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Planetary Interaction (P) or Planetary Production (PP), as it has been named since the Abyss Expansion in 2018, is a type of industry that allows pilots to create industrial colonies on almost any planet in the EVE universe. We will use the two corresponding terms and abbreviations interchangeably for now. The goal is to produce goods from raw materials extracted from the planet. Planetary Interaction can produce a range of commodities that can be used in projects to create POS structures and fuel blocks, sovereignty structures, boosters, neanita repair paste and T2 components. It was introduced in May 2010 with the tyrannis expansion and received some ui changes and a new name in 2018 with the expansion of the Abyss. Introduction To engage in Planetary Interaction, pilots need to purchase the correct Command Center for their chosen planet on the market. There are eight types of Command Centers (one for each type of planet). Once the correct Command Center is placed on a planet, other facilities, such as extractors and processors, can be placed. As the correct Command Center needs to be deployed before starting any extraction, it is good to make a survey and select your chosen planet before purchase. Once raw materials are collected, they can be processed on the planet or on a planet dedicated to the manufacture of basic or advanced products, taken from the planet for season-based processing on a variety of products used in space, or sold. The material is removed from a planet, either by releases from the Command Center or through a planetary customs office that charges a tax. The material can be reduced to a planet only through the Customs Office, at a reduced tax rate. The sale of materials and/or goods provides a source of income for players who invest in the necessary skills. You can keep a colony running with a little attention once a day, more often if you just want to coast along and check your assets from time to time. Currently, the planet's facilities are invulnerable, however you can complete indirectly with others for nearby resources. Recovering valuable products from planets is another matter, as pilots experience the typical risks of transporting valuables. Planetary interaction can be performed in all areas of space (highsec, lowsec, NPC space 0.0, sovereign space 0.0, and space for wormholes). A small number of systems are not available for colonization due to high traffic or plot reasons. The list of restricted systems is: Amarr Arnon Aunia Auvetrng Bagninia Dodixie Fricoure Ichoriya Imruen Isaziwa Isinokka Jita Lustrevik Motsu Oursulraltv Rentis vumokka Also, Planetary Interaction is not available in systems Quickstart Videos The following videos explain the basics of Planetary Interaction. For more details, see the Planetary Industry page. CCP made a very good tutorial of 4 parts of YouTube: part1, part2, part3, part4. CCP also made an older Part Planetary Interaction Video Guide (Post-Raid), which you can find here (YouTube) An even older E-UNI guide (pre-Raid) can be found here: Streaming (YouTube) (HD) or Download (Eve-Files) (1280x720 HD). A transition guide for players who adapt to changes in the Raid is here: (YouTube) Some more advanced video guides are also available: Skills None of the PI-related skills are technically needed to try it out. However, you will be limited to a single Command Center (and therefore a single planet) of the lowest quality until you do some initial training. Also, unless you want to put your blind extractors, you'll want to train Remote Sensor to at least level 1. Thus, you are more likely to get the best use out of training than first, then interplanetary consolidation updates and command center. Click on each skill link for more details (Planet Management) Interplanetary Consolidation - Increases the number of planets you can install command centers in up to 6 Command Center (Planet Management) updates - Allows you to use better quality command centers. This, in turn, allows to increase the number of installations on the planet. (Planet Management) Remote Sensing - Allows a player to scan planets remotely. Each skill level increases the distance you can scan. Requires level 1 to scan at all, so train to level 1 before starting the PI. (Planet Management) Planetology - Increases resolution by scanning planets for resources. This is visible in the number of gradient bands displayed on the planet's surface when searching for a feature. (Planet Management) Advanced Planetology - Increases accuracy by scanning planets for resources. Note that Planetology allows you to see more details, while Advanced Planetology allows you to get a more accurate idea of where resources are located. See the skills page for more information. (Trade) Customs Code Expertise - Reduces the npc tax rate of Customs Offices owned by the player (POCOs) in high sec. It does not, however, have any effect on tax rates with NPC customs offices either within or outside high sec. Planets All these planets are yours For more details, see planets planets come in all kinds of shapes and sizes, and consequently provide different materials. Each planet provides five resources, but some unique features only exist on a single type of planet. Unique features include Autotrophes (temperate planets), Felcic Magma (lava planets) and Reactive Gas (gaseous planets). At first you are limited to a single planet, so the ideal is to initially find out what you are interested in harvesting and/or producing, the most appropriate planet for this activity and then look for an example with the right resources