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1 - Introduction

AI Pilot development:

- Your pilots will develop in the military career, depending on their victories, or their business abilities for Universal Trader or Station Trader (Naffarin script) tasks.
- Their fighting skills will also enhance according to their career path. They will get a better response time, better fighting accuracy both with lasers and missiles, as well as better ship speed and handling.
- Additional controls will also be available according to the Rank (AI expansion): SAM abilities, ECM, damage management, advanced shielding management, protection of station, special SAM abilities when flying in a squadron... The higher the rank, the better some skills can improve.

Patrol can get bounties by destroying enemy ships:

- Your ships will get a bounty for every single enemy ship destroyed. This bounty will vary according to the pilot rank and the class of enemy ship shot down.

Full control of AI's:

- You can switch them between ships, get a track record of them, stock or sell or buy them...

AI and living pilots both can eject:

- AI pilots can eject in a rescue pod when their ships are shot down. This will allow you to collect and reinstall them in your own ships. Living pilots can also eject when their ships are destroyed.

Status report available:

- A comprehensive report regarding the key elements of the ship is available, such as IA rank, upgrades, equipment...

Advanced Group management:

- You can create squadrons and manage them easily and efficiently, including keyboard shortcuts. Script will automatically monitor the squadron and will reform if one or several members are missing.

Supply:

- You can ensure that your fleet is properly supplied by using supply group or refuel group.

Surveillance network:

- You can use your satellites in order to create one surveillance network. Strike squadrons will be allowed to respond to every kind of threat. Patrol squadron will be also available to complement your surveillance network.

Advanced rename function:

- You can rename your ship by using many available options. You can also give up to 8 different colors to your names on top of additional information you may add.

Compatibility with other scripts:

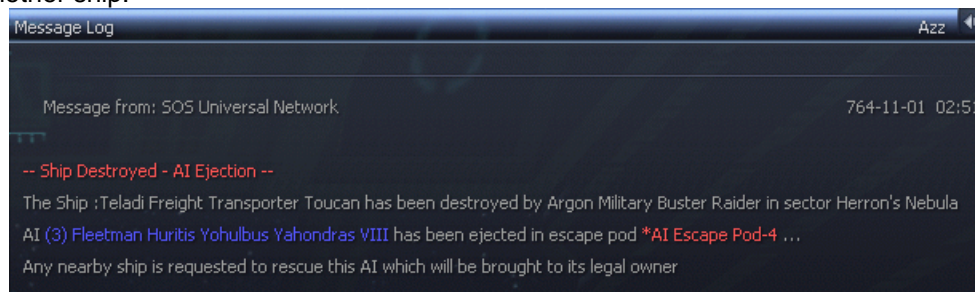
- This script is fully compatible with MK3 or Naffarin's Station Traders script: traders will increase their level according to their trading ability and experience. MK3's can also eject if the ship is destroyed.
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2 – AI Management

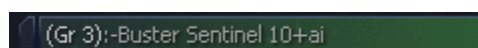
Rescue pod



If one of your ships is destroyed, AI can eject in a rescue pod. There are 15 minutes left to recover it. After this delay, pod will self-destruct. The pod will display in the sector as neutral during 3 minutes, and shows up as your property during the 12 remaining minutes. AI should be at least level 5 to eject in every occasion. If recovered, this AI can be installed in another ship.

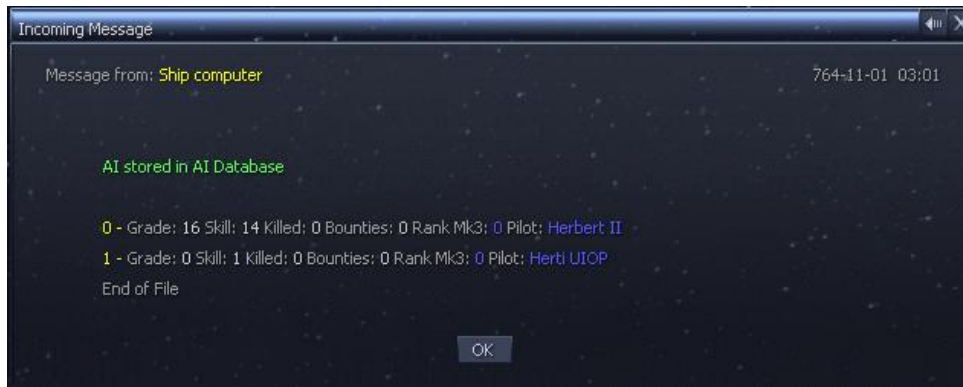


Transportation



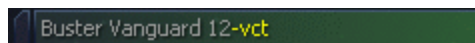
Every ship you own can carry one extra AI on top of the one piloting the ship. This allows you to recover one AI which ejected from its destroyed ship. This AI can be then stored in your AI database. A ship carrying an extra AI is displaying « +ai » after its name.

AI database



You can store in your personal ship up to 20 AI. This allows you to install your stored AI in other ships when needed.

Spare AI



When you are extracting one AI from one of your ship, a “spare AI” (or auxiliary) is automatically replacing the extracted one. Please note that this spare one will stay at the lowest level and is displayed with a '-vct' after its name (vacant). Don't expect to earn any bounty with it.

AI & Universal Traders MK3

Same rules apply to Universal Traders MK3 than for other AI.

NB : The additional Command 'AI Extension' must be selected on these ships to allow the ejection of the PilotAI in a rescue pod when the ship is shot down. It also allows the adjustment of the rank of the pilotAI according to its trader's level.

AI buy/sell

Hacker communities are displayed in the Universe. You can buy or sell AI to them. These communities are settled in the following sectors: **Farnahm's Legend**, **Akeela's Beacon** and **Ore Belt**.

3 – AI's and NPC's

Some races are also using AI to pilot their ships. If they are ejecting, you can also recover and use them.

The following races are not using AI for obvious reasons: Khaak, Xenon, Split and Goner.

As already said, chance that an AI may eject is random, and belongs to the AI level as well as the ship class.

During an attempt to recover an AI, there is a probability that it may self destruct. The higher the level, the greater the risk...

AI rescue pod you do not own are displayed with '' before their name.**



Note: Only sectors in which you are owning something (ship, satellite, station) will be eligible for AI to eject.

NPC's Living pilots



Some living pilots of some races might eject from time to time if their ship is destroyed. You are allowed to capture them and sell them as slaves. After 15 minutes, the space suit will self destruct.

You can recover them and drop them in a station to gain bounties and reputation.

Note: Only sectors in which you are owning something (ship, satellite, station) will be eligible for NPC's pilot to eject.

4 – AI levels and career path

Every time one enemy ship is destroyed, your AI is gaining experience points according to the class of the ship shot down.

If your ship is member of a squadron, the leader gets half of the bonus and the wingmen are getting the rest.

The AI who is co-pilot of your ship is gaining 50% slower experience bonuses.

Every 100 skill points earned, AI will move to the upper level and get one more fighting point.

Note: Some AI's are learning quicker than others, which means than some are gaining quicker experience points than others. Usually, AI bought from Hackers or recovered during a fight are smarter than others.



Bounties

Bounties will reward your AI fight if you own a police license of the race sector in which the fight is taking place and if the ship shot down is an enemy of the local race. Bounties may vary according to the rules described above.

You will get bounties for each enemy ship of the local sector killed by one of your Pilot AI. Bounties may vary according to the rules described above.

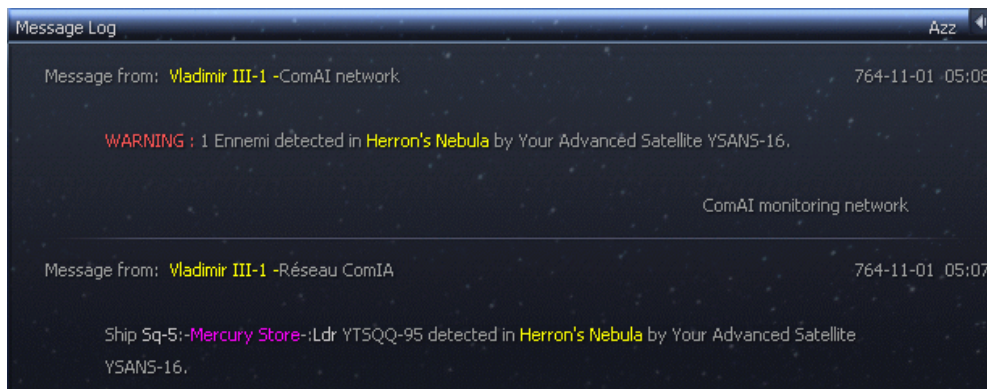
Engine and rudder tuning bonuses:

According to their level, AI will get engine and rudder tuning bonuses.

See Chapter 15 Appendix 'Level abilities summary'

NB: the TL, M2 and M1 have no access to these bonuses, the AI engine management is not enough for improving these monsters.

5 - ComAI early warning satellite network



You can use your advanced satellites to keep track of your enemies.

To use this facility, you will need to upgrade some of your AI's by using Hacker facilities. The AI will become **ComAI** and needs to be at level 24 at least.

The ComAI will be able to code and use the Network to track enemies.

If the ComAI will detect an enemy, he will warn you and send immediately a task force to deal with the threat.

If the ComAI is in a fighter, it can use the Network in a 5 sector range, and 10 otherwise.

You can also maintain a list of ships you want to monitor.

The Network can operate in full or limited mode.

In limited mode, only satellite in sectors you selected in a list will be in use.

Recon Patrol

You can use M5 as scout. It will fly in sectors you are selecting and will warn your ComAI if it is detecting enemies. However, it will not engage the target itself.

