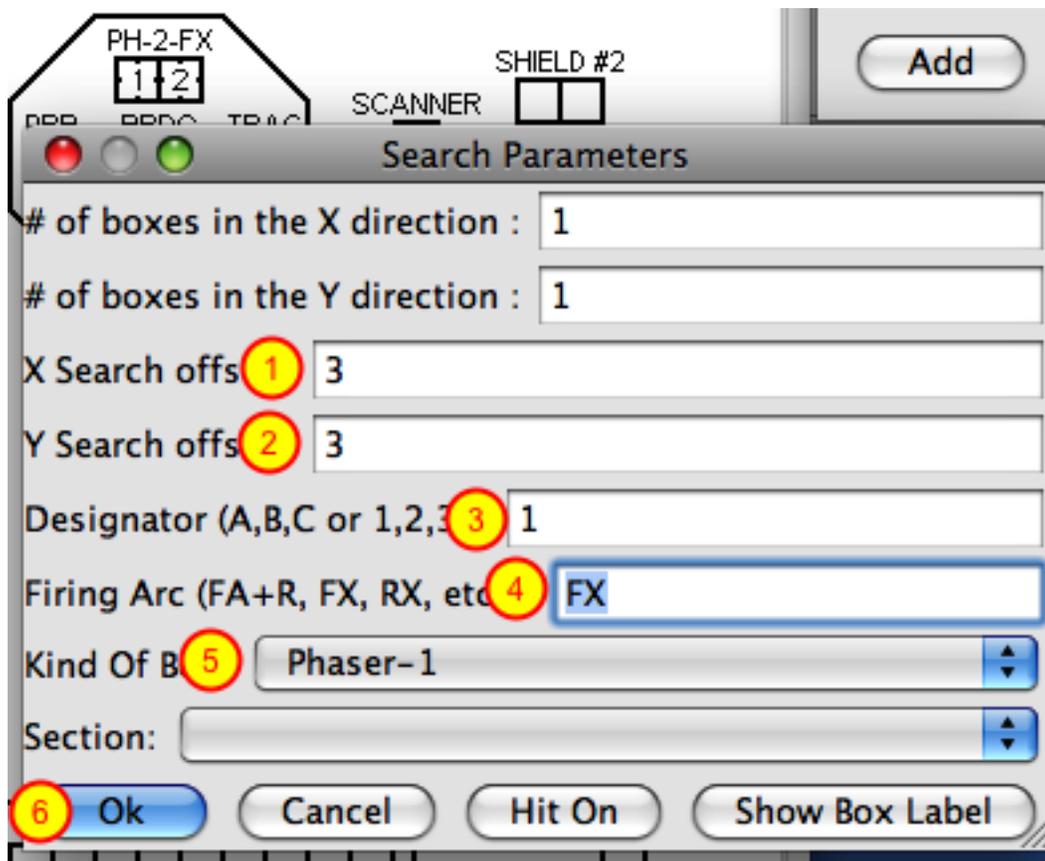
Defining Heavy Weapons



After clicking on the boxL

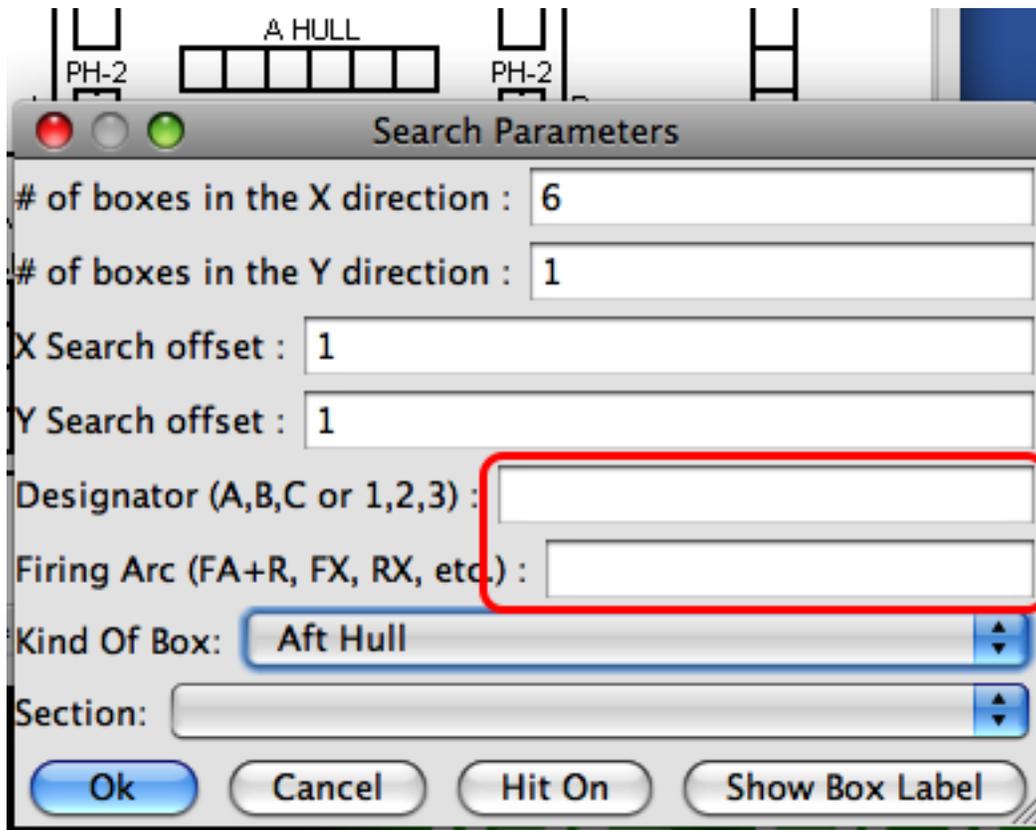
- 1) Specify the designation
- 2) Define the Arc. (eg. FA, FA+L, FH+L, etc)
- 3) Set the Kind of Weapon
- 4) Click on the "Ok" button

Defining Phasers



- 1) Specify an X offset
- 2) Specify an Y offset (the offsets are only if there ticks inside the box)
- 3) Designation of the Phaser
- 4) Define the firing arc. (eg. FX, FA+L, FH+L, etc)
- 5) Set the "Kind of Box" to be the Weapon
- 6) Click on the "Ok" button

