

AI for ships

Name	Description	Range	Description of Range
Damage	How much damage the ship takes (can never be lower than Maximum Health)	0 - 100	0 - perfect 100 - Completely Destroyed
Maximum Health	The maximum amount of health a ship can have	0 - 100	99 - Near destruction 0 - Always in perfect health
Repair	Ability to repair the ship (Can never be higher than Maximum Repair)	0 - 100	0 - Unable to repair anything 100 - Full Repairing
Maximum Repair	The Maximum amount it can repair	0 - 100	0 - Never repair anything 100 - Can repair anything
Ships in range	How many ships in range	0 -	
Friendly ships in range	Number of ships rated friendly > 150	0 -	
Hostile Ships in Range	Number of ships rated as hostile < 100	0 -	
Nerves	Willingness to fight Stay and fight rather than flee	-100 to 100	-100 - Always run away 100 - Always attack
Readiness	Ability to quickly make decision	0 - 100	0 - Everyone asleep 100 - Full Alert
Fuel Amount	The total amount of fuel	0 -	
Fuel Percent	The percentage of fuel the ship has	0 - 100	0 Tanks Empty 100 Tanks Full
Under Attack	Sees if the ship is under attack	0 - 1	0 Not Under Attack 1 Under Attack
Friendliness	Willingness to help other ships	1 - 10	1 Always willing to help 10 Rarely willing to help
Previous Victories	The number of battles in which it considers itself a winner	0 -	
Previous Losses	Number of battles in which it fled or was seriously damaged	0 -	
Confidence	How confident the ship is in attacking	-100 - 100	-10 - Feels that it will lose all battles 10 Feels that it will win all battles
In Battle	Flag for being in battle	0 - 1	0 Not in battle 1 In a battle

dynamic
dynamic
dynamic

Battle

may fuel

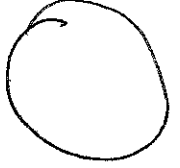
[Handwritten scribbles across the Repair and Maximum Repair rows]

Under Attack taken care of by prior to

Confidence ? overall?

[Handwritten scribbles over the In Battle row]

Subsidal aggression



aggression idea

*Frustration
overall readiness
mercy (not how live if surrender?)
alignment*

Continual Items Changed

	Name	Description	Checking	Formula
✓	Repair	Improve Repair		if (rnd*100 < repair)
		Speed		Repair = 1 + Repair
✓	Damage	Repair the ship		if (rnd*100 < repair)
				Damage = Damage - 1
○	Readiness			

Before any Items

Readiness

Name	Description	Formula
Readiness	Modifiers to get active	If (Damage > 50) and (rnd * 100 > readiness) then Readiness = Readiness + 1
Hostile ships	More readiness if there are hostile ships in area	If (rnd * (Hostile ships in range)) > readiness) then Readiness = Readiness + 1
Friendly ships	Relax if there are friendly ships in the area	if (rnd * (Friendly ships in range) > readiness) then Readiness = Readiness - 1
Under Attack	Automatically improve readiness if the ship is under attack	If (Underattack = 1) then Readiness = Readiness + 1
Prevent Underflow	Forces Readiness to 1 if 0 or below	if (Readiness < 1) then Readiness = 1
Prevent Overflow	Forces readiness to 100 if over 100	if (Readiness > 100) then Readiness = 100

Repairs and Damage

Name	Description	Formula
Do not worry about	Do not worry about repairing if can not repair or fully repaired	If (Damage = Maximum Health) or (Maximum Repair = 0) then End
Repairing the Ship	Repairs some of the ship	If (Readiness > rnd * 100) and (Repair > rnd*100) then Damage = Damage - 1
See if ship Destroyed	Checks to see if the ship is completely destroyed	if (Damage = 100) then Ship Destroyed
Prevent from being too healthy	Prevent the ship from being to healthy and repaired beyond their normal health	If (Damage > FullHealth) then Damage = Full Health If (Repair > MaximumRepair) then Repair = MaximumRepair

