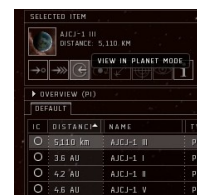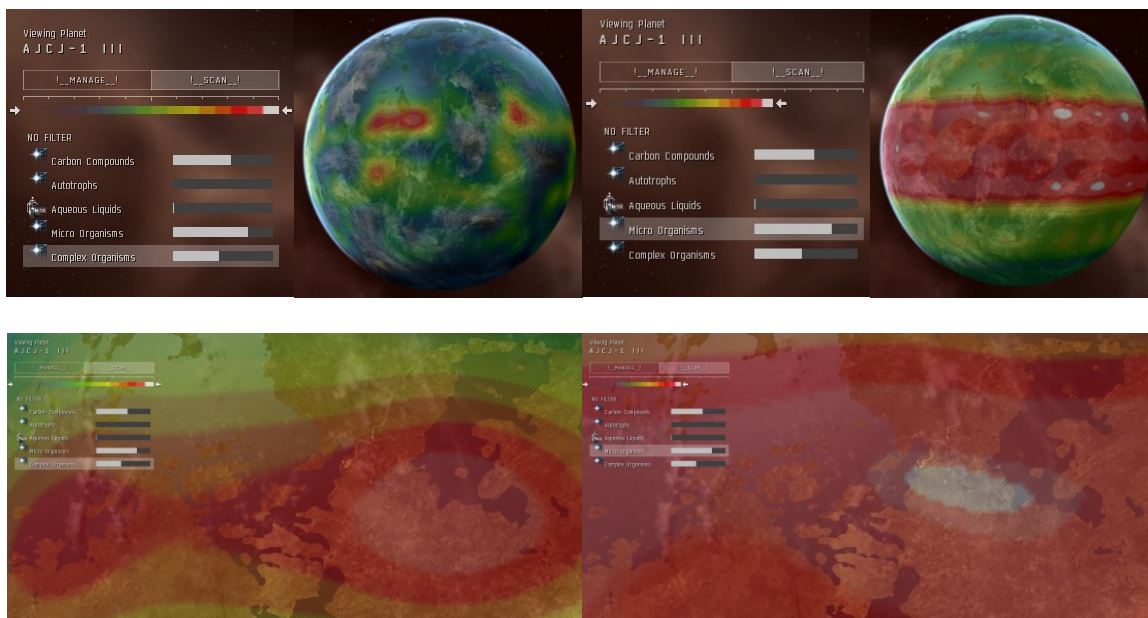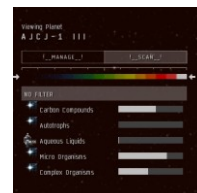# Planetary Interaction Example

By Dawne Xi

NOTE: Screenshots are from before the last patch, but didn't change significantly, so I have not updated them.

Select a planet and enter Planet View by right clicking it in overview, right clicking in space and selecting a planet, or in Solar System information window, Orbital bodies tab. Once you have found a planet you want to work on, put a matching Command Center into your cargo hold and undock or fly out to the planet with it, you must be in the same system as the planet. Planet types are Ice, Lava, Plasma, Gas, Storm, Temperate, Oceanic, and Barren.
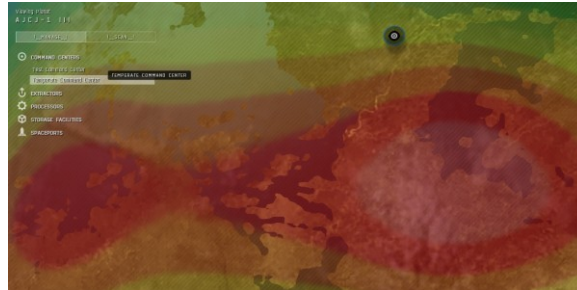
I. In Planet View