Defining Normal Boxes



The screenshot shows a 'Search Parameters' dialog box with the following fields and controls:

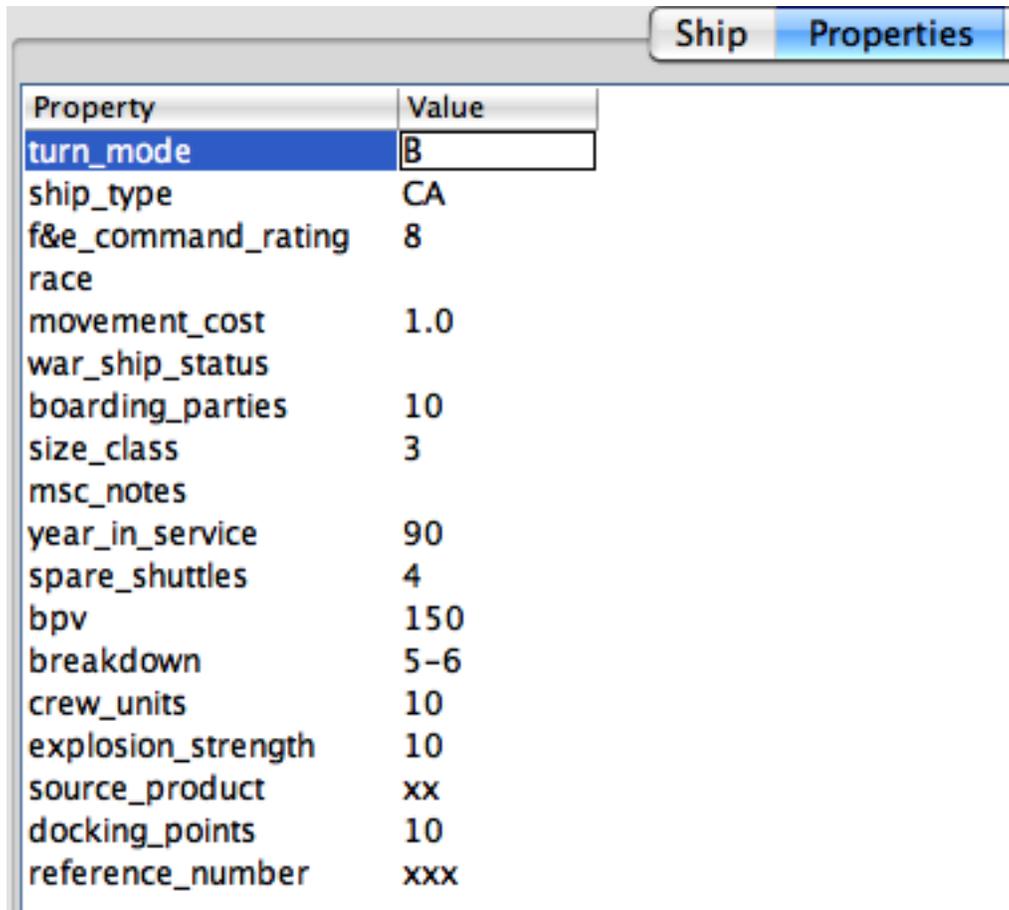
- # of boxes in the X direction : 6
- # of boxes in the Y direction : 1
- X Search offset : 1
- Y Search offset : 1
- Designator (A,B,C or 1,2,3) : [Empty field, highlighted with a red box]
- Firing Arc (FA+R, FX, RX, etc.) : [Empty field, highlighted with a red box]
- Kind Of Box: Aft Hull
- Section: [Empty dropdown]
- Buttons: Ok, Cancel, Hit On, Show Box Label