If (Possible Attack > 10) then Attack

If (Possible Flee > 10) then Flee

if both are above 10 then the greatest is the way to go

Fleeing Logic

Initial Factors

Name	Description	Calculation	Flags and Notes
Record Starting Information			InitialDamage
Measure starting distance			DistanceFromCenterOfEnemy = AVG (Difference of all Enemy ships)
			DistanceFromCenterOfFriends = AVG (Difference of all Friendly ships)
			InitialSpeed
			InitialPitch
			InitialYaw
			InitialRoll
If the maximum acceleration is reached, and Delta of distance is negative then Each time unit	Attacks ships if a friendly ship is in danger	For each ship under attack with opinion > 150	
Low on fuel	If there is little fuel, attack rather than flee	Possible Attack += (ShipOpinion - 150) / Friendliness if (PercentFuel < 30) then	
Lots of Fuel	Be more willing to run if you have lots of fuel	Possible Attack += (30 - PercentFuel) / 10	
Damaged	If the ship is damaged be more willing to flee and less willing to attack	if (Damage < 60) then PossibleAttack -= (60 - Damage) / 5	
In Good Shape	If the ship is in good shape be more willing to attack	if (Damage < 10) then PossibleAttack -= (10 - Damage) / 5	
Repairable	If the ship is able to	if (Repair > 90) then	

Another (dup) page was entitled
Battle Results
or results of battle

Factors ~~to~~ to flee

Name	Acceleration	Movement	Flags
If no previous factors	Increase acceleration in the current direction	Delta Pitch = 0 Delta Yaw = 0 Delta Roll = 0	No Change
Measure starting distance			
If Friendly ship in the area is in danger	Attacks ships if a friendly ship is in danger	For each ship under attack with opinion > 150 Possible Attack += (ShipOpinion - 150) / Friendliness if (PercentFuel < 30) then	
Low on fuel	If there is little fuel, attack rather than flee	Possible Attack += (30 - PercentFuel) / 10	
Lots of Fuel	Be more willing to run if you have lots of fuel		
Damaged	If the ship is damaged be more willing to flee and less willing to attack	if (Damage < 60) then PossibleAttack -= (60 - Damage) / 5	
In Good Shape	If the ship is in good shape be more willing to attack	if (Damage < 10) then PossibleAttack -= (10 - Damage) / 5	
Repairable	If the ship is able to repair easily, may be willing to fight more	if (Repair > 90) then PossibleAttack += PossibleAttack + 1	
Nerves	How willing are you to fight	PossibleAttack += (PossibleAttack * Nerves) / 100	

If (Possible Attack > 100) then Attack
If (Possible Flee > 100) then Flee

variable
max scan
added.
right now

Start Attacking or Fleeing Factors to if Attacking or Fleeing

also flee
depend
on accel
curve

Name	Description	Formula Attacking	Formula Fleeing
Ships in area	Sees if there are any ships in the area to attack		
Calculate Hostile ships in the area	Determines the number of hostile ships in the area and calculates their strength	For each ship with opinion > 0 and < 100 100 127 63 Possible Attack += (100 - ShipOpinion) / 10	For each ship with opinion > 0 and < 100 Possible Flee += (50 - ShipOpinion) / 10
Calculates Friendly Ships in the area	If there are friendly ships in the area, be more willing to help and stay		For each ship with opinion $\leq$ 150 63 Possible Flee -= (ShipOpinion - 150) / 10
If Friendly ship in the area is in danger	Attacks ships if a friendly ship is in danger	For each ship under attack with opinion > 150 friendliness* Possible Attack += (ShipOpinion - 150) / Friendliness	
Low on fuel	If there is little fuel, attack rather than flee	if (PercentFuel < 30) then Possible Attack += (30 - PercentFuel) / 10	if (PercentFuel < 30) then Possible Flee -= (30 - PercentFuel) / 10
Lots of Fuel	Be more willing to run if you have lots of fuel		if (PercentFuel > 70) then Possible Flee += (100 - PercentFuel) / 10
Damaged	If the ship is damaged be more willing to flee and less willing to attack	if (Damage < 60) then PossibleAttack -= (60 - Damage) / 5	if (Damage < 40) then PossibleFlee += (40 - Damage) / 5
In Good Shape	If the ship is in good shape be more willing to attack	if (Damage < 10) then PossibleAttack -= (10 - Damage) / 5	
Repairable	If the ship is able to repair easily, may be willing to fight more	if (Repair > 90) then PossibleAttack += PossibleAttack + 1	if (Repair < 30) then PossibleFlee -= PossibleFlee - 1
Battle History	Helps determine how much success and failure it has had in the past	PossibleAttack += PossibleAttack + PreviousVictories	PossibleFlee += PossibleFlee + PreviousLoss
Nerves	How willing are you to fight	PossibleAttack += (PossibleAttack * Nerves) / 100	PossibleFlee += (PossibleFlee * (-Nerves)) / 100

need to factor in confidence

all

friends

foes






2000 2001 2002 2003 2004

[illegible]

