

Hellmar: Welcome to the first Dev Chat in the game and with voice. We have here myself, Hellmar, CEO of CCP, I'm trying to fill in for Oveur who's stuck at an airport and I have here with me Hammerhead and Hammerhead is going to start with a little opening on what Revelations 2.0 is going to be.

Hammerhead: I guess we can start about what the features are going to be in Revelations 2, the primary feature is optimization, core technology stuff. There's going to be some Vista support, general CPU optimizations, optimizations to Dogma, Dogma is... Hellmar could probably explain a little more about what that is.

Hellmar: Dogma is basically a game, it is the actual state and setup of your ship, it's actually its own programming language. So it's probably 3 layers of abstraction it's written on top of Python, which is written on C++, and we have created this, our own system called Dogma which basically manages fitting and skills and how that all ties together to give us the final result of when you fire a gun, and it's quite a generic system and there are various opportunities there for more special purpose coding around features that are widely used. So, that is one of the things we're now focusing on.

Hammerhead: Then the next feature after all the core optimizations are going to be big, infrastructure improvements. We're doing a lot with starbase warfare, we're adding constellation sovereignty and outpost upgrades, so you'll need to get sovereignty in the whole constellation and start building up constellation sovereignty to start upgrading your outposts with various things, such as more research slots, builds slots, etc.

I wish tuxford was here because he could tell you a little more about heat, heat is also coming in Revelations 2.0. You'll be able to "overload" your modules, and they're going to build up heat, then they might start getting destroyed, in a last ditch to survive it might be a good idea. The next major feature is corporation and alliance improvements, a lot of... actually there was a Dev Blog recently about these improvements, but it's a lot of little things that you guys have been asking for, just little fixes here and there. You'll be able to set standings to corporations, and corps will be able to set standings towards alliances, we're adding like a "delete all standings" button, like "delete all negative standings/delete all positive standings" so you can more easily manage, instead of having to click every single one and reset all the standings, you can reset them all by pushing a button. We're adding divisional wallets, that's a pretty exciting thing for a lot of you guys, I know you've been asking forever about divisional wallets and we're going to put an export manager on the MyEve site, so that you can export all the data about your corp into a file and then you can import it in excel or whatever to manage your... just manage the corporation better. We're adding asset search in the corp assets, we're putting some improvements to the transaction logs, we're adding shares view to the corp window so you can see who has shares in the corp. We're actually interested in real questions as opposed to spam, if you guys want to. But I'll continue rattling off a feature list of Revelations 2.0. We're adding new agent levels, so level 5 and level 6 agent missions, and they're going to primarily focus on being group related, we don't want them to be soloable, we're trying to add in a bunch of features that make it more viable to join groups, like you're going to share loyalty points, you'll share standings improvements, that kind of thing so it's not just one guy getting all the benefit. We also want to add, but I'm not sure if it's going to be added soon, we're going to add a loot logging feature so you can tell what the people in your gang have looted, so that's another thing that's going to help people team up, because you never knew if that guy got a Gistii module in that loot drop, or something else. Level 6 missions are going to be extremely hard, there will only be a few of them, and we don't expect people to grind these things all day.

Hellmar: I have some questions here. "How are you doing on the 64 bit client? Are we going to see it this year?" - We haven't really been focusing on a 64 bit client; we have been more focusing on making our server 64 bit compliant. It is however advantageous to offer a 64 bit version of the client, mainly for research purposes on the future of our technology, and it also helps you get more staff from Microsoft if you have a 64 bit version. But it's probably something that if we're going to release it, we'll release it as a research project, because 64 bit driver support and platform support in general is a little bit - not there quite yet. But I know that various programmers are now, our programming department is interested in getting a 64 bit client out just to see what the performance improvements could be by having it officially supported.

