

TECHNOLOGY FLOWCHART FOR STOCK FILES (v1.08)

Notes

TECH FLOW CHARTS

LAST UPDATED: 10/20/2006 files used: Script_Main_Intelligence.txt 7/13/2006
Cultural/Achievements.txt 7/25/2006
Intelligence/Achievements.txt 5/17/2006
TechAreas.txt 8/24/2006
Components.txt 10/16/2006
Facilities.txt 3/14/2006
VehicleSizes.txt 10/5/2006
ComponentEnhancements.txt 5/31/2006

GOAL: To track the current version of the beta SE5 stock tech tree and use as a tool for fine-tuning the tree and programming better AI files.

KEY FOR EACH TECH DATA BOX:

[group tech reference code] - [tech name]
[start level]: [max. level]/[cost per level]
[prerequisite tech reference code][required tech level]
L([LEVEL REQUIRED]) [RESEARCH RESULT TYPE]: DESCRIPTION

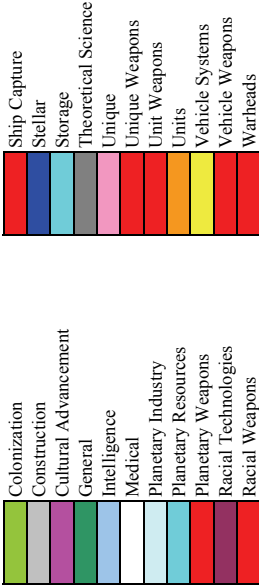
EXAMPLE

NOMENCLATURE:

Key for Tech Group Code: TS Theoretical Science
AS Applied Science
WT Weapon Technology
CA Cultural Advancement

Key for Research Results: FAC Facility
COM Component
VEH Vehicle
MNT Weapon Mount
CULT Cultural Achievement
IPR Intelligence Project/Achievement

Color Coding for Categories:

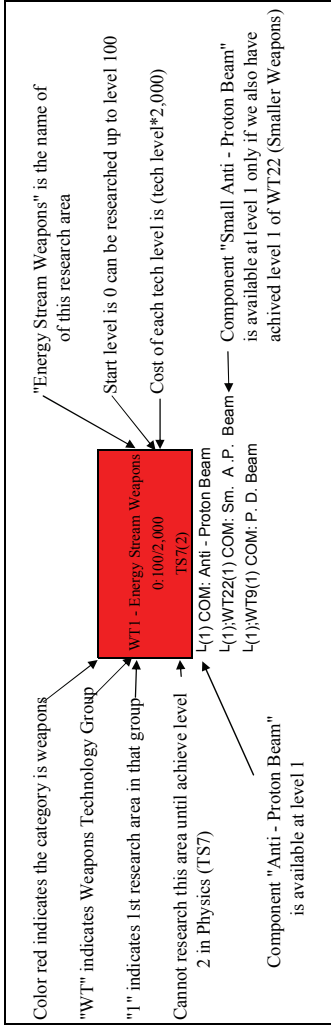


GENERAL NOTES: (1) Colored boxes indicate AI spending groups/categories for AI author programming purposes (subject to additional testing)
(2) Cultural Achievements result in empire-wide effects/bonuses (which are listed)
(3) Intelligence Achievements simply give the empire bonus in the designated focus area - all projects are available from the start

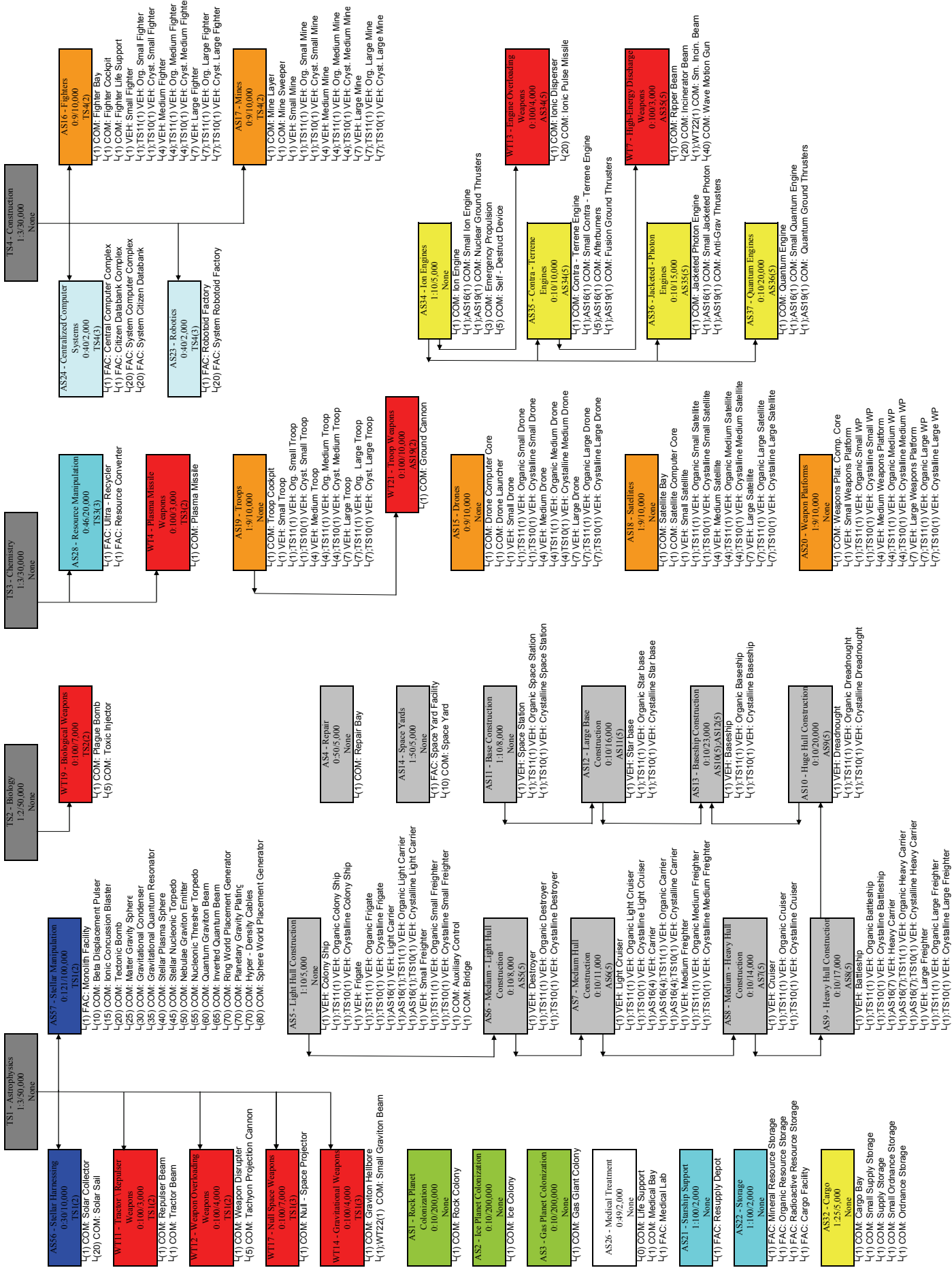
PRINTING NOTES: Setup to print on letter sized paper (8.5x11) 4 pages wide by 1 page high (including this Notes page)

