

STO v.1.54

written by Trickmov

STO is a script to overtake sectors.

The installation:

First you will have to activate the SriptEditor by naming yourself "Thereshallbewings", save after that.

After having copied all parts of STO to the script, director (create one, if it isn't there) and t folders of your TC-installation-path, you have to specify a key for opening the main menu. (Go inGame to Controls (left bottom or ESC) → Interface, at the bottom of this you will find a list of all scripting hotkeys, STO being one of it. Define an own hotkey for it.)

After first-installation or update to 1.51:

Because the new MD-lib's needing a certain time until completion, the first sector-overtaking will need a while, additionally in the Control Centre the orange parts may have invalid informations until the MD is complete. After this initial wait period it's going fast again.

The main script:

The script allows you to overtake a sector when the owner is an enemy to the player (rank=-5), when there are no more stations of the former owner in the sector and when there is a trade dock of the player. HQ and Xenon-Hub do this as well. Unknown or player sectors work always.

X3 rebuilds stations in your sectors itself. STO prevents this by destroying these stations and their orbital lasers. So stations of other races can only be placed by STO.

Are all of your STO-docks in a sector destroyed, the sector will go immediatly back to the original owner.

The control centre

You can access the control centre with the defined hotkey.

In all menue you will get to the previous menu, when pressing ESC.

You can open only one instance of the control centre at the same time.

Options:

- general options:

- populate sectors:

when activated, STO populates your sectors with stations of the races. Which races, types and which amount of stations are allowed in each sector, can be changed in the Sector-Options. It are only stations built, that really exist in the game, so for instance pirates don't have all stationtypes, can't get placed as well. Mines are only placed, if asteroids exist in this sector.

- taxes:

if activated, taxes are collected once an hour. The tax-rate is 3.400 credits per station. You have to pay for every of your stations in peoples sectors, and you are payed for every peoples station in your sectors.

Shouldn't you have enough cash to pay the tax, you will get a grace period of five mizuras, should

there still be insufficient cash, stations are distrained and the rest-value is transferred to you account.

- tax reports:

if activated, the taxes that are collected are reported in a message. If inactive, only when not having enough cash a message appears.

- raids:

if activated, the former owners do attempts to reconquer their sectors. How often and how strong depends on your fight-rank.

- banking:

if activated, once an hour the cash on your tradedocks is interested by 1%. HQ and Xenon-HUB can't do this.

- scanning:

if activated, your tradedocks scan regularly for new stations in their sectors. This counts for all tradedocks, not only tradedocks in own sectors. HQ and Xenon-HUB can't do this.

- tunings:

buy tunings at your tradedock. HQ and Xenon-HUB can't do this.

- ship-respawn-suppression:

With that you can determine, if in the own sectors ships of the foreign owner spawn or not. By standard this is activated, because it claims to be nearly impossible to hold an overtaken sector, cause too many enemy ships appearing.

- declare war to sectorowner:

This is only visible, if the sectorowner is not unknown and the rank of the player at this race is bigger than -5. With this the rank is set to -5, so that you can overtake sectors without having to destroy hours over hours enemy ships to achieve this rank.

- Tax estimation:

a report about the taxes

Sectors:

- consume: allows consumption on tradedocks (up to 10% of stored wares per hour and you get the average price of the wares). This means a certain amount of the stored wares get automatically sold). It doesn't work with HQ and Xenon-HUB.

- number: allowed number of stations in sector

- races: combine like you wish

- types: factorytypes, combine as you like

- Designate unknown sector: Only available for unknown sectors, here you can choose a name from a list for your sector.

- One sector:

change options for one sector.

- Change standard options:

change the standard options for new sectors.

- Change all sectors:

change options for all sectors, when returning to main-menu, you have to confirm the changes. Only available, when you own sectors.

De-Installation:

- deinstall now:

deinstalls. Wait, until all sectors have gone back to their former, then save, remove all script-parts of STO of scripts-drawer, reload and go on playing.

Specialfunctions:

- prevent consume of a tradedock in an own sector, while others consume:

for that you have to rename the tradedock, so that the first letter is „\$“.

- preventing or reversing of a sector-overtaking:

for that you have to rename the tradedock, so that the first letter is „!“ . You can test this without problem, adding of „!“ removes the sector from the list, removing of „!“ adds it again.

Xtended Terran Conflict:

In XTC the ship-respawn-suppression is not available, that's unnecessary there. Also in the Control Centre there is no option to uninstall. Instead of that there is an AL-plugin, which gives you the possibility to activate/deactivate STO if you wish.

Other than those there is also an entry in the SCI, if STO is installed ;)

Needed resources:

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Thanks to:

- Jens Ka for creating and changing of the MD-Libs
- X2-Elijah for writing the GNS-texts

Versionhistory:

Version 1.00 ()

first release as script for X3TC; several changes from X3R-version; all scripts overworked; all names changed; AL-Plugins removed; Sector-Analyse not longer part of STO (now in Statistic Centre); new main-menu and available from hotkey; options now more flexible; some minor bugs removed. I personally think, this script adds together with the new custom-menus of X3:TC a surplus of functionality/usability in comparison to the X3R-Version. I hope, you agree with this and enjoy using it.

Version 1.10 (14.Juli 2009)

- because TC 2.5 brought some new SE-commands, i´ve overworked the main menu. The function of the script is unchanged, there are only a few changes in the colors and the speed of the menu is higher (with the previous version showing a lot of sectors took a long time). TC 2.5 is now a must, the script will not run with earlier versions.
- bug at banking fixed
- bug in the mainmenu/De-Installation fixed

Version 1.20 (12.Decembre 2009)

- added support for the Galactic News System – thanks to X2-Elijah for the texts ;)

Version 1.51 (August the 29th, 2010)

- new function: Designate unknown sector, choice of name from a list, only one time
- new function: general option „ship-respawn-suppression“, with that you can prevent the automatic destruction of ships
- new informations: in the control centre there are now three additional informations in orange (amount of planets, morale and sector population)
- changed overtaking behaviour – you now really have to be an enemy to the race (rank=-5), to be able to overtake the sector. Changing the global commands takes no longer effect. (unknown is

always possible)

- changed respawn-suppression: for ships there is now a secondary signal in use and all spawning former owner race-ships become destroyed, but only the spawning ones. Normally flying ships will become no longer destroyed.

At stations til now only the stations of the former owner have been destroyed – but in the piratesectors spawned also other stations – thus this isn't happening any longer.

(At both points you can prevent STO to destroy spawned objects by setting the local var "STO.marked")

- exclusive adaption for the coming up XTC.

- should by accident the menu been left unopenable, reloading will now fix that issue.