in abundance. Note that planets in lower security systems are richer overall - see Good Planets for some analysis. While you can colonize planets in unclaimed nusec or NPC (same wormhole space) you can't colonize planets in territory territory by an alliance different from yours. To actually search for a planet you can use several different methods. You can fly to planets and click on them, or be lazy and just select the planets from your overview. Atlas can help you choose other systems, but it takes a few clicks to really get anywhere. Either way, you'll want to use the Display option in planet mode and get yourself a good view up close. You can also select planets from several other different visualizations -- through MapBrowser (F11), for example. You can see the global abundance of a planet's resources (and admire its visual appeal) from anywhere, but the planetary maps within its range of Remote Sensing abilities for you to actually perform a Scan operation for a specific feature (i.e. show your heat map). You can manage a planet you've colonized from anywhere. Resources and Products For more details, see Planetary Commodities items involved in Planetary Interaction are known as Resources (extracted from Planets) and Products (produced from Resources or other Products on planets) Resources are considered Tier Zero (R0), at least in the context of this guide, and each processing level increases the level by one. Thus, you have Level 1 (P1) products produced by Resources (R0), Level 2 Products (P2) produced by combining two different P1s, and so on. Processing items from one level to another happens on a processor on the surface of a planet, and each layer requires a different amount of different items. Processing can then be summarized as such, a required processing level per column: Resources (R0) Level 1 Products (P1) Level 2 Products (P2) Level 3 Products (P3) Level 4 Products (P4) Actual product combinations are performed according to schematics that are instructions for a processor. Each schema takes from one to three items of different levels and quantities. You don't need to extract all the necessary resources on the same planet, nor process them for Level 4. At any time you can complement your Colonies in the market or sell your products there. In addition to leading to higher layers of planetary products, some PI products can be used for T2 plants, Starbase/Sov structures, nanite paste or POS fuel. For more information about the items involved, see Planetary Commodities. To learn how to start searching for your initial resources, keep reading! Planetary Buildings For more details, see Planetary Buildings to extract and produce resources and products you need from buildings! The buildings match the planet on which they are built, but players just need to worry about selecting the right type of command center, the rest are built on the site on the planet and therefore always of the right type. building beyond the Command Center costs a defined amount of Powergrid (PG) and CPU. At a glance, there are the following structures: Enter the Description The first building you must build, deployed from orbit (or technically anywhere undocked in the system). Only a basic command center can be purchased on the market. Command Command can be updated after construction. Upgrades range from basic to elite, providing more CPU and Powergrid per level. Command Centers can store a small amount of raw material and offer a simple rocket launch mechanism allowing the transport of materials to orbit. Extractors Control Units (ECUs) allow the installation of extraction programs and the construction of extraction heads. To make use of the extraction programs, you must select the resource type for all heads, a location for the program (up to 3 days) and a route for the raw material to follow once extracted, so that it is not lost. In addition, you must manually start extracting a specific seam from the resource and submit an action before the extraction begins. Extractive heads Resource extraction is done by extractor heads that are installed through the ECUs. Heads can be placed within the Area of the ECUs and can be moved via drag and fall to resource hot spots for a greater amount of extraction. These processors come in three different types, Basic (used to transform raw materials (P0) into processed materials (P1)), Advanced (used to transform processed materials (P1) into refined commodities (P2) OR refined commodities (P2) into specialized commodities (P3)) and High Tech (used to transform specialized commodities (P3) into advanced commodities (P4)). The latter can only be built on sterile or temperate planets. Storage Facilities As simple as a planetary building, these hulks simply store materials or goods, potentially as part of a larger logistics system. Launch pad A building dedicated to the movement of materials and goods to and from the planet. This building operates similarly to the Command Center's rocket launch function, but benefits from its connection to a Charge Link orbiting above the planet. From there, the owner can import and export goods, even if at great cost. Planetary Connections These can be thought of as railways, connecting different structures. In addition to its construction (which has a base cost plus a distance cost), routes must be defined using links to route specific products through your planetary network. They have a finite capacity at m3 per hour and can be upgraded. Creating a new colony For more details, including a pictorial step-by-step guide to creating a colony, see the creation of a planetary colony Planet Scanning