Dynamic Cartographic to surface

COPIES OF THE




Figure 1 is a schematic representation of the experimental design. It shows a sequence of events: a subject enters a room, a door closes, and a light is turned on. The subject then interacts with a computer screen, which displays a stimulus. The subject's response is recorded, and the system provides feedback. The process is repeated for multiple trials.

RE: records
34, 35

65 50

ADP
①

Figure 1

Figure 1

Q Did he feel 48 was really
 a need under safety and the police down

2x requested

requested

Hull registry: Audrey
Serial number: 686-5827B
Ship class: Notoron
Primary functionality: Exploration
Computer core: Experimental technology - no information is available***
Propulsion systems: Manuvering thrusters are a class G hydrogen*** jet -
- system, designed for stabilized turns only with a maximum configurable -
- modification of 1 in any direction. Class E primary propulsion system -
- consists of 2 configurable settings depending on polarity of charged -
- plasma***. When positive ions*** dominates the chamber, the ship can move -
- at any sublight speed on up to 1.852c. When negative ions*** dominate the -
- reaction chamber, it produces a quantum rippling effect which can move -
- space/time around the ship towards a destination at a rate of 9.000c. -
- Although the quantum method of propulsion is still experimental, besides -
- the energy consumption, it will "get where you are going to you in a hurry" -
Navigation: Class G array, maximum range of 1/300ths to 300 vi.
Scanners: Class G array, maximum range of 1/100ths to 100 vi.
Communications: Class G array, maximum range from 0 to 300 khz, increments of -
- .05. Maximum signal range is 300 vi when using maximum amplification of -
- 300dB.

== EOF ==

SPECS.BAK

01:36 Ia 1 1

$$(X_1 - X_3 Z_1)(Y_3 Z_0 + Y_3 V Z_2 - Y_0 - V Y_2) = (Y_1 - Y_3 Z_1)(X_3 Z_0 + X_3 V Z_2 - X_0 - V X_2)$$

$$\cancel{X_1 X_3 Z_0} + \cancel{X_1 Y_3 V Z_2} - \cancel{X_1 X_0} - \cancel{X_1 V Y_2} - \cancel{X_3 Z_1 X_3 Z_0} - \cancel{X_3 Z_1 X_3 V Z_2} + \cancel{X_3 Z_1 X_0} + \cancel{X_3 Z_1 V Y_2} =$$

$$\cancel{Y_1 X_3 Z_0} + \cancel{Y_1 X_3 V Z_2} - \cancel{Y_1 X_0} - \cancel{Y_1 V Y_2} - \cancel{Y_3 Z_1 X_3 Z_0} - \cancel{Y_3 Z_1 X_3 V Z_2} + \cancel{Y_3 Z_1 X_0} + \cancel{Y_3 Z_1 V Y_2}$$

$$V X_1 Y_3 Z_2 - V X_1 Y_2 - \cancel{V X_3 Y_3 Z_1 Z_2} + V X_3 Y_2 Z_1 - V X_3 Y_1 Z_2 + V X_2 Y_1 + V X_3 Y_3 Z_1 Z_2$$

$$- V X_2 Y_3 Z_1$$

$$= -X_1 Y_3 Z_0 + X_1 Y_0 + X_3 Y_3 Z_0 Z_1 - X_3 Y_0 Z_1 + X_3 Y_1 Z_0 - X_0 Y_1 - X_3 Y_3 Z_0 Z_1 + X_0 Y_3 Z_1$$

[cancel]

[cancel]

□

$$V(X_1 Y_3 Z_2 - X_1 Y_2 - X_3 Y_3 Z_1 Z_2 + X_3 Y_2 Z_1 - X_3 Y_1 Z_2 - X_2 Y_3 Z_1)$$

[CANCEL]

[CANCEL]

□

Hull registry. [:pr name] Audjrey.
Crew call:

[:pr name] Jason [:pr name] Rehskin.
[:pr name] Ian [:pr name] Lam-bert.
[:pr name] Kaysey [:pr name] Harmon.
[:pr name] Philip [:pr name] Lahfohllett.
[:pr name] Wade [:pr name] Tripp.