Task Force



A task force belongs to only one ComAI. You can engage as many squadrons as you want by using ComAI.

There are two ways to use ComAI. Whether your ComAI is staying in a capital ship and coordinates task force squadrons from its current position, or it will take the leadership of a task force itself.

ComAI is smart enough to identify and evaluate the kind of threat, and will only send the necessary task force to engage enemy.

From level 11 and above, the task force leader is skilled enough to decide not to intervene if the sector in danger is too far or if some wingmen are not equipped with a jump drive. It is also able to use the player properties in the sector to enhance its scanning capabilities.

6 – Additional functionalities

AI can get access to additional functionalities according to their level.

You need to select the 'AI Extension' command in the 'additional commands' menu.

SAM functionality

According to its level and ship equipment, AI might be able to manage missile threat as follows:

ECM

From level 18 and above, AI is able to infiltrate missile software and might force them to self destruct. AI ship must have a triplex scanner, special command software MK1 and ecliptic projector as well as 50 e-cells units in the cargo bay.

Fighter Drones to be used against missiles:

From level 13 and above, AI is able to use fighter drones aboard against enemy missiles.

Mosquito missiles usage:

From level 5, AI will use mosquito missiles. From level 10 and above, AI will be able to launch 2 at once.

Dodging missiles

From level 8 and above, AI will attempt to dodge enemy missiles. The greater the AI level, the better the chances to succeed. This is only available for fighters.

Management of damages

AI can decide to repair in Ship Yard if its ship is damaged. If it is a fighter, the AI will leave the squadron and fly to SY for repair. Then, it will join back the squadron.

If the ship is a M6 class or above, the squadron will continue to protect the ship until full repair. This process will only begin if the ship is not fighting or under attack. The greater the AI level, the larger is the range to reach a SY, with a minimum of 4 sectors.

- The reaction of the pilot depends on its rank (to see annex 'Level abilities summary')
- A ship which leaves the battlefield for repair will not react any more to attacks, its only purpose is to put itself under cover.

- If the ship have a homebase (a carrier) he will join first and foremost his base.

Shielding management

(should be at list at Officer level 08)

TS:

If shielding is below 15%, TS will be able to jump somewhere else in the sector to escape.

Other ships:

If shielding is below 50%, AI will use e-cells to restore shielding capacity.

Fighter drones launch

If ship is under fire and shields are below 40%, AI will launch fighter drones. The greater the AI level, the more fighter drones will be allowed for launching.

Scanning enemy

At officer level, AI is able to scan automatically enemies and display their details. Ship must be equipped with a triplex scanner.

SOS

At officer level, AI is able to warn you or ask for assistance of a Task Force Squadron if it is locked by an enemy ship

7 – Squadron management



Forming squadrons

You can form up to 98 squadrons.

Every squadron can have as many wingmen as needed. A leader is appointed automatically. This leader is checked and confirmed every time the squadron is getting a new instruction, or if the current leader is KIA (killed in action).

Preferred choice to assign leaders:

1	M1
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2	M2
3	M7
3	TL
4	TS,TP
5	M6
6	M3
7	M4
8	M5

SAM fighters

If M5 (level 5 and above) is part of a squadron, some of them will be used as anti-missile fighters:

- Squadron ≤ 2 ships : 0 SAM
- Squadron ≤ 5 ships : 1 SAM's
- Squadron ≤ 10 ships : 2 SAM's
- More than 10 ships : 3 SAM's

Jump drive

Squadron can use jump drive. Before an attempt to jump, AI is always checking if all wingmen have a jump drive installed and enough e-cells in their cargo bay. If e-cells are missing, the leader (level 11 and above) will try to supply wingmen with its own stock. It must have a transporter device installed to do so. If it succeeds, the squadron will jump. Otherwise, squadron will fly to reach the new destination instead of jumping in.

Ships use the docking computer (if they have one) to land without wait on their base.

Shortcut list to give orders

SQ: Select Squadron 1
SQ : Select Squadron 2
SQ : Select Squadron 3
SQ : Select Squadron 4
SQ : Select Squadron 5
SQ : Select Squadron 6
SQ : Select Squadron 7
SQ : Select Squadron 8
SQ : Select Squadron 9
SQ : Select Squadron 10

SQ : Engage my target
SQ : Engage all enemies
SQ : Back to Base
SQ : Protect me
SQ : Stop
SQ : Engage M1
SQ : Engage M2
SQ : Engage M3
SQ : Engage M4

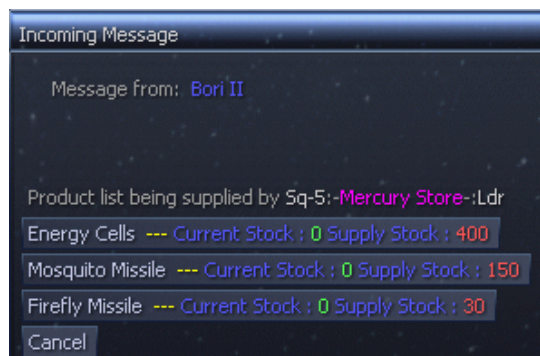
SQ : Engage M5
SQ : Engage M6
SQ : Engage Fighters
SQ : Engage Capital Ships
SQ : Engage and back to Base
SQ : Squadron Commands Menu

AI will always keep the last squadron number in mind. Thus, you can avoid repeating the squadron number when you give another order.

Note: Orders such as « Engage my target » and « Protect me » are only available via the shortcuts.

8 – Supply

Supply List (SL).



You can choose up to 20 different wares to be used to resupply every single ship of your fleet, as well as the quantity.

If a particular ship doesn't have one, it is its leader list which will be used.

You can have a look to the list by clicking on '[Pilot Status Control](#)'

Supply squadron

- The leader of a supply squadron is so called a '**Tanker**'. It can be a TS, TP or TL. The pilot should be level 15 or above. The tanker is used as a mobile supply base. There are Tankers for goods and also e-cells 'Refuelling Tankers'.

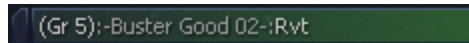
The Tanker must have a Supply List set up.

- The Tanker can have wingmen (level 8) which are used to ensure that the Tanker will never be out of stock. These particular wingmen are the **Suppliers**.

- The eventual other wingmen are there to protect the squadron.

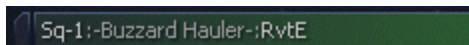
The Comm menu will allow you to select which ship will belong to which task. The IA Pilot Comm menu will also allow you to tell the tanker which ship and what kind of wares must be supplied. '[Pilot Status Control](#)' will allow you to know which kind of wares and how many units are stocked in its cargo bay.

Supplier (Supp)



A supplier can be any kind of ship. It must be equipped with a transporter device and AI should be level 8 or above. It is never involved in a fight. '[Pilot Status Control](#)' will allow you to know which ware it is supposed to take care off. If needed, it can use its jump drive to find the ware needed to refill its Tanker.

Energy Supplier (SuppE)



It is only supplying e-cells, and is not belonging to a Tanker. It can be any kind of ship, but AI should be level 8 or above . It needs to be equipped with a transporter device and is using 10% of e-cells stock when supplying a ship. It will supply its assigned squadron.

Carriers


Carriers can also use dedicated Suppliers. They can refill the ships which are docking and which have a Supply List set-up.

By using AI Pilot Comm, the carrier can also refill its docked ships. You will be able to choose which ware to refill, or you'll be able to use the Supply List of the ship.

A carrier cannot refill external ships as it is not a general Supplier.

Note: Extension IA of Supplier and Energy Supplier should be enabled.

9 – Rename option and enhanced data function



Ships	All	Stations
M1:-Colossus		YM1DQ-98
Sq-5:-Mercury Store:-Ldr		YT5QQ-95
TS:-Mercury:-ONE		YT5XH-05
Sq-1:-Nova 13:-Ldr Atk.M4		YM3QO-25
Sq-2:-Nova Vanguard 02:-Ldr Atk.All		YM3QO-24
Sq-4:-Nova Vanguard:-Ldr		YM3KQ-11
Sq-4:-Nova Vanguard:-Wg		YM3KQ-10
(Gr 5):-Buster Good 02:-Rvt		YM45Q-63
M4:-Buster		YM4YQ-31
Sq-1:-Buster Vanguard 01:-Wg		YM4QO-00
Sq-1:-Buster Vanguard 03:-Wg		YM4QO-04
Sq-1:-Buster Vanguard 08:-Wg		YM4QO-02
Sq-1:-Buster Vanguard 12:-Wg		YM4QO-01
Sq-1:-Buzzard Hauler:-RvtE		YM4PQ-02
Sq-2:-Buster Sentinel 04:-Wg		YM4WP-08
Sq-2:-Buster Vanguard 05:-Wg		YM4QO-03
Sq-3:-Buster Sentinel 06:-Wg		YM4WP-07
Sq-3:-Buster Sentinel 09:-Wg		YM4WP-06
Sq-3:-Buster Sentinel 10:-Wg		YM4WP-10
Sq-3:-Buster Sentinel 14:-Wg		YM4WP-05
Sq-3:-Buster Sentinel 15:-Ldr		YM4WP-09
Sq-5:-Buster Good 03:-Wg		YM45Q-66

Enhance data is additional information's added to the ship name. This data can be hidden or unhidden at will.

These information's are very useful to identify at a glance which ship is supposed to do what.

10 – Added Commands description

Main rules of the Squadrons commands

Fight Command software MK1 is mandatory.

Squadron controls are available, both in your own ship as well as in the Squadron Leader Menu (and not in the wingmen Menu).

- If you give an order from your own ship, it will only affect the one you are actually targeting (if you are not targeting one, you will be prompted to do so)
- If you give an order from the Squadron Leader, it will affect the squadron as a whole.

