Taskforce Control Panel

Overview
Describes the **Taskforce Control Panel**.

Formation Grid
Provides description of the functions available from the grid in the middle of the panel.

Destination
Provides selection of the destination of the taskforce

ETA
Provides control of the taskforce speed which effects the expected time of arrival of the taskforce at the destination.

Cargo Counts
Displays the summary of types of units onboard.

Taskforce Controls
Offers a variety of control over the taskforce

Taskforce Control Panel

Taskforces are controled from this window.

The Emperor can alter the formation of the taskforce using the **Formation Grid**.

The Destination of the taskforce can be set, and the speed of the taskforce applied to effect the Expected Time of Arrival (ETA) of the taskforce.

Accumulated cargo and ferried units is reported in the panel on the right.

Finally, taskforce selection, detachment and transfer of units between taskforces is controled from here.

Formation Grid

The grid displays the spaceborne units of the taskforce, in their formation position relative to the flagship.

All positioning of units is always relative to the flagship unit.   In addition to it's formation control, the Grid also provides access to the **Unit Control Panel**, the **Detach Taskforce Panel**, and flagship selection.

Repositioning Units

Select the unit to be repositioned by clicking the LMB on the icon of the unit which is displayed on the formation grid.

Notice the unit icon is now highlighted.   Move the mouse pointer to the desired location.

Notice the image of the unit icon **drags** along with the mouse.   Also, notice the original position of the unit stays highlighted to provide reference.

Place the selected unit in the new postion by clicking the LMB on the desired grid location. Units are not allowed to occupy grid locations which already contain a unit.   Flagships are **always** the center unit in a taskforce to provide reference.

Deselecting the Current Unit

In order to **de-select** the current unit, click the RMB while the pointer is placed over any **unoccupied** grid location.

Accessing the Unit Control Panel

A unit in the taskforce can be selected for the **Unit Control Panel** by clicking the RMB while the pointer is on the icon of the unit to be selected.

Detach a Unit to form a New Taskforce

New taskforces can be formed by detaching a unit from the current taskforce.   Double Clicking the LMB while the pointer is placed over any **unoccupied** grid location will initiate the **Detach Taskforce Control Panel**.

The new taskforce must now be given a name.   If the name is left blank, an unique name will be assigned to the taskforce.

The **Taskforce Transfer Control Panel** will then be presented, to allow the movement of a starship from one taskforce to another.   A starship can be moved by double clicking with the LMB on it's name within the list of starships currently assigned to a taskforce.

Whenever starships are transfered between taskforces, either resulting from a detachment or a direct transfer between pre-existing taskforces, a distance limitation is applied.   This means that transfers of starships can **only** occur between taskforces which occupy the same star system.   This effectively requires taskforces to rendezvous before executing a tranfer.

Obviously a detached starship that forms a new taskforce meets this distance limitation.

If all the starships of a taskforce are moved to another taskforce, then the empty taskforce is decommissioned, and is no longer available.

Destination Selection DESTINATION

Taskforce destinations can be selected when the **Taskforce Control Panel** has been initiated from the **Operations Map**.   When the **Taskforce Control Panel** has be initiated from the **Taskforce List Report**, the destination selection function is disabled.

Single click the LMB while the pointer is on the DESTINATION button, and the **Destination Selection Mode** will be initiated.

When **Destination Selection Mode** is active, the prompt **Select a destination** will appear in the selection window of the status bar at the bottom of the **Operations Map**.   A destination can be selected by moving the pointer onto a Star or Planet in the **Operations Map** and clicking the LMB.

The Emperor can use the **Galaxy Map** to adjust the display of Stars and Planets in the **Operations Map** to select destinations.

Clicking the LMB when the pointer is over a star in the **Galaxy Map**, will cause that star to be centered in the **Operations Map**.   Next, the Emperor can move the pointer onto the star in the **Operations Map** and click the LMB.   That star will become the destination of the taskforce.

Selecting a planet for a destination would mean that the **Galaxy May** would be used to locate the star of the planet onto the **Operations Map**, then selecting the TACTICAL button ▓ of the **Operations Map** to display the star system.   Now the planets of the star system are displayed, and the one to become the destination of the taskforce, can be selected by positioning the pointer over the desired planet on the **Operations Map** and clicking the LMB.

As usual, a **Brief Report** of any Star or Planet that appears in the **Operations Map** or **Galaxy Map**, can always be obtained by positioning the mouse pointer onto the desired Star or Planet and pressing and holding down the RMB.

Should the Emperor desire to not select a destination, the operation can be cancelled by moving the pointer onto the DESTINATION button and clicking the LMB, or the **Taskforce Control Panel** can be exited without selecting a destination, and the **Destination Selection Mode** will be terminated without changing the destination of the taskforce.

Expected Time of Arrival (ETA)

Taskforce speed and expected time of arrival can be set using the ETA button. Click the LMB while the pointer is one the button, and the **Speed Dialog Panel** will be presented.

The panel below the ETA button displays the stardate on which the taskforce would arrive at it's destination, at the current speed.   Also, the region of space of the current location is described.

IMPORTANT: Whenever a taskforce arrives at it's destination, it's speed is reduced to **ALL STOP**, as the taskforce is now in orbit or stationkeeping.

Cargo Counts

Units which are onboard transport capable starships, are summarized by quantity of each class and are displayed in the panel on the right side of the control window.

The classes summarized are the Assault, Defense Force, Starfighter and Factory classes of units.

Taskforce Control Buttons

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

NEXT taskforce button ⬛➡ and PREVIOUS taskforce button
⬅⬛ allow taskforce selection sequentially.

TRANSFER units button 👥➡👤 will allow units to be tranferred from/to another taskforce.   The **Taskforce Transfer Control Panel** will then be presented, to allow the movement of a starship from one taskforce to another.   A starship can be moved by double clicking with the LMB on it's name within the list of starships currently assigned to a taskforce.

Whenever starships are transfered between taskforces, either resulting from a detachment or a direct transfer between pre-existing taskforces, a distance limitation is applied.   This means that transfers of starships can **only** occur between taskforces which occupy the same star system.   This effectively requires taskforces to rendezvous before executing a tranfer.

LIST taskforces button 👥👥 will list all the taskforces owned by the Emperor and will allow the direct selection of a taskforce.

HELP taskforce button ❓ displays this information.

EXIT taskforce control panel button ◀ returns to the **Operations Map** and relinquishes immediate control of the selected taskforce.