

Basics of planetary interaction

Read this <http://www.eveonline.com/devblog.asp?a=blog&bid=752>

Skills:

Interplanetary consolidation – rank 4

For each rank in this skill, you may install a command center on one additional planet, to a maximum of 6 planets. You can have only one command center per planet. Cannot be trained on Trial Accounts.

Command center upgrades – rank 4

Each rank in this skill improves the quality of command facility available to you, in turn allowing for a greater number of connected facilities on that planet. Cannot be trained on Trial Accounts.

Neither skill appears to have any prereqs.

So first you train interplanetary consolidation so you can actually put down a command center. Now head to the market to buy you desired command center type for the relevant planet. These come in the following flavours. No BPOs seem to be available for these items as yet.

- Barren
- Gas
- Ice
- Lava
- Ocean
- Plasma
- Storm
- Temperate

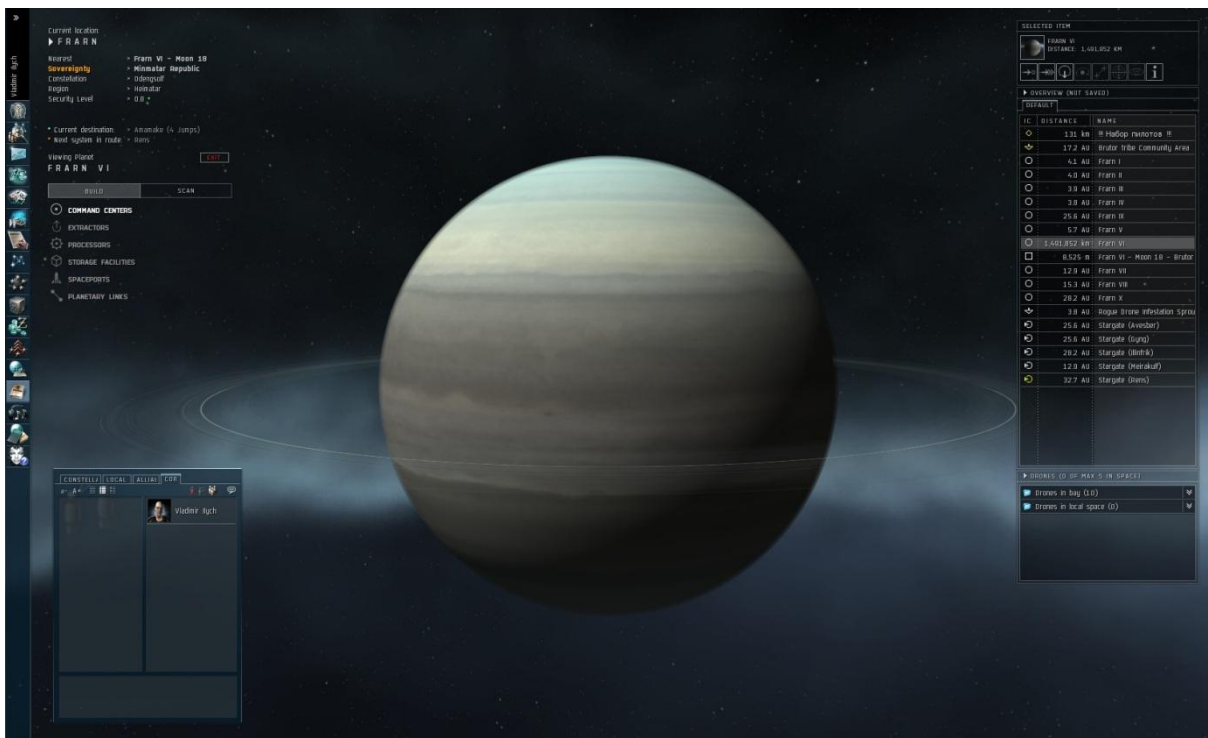
Each type has several levels of upgrades which provide more grid and CPU allowing you at attach more structures

- Basic - Interplanetary consolidation (50ms volume)
- Limited - Command center upgrades I (100ms volume)
- Standard - Command center upgrades II (200ms volume)
- Improved - Command center upgrades III (400ms volume)
- Advanced - Command center upgrades IV (800ms volume)
- Elite - Command center upgrades V (1600ms volume)

So here I am in my well know planetary exploration ship ready to hit the dirt.