Ship Assign Squadron

(Piracy menu)

You can assign a ship to a squadron, or remove it.

If the ship is already a squadron leader, you will be prompted “do you want to move all the wingmen in this new squadron as well”?

Fight Command software MK1 is mandatory.

Ship Type Assign Squadron

(Piracy menu)

Assign a squadron # to a specific type of ship in the current sector

Choose a ship type, a sector and a squadron # (0 to withdraw). Then choose if ships of the same kind should also be added to this squadron or not.

This command is only available in your own ship

Fight Command software MK1 is mandatory.

Squadron: Create/Give a name

(Piracy menu)

You have to create a squadron before using it.
You can rename your squadrons.

This command is only available in your own ship
Fight Command software MK1 is mandatory.

Squadron: Attack-Protect-Supply...

(Piracy menu)

(Piracy /Squadron Commands menu)

- If the target is an enemy, it will be engaged.
- If it is not an enemy, it will be protected.
 - Energy suppliers of this group will continue their task and will provide the protected ship with the same facility.
 - Fighter AMS will also continue their task and will protect the protected ship like the rest of the group
- If the squadron is leaded by a Tanker, it will try to resupply the targeted ship, and also target's squadron if there is one.

Squadron : Squadron Commands :

(Piracy menu)

Most of the orders related to squadrons are collected in this menu

Don't forget that you can allocate a hot key to this command. :)

This command is only available in your own ship and in the Squadron leader Menu
Fight Command software MK1 is mandatory.



Squadron: Attack All / Selective

(Piracy /Squadron Commands menu)

The squadron will protect its allocated sector and will engage the enemy according to the order given:

	All enemies
1	M1
2	M2
3	M3
4	M4
5	M5
6	M6
7	M7
8	Every fighter (M5, M4, M3)
9	Every large ship (M7, M6, M2, M1)

The Squadron Leader which executes this order will be tagged as follows: **LdrAtkM1**, **LdrAtkM2....**
LdrAtkFgt or **LdrAtkCap**

Sq-2:-Nova Vanguard 02:-Ldr Atk.All

Sq-1:-Nova 13:-Ldr Atk.M4

These commands are also available by using short keys. Coupled with the direct selection of squadron by hot key (squadrons from 1 to 10) this allows you to give orders to the squadrons very quickly even if they are in action.

Squadron: Favorite Attack (or immediate attack)

(Piracy /Squadron Commands menu)

You can define once for all a type of favorite attack for every Squadron (Atk M1, atk M2, fighters... etc)

You can afterward trigger the command ' favorite attack ' and the Squadron will fall over automatically on the predefined mode of attack.

This new command is also available by hot key.

You can also decide that the favorite attack always automatically remembers the last type of attack used for every Squadron. For that purpose, use the parameter in the menu: 'general / global AI setup/Atk AI/Favorite Atk: automatically last type of atk ON/OFF'

Bombers Squadron:

(Piracy /Squadron Commands menu)

In the Squadron's command menu, you can select Squadron type: Bomber ON/OFF

A bomber Squadron will use *first and foremost missile*.

- If you give to it the order to attack a specific target for example with the command 'target: Attack / Protect / Supply', the Squadron will approach the designated target, then break the formation and at a good distance from the target, each ships will launch its missiles on it.

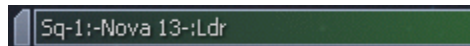
When the target will be destroyed, or all the missiles fired, the Squadron will be reformed and will return to its starting sector, or to its homebase if he has one. You will be able to rearm the Squadron's ships and send them to the battle again.

- If you give to it a strike order of selective type (attack M1, attack M6, attack capital... etc) Squadron will approach the target it has found, launch its missiles at a safe distance, then when out of missiles, will switch to standard attacking mode.

Squadron: Protect Base / Carrier

(Piracy /Squadron Commands menu)

Current docked ship will fly out, search and destroy enemies, and docked back.
Squadron Leader will be tagged: **LdrAtk.RtB**



If the leader is level 08 or above, it will continue to monitor the surroundings while docked and will protect the Base / Carrier. The greater the level, the quicker the response.
Squadron Leader will be tagged: **LdrGuard**

Sq-4:-Nova Vanguard:-Ldr Guard =====	M1:-Colossus	SQ Defend Base/Carrier...
Home: M1:-Colossus		
Sq-4:-Nova Vanguard:-Wg =====	Space	Attack target of ... Sq-4:-Nov...
Home: M1:-Colossus		

Squadron: Back to Base

(Piracy /Squadron Commands menu)

Squadron will use a jump drive if possible

Squadron: Protect Me

(Piracy /Squadron Commands menu)

Squadron will protect your ship.

Energy suppliers of this group will continue their task and will provide you with the same facility. AMS fighters will also continue their task and will protect you like the rest of the group.

You can bind a shortcut key to this command.

Squadron: Attack my Target

(Piracy /Squadron Commands menu)

Squadron will engage your target

Squadron: Join my position

(Piracy /Squadron Commands menu)

Squadron will reach your position, using jumpdrive if possible

Squadron: Join position of ...

(Piracy /Squadron Commands menu)

Squadron will reach the position of the selected object, using jumpdrive if possible

Squadron: Go to the sector ...

(Piracy /Squadron Commands menu)

Squadron will reach the selected sector, using jumpdrive if possible

Squadron: STOP

(Piracy /Squadron Commands menu)

Immediate stop regarding current order given.

However, Squadron Leader will continue to manage its wingmen and will respond if one of them is in danger.

Squadron: ComIA Task Force:

(Piracy /Squadron Commands menu)

Set a Squadron under alert (“scramble”), at ComAI orders.



A ComAI will have to be assigned. Com AI is playing the role of an AWACS by designating potential targets to the squadron Leader.

Squadron: Go to a position

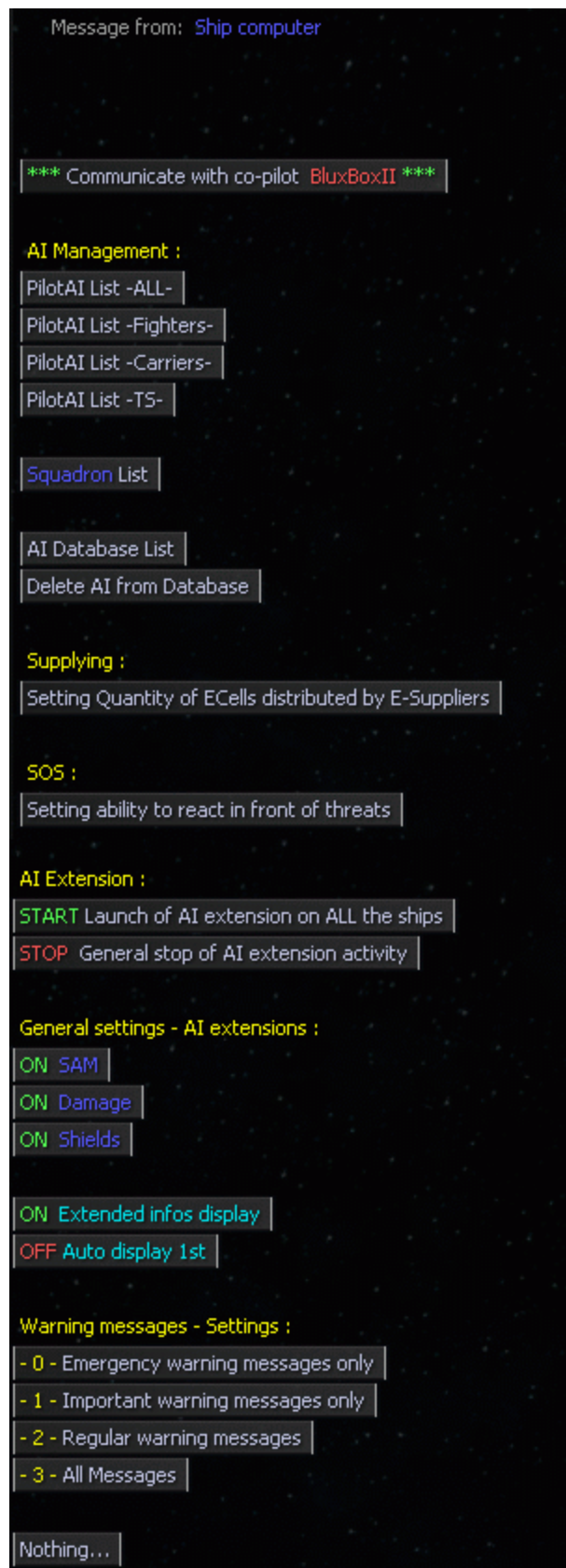
(Piracy menu)

(Piracy /Squadron Commands menu)

Squadron will use a jumpdrive if possible

Global AI Setup

(General menu)



This command display a menu where you can find the global AI settings, several list, and the AI Database Management

This command can only be accessed from your ship.
You need the **Special Command Software Mk1**

AI Pilot List

(General/Global AI Setup menu)

Pilot AI List and statistics

You can restrict the list to one ship class.

You can easily see the level of your pilots and the money they earned.



Squadron List

(General/Global AI Setup menu)

Display the list of your squadrons



AI Database List

(General/Global AI Setup menu)

Display your AI Database.

The Database can contain 20 AI's

In this Database are stored all AI's you extracted or collected.

You can also install a pilotAI in another vessel from this Database.



Delete an AI from the database

(General/Global AI Setup menu)

The AI database is displayed - select an AI to delete it

Setting Quantity of E-Cells distributed by E-Suppliers

(General/Global AI Setup menu)

This will allow your vessels to jump farer. 'Normal' means an E-cells supply for a 5 sectors jump, 'Medium': 8, 'Many': 10.

