SFB Ship Definition Tool

1 SFB Ship Definition Tool

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SFB Ship Definition Tool

Start SFB Graphical SSD Definition Tool

Tools	Windows Help		
Libra	Library		
Onlin	Online Notification		
Recov	ver from Backup		
Debu	ig Console		
Dice	Monitor		
Map	Overlay Tool	1	
Coun	nter Cutter Tool		
SFB C	Graphical SSD Definition Tool		
SFB F	ighter Definition Tool		
Fed C	Commander Definition Tool		

Select "Tools/SFB Graphical SSD Defiition Tool"

Load the image of the ship definition

File Edit Tool	100
Load Image	жı
Load Ship Definition	жo
Save Ship Definition #S	
Close	жx

Select "File/Load Image"

0	O Sele	ct image file
	👚 paulfranz	•
Na	ame	Date Modified
🔳 a. 🐼 Ap	out oplications	Wednesday, February 25, 2009 9:26 PM Monday, March 31, 2008 9:04 PM
😰 ar	rchive_bbs_topic.pl	Thursday, November 27, 2008 4:12 PM Thursday, November 27, 2008 4:14 PM
🚞 ba	ackups	Tuesday, October 23, 2007 9:00 AM
💼 BB	3S Archives	Monday, January 19, 2009 7:56 PM
🚞 bi	n	Thursday, October 2, 2008 7:52 PM
🚞 br	ranch	Wednesday, January 14, 2009 2:22 PM
₩ c4	lf.txt	Sunday, February 10, 2008 2:55 PM
🔋 Ci	ircularCheck.pl	Tuesday, May 8, 2007 7:09 AM
📄 Co	oda Sites	Tuesday, April 15, 2008 6:37 AM
🔄 🗓 Ci	reateScanResultMaps.java	Friday, November 10, 2006 5:54 PM
🖹 D4	4.gif	Sunday, May 3, 2009 4:09 PM 📃 🔟
File Format: Graphic Image (*.gif, *.jpg)		
		Cancel Open

Select the file in the file selector window that comes up

Define the first box

SHIELD #6 SENSOR 6 4 2 SENSOR 6 4 2 SENSOR 0 3 5 SHIELD #2 SCANNER 0 3 5 SHIELD #2 SCANNER 0 3 5 SCANNER 0 3 5 SCANNER 0 3 5 SCANNER 0 3 5 SCANNER 0 3 5 SCANNER 0 3 5 SCANNER 0 3 5 SCANNER 0 3 5 SCANNER 0 3 5 SCANNER 0 3 5 SCANNER 1 5 SCANNE 5 SCANNER 1 5 SCANNER 1 5 SCANNER 1 5 SCANNER 1 5 SCANNER 1 5 SCANNER 1 5 SCANNER 1 5 SCANNER 1 5 SCANNER 1 5 SCANNER 1 5 SCANNE 1 5 SCANNE 1 5 SCANNE 1 5 SCANNE 1 5 SCANNE 1 5 SCANNE 1 5 SCANNE 1 5 SCANNE 1 5 SCANNE 1 5 SCANNE 1 5 SCANNE 1 5 SCANNE 1 5
of boxes in the X direction : 1
of boxes in the Y direction : 1
X Search offset : 1
Y Search offset : 1
Designator (A,B,C or 1,22
Firing Arc (FA+R, FX, RX, 🕄 :
Kind Of 4. Probe
Section:
5 Ok Cancel Hit On Show Box Label

- 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.



Make sure the box is filled in

Defining Shields

SHIELD #1 1.0 5.0 6.0 5 - 6 SHIELD #6 PH-2-FX FILD #6 SHIELD #6 SHIELD #6 SHIELD #6 Search Parameters
of boxes in the X direction : 4
of boxes in the Y direction : 2
X Search offset : 1
Y Search offset : 1
Designator (A,B,C or 1,2,11
Firing Arc (FA+R, FX, RX, etc.) :
Kind Of B Shield
Section:
3 Ok Cancel Hit On Show Box Label Show Box Label

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

Defining Heavy Weapons

5	Search Parameters
-	# of boxes in the X direction : 1
	# of boxes in the Y direction : 1
	X Search offset : 1
DISR	Y Search offset : 1
A F.	Designator (A,B,C or 1,2,1 A
IFF.	Firing Arc (FA+R, FX, RX, et 2 FA
	Kind Of B Disruptor
	Section:
4	Ok Cancel Hit On Show Box Label

After clicking on the boxL

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



- 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

\varTheta 🔿 🔿 Search Parameters
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) :
Firing Arc (FA+R, FX, RX, etc.) :
Kind Of Box: Aft Hull
Section:
Ok Cancel Hit On Show Box Label

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

How to Specify the different properties for a ship definition

Specify Properties

		Ship	Properties
Property	Value		
turn_mode	В		
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.

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

Select the Type

00	Graphical SSD Definition Tool
Eaf Line:	Ship Properties Eaf Add Weapon Line Add Non-Weapon Line
Weapon Tournament Andromedan PF Orion 2 Engine Orion 3 Engine MWP Ground Base	Non We apon Line(s):

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

Add Weapon Lines

0 0	Graphical SSD Definition Tool
	Ship Properties Eaf
Eaf Li Disruptor-A	Add Weapon Line Add Non-Weapon Line
Weapon Line(s):	Non Weapon Line(s):

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

Add Non-Weapon Line	
000	Graphical SSD Definition Tool
	Ship Properties Eaf
Eaf 1. Scout Lending	(Add Waanon Line)
	Add Weapon Line
Type: Standard	Add Non-weapon Line
Weapon Line(s):	Non Weapon Line(s):

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

Bring up Options or Preferences window.

0 0		SFB Online: The Client for all online SFU Games	
000		Games/Chat Rooms	
Double-click to launch:			☑ Synchronize upon entering game room
Users logged in:		Tree Table	
	Room	User(s)	
		Login Enter Refresh	
Status Bar			li.
	, , , , , , , , , , , ,		

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

File	Edit Tool	-
Loa	жı	
Load Ship Definition		жo
Save Ship Definition		ЖS
Close		ЖХ

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

Save the Ship De	finition	
0 0	Save ship	definition file
	Save As: D4.def	
	Klingon	•
Name	A	Date Modified
AD6.def		Tuesday, September 12, 2006 8:39 PM
AD6.gif		Saturday, May 27, 2006 1:10 PM
AD6.txt		Saturday, May 27, 2006 1:10 PM
ADW.def		Wednesday, November 19, 2008 8:00 AM
🖹 ADW.gif		Wednesday, November 19, 2008 9:28 AM
ADW.txt		Wednesday, November 19, 2008 9:33 AM
B10.def		Tuesday, September 12, 2006 8:39 PM
🖺 B10.gif		Saturday, May 27, 2006 1:10 PM
当 B10.txt		Saturday, May 27, 2006 1:10 PM
B10S.def		Tuesdav. September 12. 2006 8:39 PM
	File Format: Ship De	finition (*.def)
New Folder	D	Cancel Save

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" buttomn.

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

00	Refits			
Refit: Base				
Refit Modifier:				
BPV C				
Race-based Refits				
Add	Rename			

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.