Serial number: 6 8 6-5 8 2 7 B.
Ship class: Orhpex t-71 Surveillance Craft.
Primary functionality: Surveillance, Defence, and Exploration.
Primary systems check.

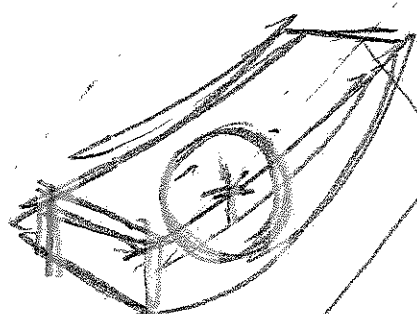
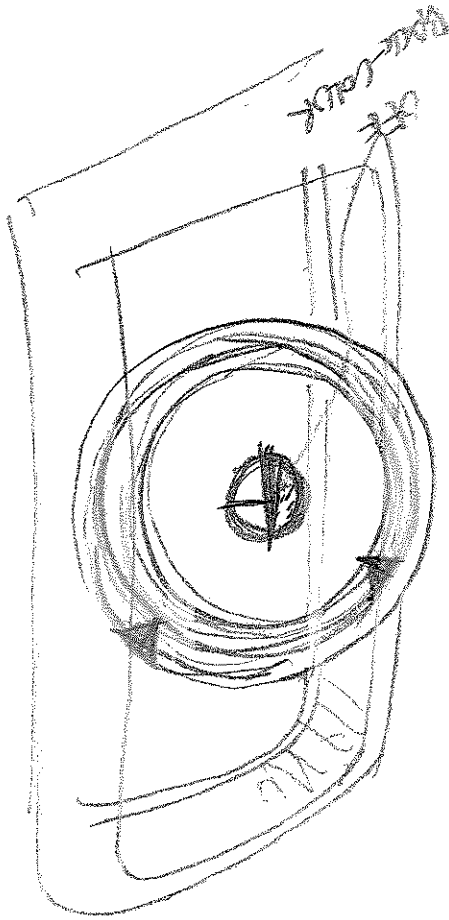
Computer core: On-LINE.
Propulsion systems: Priming.
power systems: primary and secondary ready.
Navigation Array: Operational.
Scanner Array: Check!
Avionics: Off-line.

Notams: Staybillizers are unavailable.
Tactical's multi-axis display is unavailable.
Wehpons are unavailable.
Shields are unavailable.
Moreings are unavailable.

[:to 400,200][:to 500,300]

Welcome UHboard the [:pr name] Audjrey. [:sy]

1000
 400
 600
 1000

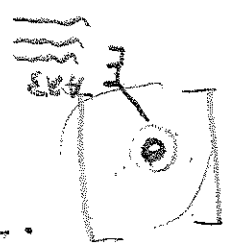
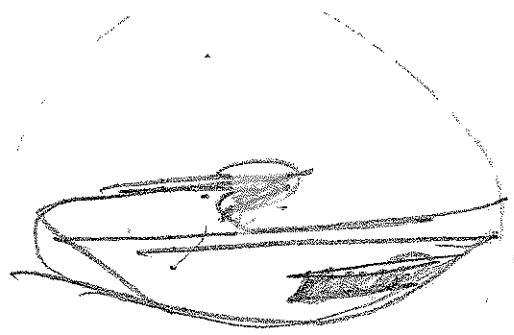