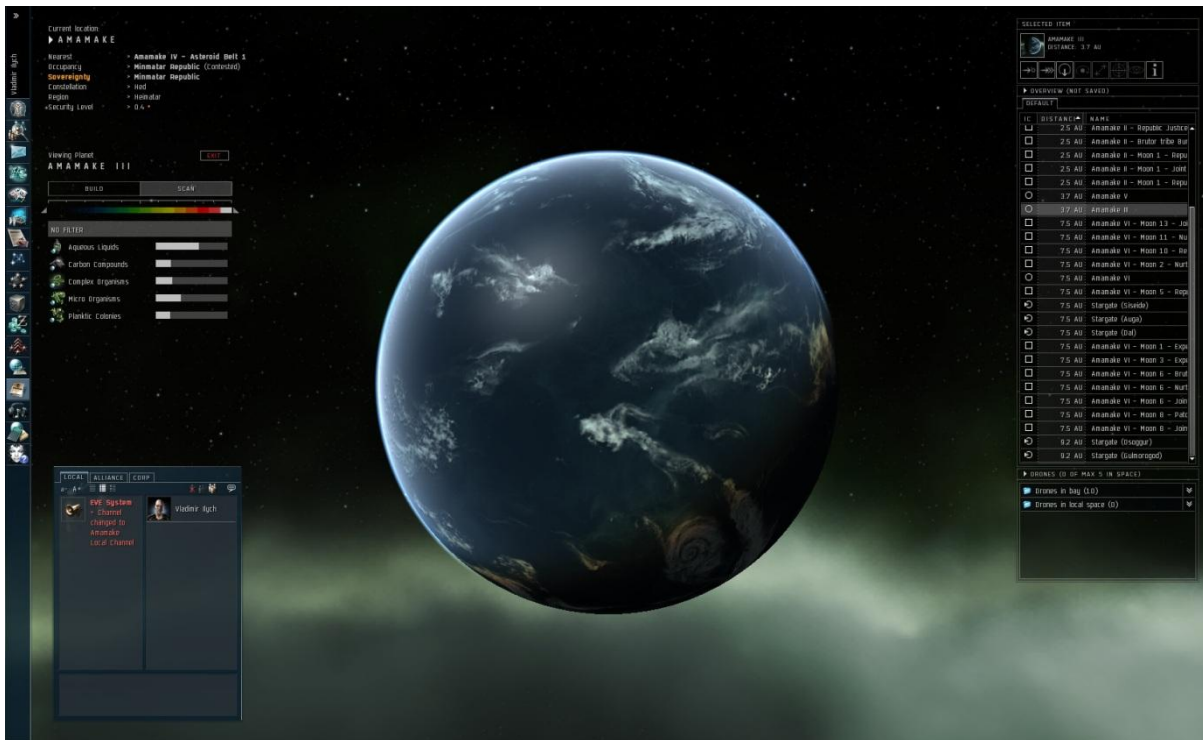


All you need to do is undock, setup your overview to show planets and then right click on one. Select "View in planet mode"