Set the "Kind Of Box" (Make sure the Designator and the Firing Arc is cleared)

Specifying Ship Definition Properties

How to Specify the different properties for a ship definition

Specify Properties



The screenshot shows a dialog box titled "Ship Properties". It contains a table with two columns: "Property" and "Value". The "turn_mode" property is highlighted in blue. The values for the other properties are: ship_type: CA, f&e_command_rating: 8, race: (empty), movement_cost: 1.0, war_ship_status: (empty), boarding_parties: 10, size_class: 3, msc_notes: (empty), year_in_service: 90, spare_shuttles: 4, bpv: 150, breakdown: 5-6, crew_units: 10, explosion_strength: 10, source_product: xx, docking_points: 10, and reference_number: xxx.

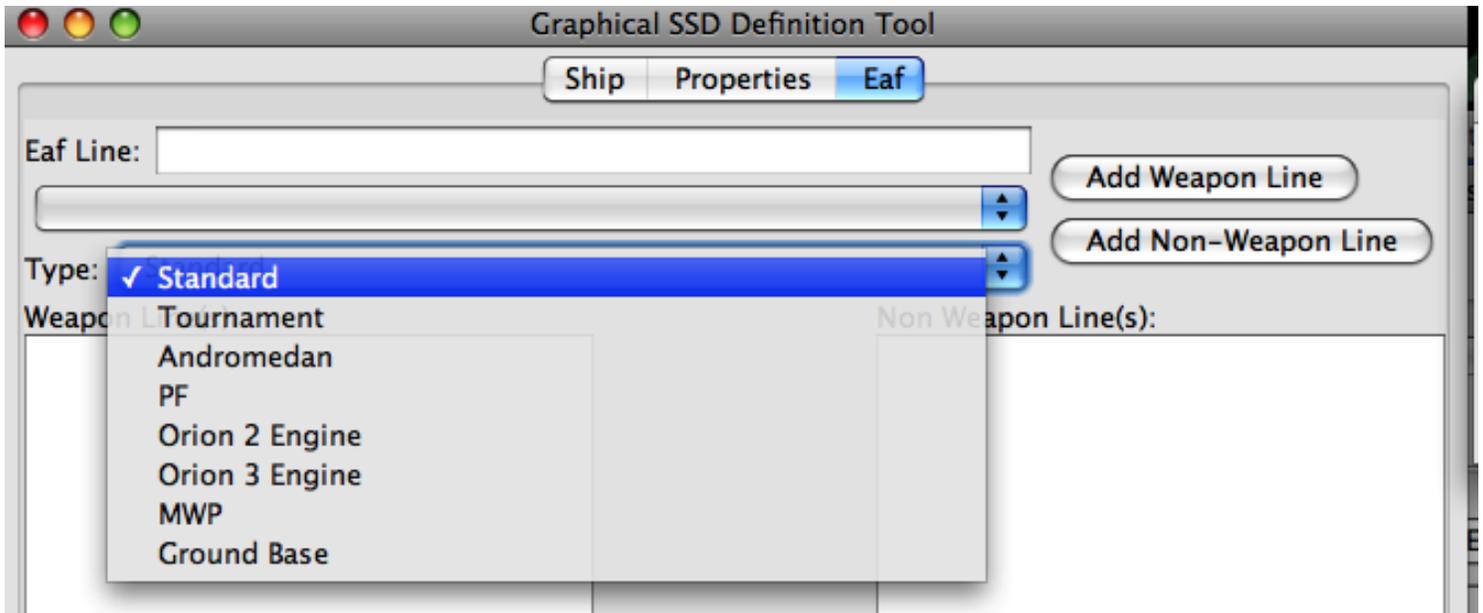
Property	Value
turn_mode	B
ship_type	CA
f&e_command_rating	8
race	
movement_cost	1.0
war_ship_status	
boarding_parties	10
size_class	3
msc_notes	
year_in_service	90
spare_shuttles	4
bpv	150
breakdown	5-6
crew_units	10
explosion_strength	10
source_product	xx
docking_points	10
reference_number	xxx