The second question is "Are you going to visit the US soon on a more general plan?" - Yes. As part of our new technology which has been under wraps for about a year now, called Trinity 2.0, that will bring a completely reimplemented user interface, and I was just reading some of the comments on the forums in

response to Oveurs blog yesterday and there were a lot of concerns about the performance of the client, and just to dive in a little bit on that, the current client is still on Eve is built on 3 Generation technology, actually even written by myself, 7 years ago and it's not really the greatest - I can say it because I made it, but we have much better people now working on it and they are working on our next generation technology, which will both address client robustness, both in terms of actual environments and the user interface. The way we do our interface now is that we use a mixed function pipeline kind of approach to implement the user interface in 3D and it's very taxing on the bandwidth between the CPU and the GPU and currently the direction of drivers for this generation of 3D cards is focusing a lot of the programmable pipeline so our new generation also introduces a way to do user interface in the programmable pipeline, so we will see not only better looks but increased performance and more opportunity to use the actual hardware on the computer, because our fixed function approach in our old engine is really limiting when it comes to harnessing the power of recently released hardware.

Hammerhead: Someone asked a question about outpost upgrades, and if we're going to be able to upgrade the different outposts with different functions, and the answer is yes. There's going to be some number of upgrades, I think right now we were talking about 6, but of course we have to play test this some more before it's released, but you'll be able to have increased speed on the manufacturing, or add more slots to any of the outposts that are faster manufacturing... Let me check the list of all the things we're adding. OK, let's see. Additional offices, improved production, more slots, improved efficiency on the speed, more labs, add a refinery, a shipyard boosting addition that will increase the production speed of your stuff in starbases, for the minmatar one you'll be able to increase the efficiency of the refinery, for the caldari one you'll be able to increase the ME/PE copy modifier of the outpost labs to like 65, and then as you upgrade it to 60, or 55, maybe we should probably do a Dev Blog with all this stuff at some point. Hellmar has another question.

Hellmar: Yeah here's another question from Templar Relic [forgive me if I got your name wrong], "Are you going to fix the session change already in process thing, so that you can jump through the gate and jump immediately as opposed to waiting half a minute now?" - His question again ties into a little bit of an architecture change we're now looking into making. We have been doing... Currently the way we set up, we have our own proprietary interconnect solution, using just basic ethernet and TCP/IP, we have been looking into changing our interprocess communication to use more standard supercomputing solutions where we would do interprocess communications through special purpose protocols and would use [mirrornet?] and other robust connections between each blade in the cluster and that will allow us to have much clearer assumptions about communications between different nodes. And your question about the "Session change already in progress" ties a little bit into this because we have to be a little bit defensive about session changes because the current transport isn't really built for guaranteed speedy delivery. Once we address it on this scale you will slowly see problems like this that have been in Eve for a very long time will go away over time.

Hammerhead: "What do we think about adding a stacking penalty to focused fire?" - I don't really have a great answer to that, we have a lot of discussions about how... more numbers you bring to a fight the more you damage people, and this is kind of a problem in most MMO games really that numbers just win, and stacking penalty is one solution that we've talked about, and my biggest issue with it is that it just doesn't seem logical to me that the more guns shooting at something the less damage they do but it is a suggestion in the right direction to combating a problem that we do see exists.

Hellmar: "Could you please give us an update on the state of walking in stations or full body avatars. Are you going release high quality teasers to the community in advance?" - Well, Torvicks [sorry if I misheard the name again - K] actually given a presentation at an industry conference in Germany, early May, where we were able to disclose some of the early stages. All in all I can say the walking in stations, or ambulation as we call it here has been progressing greatly. We are achieving our goals to move the same bar onto full body character representation in an MMO as we have done the same with spaceships, and we are very much heading to do this now and at some point we will start to release teaser material as you suggest, but we are going to wait until we have the final thing in front of us and start to build on that. He's also asking whether this will be released in Revelations 2.0 and that's not the case. Currently we're hoping to get our new 3-Gen out this year and ambulation relies heavily on the new 3-Gen so 2008 is really the year when ambulation is going to be released.

Hammerhead: "We need to be able to control guns on POS's" - And that's exactly what you're getting in Revelations 2.0, and as part of that guns are being moved outside of the shields, and there's going to be a skill for the number of POS guns you're able to control and players will be able to pick targets for the guns.

