

Factory Control Panel

Overview

Describes the **Factory Control Panel** Window.

Unit Class List

Displays the classes of units which can be produced by the **Factory** unit.

Factory Production Controls

Offers a variety of control over the **Factory** unit.

Factory Control Panel

The production of the selected **Factory** unit can be maintained by using this control panel. The name of the **Factory** unit, the name of the planet on which the **Factory** is located, and current production is displayed in the top half of the control panel. The middle half of the window is used to present the **Unit Class List** of what can be produced by this **Factory** unit.

There is a limit to the number of units which can be supported by the empire.

This limit varies between one-quarter and one-half the total of all resource points on all planets in the empire, depending on the difficulty setting of the crusade. Thus, if the empire owned two planets, with a collective total of 100 resources (regardless of what was available), then the empire could only support approximately 25 to 50 units (ground units, factories and starships combined).

When production has exceeded the empire's ability to support the completion and crewing of a new unit, the Emperor must either **cancel production** at factories until another planet can be colonized (making more personnel and resources available) or **decommission** an existing unit (returning crew for reassignment and resources for reuse).

Decommissioning a unit is controled from the **Unit Control Panel**.

Unit Class List

Each class of unit which can be produced by the **Factory** unit, is displayed in this list. The icon of the class, class name and number of stardates required and the amount of available resources needed on the planet to produce the class is displayed for each class in the list.

The list can be scrolled by using the **UP** and **DOWN** arrow buttons, or using the **THUMB** button and **SLIDER** bar.


When the production at the selected **Factory** unit is to be maintained to a class not currently in production, or the current production is to be cancelled, then the Emperor can scroll the items from the list to display the desired class for production.

Production is maintained by **double clicking** the **LMB** while the mouse pointer is on the class name from the list.


Production can be canceled by selecting the **Cancel Production** item from the list. Another way to cancel production is to use the **CANCEL** button as described in the **Factory Production Control Buttons** section below.

Factory Production Control Buttons

The series of small buttons in the lower right corner of the control panel window, offer several functions:

CANCEL production button  will cancel the current production for the selected **Factory** unit.

HELP **Factory** production button  displays this information.

EXIT **Factory** production button  returns to the previous window without making a change to production.