ANALYZE FOR PRACTICE

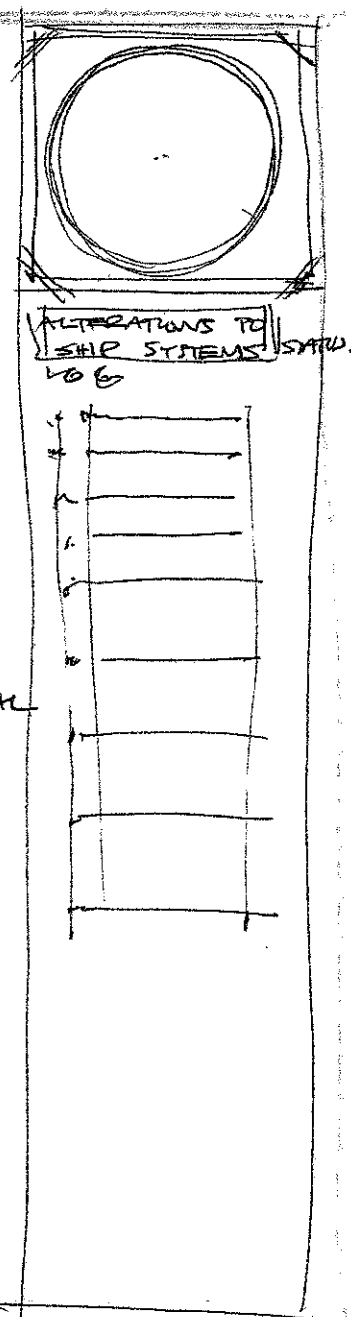
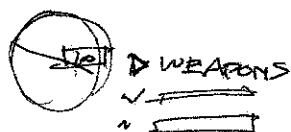
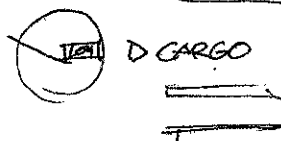
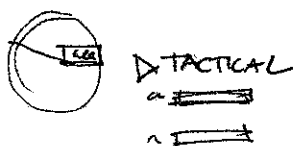
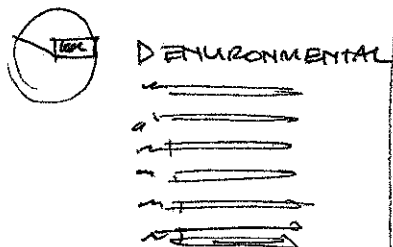
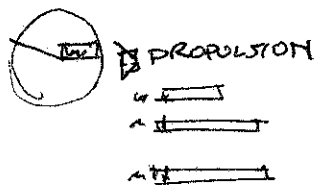
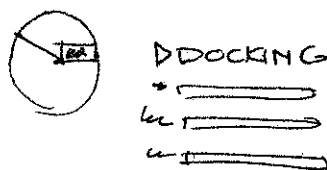
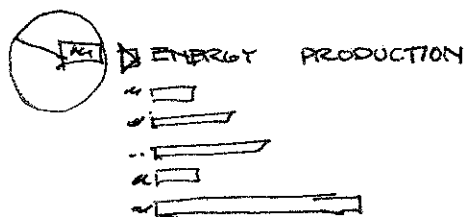
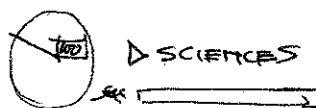
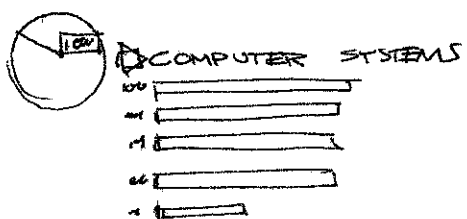
FEED



1000
 400
 600
 1000



AUDREY SHIP SYSTEMS PRIMARY ROUTING LEVEL PRIMARY LEVEL



Status Code NEED: [I]an [W]ade [3] People
5 4 3 2 1 HOME: [C]onstruction [P]rogramming [F]ormula Dependent

Zoom on Nav is good for now, would like it dependent on screen
BORDER EVENTUALLY AN IDEA THAT DIDN'T WORK THE FIRST TIME

Distance abstraction (100% at 50km, 50% at 250?) Skip polygons
ON SHIPS AND DOCKS

Test all springs off the blocks now that new method of installing
FELT PAD INSIDE CONDUIT HOLDER WAS DONE *Ship shoots*

Wade was able to goof up Audrey, she should add punctuation now
WORK W/ TAN ON VOICE

Need to add Directional Orbit Recalibration for us *match TOLL + pit + speed*
OTHER SHIPS DOR CODE MAY NOT WORK IN ALL SITUATIONS

Old weapon showed up on scan, no way! Test on purpose, decell
THEY ARE STAYING ON SCAN AFTER EXPIRED

Turbulence, ~~was a little too much~~, not updating fast enough after
LEAVING STORM OR INTERT DAMPEN OFF, CHECK IMMED STOP WHEN LANDED

