Cabbage Corp

Game Version:	1.6.1
API Version:	27
Mod Version:	0.7.4.1-development (Still an alpha release)
Release Date:	2015-08-04
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Where to download this mod

- **Google Drive**

- **MEGA**

- **Github**

- **Xelerus** (only contains this readme)

- **Official Thread** (the most up-to-date links)

How to install this mod

1) Download and extract the mod into your "Extensions" folder.

2) Don't mess with the folder hierarchy

3) Start the game.

4) If you have Corporate Command installed and want new and fancy playerships:

   - Enable "Cabbage Corporate Command Ships & Stuff".

5) If you have Corporate Command installed and **don't** want new and fancy playerships:

   - Enable "Cabbage Corporate Command".

6) If you **don't** have Corporate Command installed and want new and fancy playerships:

   - Enable "Cabbage Corp Ships & Stuff".

7) If you **don't** have Corporate Command installed and **don't** want new and fancy playerships,

   - enable "Cabbage Corp".

Caution: Do not play with more than one version enabled at the same time!

About Us

Cabbage Corp is a pseudo-independent galactic, defense, security, espionage and advanced technologies company which produces weapons, armor, shields, reactors, drives, ships, autons, produce and various other items and devices. We operate our own stations and refineries, and each of our devices comes with a Cabbage Corp Toolset™ so that they can be better modified to meet your particular needs.

Nearly five centuries ago, our founder established The Cabbage Corporation using funds obtained through various means, most notably by blackmailing approximately fourteen US senators, thereby establishing a tradition of doing anything to anyone if it'd make a quick buck. Our founder shared a unique ability to look past such obstacles as the boundaries of common decency, and he used his skills to make Cabbage Corp into one of the leading companies when it came to research and development.

Our Products

Weapons

Cabbage Corp manufactures several type of weapons, all designed with flexibility in mind. The most notable of these are the mining lance, the Savoy howitzer and the Kale repeater. All Cabbage Corp stations possess the equipment necessary to install their weapons in a variety of configurations such as dual, omnidirectional, side-mounted and in the case of mining lances, with a scanning module attached. Cabbage Corp also sells enhancer that work in tandem with its weapons to significantly increase their effective firepower.

Armor

Cabbage Corp manufactures several types of armor in sizes optimized for both the smallest and largest of ships. Stealth armor, which is the primary armor used by Cabbage Corp autons, helps to prevent potential enemies from ever noticing your ship. Sívaya armor is equally resistant to both energy and non-energy based weapons and can repair itself using energy from your ship, though its primary benefit comes from the built-in solar panels it uses to recharge your ship's reactor. Cabbagium armor is highly resistant to all forms of damage and it can regenerate itself indefinitely when exposed to sunlight, though the difficulty in preparing its raw materials makes it nearly impossible to repair manually, and the fact that it's composed of transuranic elements means that it will slowly decay into baser forms whenever it's not regenerating itself in sunlight.

Refineries

Cabbage Corp manufactures several types of mobile refinery devices to convert various fuel-ores into fuel rods and reactor assemblies.

Standard Refineries:	Input (tons)	Output	Power Required (units)
Helium Regolith	1	6 fuel rods	200
Uranium Ore	2	3 fuel rods	300
Xenotite Ore	1	3 fuel rods	500
Pteracnium Ore	1	3 fuel rods	700
Hadron Archeolith	1	3 fuel cell	900
Advanced Refineries:			
Helium Regolith	1	2 reactor assemblies	600
Uranium Ore	2	1 reactor assembly	900
Xenotite Ore	1	1 reactor assembly	1,500
Pteracnium Ore	1	1 reactor assembly	2,100
Hadron Archeolith	1	1 reactor module	2,700

Note: A reactor assembly provides roughly six times more fuel than the equivalent fuel rod, making advanced refineries approximately twice as efficient compared to standard refineries when it comes to processing fuel-ores. Unfortunately, advanced refineries also require twice as many device slots.

Our Projects

Employment Finding

Hiring crew members is a time-honored method for increasing the strength of your ship even after you've run out of device slots. A crew member's contract is generally more expensive than the equivalent device, and they can only be hired from a Cabbage Corp station by viewing our special deals. They require power from your ship for life support and their power tools, and some ships are also limited in how many crew members they can support due to life support system constraints (which can be increased by installing Cabbage Corp cargo holds due to their built-in life-support systems). Damage control crews are the only crew type whose job benefits from having multiple crews working side-by-side, though you should always consider the benefit of having additional crew members in the event of someone falling over dead in the middle of a fire-fight.

Current crew members that Cabbage Corp advertises for include:
- Damage control crews which repair damage to armor.
- Weapons engineering crews which strengthen energy weapons and make non-energy weapons fire faster.
- Shields engineering crews which strengthen shields.

Our Partners

Base Game

Cabbage Corp prides itself on its history of not overtly interfering with the goals of competing companies. We do not overwrite any items, objects, things or stuff from the base game, though we do add new actions to existing dock-screens. If you have any Cabbage Corp devices installed on your ship then you can access their included Cabbage Corp Toolset™ from your ship's main compartment to modify them or use them in the case of refineries.

We have added a new action to the arrest screens of corporate stations that will appear if you have a proper diplomatic ID so that you have the option to undock peacefully. We will eventually change this into an option to bribe away your criminal record, but for now it merely allows you to undock with an implied claim of diplomatic immunity.

Mining Pack

- Cabbage Corp is compatible with the Mining Pack insofar as the mining pack is compatible with Transcendence v1.6.1. Which is to say, not really.

