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Oolite Reference Sheet

Keys

GENERAL	IN-FLIGHT	DOCKED
z + Q	Quit	Quit
z + F	Toggle Fullscreen	Toggle Fullscreen
*	Take Screenshot	Take Screenshot
SHIFT + F	Show Frame Rates	
P	Pause	

NAVIGATIONAL CONTROLS

F1 or 1	Forward View	Options Screen
F2 or 2	Rear View	Load/Save Game
F3 or 3	Left View	Buy Equipment
F3 × 2	Left View	Buy/Sell Ship
F4 or 4	Right View	
F5 or 5	Current Status	Current Status
F5 × 2	Manifest Screen	Manifest Screen
F6 or 6	Local Chart	Local Chart
F6 × 2	Galaxy Chart	Galaxy Chart
F7 or 7	Planet Information	Planet Information
F8 or 8	Market Prices	Buy/Sell Goods
F8 × 2		Passenger/Cargo contracts

W	Increase Thrust
S	Decrease Thrust
Z	Toggle Scanner
	Magnification
SHIFT + R	Select cargo to jettison
D	Jettison Cargo
\	Toggle Advanced Compass target
~	View Communications Log
- / +	Cycle target memory
, / .	Yaw left / right
ÅÆÇÈ	Roll left/right, Pitch down/up
SHIFT + L	Request / cancel / renew docking clearance

C	Docking Computer (Full Sequence)
SHIFT + D	Docking Computer (No Sequence)
SHIFT + C	Docking Computer (Active Target)
I	Engage Fuel Injectors
J	Activate In-System Jumpdrive
H	Activate Hyperdrive
G	Activate Galactic Hyperdrive

Note: Certain keys may slightly differ on non-US keyboard layouts.

OFFENSIVE EQUIPMENT

A	Fire Laser
T	Arm Missile
M	Fire Missile
U	Unarm Missile
Y	Cycle Available Missiles
TAB	Launch Energy Bomb


DEFENSIVE EQUIPMENT

R	Activate ID Computer
E	Activate ECM
ESC	Launch Escape Pod
0	Activate Cloaking Device

ADDITIONAL KEYS

?	Locate destination system on galaxy chart for selected Passenger/Cargo contract
I	When on the Local Chart Screen, displays planet information
^	Advanced Navigational Array
O / N	When paused, switch HUD off / on

Advanced Space Compass Key

		Planet			Space Station
		Sun			Witchpoint Beacon
		Active Target			Navigational Beacon

Green = Directly towards target.
 Red = Directly away from target.

COMBAT RATING	KILLS
Harmless	0
Mostly Harmless	8
Poor	16
Average	32
Above Average	64
Competent	128
Dangerous	512
Deadly	2560
Elite	6400

POLITICAL LEVELS	
Corporate State	•
Democracy	
Confederacy	
Communist State	
Dictatorship	
Multi-Government	
Feudal World	
Anarchy	,
• = Most stable	

ITEM	AVERAGE	MIN	MAX	QTY
Food	5.0 cr	5.0 cr	8.0 cr	T
Textiles	7.2 cr	5.2 cr	9.2 cr	T
Radioactives	23.2 cr	17.6 cr	28.8 cr	T
* Slaves	15.2 cr	2.0 cr	28.4 cr	T
Liquor/Wines	29.2 cr	19.2 cr	39.2 cr	T
Luxuries	90.2 cr	78.0 cr	102.0 cr	T
* Narcotics	51.0 cr	0.4 cr	101.6 cr	T
Computers	81.8 cr	61.6 cr	102.0 cr	T
Machinery	56.6 cr	46.8 cr	66.4 cr	T
Alloys	38.8 cr	31.2 cr	46.4 cr	T
* Firearms	69.2 cr	49.6 cr	88.8 cr	T
Furs	70.4 cr	45.2 cr	95.6 cr	T
Minerals	12.0 cr	10.0 cr	14.0 cr	T
Gold	38.8 cr	36.0 cr	41.6 cr	KG
Platinum	71.8 cr	62.8 cr	80.8 cr	KG
Gem-stones	19.6 cr	15.2 cr	24.0 cr	G
Alien Items	43.6 cr	21.2 cr	66.0 cr	T
* These items are considered illegal and trading in these may result in a change in your criminal status				