1) Open 'Scan' Tab
2) Scan for the raw material(s) you want to extract
3) Match the color bar width to the approximate width of materials show in scan tab bars below by dragging the rightmost tab toward the left for best results from the scan
4) Check the color pattern on the planet and compare with the colored bar for the most abundant areas
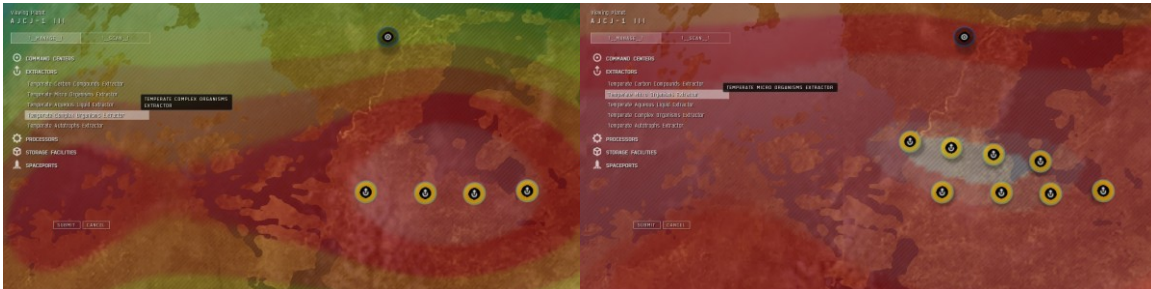5) After a lot of scanning and rotating the planet, choose your spot to extract materials.
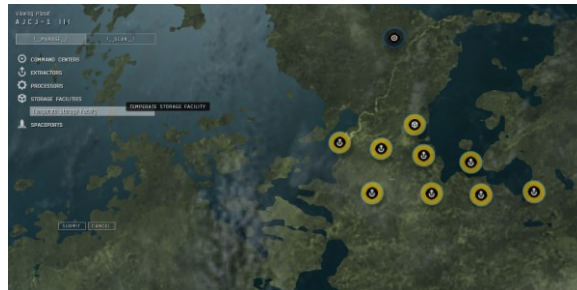
II. Putting your Stuff down

1) Open 'BUILD' Tab
2) Click 'COMMAND CENTERS' and choose the appropriate Planet Command Center
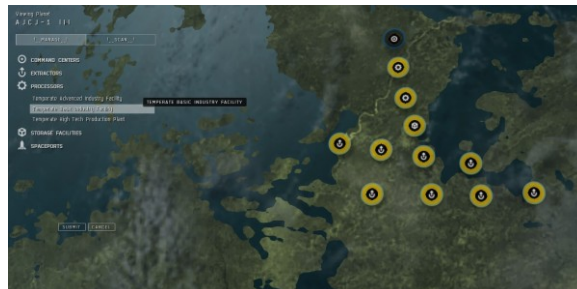3) Put down the Planet Command Center (PCC) by left clicking on the planet
4) Click 'SUBMIT'

5) Click 'EXTACTORS' and choose the appropriate extractor(s)
6) Using scan results, put down extractor(s) for the raw material(s) you want to extract (6 to 8 normally)
7) Repeat steps 4) and 5) for each extractor

8) Click 'STORAGE FACILITIES' and choose a storage facility
9) Put down the storage facility somewhere between your extractors and PCC

10) Click 'PROCESSORS' and choose the appropriate processor(s)
11) Put down processors somewhere in line with your extractors and storage and PCC
12) Put down a spaceport, if required (see section VII), somewhere in line with your extractors and storage and PCC
13) Click 'SUBMIT' on PI Menu when you got all your stuff down on the planet

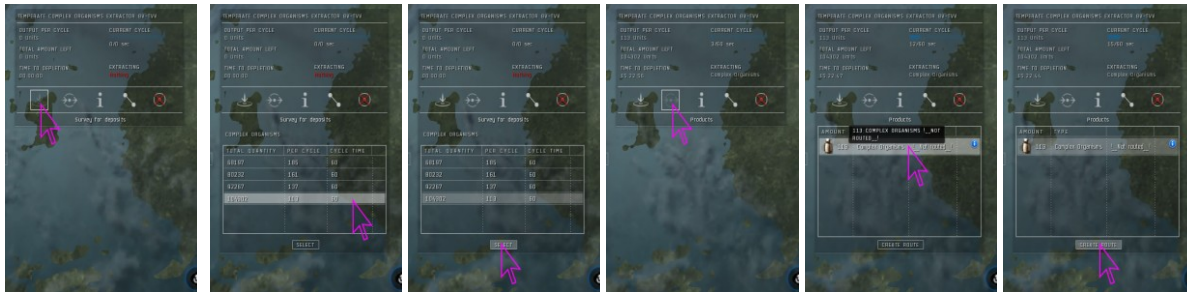III. Linking your stuff

1) Hold down [CTRL] and click on start position
2) Release [CTRL] key
3) Click on the destination position
4) Repeat steps 1) through 3) to link all your stuff
5) Click 'SUBMIT' on PI Menu when you all links are done