Setting ability to react in front of threat

(General/Global AI Setup menu)

You can choose a percentage from which a ship will react if faced to a threat.

Start AI extension on ALL the ships

(General/Global AI Setup menu)

You can start the ExtensionAI Command on all ships from a command in the Global Setting AI menu

Caution: This command is mandatory to manage the advanced ship functions (Shield, hull, AMS, supplying and many others)

Global shutdown of the AI extensions

(General/Global AI Setup menu)

All the commands 'AI Extension' running in the additional commands of your ships are stopped.

Emergency Message rate

(General/Global AI Setup menu)

Allows you to choose message frequency displayed from PilotAI. You can choose between Emergency/Important/regular/all

Anti-Missile Function ON/OFF

(General/Global AI Setup menu)

Global AMS ON/OFF

Manage hull damage ON/OFF

(General/Global AI Setup menu)

Global Hull damage ON/OFF

Manage shield status ON/OFF

(General/Global AI Setup menu)

Global shield manage ON/OFF

Extended info display ON/OFF

(General/Global AI Setup menu)

To switch between normal display and display with extended ship names.

Auto Bounty Display ON/OFF

(General/Global AI Setup menu)

Displays earned bounties and Pilot raising rank when a ship is destroyed.

Squadron Favorite Atk : Auto last type of Attack ON/OFF

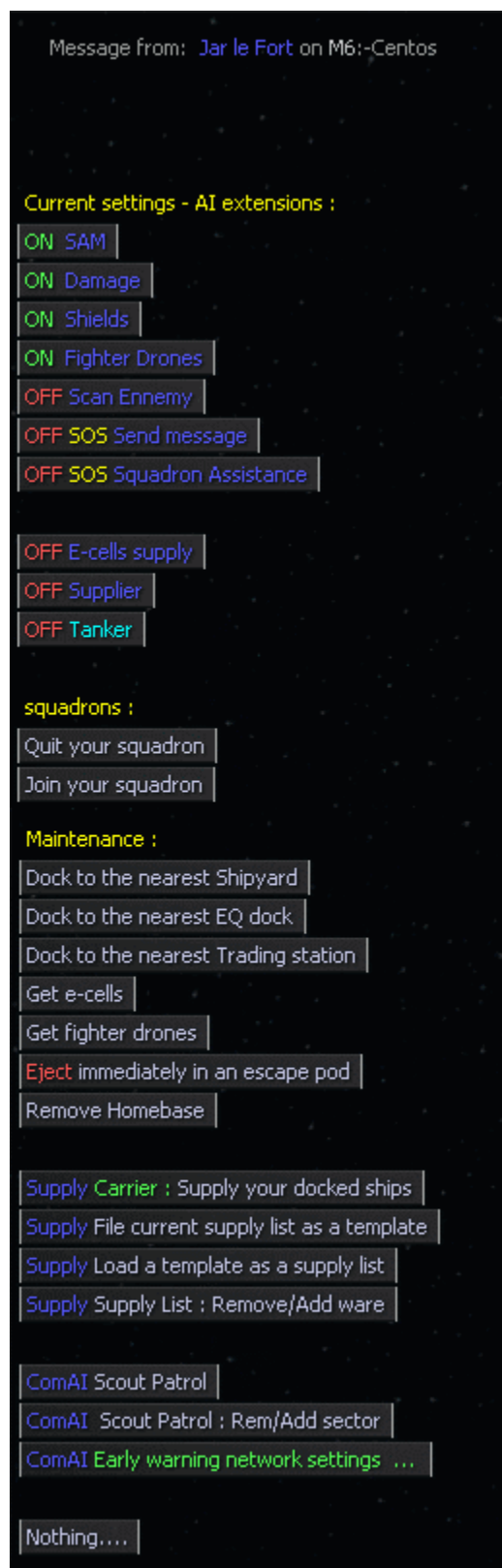
(General/Global AI Setup menu)

You can decide that the favorite attack for a Squadron will always be the last type of made selective attack. The carrier notably uses the favorite attack of each of his Squadrons to launch them in emergency defense.

See in the Squadron commands menu and the menu of communication with the pilotAI, the paragraph 'carrier'

Communication with Pilot AI

(General menu)



This control allows you to communicate with Pilot AI and to give few basic orders.

This control is available for every ship.

NB: it is advised to bind a shortcut key to this control.

anti-missile ON/Off

(General/Communication with pilotAI Menu)

The '**AI Extension**' command must be enable

See chapter 6 for details

Manage damages ON/OFF

(General/Communication with pilotAI Menu)

The '**AI Extension**' command must be enable

See chapter 6 for details

Emergency shields manage ON/OFF

(General/Communication with pilotAI Menu)

The '**AI Extension**' command must be enable

See chapter 6 for details

Use fighter drones ON/OFF.

(General/Communication with pilotAI Menu)

The '**AI Extension**' command must be enable

See chapter 6 for details

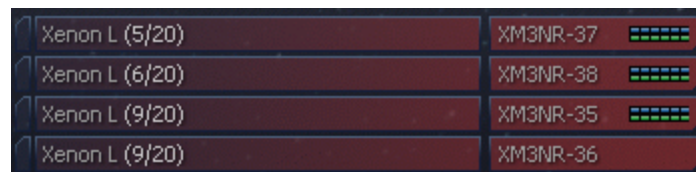
Auto scan enemies in range ON/OFF

(General/Communication with pilotAI Menu)

The '**AI Extension**' command must be enable

The pilot will regularly scan for enemies and will display their names, ranks, skill level, and type (AI/Real).

Needs level 8 and triplex scanner.



Xenon L (5/20)	XM3NR-37	■■■■■
Xenon L (6/20)	XM3NR-38	■■■■■
Xenon L (9/20)	XM3NR-35	■■■■■
Xenon L (9/20)	XM3NR-36	■■■■■

-SOS- Distress message ON/OFF

(General/Communication with pilotAI Menu)

The '**AI Extension**' command must be enable

The pilot will send you a SOS when its ship is targeted by an enemy.

Needs level 8 and triplex scanner.

You can use this command to ask your own co-pilot AI to warn you when an enemy ship becomes threatening...

-SOS- Task Force Squadron Assistance ON/OFF

(General/Communication with pilotAI Menu)

The 'AI Extension' command must be enable

The pilot can automatically ask for assistance of a Task Force Squadron if it is chased by an enemy. The ship must be within range of a ComAI. (Rank 8 minimum and a scanner triplex). The wingers don't send alerts.

Needs level 8 and triplex scanner.

Energy Supplier ON or OFF

(General/Communication with pilotAI Menu)

The 'AI Extension' command must be enable

See chapter 8 for details

Needs level 8 and a transporter device.

Tanker Supplier ON or OFF

(General/Communication with pilotAI Menu)

The 'AI Extension' command must be enable

The group leader must be a TL or a M1/M2

If the ship is too big to dock at its TL/M1/M2, it will need a transporter device.

See chapter 8 for details

Needs level 8

Tanker Ship ON or OFF

(General/Communication with pilotAI Menu)

Only for TS, TL or TP.

See chapter 8 for details

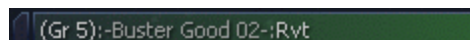
Needs level 15 and a transporter device.

Leave the group temporarily:

(General/Communication with pilotAI Menu)

The ship will temporarily leave its Squadron, which will allow you to give orders to it without impacting the rest of the squadron.

A ship temporary leaving its group will display its group number in brackets.



Join Squadron

(General/Communication with pilotAI Menu)

The opposite of the previous order...

Go to the nearest Shipyard/Equipment Dock/Trading Station

(General/Communication with pilotAI Menu)

Those three orders work the same way. The ship will go to the nearest station selected.

The max search radius is: level / 3, with a minimum of 4 sectors.

Needs level 5

Go to buy energy cells

(General/Communication with pilotAI Menu)

Pilot AI will find the nearest station selling energy cells.
It will dock there and will wait for your orders. It won't buy by itself...
Same restrictions as before regarding level and scan radius.

Go to buy drones

(General/Communication with pilotAI Menu)

Same as energy cells.

Remove Ship Home Base

(General/Communication with pilotAI Menu)

Remove ship home base as well as all of the ships' in its squadron if it is the leader...

Ejecting Pilot AI

(General/Communication with pilotAI Menu)

Manual ejection of the ship AI.

This allows you to retrieve it with one of your ships and install it elsewhere if needed.
The AI escapes in an escape pod. An emergency AI is automatically installed in the ship.
Hurry up retrieving the AI because the pod will self-destruct within 5 minutes.

Carrier: List of of the Affected Squadrons

(General/Communication with pilotAI Menu)

The ship has to be a carrier, and the pilot Level 25 minimum.

Give the list of the Squadrons assigned to the carrier (Squadrons whose homebase is the carrier)
For every Squadron, it is mentioned if it is docked, its current action and its favorite command.

Carrier: Return...

(General/Communication with pilotAI Menu)

The ship has to be a carrier, and the pilot Level 25 minimum.

This set of commands allows to call back the Squadrons of the carrier and to dock them.
The Attack Squadrons are the Squadrons executing a command of selective attack (atk M5, Atk M6, Atk fighters, Atk all etc...)
Other Squadrons are the Squadrons having no current order (stopped) or Squadrons executing another orders than command of selective attack (for example: Strike Squadrons, Squadrons of protection... etc)
The commands 'Any ships' address to ships not currently in a Squadron.

Ships will make use of their docking computer, if they are equipped with it, to self beam up in the carrier without wasting time in deck-landing.
Ships are indifferent to attacks when they return to the carrier.