Go down the different properties and specify the value as seen in the module G2 or G3. Movement Cost is important because it will be used for calculating movement when you specify a speed plot and when the ship is tractored. MSC Notes is important to tell the client if this is an X Ship or Nimble Ship. Race is important since it is used for selecting the races Turn Mode, Slip Mode and other race specific counters.

Defining the Energy Allocation for a Ship Definition

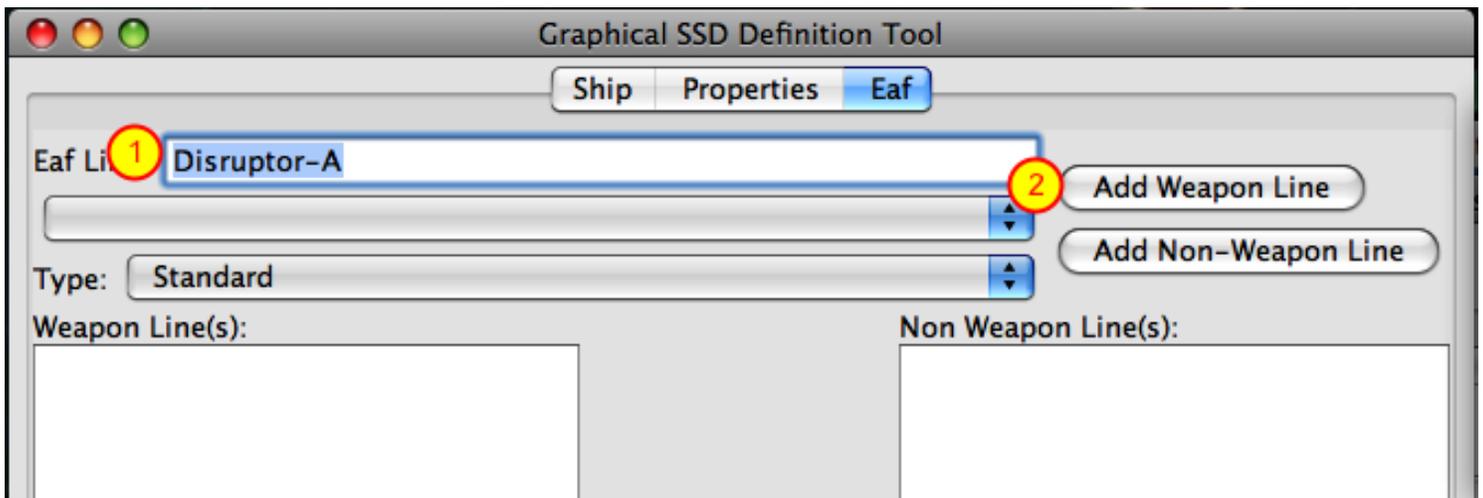
The Energy Allocation is not automatically generated based-on the ship definition, but needs to be defined separately.