IV. Setting up your Extractors

1) Click on an extractor
2) Click 'Survey for deposits' on the extractor window
3) Highlight a source on the list
4) Click 'SELECT' on the extractor window

5) Click 'Products' on the extractor window
6) Highlight the raw material in the list (Make a note of the amount)
7) Click 'CREATE ROUTE' on the extractor window
8) Click your Storage Facility, enter the amount, and click 'CREATE ROUTE', or Double-click your Storage facility

Steps 2) through 7)

9) Repeat steps 1) through 8) for all your extractors
10) Mouse over your Storage facility to see that each extractor is highlighted orange

11) Click 'SUBMIT' on PI Menu when finished

V. Setting up your Processors

1) Click on a processor
2) Click 'Schematics' on the processor window
3) Choose a schematic from the drop down list that you want to use
4) Click 'SUBMIT' on the processor window

5) Click 'Products' on the processor window
6) Highlight the material in the list (Make a note of the amount)
7) Click 'CREATE ROUTE' on the processor window
8) Click your Storage Facility, enter the amount, and click 'CREATE ROUTE', or Double-click your Storage facility

9) Repeat steps 1) through 8) for all your processors
10) Click 'SUBMIT' on PI Menu when finished

VI. Getting the stuff from the Storage Facility to the Processors

1) Click on the storage facility
2) Click on 'Routes' on the storage facility window
3) Highlight one of the entries of the material type you want to route to a processor that is labeled type 'Incoming'
4) Click 'CREATE ROUTE' on the storage facility window
5) Click your Processor, enter the amount, and click 'CREATE ROUTE', or Double-click your Processor

6) Repeat steps 1) through 5) for each Processor that needs to be supplied with material (Note: If more than one source is delivering a material, you only need to do the outgoing route once for it to a particular processor, not for each incoming instance of it)

7) Click 'SUBMIT' on PI Menu when finished

VII. Using up a Spaceport

Getting stuff to the planet
1) Warp to the Cargo Link orbiting the planet from the Overview (Overview Settings, Planetary Interaction section)
2) Open the Cargo Link
3) Put your stuff into the Cargo Link
4) Right click the Cargo Link and Access Customs Office, or on the planet, click the Launch pad and click 'Launch'
5) Choose IMPORT radio button in the upper right corner (to send stuff to the planet)
6) Add stuff from the list on the left, to the list in the center by highlighting items and clicking ADD
7) From the dropdown on the left, select your spaceport from the drop down list
8) Click 'IMPORT TO PLANET' to send the stuff down

9) Open Planet view for the planet

10) Click on the Launch Pad
11) Click on 'Storage' on the spaceport window
12) Highlight one of the entries of the material type you want to route to a processor
13) Click 'CREATE ROUTE' on the spaceport window
14) Click your Processor, enter the amount, and click 'CREATE ROUTE', or Double-click your Processor

15) Repeat steps 10) through 14) for each Processor that needs to be supplied with material from the Launch Pad
16) Click 'SUBMIT' on PI Menu when finished

Getting stuff off the planet is a similar process. You retrieve the items at the Cargo Link for the planet.
1) Warp to the Cargo Link orbiting the planet from the Overview (Overview Settings, Planetary Interaction section)
2) Open the Cargo Link
3) Right click the Cargo Link and Access Customs Office, or on the planet, click the Launch pad and click 'Launch'
4) Choose EXPORT radio button in the upper right corner (to get stuff off the planet)
5) Add stuff from the list on the left, to the list in the center by highlighting items and clicking ADD
6) From the dropdown on the left, select your spaceport from the drop down list
7) Click 'EXPORT FROM PLANET' to send the stuff up from the planet
8) Retrieve the stuff from the Cargo Link orbiting the planet