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Frontier Developments Elite: Dangerous, a space game from Frontier Developments, is disgustingly big. This is a multiplayer online game that takes place in a realistic model of our Milky Way galaxy. It contains more than 400 billion star systems, many of which have dozens of planets to study. But what tends to be bewildering and befuddle players is more than the sheer size of the thing figuring out how to waste your time once you get there. Here's my step-by-step guide to getting started, and tips on what to do once you have the basics down pat. Know your controller The biggest barrier to entry into Elite: Dangerous just get your mind around the interface. There are a lot of buttons and a lot of vocabulary. First, focus on just learning to take off and land without bashing yourself to pieces. Here are the button cards for the four most popular controllers to get you started. The two joysticks I chose here, the Saitek X52 and the Thrustmaster T.16000M, are supported in their native language on PC. Just plug them in, find the right listing through the in-game Options of the menu management and you're off to the races. Print these cards, put one on your iPad or just tape it at the bottom of the TV. You're going to want it around for the first few weeks until you get your mind on you. After that, it should become a muscle memory. Many joystick and HOTAS (practical throttle and stick) kits have hat switches, multi-directional buttons that allow you to access the Elite menu in the cockpit. Some of them, like the Saitek X56 shown here, have tiny little joysticks mounted on them. You will use them for fine control during docking. Charlie Hall/Polygon Lee these tutorials first when Elite: Dangerous launched back in 2014 there wasn't much on the way to the ramp. This has all changed thanks to a lively set of handy tutorials. They won't take all that much of your time, but they will help you understand the basics of how to move around in the game. The elite is very much about the joy of maneuvering. First, do a basic flight training textbook. Then go to docking and travel training. Try combat training just to get basic concepts, but don't sweat it right away. You're still pretty way out of mixing it up with AI let alone other human pilots. Your goal should be to get faster and faster when moving to and from landing platforms in different star systems. Return to finish advanced combat training, mountain training, SRV training and ship launched fighter training when you need them. Earn some money Everyone starts in the elite with the same ship, called Sidewinder MkI. It is quite a capable tool vessel around, but the job will be to upgrade it to something bigger and more capable. One easy way to do this is to start trading commodities. Reddit user Masark has put together a fantastic guide that is best described as a speedran from Sidewinder to Anaconda, one of the biggest ships in the game. If you are you want to build wealth above all I would follow it line and verse. Taking Masark's advice, then, as a solo player you have two options from the beginning: You can either park next to the nearest star and start blowing up wanted ships, or you can start taking passengers between stations. The goal is to get to 200,000 loans and it shouldn't take so long at all. Be a vigilante When you jump into a new star system you will find that the star has Nav Beacon nearby, if you're just starting the game, leave the station, enter the supercruise and target the central star system. As you get closer there will be a circle on your HUD very close to the star that you can target called Nav Beacon. Get within one million meters and you will be able to fall out of the supercruise. If you've done tutorials it should all be a piece of cake. There will be several other ships in the area. Trust them one by one and bring your ship's nose to point them out. On the left side of your HUD, a scan will begin indicating that one or more of them are being sought by the authorities. Expand your solid dots and come to work blasting them to pieces. There's no penalty for knocking down wanted ships. In fact, you'll be earning the bounty that you can turn through Starport Services's contacts. With Sidewinder, you want to make sure you don't bite off more than you can chew. Only go after ships of similar size as other Sidewinders, Haulers, Eagles and Adders. Also, you want to make sure that AI isn't too formidable, so just attack harmless, mostly harmless or novice pilots. Be a ferry bus driver around the populated part of the Milky Way, otherwise known as the Bubble, this is a great way to get to know the nearest neighbors of your starting star system. It's also a great way to get some practice with navigation and docking. As you fly around, I recommend keeping a physical log. Write down the names of the systems you're traveling to and take notes on what you'll find there. Exploring which systems produce agricultural goods and which of these produce technologies will have a big impact on jumpstarting your trading career down the road, and finding a bunch of imperial or federation contacts is the first step in grinding credit factions in the future. To be able to take passenger