Select the Type



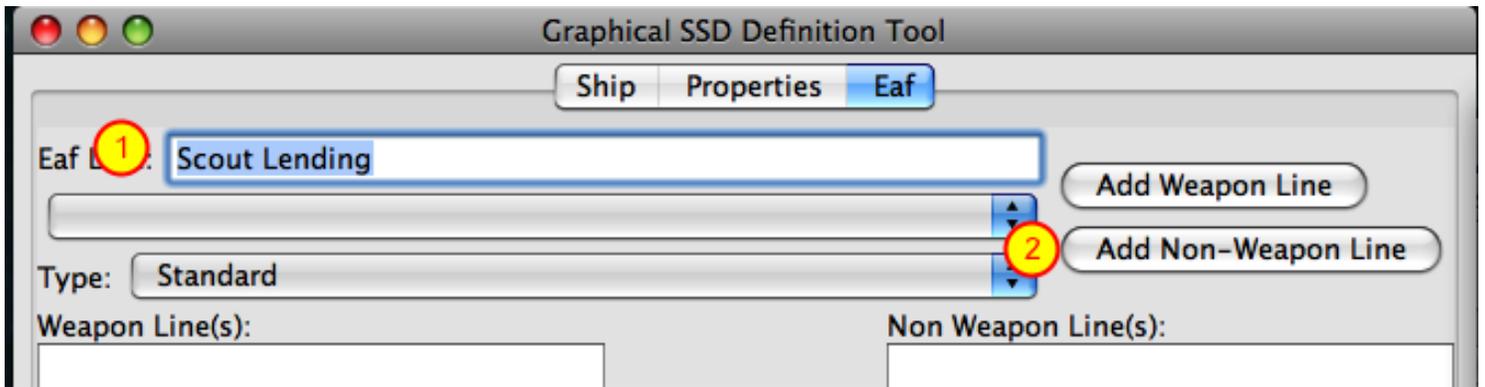
There are many types. Select the one appropriate to the unit.