NB: The Squadrons keep the memory of the command that they were executing when they have been told to dock from these menus, they can so automatically resume it when we shall told them to go out again.

Carrier: Out... :

(General/Communication with pilotAI Menu)

The ship has to be a carrier, and the pilot Level 25 minimum.

This set of commands allows to get out the Squadrons or the ships of the carrier.

As said previously, *the Squadrons resume their last command when they went out* It works only if the Squadron docked further to one of the previous 'Return' commands.

Even principles as previously...

Carrier: Emergency defense:

(General/Communication with pilotAI Menu)

The ship has to be a carrier, and the pilot Level 25 minimum.

It is the rush out.

All the docked squadrons in the carrier go out as a matter of urgency.

All the Squadrons assigned to the carrier, including those not docked, execute then their command of favorite attack. If they have no command of favorite attack defined, they will execute the command 'Attack all',

Carrier: Automatic defense ON/OFF:

(General/Communication with pilotAI Menu)

The ship has to be a carrier, and the pilot Level 25 minimum.

The pilotAI of the carrier launch himself the Attack Squadrons outside of the carrier when it detect a threat in the sector.

He takes into account Squadrons belonging to him already out to decide if it is necessary or not to get out the other Squadrons.

For example, Squadrons with the command 'Protect your Base/Carrier' docked in the carrier can even detect themselves the threat before the carrier still has time, they will go out of the carrier and will go to meet the threat, the carrier will realize it and if the Squadrons are sufficient out, he will not launch other Squadrons.

The carrier launch only the on board Squadrons which have in memory a command of selective attack (atk M5, Atk M6, Atk fighters, Atk all... etc).

At the end of the alert the carrier returns all the groups which have a active command of selective attack.

Thus, launch a command of selective attack to each Squadrons (atk M4, atk fighters etc.) and make them dock (or not). The carrier will use them then for his defense. He will not use the Squadrons without commands at the time of the deck-landing, or the Squadrons for example assigned to the resupply.

Carrier Supply docked ships

(General/Communication with pilotAI Menu)

The ship must be a ship carrier

It will supply all the docked ships. You can select a product and a quantity to supply, or use Supply List of each ship.

Carrier : Sending to repair docked damaged ships

(General/Communication with pilotAI Menu)

The ship has to be a carrier, and the pilot Level 25 minimum.

The damaged ships which had come put themselves under cover in their carrier can so be sent to be repaired in shipyards afterward. This allows after the battle to get closer to the shipyard wished with the carrier before launching this order.

Those who use a script allowing the carrier to repair their ships (for example in xtended) can so take advantage of this option.

Group: Remove Add Supply List

(General/Communication with pilotAI Menu)

Manages ship supply list (SL).

You can select a product and the quantity you want. If you select quantity 0, the product will be deleted from the supply list.

This list will be used for auto-supplies, or to set sellable products if the ship is a tanker or a carrier.

NB: the selected quantity is the **stock to reach** for the ship (not the quantity to transfer ...)

Load Supply list

Save Supply list

(General/Communication with pilotAI Menu)

Save the Supply List of that ship in one of the 10 possible templates, or replace its list by one of the 10 templates.

ComAI : Scout Patrol

(General/Communication with pilotAI Menu)

Only available for AI level 08 and above which is piloting a M5.

You also had first to create a list of sectors to be patrolled in the Add. Ship Control Menu.

The M5 will scout the assigned sectors and will warn the CommAI network if an enemy is located. M5 will not engage enemy. It is up to CommAI to send the relevant task force if possible.

Scout ships are tagged '**Sct**'

ComAI: Remove/Add sector for scout patrol

(General/Communication with pilotAI Menu)

Manage the sector list the M5 will patrol.

You just have to select one by one the sectors to patrol. You must re-input the command for every sector you want to add. To remove a sector from the list, just select it a second time.

-This command is only available on a M5 class ship.

Manage ComAI scanning network:

(General/Communication with pilotAI Menu)

Start, stop and configure the ComAI network.

The pilot AI must be level 24 and having been upgraded ComAI by the Hackers.

ComAI Network Setup

Available from the communication menu with the Pilot AI

The pilot AI must be level 24 and having been upgraded ComAI by the Hackers.

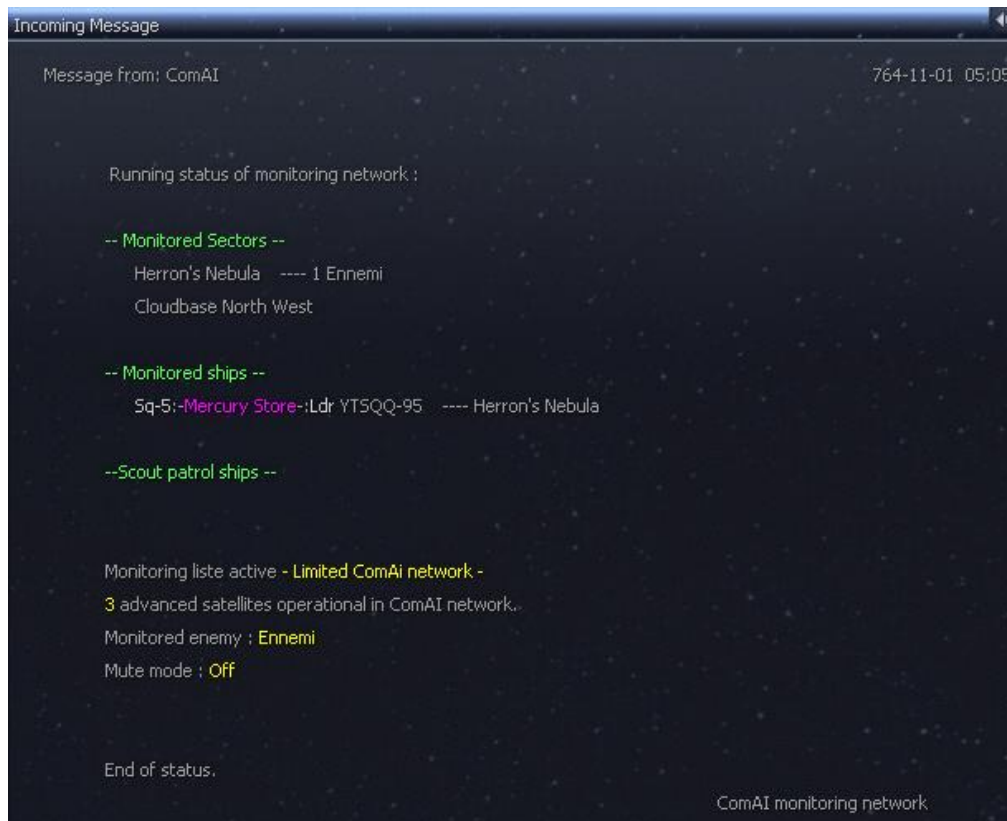


Display status

(General/Communication with pilotAI/ComAI Network Setup Menu)

- Display current settings of the network.
- Display warning status from sectors belonging to the scanning list.
 - Warning: only sectors you selected in your scanning list are listed here, even if the network is in global mode.
- Display the list of ships to observe, and their last known location
- Display an overview of the scout patrols: for each ship, the list of the sectors it has to patrol and its current location.

In silent mode, you can display this screen to see where the alerts are. You can assign a shortcut key to this command. Thus, it will be quickly available to check the alert status.



Initialize network in Global mode

(General/Communication with pilotAI/ComAI Network Setup Menu)

All the satellites will be used

Initialize network in Restricted mode

(General/Communication with pilotAI/ComAI Network Setup Menu)

Only satellites in the sectors in the scanning list will be used.

Silent mode

(General/Communication with pilotAI/ComAI Network Setup Menu)

The network keeps running, but you get no alert messages

Choose enemy type to observe

(General/Communication with pilotAI/ComAI Network Setup Menu)

You can select , Xenon, Pirates or ALL enemy

Remove/Add sector to observation list

(General/Communication with pilotAI/ComAI Network Setup Menu)

Manage the global sector list to scan via ComAI network in restricted mode.

You just have to select the sectors to be allowed to scan... You must re input the command for every sector you want to add. To remove a sector from the list, just select it a second time.

You can display the sector list to scan via « Display status » **control** of the ComAI network.

That list can be reset in the setup menu of the ComAI network

ComAI: Remove/Add ship to scan list:

(General/Communication with pilotAI/ComAI Network Setup Menu)

Manage the general ship list you want to scan.

You must reassign command for every ship you want to select.

To remove a ship from the list, just select it a second time.

You can display the list of ships to monitor via « Display status » command of the ComAI network.

That list can be reset in the setup menu of the ComAI network

Empty sector list

(General/Communication with pilotAI/ComAI Network Setup Menu)

Resets the list of sectors to observe

Empty ship list

(General/Communication with pilotAI/ComAI Network Setup Menu)

Reset the list of ships you want to observe.

Request immediate scan

(General/Communication with pilotAI/ComAI Network Setup Menu)

Force all the satellites to send a status regarding all current alerts.

Complete network shutdown

(General/Communication with pilotAI/ComAI Network Setup Menu)

Network is shutdown and doesn't work anymore. You will have to restart it with command 1 or 2.