Proximity detection is not doing what I wanted it to with the
RESET VS TURNING OFF AND ON, SHOULD NOT REPORT OBJECTS IN RANGE

The viewports should technically be translated ahead of the
CG EASY NOW SINCE MATRIX IS PRE-MANUFACTURED FOR OFFSET *FAST!*

Flashing alarms should both be red and same brightness, ambient
BRIGHTNESS ON RIGHT IS TOO DARK, CHECK W/ US&CAM AFTER WARM 30MIN

Non-linear gravity's terminal velocity w/ orbital comp should be
60k/s, RADIAL VELOCITY SHOULD INCREASE BUT TAN DOES TOO, WHY? *on final*

Guidance lines on docking, maybe get
RID OF GREEN IF IT CONNECTS OFFSCREEN, POINT-SLOPE ON CORNER LINES

Is the way we do the interial dampening good now? Counteracts 80
OF THE 125 POSSIBLE ACCELERATION

Breakdown timers too often? Now 1/2 the frequency as before

rotate moon, ~~clouds~~, ~~planet~~, *Don't know* and city
AND WHEN ON GROUND, WE NEED TO BE MOVED TOO, AND IN AIR SINCE AIR

Weapon launch speed, check dock program for location of weapon
FIRING ORIENTATION WAS TOO HIGH AND RIGHT

Compass, test where it is pointing, seemed to be 180° off, -crad?
BASED ON LAT/LONG SO FIX THAT FIRST ABOVE ONLY WORKS WHEN LEVEL

Test latitude readout, add map and make sure that it represents
OUR ACTUAL MOVEMENT, SHOULD POINT WHERE WE ARE HEADED (PRECISION?)

Check palette for partially darkened objects through atmosphere
LIKE THE PLANET WHEN VIEWED FROM AIR OF MOON

was too easy to stall in my opinion was taken out, is that a good
IDEA? ALSO, THROTTLE SENDS JUNK AT TOP OF TRAVEL

Distance to park needs to be calculated so they don't embed in the
DOCKING PORT RIGHT NOW WE ARE USING THEIR BOUNDING SPHERE

Redshift program that Andrea suggested *saw it somewhere*

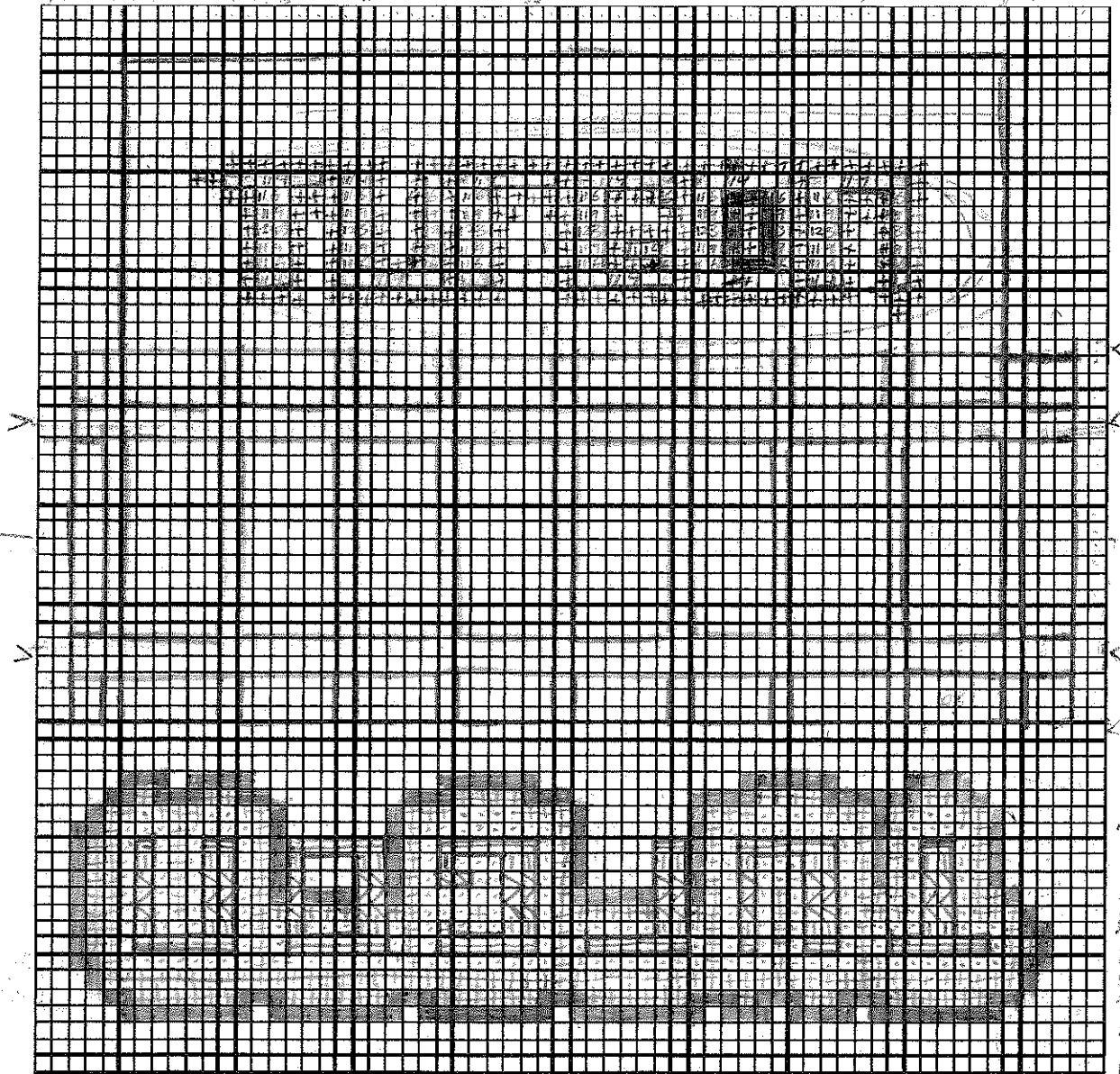
Maybe experiment w/
3-D DISPLAY EVENTUALLY ON OURS *AND* ON DOCK PROG ONCE HE HAS MATS