Add Weapon Lines



- 1) Enter what you want for the line
- 2) Click the "Add Weapon Line" button

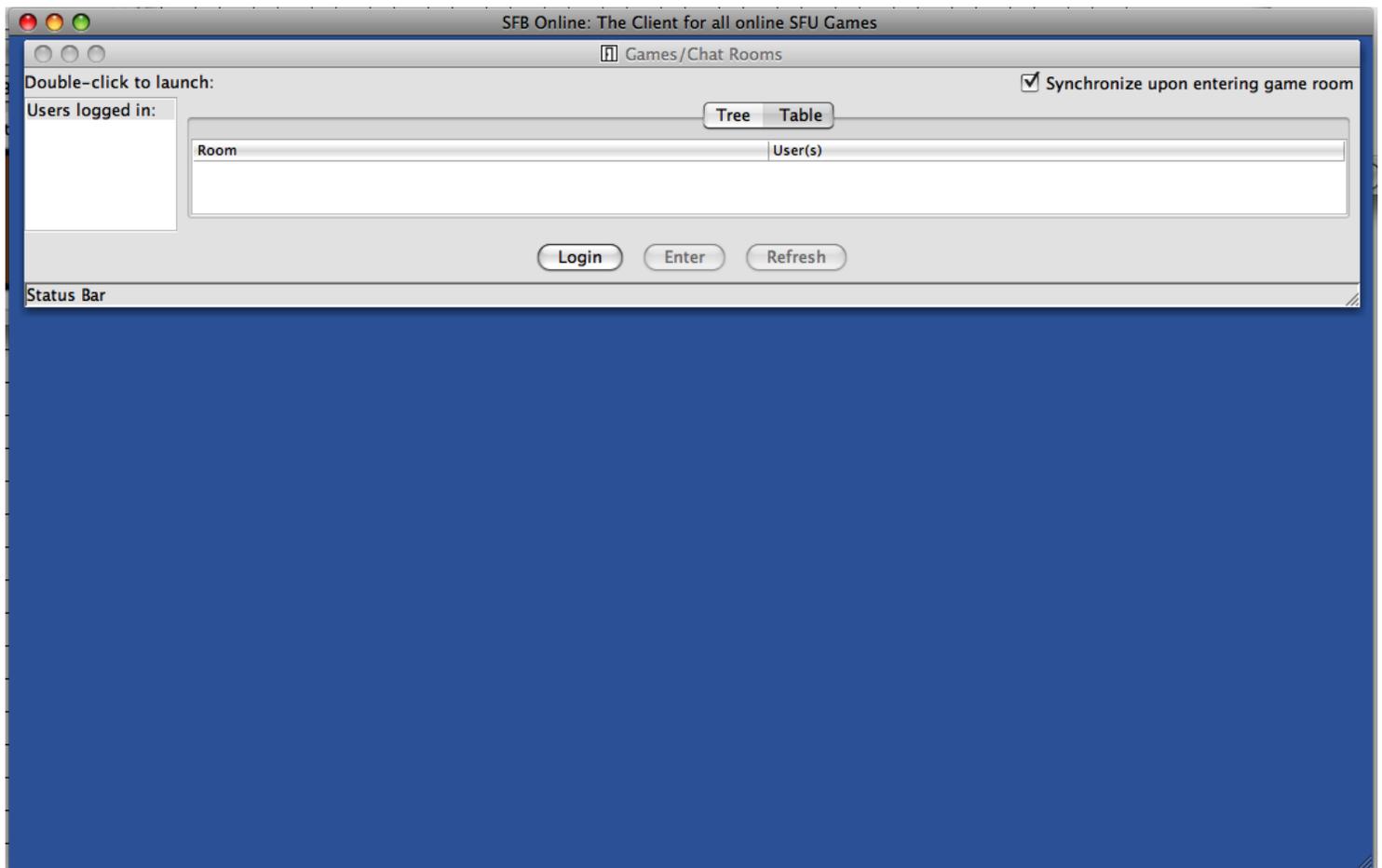
Add Non-Weapon Line



- 1) Enter what you want for the line
- 2) Click the "Add Non-Weapon Line" button

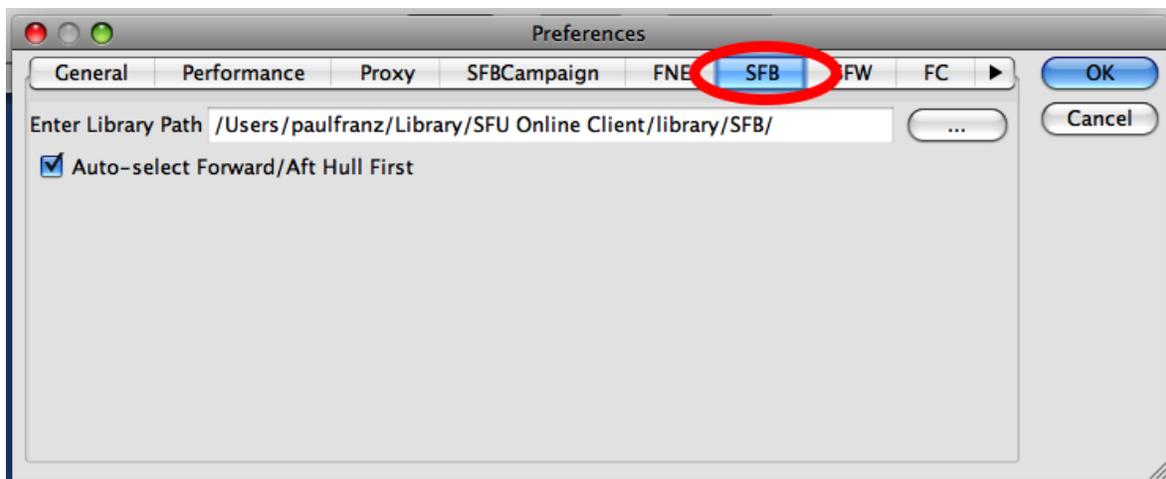
Making the ship definition available in a room

Bring up Options or Preferences window.



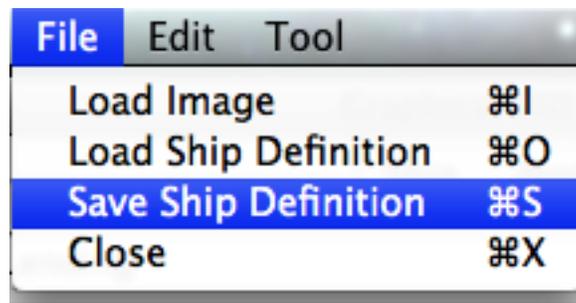
Go to the Main windows and click on the "Options/Options..." menu item or "SFU Online Client/Preferences..."

Find the library path.