After getting a little familiar with planets and resources, you'll probably want to extract one from each other. Finding a planet that is simply abundant in a resource you want is just the first step. Now you need to find out where on the planet you will want to put your things. To get started, go into Planet Mode and make sure that on the Scan tab, you should see the five available features, a NO FILTER bar, and a colored heat bar. Click on any feature and you will have a heat map showing where on the planet this resource is abundant. The colored bar will allow you to modify modify Contrast the heat map - are two rich or very poor features can completely white or look invisible if your contrast is off. There are two triangles in the contrast bar. The left will define the minimum abundance of features you want on the map (if you move it to the right poorer areas will disappear), and the right will determine how rich a feature has to be to show how white (if you move it left poorer resources will show more distinctly). Ideally, you will want a balance where you can clearly see where the richest parts of the planet are. Remember that the colors are relative to the setting of the contrast bar - two white spots for the same feature on different planets with different contrast bar settings are not the same! You can leave a feature highlighted as you switch to the Build tab so you can more easily place an extractor at a rich point (the white spot in this screenshot). To remove the heat overlay click on the UN FILTER bar. Large note: The accuracy of the scan varies greatly by range to the system. While scanning at your maximum range can give you an idea of a planetary utility without traveling there (detecting two rich features close to each other), make sure you rescen when you're in the system for better accuracy. You can scan your existing colonies on any track and apparently in accuracy in the system - which makes sense, since you already have equipment there. So don't worry about the range if you need to rearrange your extractors. To start building things, you first need to deploy a command center (CC) of the right type on your target planet. Consider what features you're targeting and where they're, putting your CC somewhere optimal near them (that is, if you plan to use it to export products instead of a Launch Pad. The CC doesn't really need to be connected to anything for you to build other structures). You'll usually end up putting your CC on the edge of a feature type (or a pair of features that usually come out together) with another type of feature growing in intensity the longer it gets from the white peak of the first. Whether resources are grouped or not, opposite each other, living in bands, etc., depends on the planet type. See planet for more details. With the Build menu, select the Command Centers menu and the cc's of the specific size will light up, ready to be placed. If all are grayish, be sure to place the CC in your cargo bay, that you are undocked, and that you are not on your colony cover (Interplanetary Consolidation ability). Release the CC at the destination point and after it is placed be sure to click the Send button that now appears in the UI on its left. Almost nothing in Interaction is finalized until you click Send and you can group some orders before sending them (you can get a timer if you keep tapping Send after each small change). After your CC has been deployed and you have submitted changes, new build options are available. There there is a bug by which these new options sometimes remain grayed out and are not selectable after your CC is deployed. If this happens, just leave the planetary interaction mode (click exit) and then go back to it. Build options should now appear correctly allowing you to continue building your colony. You can upgrade your CC as needed once placed to the maximum skill level of the Command Center. Placing other buildings is like placing a CC, although you want to continue consulting your Scan tab to ensure you get the Extractor Control Unit in an area that can reach rich spots. After placing an Extractor Control Unit (ECU), you need to search, which is different from Scanning. The survey shows that the actual numeric number is equivalent to a single resource that can be extracted at a single point under an Extractor Head. To perform a search, simply select an Extractor and click the leftmost button highlighted in this screenshot. You will be presented with another window (in the bottom half of the screenshot). First, select the type of resource you want to extract. Then move the Extractor Area Size slider until you have the desired program duration (how many times you will have to go back to retry your extractors (ranges from 1 hour to 14 days)). Click on the first Puller Head Units circle to create an extractive head. You can now move this new extractive head within the influence radius of the Extraction Control Unit (the gray circle you saw when placing the ECU) and look at the extract amount graph to see where a good deposit appears. Extractor Control Units can have up to 10 extractor heads. Each additional head consumes an amount of CPU (110) and Powergrid (550). The Size/Duration of the Extraction Area is an exchange of variable total quantity, cycle time (doubles in 25 hours (10h to 30 min, 50 hours (20h to 1h), 40h to 2hr, 80h to 4hr)), yield per cycle and management requirements. If you have enough to check your Extractors many times, you can get a higher yield in shorter periods. If you don't want to check too often, you can instead select long-term deposits so you don't have to take