'Disconnect yourself from network'

(General/Communication with pilotAI/ComAI Network Setup Menu)

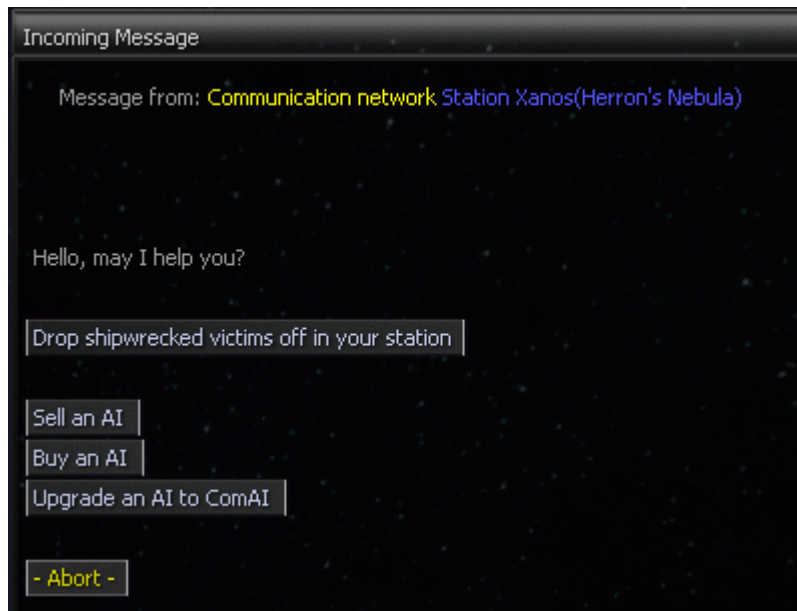
Request the ComAI to stop managing the network warnings.

NB: when you add satellites to your network, they will only be operational when you restart your network (Initialize network in Global mode or restricted mode)

Communicate with station

(General Menu)

Allows you to contact a station to buy or sell AI, upgrade AI in ComAI, or drop astronauts.



Buy / Sell Pilot AI

(General/Communication with Station menu)

Restricted to Hackers stations only

You have to target a **Hackers Community Station** first, then activate control and follow Hacker's explanations...

If you buy an AI, the Hackers will send you a drone transporting the AI, you will then have to collect it via the 'Collect AI' command as usual.

If you sell your AI, the Hackers will make you an offer and send a drone to collect the AI upon your agreement.

This command is only accessible from your ship.
You need the Special Command Software Mk1

Upgrade an AI to ComAI

(General/Communication with Station menu)

Restricted to Hackers stations only

Works the same way as selling AI.

After dropping your AI (level 24), you will have to come back later to collect it upgraded ...

The AI upgraded in ComAI will now be able to manage your observation network.

.

Drop shipwrecked victims off in your station

(General/Communication with Station menu)

If it is a non-pirate station:

- You will gain reputation for every passenger and even more for every very important passenger

- You will earn a bounty (10 000cr) for every wanted person.
- Sometimes, along the wanted people, you may find a well-known pirate who has a bounty on his head. You will then earn another interesting bounty ...

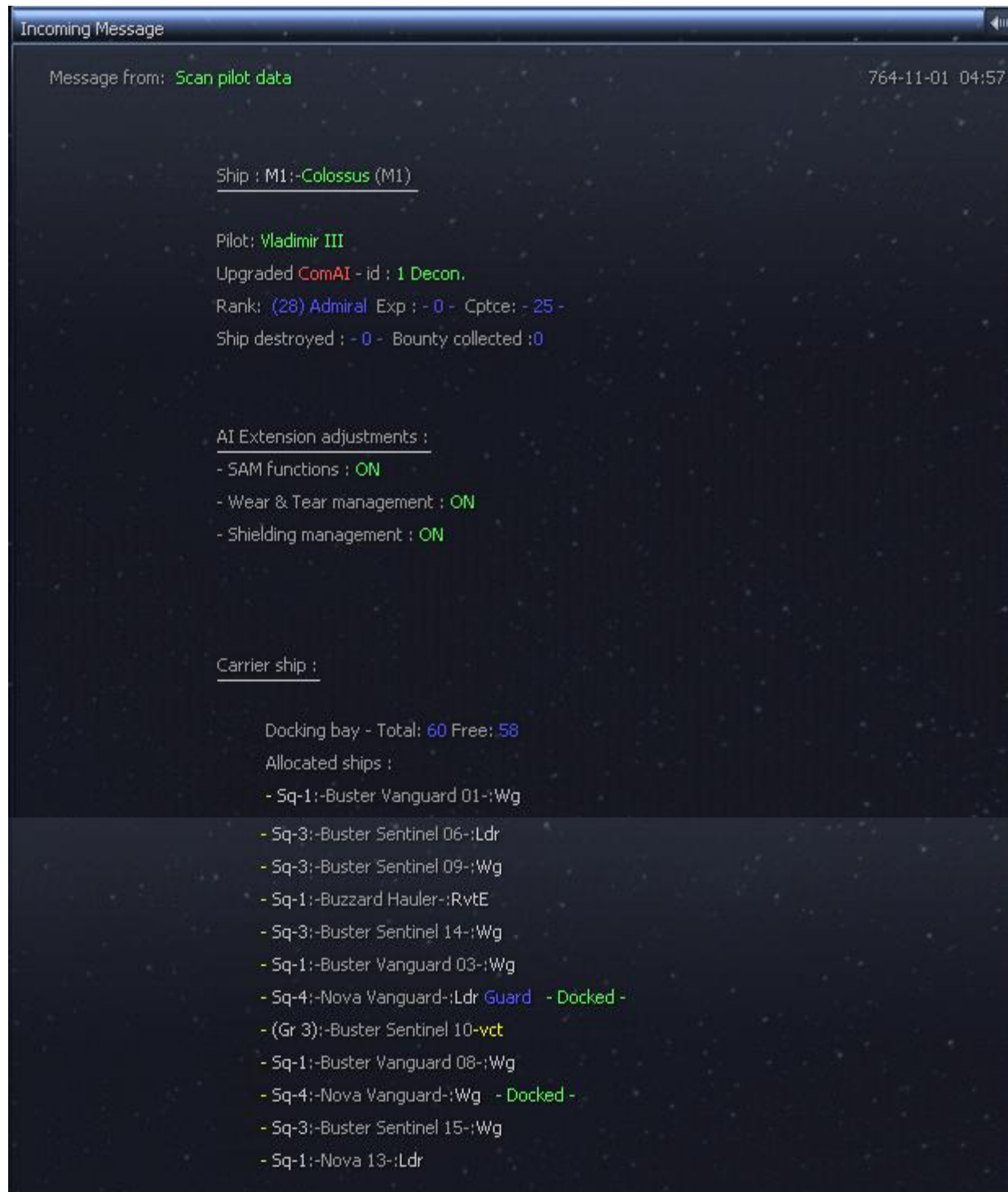
If it is a pirate station:

- You will earn cash for every passenger (10,000 cr.) and for every very important passenger (15,000 cr.)
- You will gain reputation for every wanted person rescued.
- Sometimes, if you sell passengers, your trade may be discovered by a spy, you will then lose reputation with one of the non-pirate races...

You need the [Special Command Software Mk1](#)

Display pilot status

(General menu)





- Display a table giving an overview of the statistics of the AI pilot and ship.

- You can also scan pilot data regarding the ships you do not own, which gives you their type (real pilot or AI) their level, their experience (leader, wingmen...), and their fighting skill, which could be interesting to know before attacking ...?

In that previous case, pilot statistics are reported behind his name.

This command is available on every ship.

Warning: This will stop ship current order

To avoid this, you can give the order from the menu of your own ship:

- If you do not have an active target selected, its status will be displayed
- if you do not have an active target selected, you will be asked to target a ship

NB: You can select your own ship to display your co-pilot AI status.

Collect AI / Astronaut

(General menu)

Allows you to recover an AI or a Pilot escaped from a destroyed ship, or carried in one of your ship.

- Collect AI :

You can collect an ejected AI or an AI transported by one of your ship.

If you enable the control from your own ship, AI will be stored in your AI own stock list (up to 20 units). Otherwise, it will be stocked in the ship which collected it

If you do not own the AI you are trying to collect, there is a risk that the protection systems of the rescue pod auto-activates and self-destructs the AI rather than letting it going in your hands. The higher the rank of the AI you are trying to collect, the higher the risk is.

This control can be enabled from any of your owned ships. You must target the ship. If you are intending to collect an AI from your own ship, you must be at 800 m or less from the targeted ship.

Warning, do not enable/disable the auto-pilot during the process, otherwise, the collection process will be stopped.

- Collect astronaut:

A collected astronaut will appear in your cargo as 'passenger' or 'very important passenger' if the astronaut's grade was higher than 13. If the astronaut was a pirate, he will appear as 'slave/prisoner'.

After the ship rescues the first astronaut, it proceeds to patrol in the sector to collect other pilots, until it does not have space anymore, (must be at least rank 8).

The passenger number which it is possible to transport depends on the type of ship :

M5 : 0
M4 : 0
M3 : 3
M6 : 10
M7 : 10
M2 : 50
M1 : 50
TS : 5
TP : 50
TL : 10

So you must have at least a M3 to be able to collect and transport passengers

Finally, the passenger is considered as a container, it is thus necessary besides some free space in room

This control can be activated on any of your ships.
A Cargo life support and a transporter are needed...

Installing/Extracting AI

(General menu)

This control is only available from your own ship. You also need the Special Command Software MK1.

If the ship has an AI (not an auxiliary AI), the extraction will be started,
You must target a ship first. As described above, the AI will be stored in your AI Database (up to 20). An auxiliary AI will replace the recovered AI in the targeted ship

If the ship has no AI (only an auxiliary one), the installation will be started,

The targeted ship should only have an auxiliary AI aboard. If not, you need to eject or to recover the AI in command first.

Warning, do not enable/disable the auto-pilot during the process, otherwise, the collection process will be stopped

Input Name Pilot AI

(General menu)

Gives a name to the pilot of the ship

NB: The AI which has not been renamed yet keeps the same name than the player.

A random pilot name is given to them the first time they join a group.