Hellmar: Here's one question about why all the logs into the blade servers were implemented and what will you do about it. - Well since the beginning we have been fighting with the popularity of Eve and we currently have around 170,00 players on a hardware base that was estimated to be able to hold up to 150,000, and we have been adding a little bit of scalability to that, but we're hitting the point of diminishing returns so we're crossing our fingers and waiting for Barcelona from AMD and pandering from Intel to add a little bit to the vertical scalability we have available to the cluster, but our key solution to address both vertical and horizontal scalability will be the new methods for interprocess communications I referenced before, where we will upgrade our, basically, cluster technique for a proprietary solution over TCP/IP, over ethernet to add a supercomputer strength one using mirronet and filliband for fast interconnects. That should allow us to double Eve yet again, but this has been a race since the beginning. We are riding 2 curves, hardware implements and growth patterns of Eve and we have... sometimes been ahead and sometimes behind but we feel that we now have a strong plan that we're going to put in motion for the next phase.

Hammerhead: "Will factional warfare bring about an integrated killboard that will include both NPC and player alliance kills on a per killmail basis?" - I've been having a lot of discussions lately about killmails with the guys, the plan is to move killmails out of mail, and have them inside the character sheet so you're not spammed with a chunk of text every time. There's actually going to be kind of a list of all your kills and losses in your character sheet and you can open specific instances to see other information and we're moving that out of chunks of text in the mail system to the database so that we can actually pull this data and use it in ways in like with medals, perhaps. And also, as part of this changes, I want to upgrade the war tab in your corp window so that you have some more info about how the war is progressing, kills, losses, sov. Gained/lost, starbase kills/losses, so not necessarily a killboard per se, but adding more info into the UI so that you can have access to it. And also we are doing an export feature, so there will be somewhere on the MyEve site where you can pull this type of info and use it any way you see fit.

Hellmar: "What are your thoughts on the industrial aspect of the game? Are we going to see trading and mining professions getting some love in the future?" - Well I sure hope it will happen, the times that I've played Eve I've been a miner or a trader, I suck at PvP or anything involving guns, but the guys, here, in the room I currently sit in, TomB, Hammerhead and Tuxford these guys are all murdering bastards, and I've been lobbying them recently on giving - especially mining, some love and I'm hoping that with the introduction of heat we can have more of a dynamic little mini gameplay into mining to make a little bit of a risk/reward gameplay also as we have done with other aspects of the game. Regarding trading, I really think this is the backbone of Eve, this is where the social network of Eve really manifests itself - we haven't really focused much on that - I think it's also because I think we got it quite right in the beginning but things like contracts I think have added what I think the market system was lacking and didn't really belong in the market system itself, the market system is really more of a trading platform, and the contracts themselves have to support the sort of Ebay, auction like things there. So I cannot give you anything concrete other than I will continue to do my lobbying and to make sure that the industrial aspect will get some love.

Hammerhead: "Will drone AI and GUI be getting reworked?" - Better interface, he wants. I know this is a huge issue amongst players and I agree with it. I've got my own ideas how I'd like to change it. It's currently not slated for Revelations 2.0 just because everybody's schedules are already booked, but it's definitely something I want to clean up because I just think we can do better. I'd like to see all kinds of changes to the Drone AI. So yes that is somewhere on the top of the priority lists, it's just not a feature that is coming in Revelations 2.0, but I'm promising that we will do something to improve how you work with drones and how drones behave.

Jim Lovell's asking if we're going to be able to store titans in outposts as part of the upgrades - That's not currently one of the upgrades that's planned. Titans are pretty big, I don't know if they would fit inside a station, it's kind of the thing that makes these ships unique; that they can never dock, so I don't think that's going to happen any time soon.

Hellmar: Rodrom Calderra is asking; "CCP is recruiting a lot of people at this very current moment, very current moment, yes. What are the chances of someone like me, without a bachelor's degree making it into getting recruited to work for CCP?" - Well, CCP has quite a varying history of hiring various Eve players to CCP and move to Iceland, but now we have the option to either go to Atlanta or Shanghai. We look for, what we really look for, are people with both experience and education and a career in Eve, and if you believe that you... - well if it's your dream to come and work for CCP, I would recommend going through the volunteer programs beforehand, if you don't have, for example as you say here, a bachelors degree, doing well in the volunteer program is definitely something you can do to get noticed. We have various examples and one is sitting here beside me; Hammerhead was one of the first guys we recruited from the volunteer program, and we have quite many successes with it so, my recommendation to you Rodrom Calderra, would be to sign up with the volunteer program.