Fuel consumption estimations and etc, low consumption range passed
ANNOUNCEMENTS, *NEED TO RUN A CONSUMPTION TEST FOR ESTIMATIONS*

Atmospheric effect 24 needs blue higher, -24 is 1 too dark too
CHECK WITH TAPE, IS IT CORRECT? WE COULD SEE CLOUDS W/NO ATMO

We are not getting decent and GS alarms <10 and <5 km on decent
MAY HAVE BEEN DUE TO UPDATE RATES OF VELOCITY AND ETC, TOO CHOPPY

Need to test non-VPT type of scan



0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

+ = really light blue

• = light blue

▣ = blue



50 - 100

166 - default
180 - custom

Light
LT blue - 5
LT blue - 6
LT blue - 7

B. 500
129
131
133
134

-Begin Adylon Dataplex Transmission-

Adylon Dataplex
Response to:
Information Query
Security access:
Simon Nix
DNA Genetic Plug
#171. 334. 7
Security granted

Subject: Nisus, Planetary System
Mission: N/A
Location: (x)271) (y) 332 (z)14 Relative Coordinates From Galactic Zero
Description: Discovered 2607 by the Twelfth Unistellar Council. The system has two native intelligence species -the Uryelli, and the Gomedon. Since its colonization the Nisus system has now become an active and varied multispecial web of life.

Stars: 2
Planets: 9
Ast. Field: 2
Anomalies: 2

Armaments: Strongarm Solar Synchronous Outer Defense Platforms
Shielding: Dense Heliopolis provides little protection
PropSys: N/A
PropCap: N/A
Crew: N/A
Passengers: N/A

-End Adylon Dataplex Transmission-
Sealant scramble code: 42721

CONFIDENTIAL

*****BEGIN TRANSMISSION*****

Path: United Nations Deep Space Relay Platform **BREAK CODE:** 13648:343:A27
Path: Novastus Relay **BREAK CODE:** 13835:953:A27
Path: Harringer 7 Naval Outpost **BREAK CODE:** 14969:230:G3
Hardcopy Date: 12:20:2808

Send: From: United Nations Stellar Operations Administrator
Nicole Charter
Send: To : Commander- Tyrus 8-Century City District
Jason Reskin
Send: Respond: Scramble: 284:343:202

Send: Subject: Gothic 09 Security Breach: Condition: E.C.C.