care of your extractors. After selecting a deposit of your choice, be sure to press the Install button. This will refer you to the Product menu (second button in the ECU window), from where you can forward your extracted resource somewhere. Keep in mind that when the cycle runs the course, you can scan it in the same place (with the same extractor) to start the cycle again (or you can change the feature and submit an action before the Heads again). But before you can forward, you must call! Here is a video that shows how extractive heads are deployed When you return to update your extraction programs, you may notice that the actual amount of materials extracted may be different (usually less) than the amount you expected. This inaccuracy can be mitigated by training Planetology and Advanced Planetology, but even at high skill levels the can be significant. To further reduce inaccuracy, after moving the extractor heads and clicking start, DO NOT send yet. Instead, click the Install Program button again and see the updated extract value. If this is very different from what you expected, stop the program, move your heads, and try again until you get what you need. Links and Route Links are used to connect buildings together so you can route materials around. Buildings cost money, links don't. Both cost Powergrid and CPU, the more you links, the more PG and CPU cost, limiting you to building other more interesting things. So short and few links are better, but sometimes you will have to connect to reach distant extractors. The Planet_Radius plays a significant role in the pg cost of links, so be aware of this when placing them. There are several ways to start making links, CTRL-click on any building being the easiest. After your Link starts just click (without CTRL) your target structure and your Link is ready to build then you hit Send. You don't need to connect all the buildings to all the other buildings, nor do you need to start or include your CC at all (usually a Launch Pad is sufficient). Routes will connect through multiple hops (intervening structures) up to six links away. So you can make some central highway links to connect distant clusters to each other. After a Link is planned (no need to press Send yet) you can finally make Routes! For a simple example, you can route the extractor to the CC in the screenshot and then the CC to the Processor. Having started extracting earlier and installed a Schema on the Processor, you should be fully ready for the follow Route. Click the Extractor and the Products subpreste (this is where you will be installing the warehouse, so that it helps prepare all your buildings and links before starting any Extractors), click the available feature, select Create route, choose the CC click Create Route again to finish. At this point, the Extractor will route your output to your DC, where it will be built until it is routed during production, until the CC is full or the Extractor finishes its deposit. You'll want to click the Send Now home button to let the Extractor start working. Again, you may be tempted to direct straight to the Processor, but resist! You will waste precious material that way! Then click on your product subprestrate and route from there to the Processor. Now, when the processor is ready for more, it will pull the feature to production once you submit your changes. But wait! Finally, route the same way as the processor back to your CC (or other storage). As the if it is not stored, it is lost. Finally Beat Submit again and congratulations, now you have a working colony! For more information about Links and Routing, see Intraplanetary Logistics. To find out what to do next, keep reading! Basic processor washes industry with schematics Active menu You now know how to start with construction things, and how to find and extract resources. Good progress! Now we have to really get the industrial process moving. The first step after extracting resources is to transform them into their first level of Products - P1. Click the Planetary Commodities to find out which P1 item the resources you're extracting transform, and then place a Basic Processor somewhere near the extractor or some kind of storage - your CC has enough storage capacity for an initial colony. You can move your stuff directly from an Extractor to a processor, but you run the risk of losing any bursts of material that backs up while the processor is running. So always try to use storage first. Anyway, that's the next step, not yet! Then, get your Basic Processor to build and see the highlighted menu on the screenie - Schematics! For the processor displayed we selected and submitted a request for Bacteria, which takes 3000 units of Micro Organisms and transforms them into 20 units of Bacteria. You must have a schema selected to be able to forward a resource to your processor, and only the exact necessary ingredients are available. In addition to transforming resources into P1, look again at the Planetary Commodities page for other products, including Industrial Facilities and High-Tech Production Plants. Colony Management For more details, see Colony Management Now that you've built your first colony, you'll want to expand your interplanetary consolidation, you can have multiple colonies, one per skill level plus the initial, and you may have to find them between 67k planets on EVE again. Your current colony worlds can be found in the Science and Industry Guide, from which you can enter planet mode for each. Producing the highest-level products on a single planet is reduced to where each P3 can only be produced from scratch (i.e. regardless of