Hammerhead: "Years back branding for items was mentioned as being considered, possibly opening up for differentiating products, any news on that?" - Well I would personally love to do some form of branding. The main thing that branding... The kind of stumbling block for branding... is the way our market is, you have to have some sort of categorization and if you were to; say you were to have your branded Thorax cruiser, how we display that in the market and how that stuff is represented is where stuff starts to get really complex. Items in Eve are called types, and types can either be called singleton or non-singleton, and once something becomes singleton it has its own unique item ID. Items that are non-singleton are able to be stacked and that's the type, when you repackage your ship, that's the type of stuff that you can sell on the market and it has no information about its damage state or any of that type of thing and in order for something to be branded it would need to have some extra information that we just can't really do the way things currently are.

Hellmar: Maybe if I add a little bit to that, Hammerhead. Initially, when we made the first version of Eve, we had the way to do some branding in Eve, it was an extra element that the item had which was called batch ID but we moved away from that because it created a lot of user interface - and just overall semantically confusion in first time users because dealing with multiple dimensions of crates for every time adds yet another layer of complex ID, and since then we have really implemented sub-types in the form of the factional version of the Thorax and things like that. So if we were to introduce manufacturer batch or brand ID at this point we will have to rework all our existing types into this new categorization and even though the technical things could be solved at this time, it would be quite a lot of work to map all the - I think we have about 4,000 types in the game now and we would have to map those over to the new structure, and this would be a quite substantial change to all of the game, a lot of the items would have to be re-balanced and re-categorized and whatnot. It will be a little bit of a difficulty to back paddle onto the solution we probably had 9 years ago, and it's questionable how much value it would add based on the effort of doing it and I think we have more things we can address in the game today with more bang for the buck given the complexity of this change. Though, I mean, everybody sees the value in having a personal branded item.

Hammerhead: "OK, I got a rather long question from Chayan Shadowborn; Chayan asks: "In Eve, I get the idea that group play is encouraged very strongly to the point where solo playing is made near impossible for some tasks. Has/will CCP ever consider to make the game more attractive to solo players, last not least to attract new players or is group play how Eve is 'meant to be played'?" - Well, Eve is a MMOG, so you can... you just, it's meant to be played with other people, but that's not to say that there isn't a lot of stuff that you can't do in Eve solo. I would say the majority of the subscribers are playing Eve solo most of the time when they play. I would encourage people to play as part of a group, but we're constantly adding features to the game that are viable both for group and solo play. I wouldn't say that Eve has to be played as a group thing, so... you're always going to have more safety in numbers, you're always going to be able to achieve more as a group, but... y'know.

Hellmar: I agree with you, Hammerhead. I have played Eve solo a lot and I was actually amazed how fun it can be, but you can never compete with playing with your friends cooperatively against either a player or running some environment together. It's just the formula is too powerful; playing with people rather than playing with a computer. There are inherent things that you never will compete, but like I said, I've played Eve many a time solo either as a trader or an industrialist and I'm amazed how much fun you can have playing solo because you always have this interaction with a large massive community, either as a trader

or an industrialist and that's really what creates the dimension of it beating any sort of single player solitary computer experience has ever had.

Hammerhead: Well said Hellmar. Let's see what else. You guys make such hard to pronounce names... 'NE-MI-NAY' I dunno, I've just... butchered that one... Anyway, asks "Any more news on the ORE/Mining capitals of any sort?" and the second part of that question "will you please make officer shield extenders/armor plates?" - Well there is definitely going to be some sort of industry based cap ship. The art dept. has got concept art and are working on models for it. It's not going to be a giant ore sucker. It's going to do something a little bit different. It's going to have perhaps a mining, or a refining siege mode or something like that. Something interesting and unique rather than just being a big ship that sucks down Veldspar. And officer shield extenders and armor plates... Sure, yeah, we can do that. I'll have one of the interns get on that and check it out.