CREDITS:

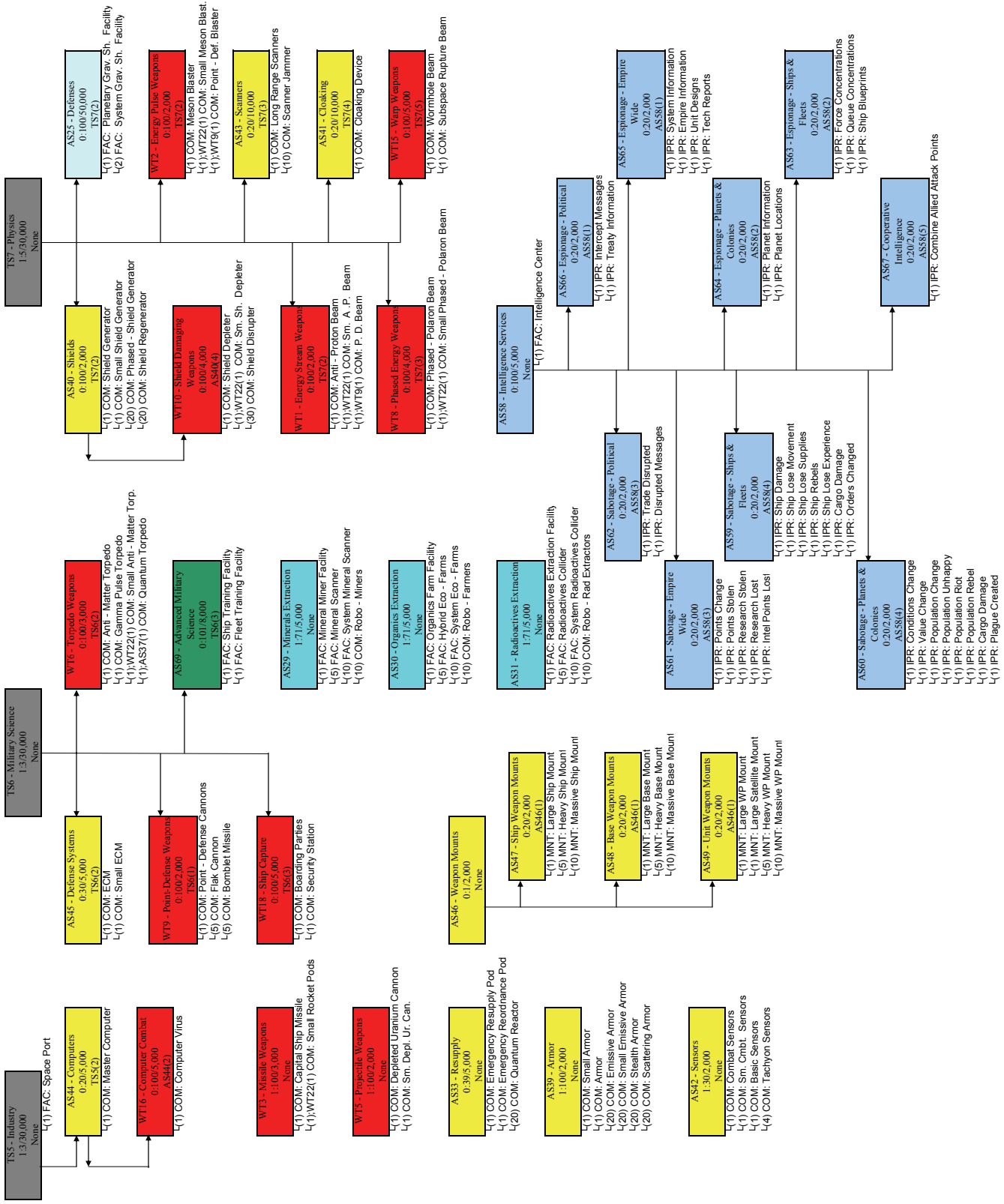
Many thanks to se5a, Suicide Junkie, Markavian, Fyron and others who tirelessly pushed the "old tech mod" for use as stock.
More thanks to Captain Kwok who is extensively re-balancing the stock tech tree for release purposes



Stock Tech v1.08 Flowchart



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