- Cabbage Corp provides an alternative to the magic-omni-refinery provided in the mining pack.

  - (specialized refineries for each ore that produce roughly 1.5x more fuel per ton of ore consumed)

  - (advanced refineries that create assembly versions of fuel rods)

- We provide a series of mining beams (including dual, omni, side-mounted and scanning versions).

  - These possess the attribute "miningEquipment", to appear in Transcendence v1.6+ mining stations.

  - Mining Pack mining stations replace vanilla mining stations and only show devices with the attribute "minerGear". As of this release, the Mining Pack has not been updated for Transcendence v1.6.

Black Market Expansion (BME)

Cabbage Corp manufactures a special alternative to the smuggler's cargo holds. It's an expensive slot-less miscellaneous device with the attribute "smugglersHold". We mention this because we are not exactly sure how BME changes how your ship is searched for contraband, but this item should still probably maybe help to some extent. We also manufacture cargo holds designed for diplomats and cargo holds designed for militaries.

Our Resources

Enabling Compatibility with Crew Members

To manually specify the base crew capacity of a ship, add this to the end of its definition:

```
⋮
    <StaticData>
            ⋮
            <maxAuxCrew>##</maxAuxCrew>
            ⋮
    </StaticData>
</ShipClass>
```

Where ## should be replaced with the number representing the maximum number of auxiliary crew members.

*** See CCShips.xml for examples. ***

To specify the additional crew capacity provided by a device, add the following to it:

crewQuarters	;to the list of the device's attributes
inherit="&vtCCCrewQuartersBaseClass;"	;on the line directly after the "attribute=" section

```
⋮
    <StaticData>
            ⋮
            <addCrewSpace>##</addCrewSpace>
            ⋮
    </StaticData>
</ItemType>                                        ;to affix to the end of the ItemType definition
```

*** See CCDevices_CargoHolds.xml for examples. ***

Suggested Settings for Custom Ships Implementing Crew Members.

From the default settings:

Player Ship	Base Crew Capacity
EI500-class freighter	4
Sapphire-class yacht	1
Wolfen-class gunship	0
Osaka-class transport	2
Constellation-class freighter	2
Freyr-class gunship	1
Manticore-class heavy gunship	1
Default ships with unspecified base crew capacity	= (cargo capacity / 50), rounded down
suggested base crew capacity	= (cargo capacity / 50), rounded down, +1 if transport

Blender Rotation Code

This is the code I used to convert 3D models into sprites, via Blender, for ships to have 120 facings.

[Follow this link to find my source for this code and further instructions for properly implementing it.](#)

```
# Transcendence - Render facings for ship model
# by steelwing, edited by RPC, further edited by Arkheias for 120 facings
# Make sure you've got your ship set up facing the right way to start.
# Your ship must be the only selected object.

# Set this for the path and filename to use.  Leave the %i intact, as it's used to number the files.
output_filepath = '//facings2\\facing_%i.png'
# specify render format (make sure the extension above matches)
output_format = 'PNG'

import bpy
from math import radians
# Set output format
bpy.context.scene

#loop for 120 facings
for x in range(1,121,1):
 bpy.context.scene.render.filepath = format(output_filepath % x) # set filename to save to
 bpy.ops.render.render(write_still=True) # perform render
 bpy.ops.transform.rotate(value=(radians(3),)) # rotate to next angle

#After this, use a program such as Irfanview to stitch the facings together into a vertical panorama
#May be beneficial to use a program such as Advanced Renamer to make sure that all images have the same
number of digits in them so that they can appear in the right order without manually sorting them
#i.e., convert 1, 2, 3, ... 9, 10, 11, ... 99, 100, 101, ... to 001, 002, 003, ... 009, 010, 011, ... 099, 100, 101, ...
```

Special Thanks and Credits

- George Moromisato
  - The author of Transcendence.
- PM
  - Made the armor huds that I appropriated for my ships and the code for the helium fuel converters that I appropriated and rewrote into fuel-ore refinery devices.
- Star Weaver
  - Made a working implementation of implantable ID chips... (someone should really make an updated version of that mod, I only included implantable versions of Cabbage Corp IDs).
- Kiel Cravatta
  - Made The original version of the image which I have edited into CCPraclarushHangar.jpg (Google Images reported it as "labeled for reuse with modification" and implied that commercial use was fine too).
    - http://kielcravatta.com/
- The image used for the cover (CCCabbageCorpCover.jpg) is a derivative of the public domain image "M74: The Perfect Spiral" and a picture of a cabbage.
  - http://apod.nasa.gov/apod/ap130811.html
  - http://www.dreamstime.com/stock-images-green-cabbage-isolated-image21864594
    - © Neil Overy | Dreamstime.com
    - *Derivatives of this cabbage are also included in other resources
- The images and masks (CCCrewMembers.jpg and CCCrewMembersMask.jpg) used for the crew members are derivatives of the "Elite Captains Icons" iconset and the "Elite Soldiers Icons" iconset by IconTexto (Bruno Maia), used under CC BY-NC.
  - http://www.iconarchive.com/show/elite-captains-icons-by-icontexto.html
  - http://www.iconarchive.com/show/elite-soldiers-icons-by-icontexto.html
  - http://www.iconarchive.com/artist/icontexto.html
  - http://creativecommons.org/licenses/by-nc/4.0/
- The images and masks used for the solar panels are derivatives of this image provided by OpenClips, used under CC0 Public Domain.
  - http://pixabay.com/en/solar-cell-polycrystalline-silicium-162055/