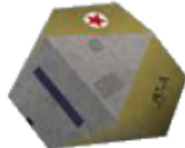

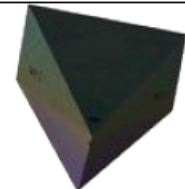
ITEM	TECH LEVEL	PRICE
Advanced Navigational Array	7	2250
Advanced Space Compass	7	650
Beam Laser	4	1000
Docking Computers	9	1500
ECM System	2	600
ECM Hardened Missile	9	350
Energy Bomb	7	900
Escape Pod	6	1000
External Heat Shielding	4	1500
Extra Energy Unit	8	1500
Fuel	Always	2 / LY
Fuel Scoops	5	525
Galactic Hyperdrive	10	5000
Large Cargo Bay	1	400
Military Lasers	10	6000
Military Shield Enhancement	14	47550
Mining Lasers	10	800
Missile	1	30 each
Multi-Targeting System	5	325
Passenger Berth*	5	825 each
Pulse Laser	3	400
Quirium Cascade Mine	6	2500
Shield Boosters	10	14750
Targeting Enhancement	11	450
Witchdrive Fuel Injectors	10	600
* Can be removed at a cost of 100Cr each.		





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Standard Ships available to buy

Adder (34 × 8 × 35) (W × H × L)				
	SPEED / THRUST	240 / 30	ENERGY / RATE	85 / 2
	PITCH / ROLL	2 / 2.8	MISSILE PYLONS	1
	CARGO CAPACITY (t)	2	AVAILABLE TECH-LEVEL	4
	STANDARD EQUIPMENT	1M / PL	MINIMUM PRICE (cr)	65,000
Anaconda (75 × 54 × 170)				
	SPEED / THRUST	140 / 14	ENERGY / RATE	500 / 3
	PITCH / ROLL	0.4 / 0.75	MISSILE PYLONS	7
	CARGO CAPACITY (t)	750	AVAILABLE TECH-LEVEL	8
	STANDARD EQUIPMENT	3M / PL	MINIMUM PRICE (cr)	650,000
Asp MkII (82 × 19 × 70)				
	SPEED / THRUST	400 / 50	ENERGY / RATE	350 / 4
	PITCH / ROLL	1 / 2	MISSILE PYLONS	1
	CARGO CAPACITY (t)	0	AVAILABLE TECH-LEVEL	10
	STANDARD EQUIPMENT	1M / PL / MTS / STE	MINIMUM PRICE (cr)	375,000
Boa (71 × 60 × 115)				
	SPEED / THRUST	240 / 36	ENERGY / RATE	450 / 3
	PITCH / ROLL	1 / 2.8	MISSILE PYLONS	4
	CARGO CAPACITY (t)	125	AVAILABLE TECH-LEVEL	6
	STANDARD EQUIPMENT	3M / PL	MINIMUM PRICE (cr)	450,000
Boa Class Cruiser (92 × 92 × 228)				
	SPEED / THRUST	312 / 40	ENERGY / RATE	525 / 3.2
	PITCH / ROLL	1 / 2.5	MISSILE PYLONS	5
	CARGO CAPACITY (t)	175	AVAILABLE TECH-LEVEL	7
	STANDARD EQUIPMENT	5M / BL	MINIMUM PRICE (cr)	495,000