Rename several ships

(General menu)

This control is only available from your own ship.

*Renames all the ships or a ship type assigned to a base/group/sector
You can use also a color*

Enter a name or 'Space', in that case, the current ship name will remain but will be 'cleared'. The words 'your' 'argon', 'boron' etc. will be deleted.

You can use codes in the name to make a ship name as you want.

A code is made of an asterisk followed by two letter:

- ID : Ship ID
- PN : Pilot Name
- PL : Pilot Combat Level
- GN : Group Name
- SC : Ship Class ex: M3
- ST : Ship Type ex: Nova Vanguard
- SN : Actual Ship Name
- HB : Ship HomeBase
- LD : Leader

i.e: Entering ship code as such: *CL-*ST SQ:*GN, will provide you with such result: M6-Argon Centaur SQ:Black Sheep.

You can restrict renaming for a class, a squadron, a homebase or a sector

Example:

You bought and assigned to your factory three Mercuries
You have:

Your Argon Mercury
Your Argon Mercury
Your Argon Mercury

After renaming, if you do not enter any particular name, you will get:

TS:- Mercury 01

TS:- Mercury 02

TS:- Mercury 03

Rename ONE ship

(General menu)

This control is available on any ship.

Renames the ship

NB: docked ships are also taken into account when using renaming controls. However, the player ship is not affected, unless by the command Rename ONE ship.

MK3 Suffix

The MK3 suffix followed by the commercial rank is added automatically behind the name of the ships equipped with the Trade Command Software MK3.

AI : AI Extension

(additional Command menu)



Allows the ship to use extended AI controls.

All your ships have two 'additional' command slots.

In one of the two slots, select « **AI: AI Extension** » control to let the AI ship to use extended AI commands.

The « **AI: AI Extension** » control will remain active as long as you do not remove it.

You will find advanced control descriptions AI pilot will be able to use automatically according to its needs in **chapter 6**.

11 – Enable/disable controls:

PiloteIA Player's ship owned can get AI bonuses	Yes
PiloteIA Player's ship cannot get AI bonuses	No
PiloteIA NPC's AI & AI pilots can eject	Yes
PiloteIA Player's ship owned combat skill begins at one	No
PiloteIA Player's ship can earn extra bounties	Yes
PiloteIA Player's ship can train an AI above level 5	Yes
PiloteIA Universal Traders MK3 and Station Traders can use Pilot AI ranking	Yes

Script AI Pilot can be customized in the X3 AI menu.

Ship Bonus

Can be enabled and disabled at will. They are recalculated every time you update your choice.

Player's ship Bonus

Can be enabled and disabled at will. They are recalculated every time you update your choice.

IA ejection and NPC pilot

You can enable or disable the ejection option.

Fighting skill set at 1 when starting

Every ship bought or captured will have fighting skills set to 1 instead of being set at random.

Player's ship can also earn bounties.

You can also get Script bounties on top of Egosoft bounties.

Player's ship can train an AI above level 5.

Please, note that even with this option enabled, a trainee AI will get only half of fighting skills points in combat until it stays aboard player's ship.

Universal Traders MK3 and Station Traders (Naffarin) can also use AI Pilot levels.

Warning: To be able to use this option, you need to update scripts included in the 'Patch' (see below).

12 - Install

Just extract the zip file to your main X3 directory or use cycrows script installer.

You must install PrizzZ mEngine Library : <http://forum.egosoft.com/viewtopic.php?t=132150>

13 - Scripts Bonus (optional)

If you do not agree to pay for patrolling, just use the script available in the Bonus folder. This script disables the pay slip for your patrols. They will then work for free.

Copy in your script folder:

plugin.patrol.bas.salary.xml

Save in a safe place, then delete from you script file:

plugin.patrol.bas.salary.pck

14 - Uninstall

1 – Stop every single order or process ongoing initiated by AI Pilot for every single ship (Additional ship command menu)

2 – Enable manually the following script: '***azz.prime.desinstall***':
(Open script editor and highlight the script by using cursor keys. Key 'r' and validate twice)

3 – Save your game and exit.

4 – Delete from your script folder the following files:

setup.azz.prime.xml

setup.status.xlm

setup.azz.gr.xml

setup.azz.ext.nom.xml

setup.azz.SSG.xml

al.plugin.azz.prime.xml

5 – Restore the genuine 'Bonus' & 'Patch' files.

Done... 😊

15 - Appendix

Rank List

00	Able
01	Trainee
02	Recruit
03	Fleet man
04	Apprentice
05	Junior Pilot
06	Senior Pilot
07	Petty Officer 3rd Class
08	Petty Officer 2nd Class
09	Petty Officer 1st Class
10	Chief Petty Officer
11	Senior Chief Petty Officer
12	Master Chief Petty Officer
13	Command Master Chief Petty Officer
14	Trainee Officer
15	Junior Ensign
16	Ensign
17	Senior Ensign
18	Junior Lieutenant
19	Lieutenant
20	Senior Lieutenant
21	Lieutenant Commander
22	Commander
23	Captain
24	Commodore
25	Rear Admiral – lower half
26	Rear Admiral – upper half
27	Vice Admiral
28	Admiral
29	Fleet Admiral

Likelihood for another Race to use AI

Xenon	0%
Khaak	0%
Split	0%
Goner	0%
Terran	0%
Argon	10%
Boron	5%
Paranid	5%
Teladi	15%
Pirate	10%
Yaki	10%

Likelihood for an AI Pilot to eject

Xenon	0%
Khaak	0%
Split	15%
Goner	10%
Terran	0%
Argon	15%
Boron	10%
Paranid	10%
Teladi	15%
Pirate	20%
Yaki	15%

Likelihood for the rank of an AI NPC or Astronaut NPC

- M5
 - min = 00 : Able
 - max = 05 : Junior Pilot
- M4
 - min = 03 : Fleet man
 - max = 07 : Petty Officer 3rd Class
- M3
 - min = 05 : Junior Pilot
 - max = 11 : Senior Chief Petty Officer
- M6
 - min = 06 : Senior Pilot
 - max = 18 : Junior Lieutenant
- M7
 - min = 12 : Master Chief Petty Officer
 - max = 20 : Senior Lieutenant
- M2
 - min = 16 : Ensign
 - max = 25 : Rear Admiral – lower half
- M1
 - min = 20 : Senior Lieutenant
 - max = 28 : Admiral
- TL
 - min = 10 : Chief Petty Officer
 - max = 15 : Junior Ensign

Bounties

M5	5,000
M4	7,000
M3	20,000
TS	10,000
Pirate TS	20,000
TL	90,000
M6	75,000
M7	200,000
M2	500,000

M1	800,000
----	---------

Bounties are increasing by using a factor directly related to the AI Pilot rank.
i.e: AI Pilot level 07, bounty for having shot down an M3 enemy will be $20,000 \times 1.07 = 21,400$ Cr.

Threat estimation

In order to respond properly to a threat, ComAI will evaluate enemy forces by using the following table:

Light Fighter M5	2
Medium Fighter M4	4
Heavy Fighter M3	8
Freighter TS	3
Pirate Freighter TS	3
Transporter TL	10
Corvette M6	15
Corvette M7	20
Destroyer M2	30
Carrier M1	40

Level abilities summary

The higher the level, the more the abilities.

- **00 : Able**
- **01 : Trainee**
- **02 : Recruit**
- **03 : Fleet man**
- **04 : Apprentice**
- **05 : Junior Pilot**
 - Speed Bonus: 1
 - 100% probability to eject if ship is destroyed
 - Can launch one Mosquito Missile at once
 - "Need Repair" messages
 - M5 can become anti-missiles Fighters
 - AI Pilot can dock itself under your order to a SY, EQ and Trading Station, or find e-cells
 - Can launch up to 2 fighter Drones for self-defense.
- **06 : Senior Pilot**
- **07 : Petty Officer 3rd Class**
- **08 : Petty Officer 2nd Class**
 - Speed Bonus: 2
 - Maneuverability Bonus: 1
 - Evident maneuver ability to escape from missiles
 - Can find a SY to repair itself
 - Scout Patrol control available (M5 only)
 - Can launch up to 3 fighter Drones for self-defense.
 - A group under assigned order "Protect Base" is still on duty while docked
 - Ability to scan enemies (Scanner Triplex mandatory)
 - Can Pilot an Energy Supplier for its Squadron
 - Can Pilot a Supplier for Tankers
 - Can rescue automatically all the astronauts in a sector

- **09 : Petty Officer 1st Class**
 - M5 within a Squadron can become anti-missiles Fighters
- **10 : Chief Petty Officer**
 - Can launch two Mosquito Missiles at once
- **11 : Senior Chief Petty Officer**
 - Can use Scanners of any other player's owned source available in the current sector to locate enemies
 - Supply e-cells to wingmen prior to jump if equipped with a transporter device
 - Squadron Leader is able to check if every wingman is equipped with a jump drive prior to jump in a far Sector.
- **12 : Master Chief Petty Officer**
- **13 : Command Master Petty Officer**
 - Speed Bonus : 3
 - Fighter drones can have an anti-missiles
 - Can seek for a SY to repair, and back to base or friendly station if SY not found
 - TS can make an escape Jump if shielding becomes low
 - Can regenerate quicker Shielding by using e-cells (TS excluded)
- **14 : Trainee Officer**
- **15 : Junior Ensign**
 - Can Pilot a Tanker
- **16 : Ensign**
 - Speed Bonus: 4
 - Maneuverability Bonus: 2
 - Can launch up to 4 fighter Drones for self-defense
- **17 : Senior Ensign**
- **18 : Junior Lieutenant**
 - ECM capability if equipped with Triplex Scanner, ecliptic projector and special command software
- **19 : Lieutenant**
- **20 : Senior Lieutenant**
- **21 : Lieutenant Commander**
- **22 : Commander**
 - Speed Bonus: 5
- **23 : Captain**
- **24 : Commodore**
 - AI Pilot can be promoted (upgraded) as ComAI
- **25 : Rear Admiral – lower half**
 - Speed Bonus: 6
 - Maneuverability Bonus: 3
 - Can launch up to 5 fighter Drones for self-defense
 - Reach the functions of carrier management (*General/Communication with pilotAI Menu*)
- **26 : Rear Admiral – upper half**
- **27 : Vice Admiral**
- **28 : Admiral**
- **29 : Fleet Admiral**
 - Speed Bonus: 7

Note: Upgrades and new abilities continue to improve during the AI career path.