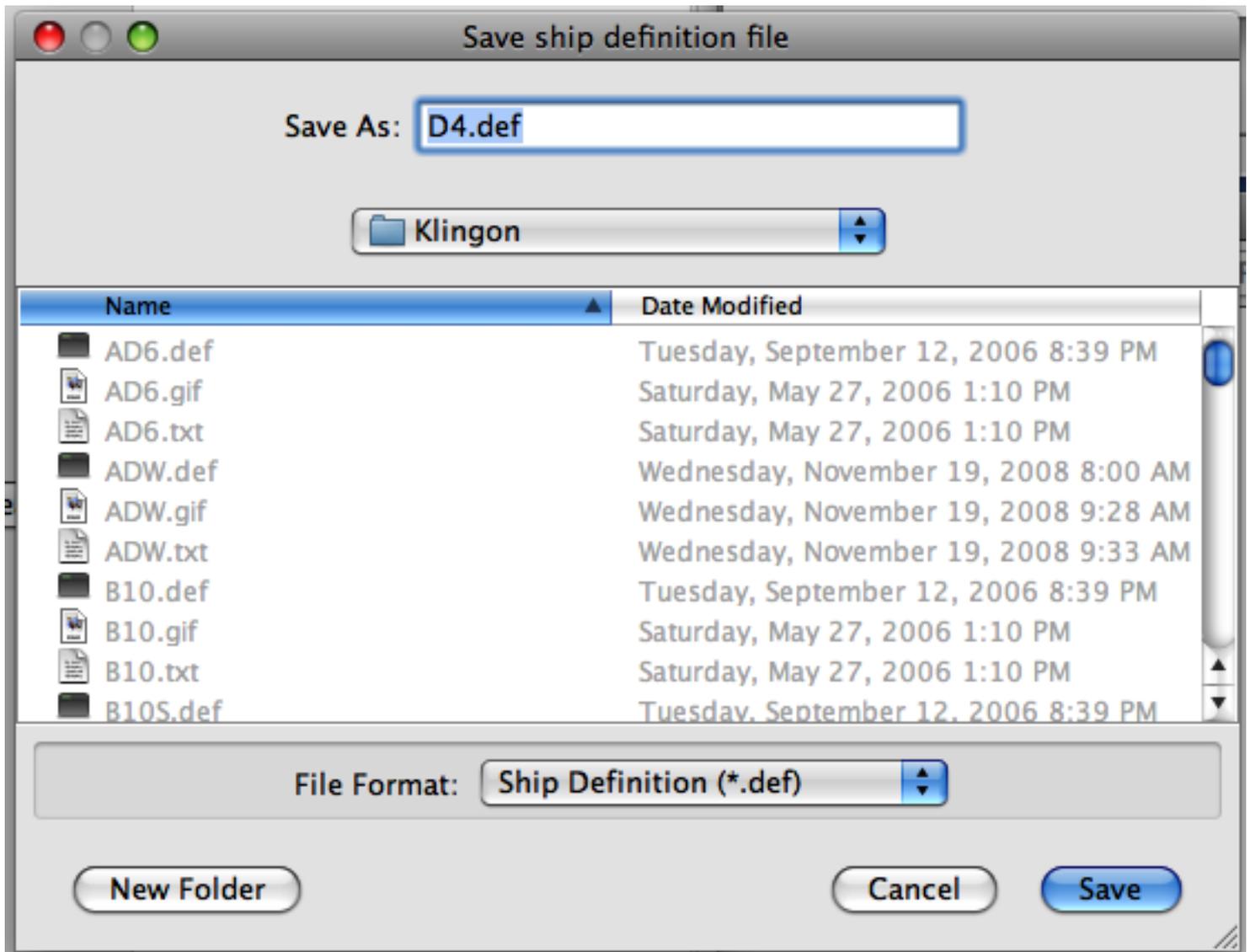
Click on the tab for the appropriate room type. For example, SFB.

Save the ship definition



Switch to your Ship Definition window and click on the "File/Save" menu item.