goods) on a single type of planet. All P4 items need various types of planets, and two to five. This is where you need to start thinking about how deep you would like to get into Planetary Interaction. Look for some blue or red pills and start talking about rabbit holes. Of course, a primary motivator is the title of the next sectionFor more information on how to deal with obtaining goods between colonies, see Interplanetary Logistics. In short, to build a unit of a P4 item you have to deal with at least two planets by launching your lower-level products into orbit through a CC or Launchpad, then importing them through a Customs Office on another planet for further processing. You have to repeat this process several times for some P4s, their extra efforts (i.e., transporting materials between planets) dedicated to this process make the products more involved more profitable. But that depends. You need to carefully consider many factors, such as the tax for each transport, the market price for the components and the final product, the time consumed (Time (Time money, you should know) and so on. It is recommended that you do some calculation before deciding to produce any type of product. With the new ECUs in Raid, it is no longer possible to make perfect P3 production on any planet—that is, continuously producing a P3 item at full power. You can extract one resource at a time, but no CC can support two CEUs and the factories needed to achieve continuous P3 production. This means that if you are looking to maximize production, P3 production will always require at least 2 planets. Profit A pending release from a command center Assuming you'd just like to get on with it and make some money, we can certainly do that! Anything you do with pi can be sold on the market, although it is difficult to tell what will be the most profitable. In the very least, it seems reasonable to recommend processing your resources on P1 goods before trying to sell them, as this reduces the volume they take to about 25% of the original. Better still would be to go to P2 for another 25% of the original, or a small total of 6.25% of the volume of simple features. As mentioned above, it is common to import and export items, but you need to pay taxes for both processes. Tax rates are predefined at the customs office of the planet and vary between systems with different security status. Basic Costs Commodities cost a percentage of a taxable amount defined per unit for export or import, based on the commodity level in the industrial chain. Commodity level base cost R5 ISK P1 400 ISK P2 7.200 ISK P3 60,000 ISK P4 1.200,000 ISK However, due to the taxable amounts above being per unit, and because of the compression that occurs as the PI product is refined to higher levels, some layers are cheaper to export/import than others. A 30-minute Basic Industrial Facilities cycle takes 3000 units of R0 to make 20 units of P1, for taxable values of (3000*5)= 15000 ISK before vs. (20*400)= 8000 ISK later, a 47% reduction in taxable amount, in addition to the volume being reduced to about 25% of the original. A P1 to P2 cycle of 1 hour uses a total of (2*400)= 80 units of P1 to make 5 units of P2, for taxable values of (80* 400)= 32000 ISK before vs. (5*7200)= 36000 ISK later, an increase of 12.5% during this cycle, but still a net reduction of R0. Due to cpu/PG restrictions of the planetary colony, the production of P3 or higher products on a single planet is not possible, so you will have to export at this stage at most, usually. Volume compression is still about 4 times, from 30.4m³ to 7.5m³. A 1-hour P2 to P3 cycle uses 20 or 30 units of P2 to make 3 units of P3, for taxable values of (20*7200)= 144000 ISK / (30*7200)= 216000 ISK before vs. (3*60000)= 180000 ISK after, i.e. an increase of 25% or reduction of 16.7%. The volume reduction is 60% or 40%, respectively. Finally, a cycle P3 to P4 uses: a total of 18 units (3 different types) of P3 to produce 1 U4, for taxable amounts of (18*60000=) 1080000 ISK before vs. 1200000 ISK later, or one unit of 12 units (2 different types of P3 and 40 units of P1 to produce 1 Unit of P4, for taxable values of (12*60000+40* 400)= 736000 ISK before vs. 1200000 ISK after volume change is 108m³ or 87.2m³, respectively, for 100m³, therefore not very significant. Note that if you want to produce P3 or P4, you basically have to pay potentially higher taxes (compared to the previous step), but this information is not available for P3 or P4. If you are looking to produce P3 or P4, you should consider whether it may be feasible to export in phase P1 on the initial planets of resource production (or buy P1 from the market) and import the P1 to be refined to higher-level goods. High sec high-sec customs offices have a 10% NPC tax rate in addition to the tax rate set by the POCO owner, which may vary according to their classification to the proprietary corporation. Corporations that have customs offices can charge as much as they want. The NPC portion of the tax rate can be reduced by the expertise of the Customs Code added with rubicon. The tax rate shown in the description of a specific high sec customs office is equal to: 10% + % Player Tax - 1% per level of Low Sec Customs Code Expertise, Null Sec, and Wormhole Space NPC-owned Customs Offices out of high-sec (if any, which is unlikely) to charge 17%. This rate cannot be reduced (Skill customs code expertise does not affect this). For the Customs Offices owned by the player outside of high-sec, there is no NPC tax component, so the entire tax rate is exactly what the disowned corporation defines. Again, customs code expertise