Cobra Mk I (70 × 13 × 47)				
	SPEED / THRUST	260 / 25	ENERGY / RATE	150 / 2.5
	PITCH / ROLL	1.2 / 2	MISSILE PYLONS	1
	CARGO CAPACITY (t)	10	AVAILABLE TECH-LEVEL	4
	STANDARD EQUIPMENT	1M / PL	MINIMUM PRICE (cr)	100,000
Cobra Mk III (131 × 26 × 59)				
	SPEED / THRUST	350 / 32	ENERGY / RATE	256 / 4
	PITCH / ROLL	1 / 2	MISSILE PYLONS	4
	CARGO CAPACITY (t)	20	AVAILABLE TECH-LEVEL	6
	STANDARD EQUIPMENT	3M / PL	MINIMUM PRICE (cr)	150,000
Fer-de-Lance (40 × 16 × 80)				
	SPEED / THRUST	300 / 36	ENERGY / RATE	150 / 4.5
	PITCH / ROLL	1 / 3.6	MISSILE PYLONS	2
	CARGO CAPACITY (t)	12	AVAILABLE TECH-LEVEL	8
	STANDARD EQUIPMENT	2M / BL / MTS / STE *	MINIMUM PRICE (cr)	485,000
Moray Starboat (60 × 23 × 53)				
	SPEED / THRUST	300 / 32	ENERGY / RATE	240 / 3
	PITCH / ROLL	1.5 / 2.5	MISSILE PYLONS	2
	CARGO CAPACITY (t)	7	AVAILABLE TECH-LEVEL	5
	STANDARD EQUIPMENT	2M / PL	MINIMUM PRICE (cr)	125,000
Python (74 × 37 × 130)				
	SPEED / THRUST	200 / 20	ENERGY / RATE	450 / 2.5
	PITCH / ROLL	0.8 / 2	MISSILE PYLONS	2
	CARGO CAPACITY (t)	100	AVAILABLE TECH-LEVEL	4
	STANDARD EQUIPMENT	1M / PL	MINIMUM PRICE (cr)	200,000

?M - ? × Missiles, PL – Pulse Laser, BL – Beam Laser, MNL – Mining Laser, DC – Docking Computer, EP – Escape Pod, FS – Fuel Scoop, STE – Scanner Targeting

Enhancement, MTS – Multiple Targeting System.

* in addition to: Advanced Space Compass, Docking Computer, ECM, Escape Pod, Fuel Injectors, Fuel Scoop and 2 × Passenger Berths

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Other Ships

Constrictor (108 × 20 × 120)				
	SPEED / THRUST	600 / 50	ENERGY / RATE	450 / 5
	PITCH / ROLL	1.75 / 2.5	MISSILE PYLONS	3
	CARGO CAPACITY (t)	15	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Gecko (70 × 12 × 37)				
	SPEED / THRUST	300 / 45	ENERGY / RATE	250 / 4
	PITCH / ROLL	1.5 / 3	MISSILE PYLONS	1
	CARGO CAPACITY (t)	3	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Hamadryad * (139 × 59 × 177)				
	SPEED / THRUST	220 / 32	ENERGY / RATE	480 / 2.5
	PITCH / ROLL	1.6 / 3.2	MISSILE PYLONS	2
	CARGO CAPACITY (t)	100	AVAILABLE TECH-LEVEL	5
	STANDARD EQUIPMENT	2M / MNL / FS	MINIMUM PRICE (cr)	175,000
Josher * (32 × 36 × 126)				
	SPEED / THRUST	320 / 32	ENERGY / RATE	400 / 3
	PITCH / ROLL	0.8 / 2.75	MISSILE PYLONS	6
	CARGO CAPACITY (t)	50	AVAILABLE TECH-LEVEL	2
	STANDARD EQUIPMENT	4M / PL	MINIMUM PRICE (cr)	175,000

Krait (90 × 18 × 73)				
	SPEED / THRUST	300 / 35	ENERGY / RATE	250 / 2.5
	PITCH / ROLL	1.5 / 1.75	MISSILE PYLONS	0
	CARGO CAPACITY (t)	2	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Mamba (64 × 8 × 48)				
	SPEED / THRUST	320 / 32	ENERGY / RATE	240 / 3
	PITCH / ROLL	1.4 / 2.1	MISSILE PYLONS	0
	CARGO CAPACITY (t)	4	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Naga * (100 × 52 × 146)				
	SPEED / THRUST	275 / 25	ENERGY / RATE	650 / 2
	PITCH / ROLL	0.8 / 1.85	MISSILE PYLONS	6
	CARGO CAPACITY (t)	250	AVAILABLE TECH-LEVEL	3
	STANDARD EQUIPMENT	4M / PL / DC / EP	MINIMUM PRICE (cr)	385,000
Ringhals * (80 × 18 × 110)				
	SPEED / THRUST	300 / 24	ENERGY / RATE	300 / 4
	PITCH / ROLL	1 / 1.85	MISSILE PYLONS	2
	CARGO CAPACITY (t)	15	AVAILABLE TECH-LEVEL	5
	STANDARD EQUIPMENT	2M / PL	MINIMUM PRICE (cr)	155,000