missions you will need a cabin. Fortunately, they're not too expensive. After docking, open Starport Services and Outfitting. The cabins will be listed according to the additional internal. Once you've installed one, you can find fares on the Starport Service menu along the left side of the passenger cabin. Passenger traffic is the main type of mission, and missions are expiring. Once you take over the mission you can find the details of it later, qgt; your target transaction panel on the left side of the cockpit. Read carefully all the descriptions of the missions, as some passengers have different needs than others. All flight ships in Elite: Dangerous. The launch vehicle, sidewinder MkI, is on the Side. Simon Janich Upgrade your ship You should be able to get 200,000 credits on shore through bounties or passenger missions quite easily. If you have, it's time to purchase Adder. Hopefully you have found a star system that sells them and made a note of it in your journal. The elite community has an ecosystem of useful tools that feed on Frontier data channels, and the first one we will introduce you to in this guide is called Coriolis. Ships and ship components are randomly distributed throughout the elite universe. You can't buy everything in every star port. Coriolis allows you to create optimal builds and work backwards to the components you have. This is a good way to try before you buy, so to speak. But know that there is no depreciation with ship modules, and buying and returning them to the game is unlikely to lose you money. Coriolis is just a lot more comfortable. Here's a good baseline for Adder, but depending on what you have, you can have something a little different when all is said and done. As you travel, keep checking out the Starport Services screen to see which other modules are available and upgrade as you are able to. Power Control Sample Power Chart from the Coriolis web application. A similar diagram can be found inside the Starport Services zgt; the outfit menu and inside your ship at the bottom of the system panel (right panel) of the tab. Coriolis there are two things to keep in mind as you build your Adder. First, power is limited by your ship's power plant. When your weapons and modules are active and deployed, they draw strength. If you don't have enough power, the systems will start to shut down. When you add a weapon to this basic build know that there is a lot of overhead with 12.5 percent more energy available. Add a couple of Burst lasers to small hardpoints and you are good to go, but if you decide to install an average weapon as well, it is possible that you could go over. If this happens, you will need to disable and/or prioritize your systems to turn off in a graceful way when you open your solid points for combat. An image of a system panel on the zgt; on my Asp Explorer, Evelyn Christine. Charlie Hall/Polygon As an example, let's take a look at the system panel's zgt; modules tab on my Asp Explorer, Evelyn Christine. Life support is a priority, so I made that priority one system along with my heat sink launchers. I don't do much fighting, so I did my laser beam and my ballistic guns Priority Two. Finally, I made my cargo hatch a priority three systems. All this is regulated from inside the cabin. What will happen if I go to the exit of my power plant is that: life support and heat-fired launchers will always remain active. My cargo hatch will be system that will shut down, followed by my weapons systems. I'll be able to control the heat and keep breathing while I run after him, without any weapons to protect the defense with and dumping cargo as I go to make myself easier and hopefully distract anyone by shooting at me. The modules can be loaded onto your ship and then deactivated. This way you can fill a larger ship with tons of weapons as well as all the gear you may need to do mining and reconnaissance and then switch between all three configurations on the fly. To activate or deactivate the module, select it on the Systems Panel tab, and then press the fire button to open the pop-up menu. In the picture above you can see that I have two heat-loader launchers on board Evelyn Christine. When I'm out of exploring I'm sometimes too close to the star and pop the heat of the sink to keep from burning. Once I've emptied the first launcher I turn it off, activate my secondary and start plotting a course for the house to restock the ship. Managing the jump range the biggest improvement in the quality of your life in the elite will increase your jump range. Jumping on means jumping less, getting you where you want to go faster and with less downtime. The best way to get a higher jump range is to buy a better Shift Drive frame. Ship modules are rated by class, with higher numbers indicating more capable modules. Frame Shift Drive with a 5A rating will take you further than one 1F rating. Starport Services screen zgt; Outfitting shows the minimum, current and maximum jump range along the bottom. Charlie Hall / Polygon Is another way to go further with each jump to deprive your ship to a minimum. Since I have invested a lot in my ship I run with very strong, very heavy bulkheads to protect me. But if you work your first Adder, who cares if it