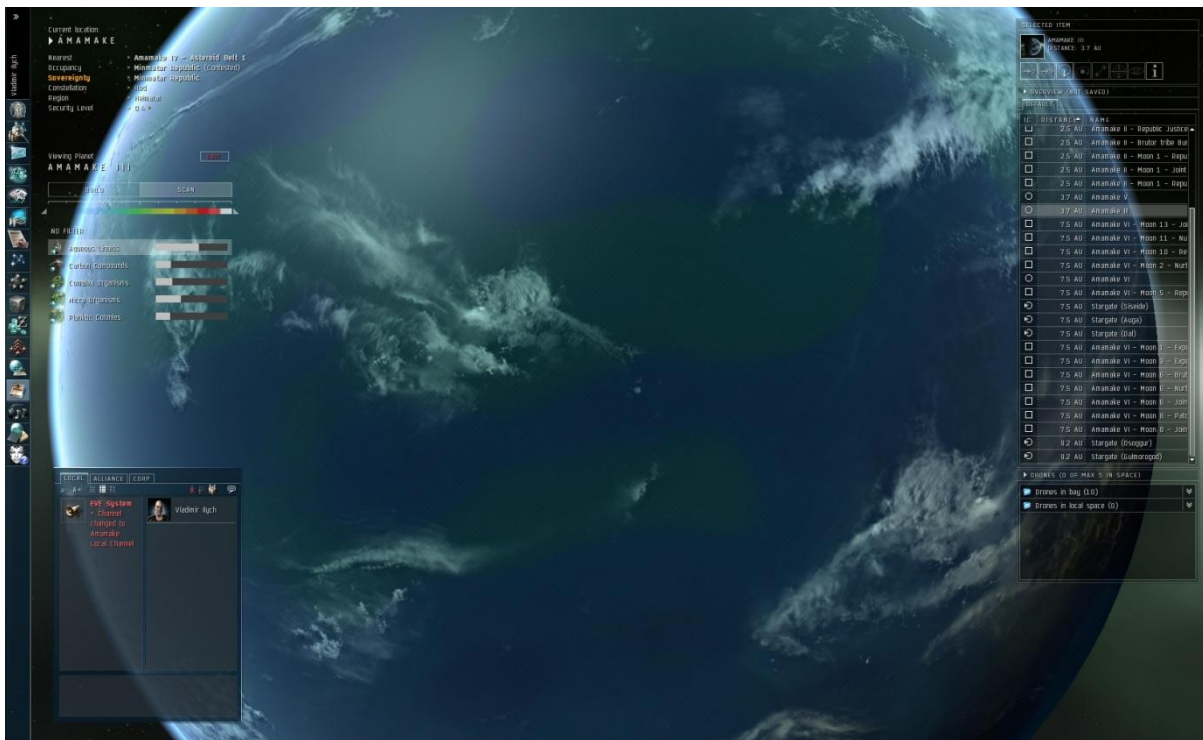


Click "Scan" and it shows you the volumes of each type of material you can get your greasy little paws on when you put down the relevant command center. But hey, I bet you get a better return in low sec, eh? So, let's go to the closest low sec system.

So here we are and the answer is yes, you do get more materials. Sometimes, not a lot and other times, far better.



Now click on the build button above the resource meter and select "command center". Here I choose "Basic Oceanic Command Center". In addition when you scan a planet, you can click on the most abundant resource and it acts as a filter showing you where on the planet that resource is located.



So now I pick my command center from the list and drop the icon into one of the green bands. Then click “submit”.

Now I need to get something out of my planet. On the build menu in the planetary interaction screen select “extractor” and pick the one relevant to the most abundant resource. In this case “Aqueous Liquids”. Drop it close to your command center and click “submit”. Repeat the process with a “processor” module. Now you need to link the three items together.

Click on your command center and select “links”, then “create new” from the menu that appears. Link your command center to processor module only. Create a link from your extractor module to the processor module. Click “submit” after each step.

Click on your processor module and click the “Schematics” icon. This is like inserting a reaction into a POS reactor. From the drop down menu pick a relevant item. In this case “water” and click submit.

Now click the extractor and click the “survey” button. You should be greeted with something like the picture below. Choose the cycle time and time to depletion that most suits your time in pod. Then click “install”. Now click “submit” on the left hand side of the screen.

So if you are prepared to care for your little colony you will get more out in total if you plan the long game. I have no idea what happens at present when the resource is consumed in any given location.



Lastly you need to create a route from the extractor to the processor and then onward to the command center. On each module create click on the “link” icon to create a route to the next module. Click “create new” and drag the link to the desired module. Then click “submit”.

So in the shot below you can see the processes timers indicated by the circular white lines and the command centers CPU and grid consumption indicated by the red and cyan dots. The routes are indicated by the cyan dotted lines between the modules and show the direction of travel of the materials.



Still experyenting but you might want a storage module between the extractor and the processor. Timing the output from the extractor and the time the processor takes to create the finished product may well introduce complications.

The oceanic basic processor needs 3000 units of aqueous liquids for a 30 minute production cycle to make 20 units of water. My extraction module plan produces 1331 units of aqueous liquids every 15 minutes.

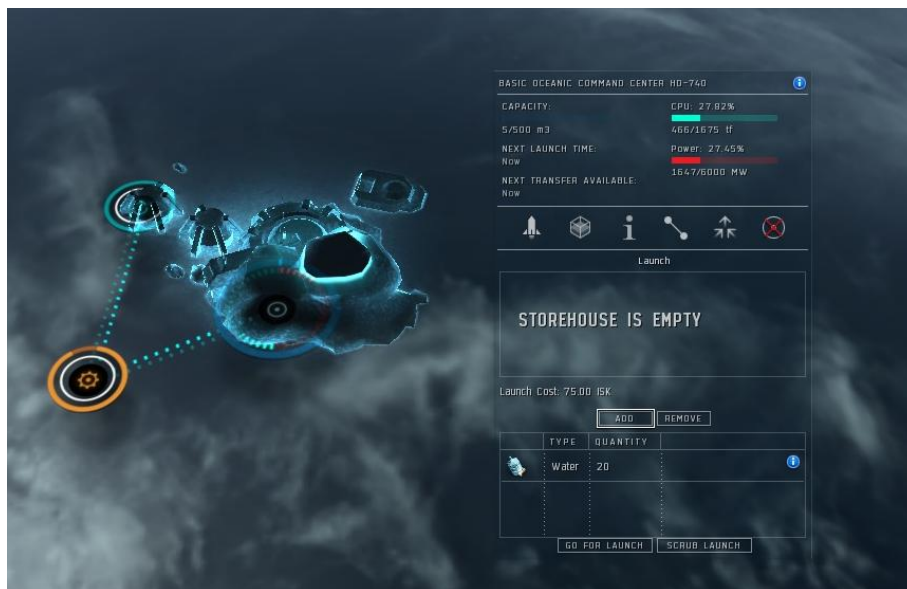
A basic command center does not provide the CPU for a spaceport launch pad but that seems not to matter at this point

Holy tap water Batman! I have five cubic meters of water.



