

THE H2GE TRAVEL BUDDY

The Travel Buddy is a small C# program which provides additional information to pilots journeying long distances across the Evoverse. The H2GE version is assumed to be manufactured by the Sirius Cybernetics Corporation and, therefore, the Buddy's accuracy is slightly suspect. Pilots use it at their own risk and should keep in mind that, if stranded, help is only a short MP connection away.

Installing the H2GE Travel Buddy.

This program requires two additional programs.

1. Microsoft .NET Framework 4.0 (or higher version).
2. The savedatasettings.txt file (included).

Place the savedatasettings.txt file in your main game folder. If your main game folder isn't in the default location (C:\sw3dgd\EvochronMercenary), then you probably can't use this program. Admittedly, I could modify the program to work from any location on your computer, but there's no guarantee that modification would then allow the Travel Buddy to perform as advertised.

The savedatasettings.txt file contains only one entry and that entry has but one purpose: to define how often the game looks at a whole slew of variables and saves them to a second file (savedata.txt). If you're using another 3rd-party program which makes use of the savedata file, more than likely the data is saved less often than it is with the H2GE Travel Buddy. Ergo, the version included here will update your data more often ... which will probably improve performance for both programs.

Note: The savedatasettings.txt file is not used by the basic game. But, when the file is installed, it does continue to generate data, even if no 3rd-party program is in use (the Travel Buddy is of little help during combat). Ergo, when not engaged in some form of long-range navigation, once a savedata.txt file is generated, the savedatasettings.txt file can be removed from the game folder.

The executable program (TravelBuddy.exe) will not install anything on your computer. It's a stand-alone program running under .NET Framework 4.0 or higher. Simply place the program somewhere on your desktop ... or hide it and create a shortcut (if you like, use the enclosed "NoJumpgates" shortcut icon instead of the default Windows icon). The H2GE Travel Buddy can be launched either before or after starting a Mercenary game.



NoJumpgates icon

Using the H2GE Travel Buddy.

Once the program is running, you can drag it to any location on the screen by placing the cursor inside the data display window and holding down the left mouse button.

To generate readout data, left-click on the "Engage" button. Data should show within a second or two. Button functions are as follows.

Engage:	Activates the information display.
Disengage:	Deactivates and clears the display.
Exit:	Terminates the program.
+:	Increases window opacity and brightness.
-:	Decreases window opacity and brightness.

Clicking on any of the buttons or dragging the window will call up the Task Bar. Clicking anywhere outside the Travel Buddy window should return the game to Full Screen mode while, at the same time, allowing the Buddy to remain on screen.

Information available includes:

Current status of Inertial. If you've got IDS engaged, the engines will attempt to bring your ship's speed to zero after every jump. Consequently, you'll burn more fuel between jumps. The Buddy warns you of this.

Current status of Energy Bias. When traveling alone, optimum setting for energy is to minimize power to the shields and maximize power to weapons. This allows for faster regeneration of energy, less time between jumps and, therefore, a shorter time transiting from one point to another.



A Travel Buddy warning the pilot of mode settings which will likely result in inaccurate computations of ETE and fuel consumption

Range to Jump Point. While your ship's navigation computer is in the process of calculating the next jump and/or engaged in jumping, the distance of the jump is displayed. This lets you know if your current jump drive is performing as advertised.

Range to Destination. During energy charge-up time and before the ship's computer has calculated the next jump point, the total remaining distance to your destination is displayed.

Estimated Time Enroute (ETE). Displays a readout of how long it should take to

get to your destination (assuming you have autopilot engaged and allow it to remain engaged for the duration of the flight).

Fuel Consumption. The minimum amount of fuel, in Evounits, it will take to get to your destination. Some slop is expected (due to how the ship's computer calculates three-dimensional jump points) and is indicated as a plus-or-minus number of units. To be perfectly honest, the slop is more likely to be on the positive side ... but probably not more than seen in the display. Very seldom (if at all) will you require the lesser amount of fuel.



A Travel Buddy confirming the proper mode settings for range, ETE and fuel consumption

Note: Initial ETE and fuel consumption are based on information provided to the Travel Buddy by the ship's navigation console. Due to the zig-zag method used by autopilot when it calculates each jump point (and the fact that even a human buddy is prone to making mistakes, especially if he stayed up all night watching old episodes of *Doctor Who*), both ETE and fuel consumption might change as the ship progresses along its course. Please report any major shortfalls in either ETE or fuel computation to the Sirius Cybernetics Corporation or its representative via U2U.

Once you reach your destination, the program will continue to function. If the Buddy remains engaged at that time, you'll probably hear an annoying beeping sound, reminding you that you're within two sectors of your destination.

You can pause the program at any time, without affecting the operation of your autopilot, by selecting the "Disengage" button. Exit the program using the corresponding "Exit" button.