Hellmar: We have a question from Victor Tesla: "Is there anything being planned to eliminate macros from the Eve universe at the moment?" - Another is "What could we as players give you as far as info in petitions to assist you in your investigations and removal of them?" - Well on the petition front, our customer support Dept. cares greatly on this subject, and now that they have more time to look into other things because we have been a little bit strained in terms of how many petitions we have in queue, but we are getting that down to manageable levels so I know they have more time to look into things like this. What are we systematically doing to indentify and address it? Well we have various tools and I cannot go into details on exactly what kind of solutions we use to identify this but we have strategies in place and we continue to improve them and we do basically runs through this where we identify people that are macroing, but it's next to impossible to fix this on a generic level. When you have gameplay that is repetitive and programmable, you will always be able to do it. Even if you make a robot that controls the mouse and taps on the keyboard we will never be able to detect that unless we have some heuristic analyzers that make sure that mouse movement is organic and not mechanical and that's quite complex to do. As always in this case the fix is to fix it in the design, to make sure you're not designing things that are repetitive and programmable, and to reflect a little bit what we were discussing a little bit on mining specifically. With the introduction of heat specifically, I know that there are going to be opportunities to add more of a fun dimension into mining, and it so happens that everything fun is also difficult to program, or difficult to macro. So that would be our answer for that.

Hammerhead: Tom Gun asks that "With new graphics usually comes lag, especially in large scale PvP, Titans have seemingly increased blob warfare. Have there been any thoughts about changing the mechanisms behind POS/Sovereignty warfare to reduce the number of players?" - Well that's really 2 things, as far as the new graphics adding lag, the opposite is really true because what's happened is everything was done in software, and now the hardware's come along so far, we're able to move everything along to the graphics card and so having 500 ships in a battle is not going to be lagging on the hardware side of things.

Hellmar: I think this question... maybe separate the new graphics question into 2 parts. There is a little bit of a short term problem with this, because the more different types of ship graphics we have in a solar system, and the rendering engine has to render different types. Our current rendering engine will have a little bit of increased lag for that. But our new 3D engine, Trinity 2.0, is very much, as Hammerhead was saying, is a programmable pipeline engine and you are able to level it's new graphic card in a much more powerful way than before, so when you get our new remodeled content, the really good stuff which Redundancy specifically has been blogging a little bit about, that is actually going to be faster than our old, relatively dated kind of graphics. So, there's a little bit of a short term impact, but the long term is going to be vast improvements in terms of transport, and over to you, Hammerhead, on the rest.

Hammerhead: And from the game design front, I would really like to see things moving to smaller battles. It's tough to achieve because like we were talking about in the question earlier, group play vs. solo play, numbers do tend to win battles so, part of the moving guns outside of the shields will let smaller forces be able to come in and maybe take a gun or two rather than needing a bunch of dreads to pop a base, we're definitely trying to do things that will encourage smaller scale combat. I really prefer something in the range of 20 on 20 I think is a good number, once you start to get into 100 vs. 100, its pretty fun but lag kicks in, network lag and general.. it just becomes not as good, and you melt instantly if you're called

primary and there's just things about it. It loses some of the dynamics that you have when you have a smaller force fighting.

Hellmar: I have a question from Heraldin. "Some players made quite an abundance of great suggestions in regards to changing mining on the forum, perhaps the miners cause, however there hasn't been any dev response in the thread as of today, are you aware of the suggestions that have been posted there and do you consider some of them for later updates?" - Well, I have to say that personally I was not aware of this, but as I said before, I am the miner/trader/solo player when I play Eve, but I have been tied up in doing CEO stuff for CCP this past year or so, but I will very much relay this message to Oveur and Hammerhead and TomB and Tuxford, and lobby a little bit for the industrialists in Eve, so you have my support on this but I cannot promise you anything. Those guys, they're hard to convince!

Hammerhead: Digital Communist wants to know, he says "I want to see the combat balancing Devs take a look at some of the basic stuff again to see if it can be improved. Things like tracking, target locking speed, any chance?" - I don't think we're going to do any big revamp any time soon but we're always watching this stuff. We do spend a lot of time on balancing issues and that sort of thing and I'm always interested in your suggestions. I've read your articles that you've written for EON and I've read your forum posts and stuff and I know you've sent e-mails and things in the past and interested in hearing any suggestions you have about that kind of stuff, so send it on in.