Send: Emergency Condition: Chaos

At 2:40 this morning, we received a distress signal from the Gothic 09 Prison Facility at counterpoint 234:12:01 from the Tyrus 8 horizon. The position of the facility is 24,000 km offset from nominal station keeping and is tumbling away from the system at an accelerating rate of 2514 km an hour. Two hours previous, the station indicated a security breach after a shipment of food and clothing suppliments were loaded from the Cargo Vessel Imernius.

As you are aware, the Gothic 09 facility is a unpublicized confinement platform for the securing of political and severely violent criminals and is controlled and owned by the Deadzone Marauders, which are at present, enemies with the Unistellar Fleet. Any such acknowledgment of the facility is strictly forbidden within the Unistellar Fleet, though authorized officers, like yourself, are given privledge. According to the distress signal, the cellblocks were opened systematically until reaching an area which they referred to as the "Pit". It is known that that one of our top spy elements were captured by the Marauders two years ago. It is also believed that this element, Agent Horne, may be held in the "Pit", their maximum security block. It is your mission to retrieve Agent Horne and return safely to Unistellar Space before their facilities can be repaired. It is unknown as to who or what caused the security breach, but if encountered, gather Priority Information Alpha. Maintain radio silence if at all possible until on the return flight. One reinforcement ship will be standing by, but that is all. Assemble your flight crew and prepare for departure. Good luck.

Sincerely,

Nicole Charter
United Nations Stellar Operations Administrator

Send: Close: Scramble: 639:394:293

1	Name	Stars	Planets	80, 21	81, 22	82, 23	83, 24	84, 25	85, 26	86, 27	87, 28	88, 29	89, 30	90, 31	91, 32	92, 33	93, 34	94, 35	95, 36	96, 37	97, 38	98, 39	99, 40	100, 41	101, 42	102, 43	103, 44	104, 45	105, 46	106, 47	107, 48	108, 49	109, 50	110, 51	111, 52	112, 53	113, 54	114, 55	115, 56	116, 57	117, 58	118, 59	119, 60	120, 61	121, 62	122, 63	123, 64	124, 65	125, 66	126, 67	127, 68	128, 69	129, 70	130, 71	131, 72	132, 73	133, 74	134, 75	135, 76	136, 77	137, 78	138, 79	139, 80	140, 81	141, 82	142, 83	143, 84	144, 85	145, 86	146, 87	147, 88	148, 89	149, 90	150, 91	151, 92	152, 93	153, 94	154, 95	155, 96	156, 97	157, 98	158, 99	159, 100	160, 101	161, 102	162, 103	163, 104	164, 105	165, 106	166, 107	167, 108	168, 109	169, 110	170, 111	171, 112	172, 113	173, 114	174, 115	175, 116	176, 117	177, 118	178, 119	179, 120	180, 121	181, 122	182, 123	183, 124	184, 125	185, 126	186, 127	187, 128	188, 129	189, 130	190, 131	191, 132	192, 133	193, 134	194, 135	195, 136	196, 137	197, 138	198, 139	199, 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917	977, 918	978, 919	979, 920	980, 921	981, 922	982, 923	983, 924	984, 925	985, 926	986, 927	987, 928	988, 929	989, 930	990, 931	991, 932	992, 933	993, 934	994, 935	995, 936	996, 937	997, 938	998, 939	999, 940	1000, 941
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Planetary Data Stardate _____.

Star Name _____

Planet Number _____

Name _____

Circumference _____ mi

Highest Temp _____ of

Lowest Temp _____ of

Thickness _____ of

Pressure _____ /sqft

Land Mass _____ %

I G W _____ %

Gases A M O CO H N S KR

L HE V B T OP SI X R FS

Rotation _____ H D M

Revolution _____ D M Y

Distance _____ A.U.

MassXEarth _____

Density _____

GravityXEarth _____

Escape Velocity _____ kms

Satellites _____

Picture _____

Information _____

Rainfall _____ /yr

Humidity _____ %

Soil Or Inor Si Cr G S Di

Su Au Sg Mg Un Q T U O Pl

Ave Winds _____ mph

Storms None Ave Heavy 100

LightningXEarth _____

Ave Current _____ mph

Other _____

Planet / Moon _____ Stardate _____. Class _____