Now what does this big red flashing “launch” button do?

Add the water to your payload and click “Go for launch”.



However this just seems to hurl your goods into a random low orbit where you have to probe them down. So you do need a real spaceport on your planet. Do'h!

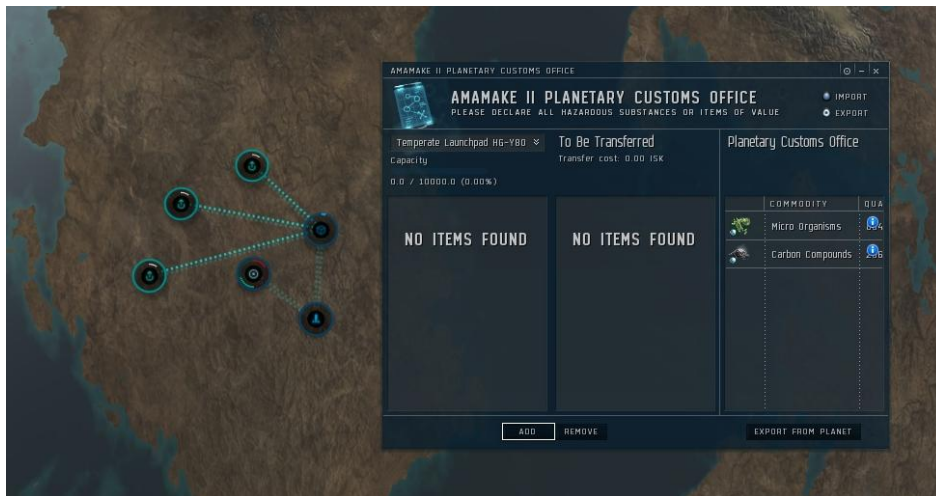
Time for an upgrade, eh? This requires you trashing your old colony. Lesson here is basic command centers are worthless.

So what have I learnt? Your first colony should look more like this.

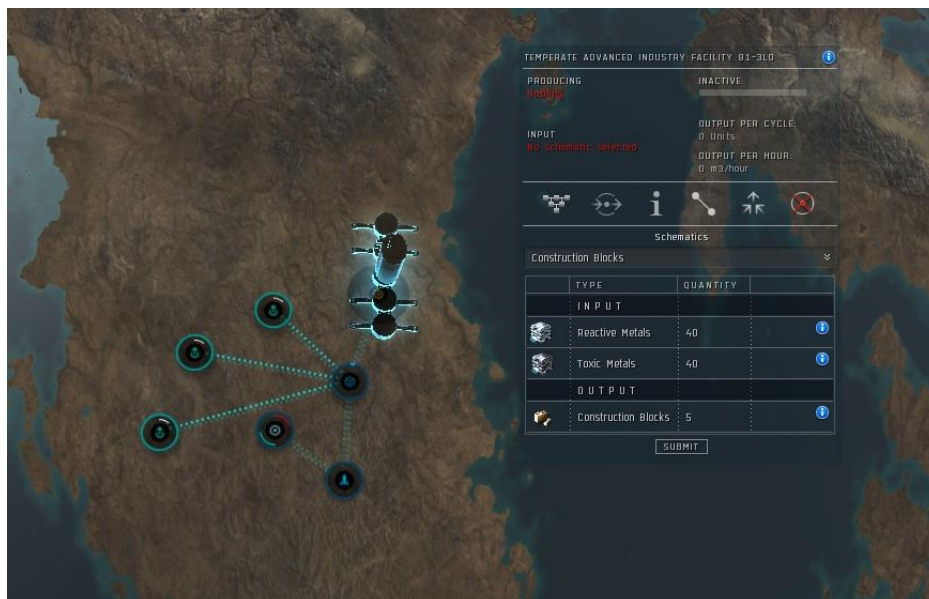


Two extractors linked / routed to a processing module and in turn to a storage facility. Then linked / routed to a spaceport with the command center, unlinked at this point.

The mechanics won't let you automate transfers from storage to the spaceport. It needs to be done manually when you are ready and at the moment for some reason the "Export off planet" button at the space port customs office does not do anything.



Advanced processing modules require two different inputs to make an advanced output. See below. So now with planets we can start making a whole bunch of T2 construction materials. Nice eh?



You also get "High tech" processing modules that require three inputs. These produce things I am unaware of such as

- Wetware mainframe
- Sterile conduits
- Self-Harmonizing power core
- Recursive computing module
- Organic mortar applicators
- Nano-factory
- Integrity response drones
- Broadcast node

That's all for now folks and still lots to learn...