does not affect these fees. Export Rate of Import/Export Formulas = Base Cost * Tax Rate (*1.5 if posted via CC) Import rate = Base cost * tax rate * 0.5 Example: Export a Biomass Unit (P1) using a Launch Pad from a low-sec planet with a 10% cost of the Player Tax will cost 40 ISK (400 * 10% * 1) Importing this biomass unit to a high sec factory planet will cost at least an additional 20 ISK (400* 10% + % *0.5) You have two options for getting goods off your planet, either by launching a ship from your CC or by placing a Launchpad in your colony (quite expensive) and using it to interact with a customs office in orbit. Launchpad Launchpad has the highest upfront cost, but is much higher than CC and exports to 2/3 of the rate of a CC. It can also can much larger amounts, and it's the only way to import things to the planet. However, keep in mind that you are charged 50% of the export fee to import items to your launchpad. Consider costs carefully before creating a multi-planet production chain. It is now possible for player corporations to take over the Customs Offices of High Sec and establish any tax rate they want. If you have a large factory system making Level 4 items and need to import and export this also needs to be kept in mind. Command Center Sometimes your Customs Office may be camped out by pirates or you simply aren't willing to pay the dramatic tax (like 80% or more). And when you start doing PI, the high demand of a Launchpad can make you reluctant to build one because it reduces the CPU (3600f per launch pad) available for production installations. At this point you can use your Command Center to get your goods off your planet. The screenshot here shows the easiest option - a launch prepared from your CC, accessed through the rocket-leave icon. Just click on the items in your storage to add them to the pending release and when you're happy click the nice Go to launch button (not to be confused with the hottest go to launch button) and the launch content will end up on a jet can orbit the planet at a random point. You have an entry in your planetary production window under launches to your location. This location can be deformed to pick up the items. There is also a timer when the timer finishes your production is lost - don't worry too much, it can last several days before collection! Once you pick up your items, you can simply sell them on the market as you would anything else. Easy money! The hard part is choosing which commodity to focus on. FAQ Q: Can I colonize planets in wormholes? Q: Can I attack another player's colony? Q: Can an alpha account participate in the IP? A: Technically yes, but effectively no. Although an Alpha clone can plant a single Command Center, this CC cannot be upgraded beyond level 0 and therefore has almost no room for CPU/PWG with which to place production facilities and has no way to get products off the planet, as you must be omega to launch from a Command Center. Q: Where do the products go when I launch them from the Command Center? A: The Command Center (CC) creates a special marker in the product space. The marker can be found in your journal under the Planetary Launches tab. You can deform to it as a normal marker. Q: Can you deploy, manage, or collect resources while in camouflage? A: You can scan, deploy a CC, manage your colony, and launch items from a CC without despoening. You cannot access the Office of or prepare a transfer of a Launch Pad while it is cloaked. Also, you can't actually transfer items to a ship while it's cloaked. Q: Can you deploy, manage, or collect resources from a freighter? A: You can deploy CCs and manage your colonies from a freighter, and you can transfer items to and from a Customs Office. From the Patch, you can pick up materials released into orbit from the CC (because a planetary launch container behaves like a jetcan). An industrial ship (such as the Epithal) may be a ship more suitable for planetary transport tasks, as these ships are cheaper and faster than freighters. Q: Is planetary interaction limited to the security status of the system? A: No. Some special systems are off limits due to high traffic or plot reasons, but all other systems are available, including systems in the wormhole space and null sovereign. (Prior to the Hyperion Patch, sovereign null planets could only be colonized by the alliance that holds sovereignty.) Q: Can you remotely access colonies? Location of the Planetary Colonies icon in the Neocom menu. A: Yes. They can be accessed via the Planetary Colonies icon in the Business folder of the Neocom Menu. (The icon can be dragged to the Neocom main bar for easy access.) Then double-click on the colony you want to see. The only limitation to accessing a colony remotely is that you cannot scan it unless it is within its Remote Sensing range. List of terms The following terms are defined here in an attempt to make them widely used and unambiguous with similar terms in the context of Planetary Interaction. Note that some terms defined here may have alternative meanings outside of PI - such as the Scan, which outside the IP may refer to your ship's non-planet-related scanning abilities. Terms that are particularly likely to be ambiguous are listed in bold print. Planet Mode - the view you enter to interact with a Planet Scan - the act of searching a planet for a specific resource (brings a heat map) Search - the act of locating available deposits for an extractor deposit - a seam of minerals or other resources that is exploitable by an extractor Resources - the various raw materials that you can extract from planets. Products - Actual items