Hellmar: We have 'UM-BREELIA' who is asking "Eve Online is a product which is bought by people, don't you think that buyers have a right to have a complete instruction manual about everything of Eve, not only a tutorial but all these little things which are only known by veterans?" - Well, we have a manual available online, but Eve is such a dynamic product which is ever-changing, ever-changing both because of our actions but mainly because of the community, and strategies are evolving because people are collaborating and competing against other people, and it's very difficult to write a manual about that. If I had people who had the talent on doing that, I would focus them on writing a manual about life, and it's really more like live strategies that you have to focus on to really know how to get ahead in Eve, we will continue to do our best to have a manual online, but this is quite an impossible task due to the societal aspects of this.

Hammerhead: One thing we are doing is the Eve Wiki, which should go a long way towards taking some of the burden off of us to write everything and allow players to write articles about the various aspects of everything in the game. We've got a lot of players who would be willing to do this kind of stuff, and I think the Wiki project it's going, it's not live yet, but once that comes in it should be a pretty big help to this situation.

Hellmar: That's a really good point because if you think about it "What are successful trading strategies?" you cannot really write a manual about that because as soon as you write a manual that strategy becomes moot because everyone knows it, but the wiki will help maintain this better.

Another question is from 'CRE-LOREE' "Are Jove ships and items going to be in the game, and will the Jove ever have their own expansion, not asking when but can you say something?" - Well I've seen Jove stuff and it's frickin' awesome, like the turrets that Jove ships have, they're just... they're mind boggling how cool they are. Just really went all out when he made the effect for that, so we sometimes have viewing nights here on Fridays where we just look at the Jove stuff and admire it! Of-course at some point we'll have to release this to all of you, but eh, unfortunately no-one can be told about the Jove.

GrandMasta XP is asking "Will there be a possible ability to reprocess corpses to get implants and such?" - Well I mean, somehow they figured how to make Quafe Ultra, so obviously there is a way to do it, I would just kick around to you and see what you come up with.

Hammerhead: There's a question here from Zenus that wants to know "A long time ago there were intentions to make propulsion jamming the same as EWAR is now, will this ever be picked up again or has this idea died?" - Yeah, we did do a lot of work on that area and we had a bunch of different racial types of propulsion jammers, but eventually we play tested it and just having that be such a random factor, if people could warp out or not, it just ended up being more frustrating than anything, you were never sure if you were going to keep the person scrambled and it was just a matter of the guy who was scrambled

constantly hammering the warp button and hoping that the module would fail to keep him locked down so we kind of just went away from that. Maybe at some point we'll address that in the future and it might come back, but not for the time being.

Hellmar: There's a question from 'PAC-TU-SA' "Currently Vivox in game voice uses the same protocols and the same ports as normal VOIP systems use. I'm currently using such a system and it has completely prevented me from ever being able to connect Vivox." - We have been looking into various challenges around the protocol which Vivox uses, and we're continuing to work very closely with Vivox to ensure that we navigate all of the challenges with different routers/firewalls/isp's and because of this we have extended the free trial for Eve Voice because it's not really up to the spec for where we want it to be and what we're doing now with the Dev Chat is a way to figure out what are the strengths and weaknesses of this solution and we will stop at nothing to come up with what works best for Eve. Vivox is really behind this and they've been doing an awesome job in making sure it all works out, and taking a lot of time actually developing Eve Voice, so Eve Voice was not really taking anything away from our normal production schedule, we were able to do this in a fairly isolated manner and I know that the Vivox guys have big ambitions in making sure that this will be the best system ever introduced into a computer game. I know that most of the other guys at Vivox will probably follow up with you, so we'll probably get in connection to understand what your specific problem is.

Hammerhead: Flick has a question about... he says "Bugs are very much a black box right now, we don't know whether what we've identified are even bugs at all, let alone whether or not they are being fixed or an ETA. Are there any improvements to the bug reporting system?" - That's interesting because I was just having a discussion last night with QA that we are in fact changing the system so you will have... you will get a mail back that thanks you for the bug report and says we're looking at it and then you will get updates as to what is happening with your bug, has it been attached to a defect, has it been marked as non-reproducible, do we need more info. So if we do need more information you will get asked that, and there will be a dialogue between bug reporters and some other people in the system. Basically when you submit a bug report, it goes into a queue that gets looked at by volunteer bug hunters, and then they typically turn the stuff into defects, and then that goes to QA and then QA eventually assigns that defect to one of the programmers or game designers or whoever needs to fix the bug. And sometimes it can make it all the way to me and then I'll say "That's the intended way it's supposed to work" and then I'll mark it as not reproducible... and I think that's maybe the black hole that all the people think that their bugs are going into but now you'll be able to know whether or not your defect was marked as not reproducible, by design, or we didn't understand what you were talking about so we had to trash the bug report.