Shortcut List

SQ: Select Squadron 1

SQ: Select Squadron 2	
SQ: Select Squadron 3	
SQ: Select Squadron 4	
SQ: Select Squadron 5	
SQ: Select Squadron 6	
SQ: Select Squadron 7	
SQ: Select Squadron 8	
SQ: Select Squadron 9	
SQ: Select Squadron 10	
SQ: Attack my Target *	
SQ: Attack All	
SQ: Back to Base	
SQ: Protect Me *	
SQ: Stop	
SQ: Attack M1	
SQ: Attack M2	
SQ: Attack M3	
SQ: Attack M4	
SQ: Attack M5	
SQ: Attack M6	
SQ: Attack M7	
SQ: Attack Fighters	
SQ: Attack Capital Ships	
SQ: Attack & Back to Home Base	
SQ : Squadron Commands Menu	
AI: Status targeted Pilot	
AI: Status ComAI Network	
AI: Communication with targeted AI	
Pilot	

* : Only available by using short keys

New Command List

Menu Piracy :

- 641 *SQ-Ship Assign Squadron-
- 642 *SQ-Ship Type Assign Squadron-
- 643 *SQ-Name/Create a Squadron-
- 644 *SQ-Attack-Protect-Supply...-
 - Attack Target
 - Protect Target
 - Supply Target
- 645 *SQ-Squadron Command : (scripted menu)
 - Attack All Enemy
 - Attack All Enemy M1(+Shortcut)
 - Attack All Enemy M2(+Shortcut)
 - Attack All Enemy M3(+Shortcut)
 - Attack All Enemy M4(+Shortcut)
 - Attack All Enemy M5(+Shortcut)
 - Attack All Enemy M6(+Shortcut)
 - Attack All Enemy M7(+Shortcut)
 - Attack All Enemy Fighters(+Shortcut)

- Attack All Enemy Capital Ships(and M6-M7)(+Shortcut)
- Protect your Base/Carrier
- Return to Base(+Shortcut)
- Protect Me(+Shortcut)
- Attack my Target(+Shortcut)
- Reach my Position
- Reach the position of,,,
- Go to sector
- Attack/Protect/Supply
- ComAI Strike Force Squadron
- Squadron stop

646 *SQ-Move To Position...-

Menu General :

818 *AI-Global Setup / Manage AI (Scripted menu)

- Communicate with co-pilot(+Shortcut)
- PilotAI List -ALL-
- PilotAI List -Fighters-
- PilotAI List -Carriers-
- PilotAI List -TS-
- Squadron List
- AI Database List
- Delete AI from Database

- Setting Quantity of ECells distributed by E-Suppliers
- Setting ability to react in front of threats

- AI extension START on all ships
- AI extension STOP on all ships

- AI extensions : Global SAM ON/OFF
- AI extensions : Global Damage ON/OFF
- AI extensions : Global Shield ON/OFF
- Autodisplay bounty ON/OFF
- Extended Info display ON/OFF

- Squadron : Favorite Atk: automatically last type of Atk ON/OFF

- Warning messages - Settings

819 *AI-Communication with PilotAI- (scripted menu) (+Shortcut)

- AI extensions : SAM ON/OFF
- AI extensions : Damage ON/OFF
- AI extensions : Shield ON/OFF
- AI extensions : Fighters Drones ON/OFF
- AI extensions : Auto Scan Enemy ON/OFF
- AI extensions : -SOS- Message ON/OFF
- AI extensions : -SOS- Squadron Assistance ON/OFF

- Supply : E-Cell Supplier ON/OFF
- Supply : Ware Supplier ON/OFF
- Supply : Tanker ON/OFF
- Supply : Carrier/Tanker : Auto/supply Docked Ships ON/OFF

- Squadron : Quit your squadron

- Squadron : Join your squadron
- Dock to the nearest Shipyard
- Dock to the nearest EQ dock
- Dock to the nearest Trading station
- Get e-cells
- Get fighter drones
- Immediate Scan of enemy pilot in range
- Eject immediately in an escape pod
- Remove Homebase
- Carrier : List of of the Assigned Squadrons
- Carrier : Return: Any attacks Squadrons in sector
- Carrier : Return: Any other Squadrons in sector
- Carrier : Return: Any Squadrons in sector
- Carrier : Return: Any ships in sector
- Carrier : Return: Any ships
- Carrier : Out: Any attacks Squadrons
- Carrier : Out: Any Other Squadrons
- Carrier : Out: Any Squadrons
- Carrier : Out: Any ships
- Carrier : Emergency defense
- Carrier : Resupply docked ships
- Carrier : Sending to repair docked damaged ships
- Supply : File current supply list as a template
- Supply : Load a template as a supply list
- Supply : Remove/Add Supply List
- ComAI : Scout Patrol
- ComAI : Scout patrol : Rem/Add sector.-
- ComAI : Early warning network settings Menu
- Display network status (+Shortcut)
- Network initialization in global mode
- Network initialization in limited mode
- Mute mode On-Off
- Khaaks monitoring[
- Xenon monitoring
- Pirates monitoring
- All enemy ship monitoring
- Rem/Add monitoring list sect.-
- Rem/Add monitoring list ship-
- Delete sector monitoring list
- Delete ship monitoring list
- Immediate Scan request.
- Network shut down
- ComAI - Log ON/OFF

820 *AI-Communicate with station (scripted menu)

- Drop shipwrecked victims off in station
- Sell an AI
- Buy an AI
- Upgrade an AI to ComAI

821 *AI-Pilot Status Request-(+Shortcut)

822 *AI-Retrieve AI/Astronaut-

- Retrieve AI in escape pod

--Retrieve Astronaut

823 *AI-Install/Extract AI

--Extract AI from a Ship

--Install AI in a ship

824 *AI-Input PilotAI Name-

825 *AI-Rename Ships

826 *AI-Rename This Ship-

COMMAND_TYPE_SHIP :

846 *AI-AI Extension-

For Scripters :

To use the name-extension you must include in your scripts :

```
$aff.ext.nom = get global variable: name='azz.aff.ext.nom'
if $aff.ext.nom != null
    @ = $dummy -> call script 'azz.ext.nom' : Prefixe=<pre.lib>
    Suffixe=<post.lib> Vaisseau=vaisseau Couleur Prefixe=<pre.col> Couleur
    suffixe=<post.col>
end
```

pre.lib : libel to add before the name

if null : the prefix is deleted

if ? : we keep the previous prefix

post.lib : libel to add after the name

if null : the suffix is deleted

if ? : we keep the previous suffix

pre.col and post.col : suffix and prefix color

0 : no color

1 : yellow

2 : Green

3 : Blue

4 : Silver

5 : Grey

6 : red

7 : Light blue

8 : Purple

9 : Implicit light Grey

\$aff.ext.nom can have three positions :

null : the script is not installed ;)

0 : extensions display deselected

1 : extensions display selected

To get back a ship name without its possible extensions, use the command :

```
@ $nom.sans.ext = $dummy -> call script 'azz.ext.nom.sans' :
Vaisseau=<vaisseau>
```

Command Slots in use:

```
<t id="641">COMMAND_TYPE_PIRACY_41</t> -PilotAI-Ship Assign Squadron
<t id="642">COMMAND_TYPE_PIRACY_42</t> -PilotAI-Ship Type Assign Squadron
<t id="643">COMMAND_TYPE_PIRACY_43</t> -PilotAI-Create/Name a Squadron
<t id="644">COMMAND_TYPE_PIRACY_44</t> -PilotAI-Attack-Protect-Supply...
<t id="645">COMMAND_TYPE_PIRACY_45</t> -PilotAI-Squadron Commands
<t id="646">COMMAND_TYPE_PIRACY_46</t> -PilotAI-Move To Position...

<t id="818">COMMAND_TYPE_GENERAL_18</t> -PilotAI-Global Setup/Management AI
<t id="819">COMMAND_TYPE_GENERAL_19</t> -PilotAI-Communication with PilotAI
<t id="820">COMMAND_TYPE_GENERAL_20</t> -PilotAI-Communication with station
<t id="821">COMMAND_TYPE_GENERAL_21</t> -PilotAI-Pilot Status Request
<t id="822">COMMAND_TYPE_GENERAL_22</t> -PilotAI-Retrieve AI/Astronaut
<t id="823">COMMAND_TYPE_GENERAL_23</t> -PilotAI-Install/Extract AI
<t id="824">COMMAND_TYPE_GENERAL_24</t> -PilotAI-Input PilotAI Name
<t id="825">COMMAND_TYPE_GENERAL_25</t> -PilotAI-Rename Several Ships
<t id="826">COMMAND_TYPE_GENERAL_26</t> -PilotAI-Rename This Ship

<t id="1246">COMMAND_TYPE_SHIP_46</t> -PilotAI-AI Extension

Text Files:
    7158, 7160, 7161, 7163, 7164
Text Page:
    7158, 7160, 7161, 7163, 7164
```

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