explodes. They are cheap and you can just buy another one. Remove all your weapons, remove scanners and sensors and fill the ship with empty cargo space and passenger cabins, and you may be wondering how far you can go. But remember that the cargo counts against you. Take this into account before you start making long-distance transportation. Also, make sure you have enough money in the bank before you do something stupid. New ships are not free and it is actually possible to go into debt in the elite. On the screen above you can see my credit balance in white, and below that is the price of a rebuy to replace my ship and everything in it. Image: Frontier Developments Exploration Outside Eat Wanted Criminals and runs passengers and cargo around according to Commander Masark's instructions, one of the nicest things to do in the early game of the elite is exploration. This is what you can do with The MkI Sidewinder, Adder or any other launch vehicle. Start by posing before Goal. On Christmas Day last year, I decided that I was going to get 1,000 light years outside the bubble and see how much land like the planet I could find along the way. Playing by accident, I made it back to my home system right after New Year with several million credits is worth discovering to cash in and three new Earth-like worlds to my name. If you ever stop at the Wregoe EG-Y D30, you'll find the name of Commander TheWanderer on the fourth and seventh planets, one of which has an ammonia-based life. This star and these planets will always have my name in the game attached to them and it will be split between all platforms. But you can also earn credits, and many of them, by scanning stars, planets, moons and asteroid belts that other commanders have already visited. Since the latest round of updates is actually quite lucrative. To begin with, you'll need a detection scanner, a fuel scoop, and a detailed surface scanner. All three can be added to your ship through Starport Services' additional internal menu. Scan the planets Once you are in the new system, you will shoot from the Discovery Scanner as a weapon from a solid point from inside the supercruise. It will detect, within a certain range, all nearby planetary bodies. The better the scanner, the farther into the system you will be able to detect the planets. This will add a bunch of new contacts to your targetbar's navigation tab (left display inside the cockpit). Choose one and fly to it. Once you are close enough, your ship will automatically perform a detailed surface scan. When you get back to the Bubble you can cash out those scans for money in the starport Services' universal mapping tab. Discovery data can only be sold after you land at least three stars of the system from the detected system, and the further you go, the more your discoveries are worth. How to scoop up fuel Scoops will allow you to skim the star crown and collect fuel for the next few jumps. But keep in mind that not every star can be scooped up. Remember that the star represents a 1000 degree, giant nuclear furnace where hydrogen is embedded in helium at millions of degrees. Stars come in different sizes, have different temperatures and different gravitational pull. You can only really scoop up the classes O, B, A, F, G, K and M. You can remember that with the graphic below, or with the acronym Oh, be a lovely girl and kiss me. Commander Mat2596 To scoop up fuel, you have to be in a supercruise. Fly around the star at a shallow angle. Once you are within range the temperature sensor will appear in the middle of the screen. Try to keep the temperature of the vessel below 80 percent of the maximum, and once you are at the right distance pull all the way back on the throttle. Your ship will give you a beep as soon as your tanks are full. You can never slow down to zero when in supercruise since the minimum speed is still a significant part of the speed of light, but given the relativistic distances we are dealing with, Only you have the throttle pulled you can also be parked. Once you've topped off the turn from the star and the throttle is back-up. Using a map of the galaxy, you can easily build a course from one one in the Milky Way to another. Just keep in mind that once you leave the bubble you are by and large on your own. Choose fast routes or economical routes, but always make sure you have enough fuel in the tank to get to the scooped star. If you find yourself exiting on the edge without enough gas to reach the next scoopable star you only have two options. The quickest thing to do is self-destruct, which is an option on the system panel to tab down to the bottom. After the explosion, you will find yourself back at the last station that you are docked and need a new ship. In addition, you can call Fuel Rats, the game's group of experienced elite veterans who will appear and help you get out of the jam. Their website has complete instructions on how to call for help on each platform, including consoles, and how to comport yourself from start to finish. You can't actually tip fuel rats for help, so the least you can do is have good manners when they show up to save you. 07 and good luck there, commanders. Fly safe. Safe.

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