Hellmar: Rodrom Caldera asks about the Eve Mobile client; "In the past year CCP said it was making a client for mobile phones and PDAs. What will this client be able to do and what's the progress on this?" - Well, Eve Mobile is something that we have to prioritize with things that we do, and currently, there have obviously been more pressing issues to tackle, and Eve Mobile has laid on the wayside while we focus on stability and performance and Eve Mobile still exists, it still functions. I've recently used it even. Eve Mobile in general was created to focus on the sort of commerce aspect of Eve, such as market, manufacturing, eve mail, communications, everything that happens in stations and that lends itself quite nicely, because most of the interfaces are 2d anyway, and getting 3D graphics on a mobile, although possible, is going to be something that is going to eat your battery in 5 seconds, so focusing on everything which is currently 2 dimensional UI is what we are doing, we have had to reprioritize the project, given focus on stability and performance, but we still want to do it, but it's just a question of finding the resources to do it with first doing our other ambitions.

Hammerhead: Let's see. "Any word on system wide asteroid belts?" - That will definitely have to wait for the graphics upgrade, but once we do the graphics upgrade system wide asteroid belts will be one of the fancy things that will really show how much this upgrade means.

Hellmar: Exactly I just wanted to add a little bit to that. To do system wide asteroid belts to the degree that we wanted to do you need basically our new 3-Gen engine. One of the common challenges with Eve and space games in general, is that you have very, very difficult to feel parallax. Parallax is basically when you drive in your car, you see the near field moving really fast, and the mid field moving slower in the distance, and this does something to your brain, and this is why you cannot stand your spaceship to drive up to an eve space station, you always say why doesn't it dock automatically whereas in a ground based mmo you

can walk on the grass around the town, into the gate, and you never feel as bored as when you stare at space not moving, and this is a very sort of reptile like element in your brain, and there is very much an opportunity to add this with large scale asteroid belts where we have them really large, and you can navigate around them so you feel your mid and far fields move in a parallax nature, and by using geometry instancing and vertex shades we can do this with our new graphics engine, and that will bring you system wide asteroid belts, and also bring you planetary circles which you can move around in, but this is beyond our planned upgrade for the new 3d engine, beyond ambulation, this is kind of long term plan territory - oops I said it.

Hammerhead: You ask if the loyalty points are being revamped soon, and yeah they are. As part of Revaluations 2.0 we're going to move to more of a loyalty point store rather than offers. And it's going to be corp based rather than agent based, so you won't be stuck grinding with one agent until you get the offer you want. You can just scroll through the list, see what stuff there is, see how many LP you have, and see what's in there and go to any corp office and be able to pick up your stuff. So feel free to move around the universe some more instead of just sitting in your agent station, declining offers.

Hellmar: OK, now we are closing in on the hour we had set aside for this, I want to thank everybody for showing up, and I hope the experience was some enjoyment in it. Please give your feedback on the forums so we can improve on next time, we will continue to do this over the next week, and the audio from this one will be recorded and available online at some point soon(tm). And for next time I think we'll make sure to have Nathan not stuck in customs, somewhere, for those that have recently joined this chat was originally joined to include Oveur and Hammerhead, Oveur is currently stuck in customs but we'll have the real deal next time, so make sure to come next week.

Hammerhead: Yeah, thanks everybody for signing in and listening to us babble for an hour. Hopefully these things will be smoother in the future. This is the first time I've ever done this thing before and I wish we could have answered more of your questions, there's still a pretty big queue of questions but unfortunately the time ran out, so thanks everybody for coming, and I'll gab at you at the next one.

Hellmar: Yeah and thanks for the donations! I mean I'm up to 350m and I had nothing when I joined! This could be a gameplay strategy for me, who says you cannot sink isk out of the economy! This is obviously a great way to do it!

Hammerhead: And another thing, there's probably going to be a recording of this somewhere to download and you can listen to it at your leisure.

Hellmar: And that's a wrap I think, thank you all for showing up. Goodbye!