manufactured from Resources or other Products (level 1 and beyond) Commodities - any MATERIAL P1 (Resources + Products) Layers (P0, P1, etc.) - Raw materials (resources) are 0, 1 and 2 plus is a new set of products taking a manufacturing process by level Tips Starting small can help, check the local region for prices and do enough to cover your costs. Building large facilities that cost a lot to get started can make it worse. With something as new and detailed as pi, playing it safe is usually your best bet. Planets can be managed from anywhere using the science and industry tool and by clicking the Planets tab. To open the planet over the view from anywhere Press F11 and in the side panel you can use the bottom window to select the view of the planet by clicking right on the menu box in the corner By changing solar systems or regions in the boxes above, you can scan planets in regions as far as your abilities allow. In the solar system box you can use show information under each solar system and look at orbital bodies to get a list of planet type instead of looking at them at a time. You can also see the planet directly from the list. You can deploy command centers while it is docked, but you must be in the same system as the planet, and the command center must be in the hold of your ship. Until you click the submit button, no actual changes are made to your colony. This allows you to experiment with different settings without committing to them (for example, organizing buildings and links to make better use of the available powergrid and CPU). If you don't want to make your changes, just click cancel and the colony will go back to the way it was. Folding the click on multiple structures makes initial or adjusted production much faster. When you fold the click factory, it opens the list of schematics, double-clicking a schema of your choice opens the routing screen where you can fold the product to enable the creation route function and finally double the destination to create the route. The pair clicking on a silo also opens the routing screen. On the schema selection screen you can press the first letter of the scheme you are looking for to instantly move the selection window to the products starting with the letter you just pressed (need to click the window first to activate the function). Energy Efficient Harvesting A gas plant producing soft drinks you will want to maximize efficiency to maximize your profits. The layout of your facilities will help save electricity grid by optimizing your planetary links. This image represents an efficient method of industrially, with some industry facilities. On this gaseous planet, 2 extractors feed on warehouses that cushion surplus resources for basic industry facilities. 4 basic industry facilities produce water and electrolytes, which are then stored on the launch pad until 2 advanced industry facilities produce more refrigerant. The refrigerant will eventually fill the launch pad, ready to fuel a POS or be sent to an industry intensive planet in Organic Mortar Applicators. By having various basic harvesting planets and some high sec industrial plants, a pilot can make valuable goods that are efficient in space by increasing the isk you make for the transportation you take. Using Poor Worlds (High Security Space) A factory for mounting P2 Some people find excessive click on the P1, while others are not impressed with the income they can earn using local resources. There is another way to use pi to get a reasonable income. For example, the solution I offer to the Factory World. Using 20 advanced processors and 2 Launchpads, it crosses 28,800 pi-level total goods (2 or more varieties) in P2-level commodities in 18 hours. It's as intensive as fueling a POS. A small spreadsheet or handwritten notes on the sale/purchase prices of the in question are necessary for profit, the equation looks like: P2 (Buy) - (P1 a (Sell)+ P1 b (Sell))* - (Import/Export Tax of 1.5 * taxation) = Profit per unit Advanced Processors can also be used to produce P3 commodity products P1 and P2. To Stop calculations become a bit more complicated as taxes vary depending on whether the ingredients are P1 or P2. Planetary Interaction Durs War (Uni only) There are things you can still do to improve Decommissioning your entire colony for prolonged periods of your, you may want to consider adding additional storage to the planets. These are things you can do while the Uni is at war, but you should take extreme precautions with: Deploy command center on a new planet Export/Import to/from Orbital Customs Centers (requires you to be in space in the same system) Take launch containers (yoursel) Fly inward (skill-based) early-years to seek deposits consider creating an Alt planetary interaction. War targets love to observe the lonely who are vulnerable and solo doing activities like pi Take all precautions and do not risk an embarrassing industrial loss or another. Be sure to perform these activities when war targets are not active or at least active near where you are doing IP activities. Use all whenever possible. Note that if you have the ability to pilot a lock runner and you take the time to mark a tactic 200 km or more from your Custom Center, you can do PI with great security. Just fly camouflaged for your tactics, use d-scan to make sure no one is around, and clean fold yourself to the Custom Center. You must be clear to access the Custom Center, but you can move things between the surface and the Custom Center even when camouflaged, as long as you are on the same system. References references

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