Planetary Control Panel

<u>Overview</u>
Describes the **Planetary Control Panel**.

<u>Defenses</u>
Displays the units which make up the planetary defenses against an invasion.

<u>Ferrying Units</u>
Provides control to ferry units to transport capable starships, and to/from nearby planets within the star system.

<u>Factory List</u>
Provides control over the factory production of the Factory units on the planet.

<u>Planetary Controls</u>
Offers a variety of control over the planet.

Planetary Control Panel

The Emperor can control the capabilities of the planets under dominion via the **Planetary Control Panel**.

The **name of the planet** to be controlled is presented in the title of the window and the **symbol** of the Emperor is predominately displayed in the upper left corner of the window, alongside the **name of the star system** in which the planet resides.

In the upper right corner of the window is a view of the planet as seen from space.

The type of planet and the status of the resources in use on the planet is also displayed in this window.

The planetary defenses are presented, showing the count of each of the classes of units which are able to provide for defense. Only Assault, Defense Force, Starfighter and Factory units can be used for defense against invasion.

The production operations of the planet are summarized in the **Factory List** which occupies the lower middle right side of the window.

A count of the number of Factory units on the planet is presented, along with an entry for each Factory unit in the **Factory List**.

The unit **class in production** at each Factory is shown in the **Factory List**, with the **icon** of the class, the **name** of the class and the **number of stardates remaining** until the production of that unit is completed.

There is a limit to the number of units which can be supported by the empire. This limit is approximately one-quarter the total of all resource points on all planets in the empire. 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 units (ground units, factories and starships combined).

Defenses

The defense of the planet during invasion by enemy forces, is conducted by the Assault, Defenses Force, Starfighter and Factory units which are on the planet at the time of the invasion.

Units can be produced from the Factory units on the planet, or ferried to the planet from transport capable starships or from nearby planets within the star system.

When a unit capable of contributing to the defense of the planet is produced by a Factory on the planet, then that new unit automatically is deployed on the planet and placed in service at the time of invasion or is available to be ferried to a transport capable starship.

When an invasion occurs, it can be resolved in several ways, depending on the Emperor's desire.

Consult the **Invasions** topic from the **Operation Map** Help option to learn more about how invasions are resolved.

Ferrying Units

Units which are on a planet can be ferried to transport capable starships by positioning the mouse pointer on the icon of the class of unit to be ferried and clicking the LMB.

The **Planetary Control Panel** will present a list of candidate destinations for the unit to be ferried to.   A destination can be a transport capable starship that is in orbit around the planet (within 18 starsecs) or another planet of the star system if that planet is within 18 starsecs.

NOTE: Ferried units are actually carried by their own shuttlecraft which have a range of 18 starsecs, and are internal to that unit.

A destination is selected by double clicking the LMB while the mouse pointer is located on the desired destination name within the list of candidate destinations.

The Emperor can choose to abort this ferry operation by clicking the LMB while the mouse pointer is located on the Exit button [image] of the list of candidate destinations.

A unit which is **ONBOARD** a transport capable starship can be ferried to a planet from the **Unit Control Panel**.   Consult the Help information that is available from the **Unit Control Panel** for the ferry operation to a planet from a transport capable starship.

NOTE: The Assault, Defense Force, Starfighter and Factory units are the only units which can be ferried.

Factory List

The production of the Factory units on a planet can be controlled from the **Factory List**.

A Factory unit can be selected for production maintenance by double clicking the LMB while the mouse pointer is located in the **Factory List** on the entry for the Factory unit to be maintained.

The **Factory Production Control Panel** will be presented to the Emperor, and the production of this Factory unit can be maintained.

Consult the Help information available from the **Factory Production Control Panel** for details on what information is displayed in the window and the functions which are available from this window.

Planetary Control Buttons

The series of small buttons at the bottom of the control window, offer several functions:

The NEXT planet button and PREVIOUS planet button
 allow selection sequentially of the planets within the star system.

HELP planet control button displays this information.

EXIT planet control button returns to the previous window.