Save the Ship Definition



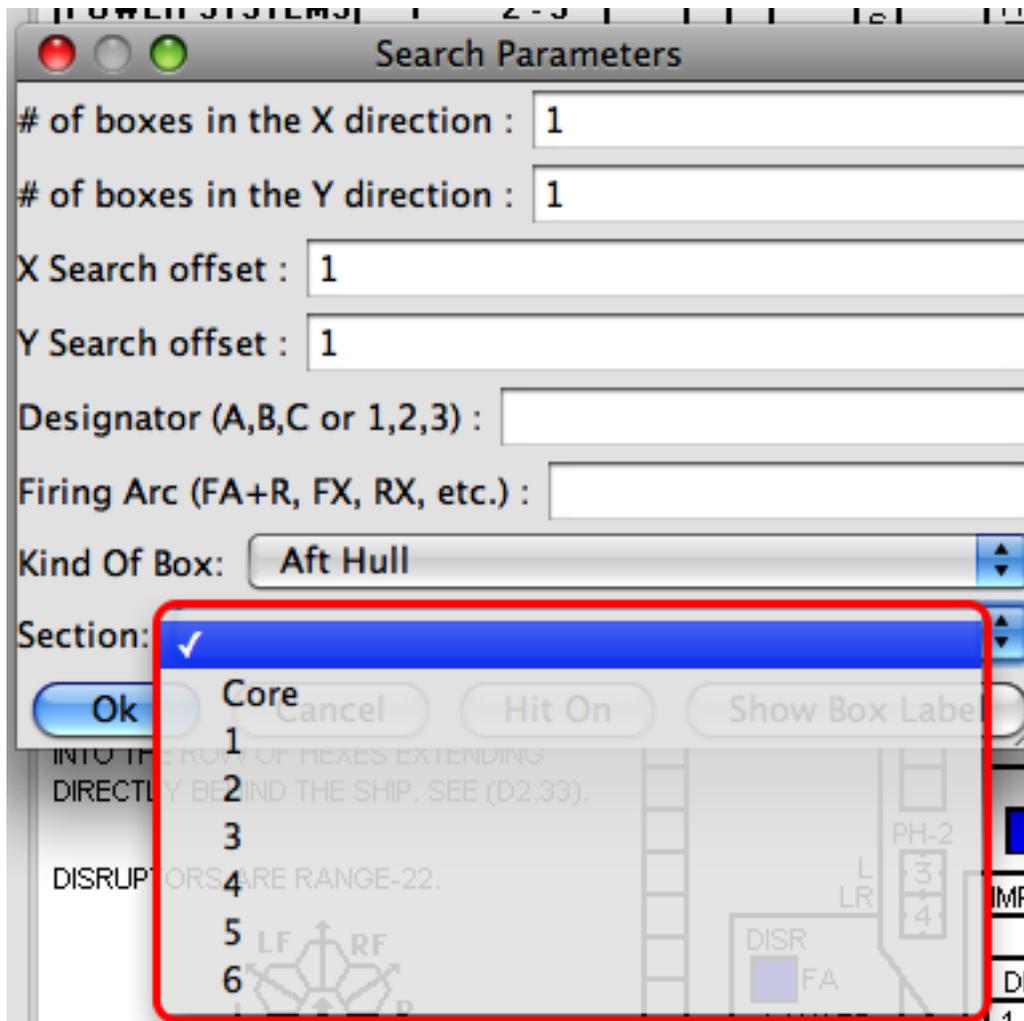
1) Change the directory in the save window to be the same as the library path that you found in the Options windows. (It is recommended that you save it under a directory/folder that is the same as the name of the race of the ship)

2) Enter filename and click on the "Save" button.

Special Notes for Ship Definition Tool

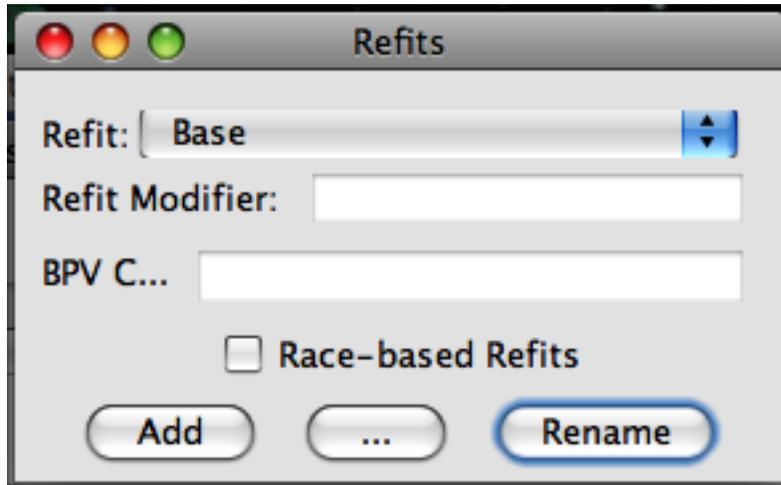
These are things that are used only in special cases

Section Field for the box



The "Section" field is used when defining a Star Base.

Refit Window



The Refits window is used to specify refits. You would define the Base ship definition and then click on the "Add" button to add a new refit, specify the refit modifier (if there is one) and how much the refit adds to the BPV and then define the boxes that were part of the refit.