?M - ? × Missiles, PL – Pulse Laser, BL – Beam Laser, MNL – Mining Laser, DC – Docking Computer, EP – Escape Pod, FS – Fuel Scoop, STE – Scanner Targeting Enhancement, MTS – Multiple Targeting System.

* in addition to: Advanced Space Compass, Docking Computer, ECM, Escape Pod, Fuel Injectors, Fuel Scoop and 2 × Passenger Berths

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Other Ships

Shuttle (20 × 20 × 31)				
	SPEED / THRUST	80 / 16	ENERGY / RATE	120 / 1
	PITCH / ROLL	0.9 / 2	MISSILE PYLONS	0
	CARGO CAPACITY (t)	30	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Sidewinder (64 × 16 × 32)				
	SPEED / THRUST	370 / 37	ENERGY / RATE	240 / 2
	PITCH / ROLL	1.6 / 2.8	MISSILE PYLONS	0
	CARGO CAPACITY (t)	0	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Thargoid (328 × 56 × 328)				
	SPEED / THRUST	500 / 50	ENERGY / RATE	600 / 4
	PITCH / ROLL	1 / 2	MISSILE PYLONS	5 Thargons
	CARGO CAPACITY (t)	0	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Thargon (19 × 5 × 18)				
	SPEED / THRUST	450 / 40	ENERGY / RATE	150 / 3
	PITCH / ROLL	1 / 2	MISSILE PYLONS	0
	CARGO CAPACITY (t)	0	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A

Transporter (30 × 8 × 25)				
	SPEED / THRUST	100 / 20	ENERGY / RATE	150 / 3
	PITCH / ROLL	1 / 2	MISSILE PYLONS	0
	CARGO CAPACITY (t)	12	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Viper (96 × 32 × 96)				
	SPEED / THRUST	320 / 32	ENERGY / RATE	180 / 4
	PITCH / ROLL	1.8 / 2.8	MISSILE PYLONS	1
	CARGO CAPACITY (t)	0	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Viper Interceptor (96 × 32 × 96)				
	SPEED / THRUST	520 / 50	ENERGY / RATE	280 / 6
	PITCH / ROLL	2 / 4.2	MISSILE PYLONS	3
	CARGO CAPACITY (t)	12	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Worm (26 × 12 × 30)				
	SPEED / THRUST	110 / 12	ENERGY / RATE	75 / 2
	PITCH / ROLL	1 / 2	MISSILE PYLONS	0
	CARGO CAPACITY (t)	2	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A

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Ship's Log

SYSTEM INFO – GALAXY:		CURRENT STATUS		CARGO HOLD				
STARDATE:		SHIP MODEL:		ITEM	QTY	BOUGHT	SOLD	
PRESENT SYSTEM:	DESTINATION SYSTEM:	CREDITS:	CARGO CAPACITY:					
GOVERNMENT:	GOVERNMENT:	LEGAL STATUS:	COMBAT RATING:					
ECONOMY:	ECONOMY:	OUTSTANDING CONTRACTS:						
TECH LEVEL:	TECH LEVEL:							
COMMENTS:								

SYSTEM INFO – GALAXY:		CURRENT STATUS		CARGO HOLD				
STARDATE:		SHIP MODEL:		ITEM	QTY	BOUGHT	SOLD	
PRESENT SYSTEM:	DESTINATION SYSTEM:	CREDITS:	CARGO CAPACITY:					
GOVERNMENT:	GOVERNMENT:	LEGAL STATUS:	COMBAT RATING:					
ECONOMY:	ECONOMY:	OUTSTANDING CONTRACTS:						
TECH LEVEL:	TECH LEVEL:							
COMMENTS:								