



# Cabbage Corp

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Author: Arkheias

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## Where to download this mod

- [Google Drive](#)
  - [MEGA](#)
  - [Github](#)
  - [Xelerus](#) (only contains a copy of this readme)
  - [Official Thread](#) (contains the most up-to-date links)
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## 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!

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# 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.

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## 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.

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### 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.

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## Autons

Cabbage Corp autons are the most self-sufficient autons available in known human space. All Cabbage Corp autons include built in solar-powered reactors and drives, with any pre-installed shields being tweaked to utilize excess power produced by the auton's reactor. All models include radiation resistant armor and mark III and higher models include armor enhanced with regenerating nanos.

Models	Armor Type (up to 5 tons per segment)	Device Slot 1	Device Slot 2	Device Slot 3
<b>Wraith-class: (Assault)</b>	<b>(are only accurate for the first shot)</b>			
Mark I	Light Stealth Plating	Kale M1 Repeater	Available	Available
Mark II	Stealth Armor	Kale M6 Repeater	Napa S2 Deflector	Patcher Arm
Mark III	Hardened Stealth Armor	Kale M20 Repeater	Napa S8 Deflector	Patcher Arm
Mark IV	Advanced Stealth Armor	Kale M73 Repeater	Napa S30 Deflector	*M I DRADIS
Mark V	Experimental Stealth Armor	Kale M260 Repeater	Napa S100 Deflector	*M II DRADIS
<b>Shade-class: (Transport)</b>	<b>(have fore and aft armor segments)</b>			
Mark I	Light Stealth Plating	Available	Available	No
Mark II	Stealth Armor	Napa S4 Deflector	Patcher Arm	No
Mark III	Hardened Stealth Armor	Napa S20 Deflector	Patcher Arm	No
Mark IV	Advanced Stealth Armor	Dual Napa S30 Deflector		No
Mark V	Experimental Stealth Armor	Dual Napa S100 Deflector		No
<b>Phantom-class: (Reconnaissance)</b>	<b>(add detected objects to your local system map)</b>			
Mark I	Light Stealth Plating	Available	Available	No
Mark II	Stealth Armor	Available	Available	No
Mark II	Hardened Stealth Armor	*M I DRADIS	Available	No
Mark IV	Advanced Stealth Armor	*M II DRADIS	Available	No
Mark V	Experimental Stealth Armor	*M III DRADIS	Available	No

\* DRADIS modules increase the effective resolution of a ship's targeting sensors, increasing the range at which they can detect objects hidden in space.

## Cargo Holds

Cabbage Corp manufactures several types of cargo holds and bays, all designed to work in tandem with your ship's life support systems to increase its maximum crew capacity when possible or to serve as replacement parts otherwise.

<b>Standard Cargo Holds:</b>	<b>Extra Capacity (tons/personnel)</b>	<b>Can Hide Contraband?</b>	<b>Can Grapple Ore/Autons?</b>	<b>Can Modify Autons?</b>
small cargo hold	40 / 1	No	No	No
cargo hold expansion	120 / 2	No	No	No
miner's cargo bay	100 / 1	No	Yes	No
diplomat's cargo hold	70 / 1	Yes	No	No
military cargo bay	50 / 1	Yes	Yes	No
*Cabbage Corp auton bay	20 / 0	No	Yes	Yes
<b>Dual Cargo Holds:</b>	<b>(use two device slots)</b>			
dual cargo hold expansion	250 / 4	No	No	No
expanded miner's cargo bay	230 / 3	No	Yes	No
expanded diplomat's cargo hold	200 / 3	Yes	No	No
expanded military cargo bay	180 / 3	Yes	Yes	No
*expanded Cabbage Corp auton bay	150 / 3	No	Yes	Yes
*expanded military auton bay	100 / 2	Yes	Yes	Yes

\* Auton bays are only available in the Corporate Command version of the mod.

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## Drives

Cabbage Corp manufactures drives in several arrangements, optimized for both small and large ships.

<b>Standard Drives:</b>	<b>Max Speed (## × c)</b>	<b>Thrust (units)</b>	<b>Power Use (MW)</b>	<b>MSRP (credits)</b>
Ion Drive	0.16	50	1.5	240
Plasma Drive	0.18	75	3.0	450
Tritium Propulsion Upgrade	0.20	100	5.0	800
Tritium Drive	0.22	150	9.0	1,500
Chronimium Propulsion Upgrade	0.23	200	17.0	2,800
Chronimium Drive	0.25	280	31.0	5,100
Cobalt-Thorium Megadrive	0.27	400	58.0	9,400
Xenotite Megadrive	0.28	550	110.0	17,000
Pteracnium Megadrive	0.30	770	200.0	32,000
<b>*Auxiliary Drives:</b>	<b>(use no device slots, are installed externally)</b>			
Ion Drive	0.16	50	2.0	360
Plasma Drive	0.18	75	3.5	670
Tritium Propulsion Upgrade	0.20	100	6.0	1,200
Tritium Drive	0.22	150	11.0	2,300
Chronimium Propulsion Upgrade	0.23	200	20.0	4,200
Chronimium Drive	0.25	280	37.0	7,700
Cobalt-Thorium Megadrive	0.27	400	70.0	14,000
Xenotite Megadrive	0.28	550	130.0	26,000
Pteracnium Megadrive	0.30	770	240.0	48,000
<b>Dual Drives:</b>	<b>(use two device slots)</b>			
Ion Drive	0.20	100	3.0	520
Plasma Drive	0.22	150	5.0	1,000
Tritium Propulsion Upgrade	0.23	200	10.0	1,800
Tritium Drive	0.25	290	18.0	3,200
Chronimium Propulsion Upgrade	0.27	400	34.0	6,000
Chronimium Drive	0.28	570	62.0	11,000
Cobalt-Thorium Megadrive	0.30	800	110.0	20,000
Xenotite Megadrive	0.32	1,100	210.0	37,000
Pteracnium Megadrive	0.33	1,500	390.0	68,000

**\* WARNING:** Unauthorized modification of Cabbage Corp auxiliary drives to increase their performance may result in radiation leakage, explosions, unpredictable behavior, and will void their warranty.

## Enhancers

Cabbage Corp manufactures several types of enhancer devices for their weapons and for shield devices.

	Effects	Power Use (MW)	MSRP (credits)
<b>Mining Lance Capacitors:</b>	<b>(affect Mining Lances, variable bonus depending on level)</b>		
Mark I	+75% Dam. at L1 → +5% Dam. at L5	1.0	1,500
Mark II	+140% Dam. at L1 → +5% Dam. at L7	10.0	6,000
Mark III	+225% Dam. at L1 → +5% Dam. at L9	25.0	24,000
Mark IV	+330% Dam. at L1 → +5% Dam. at L11	45.0	60,000
Mark V	+455% Dam. at L1 → +5% Dam. at L13	80.0	400,000
<b>Repeater Heat Sinks:</b>	<b>(affect the Kale series of repeaters)</b>		
Mark I	-10% Cooldown Period	1.0	800
Mark II	-20% Cooldown Period	10.0	4,000
Mark III	-30% Cooldown Period	25.0	16,000
Mark IV	-40% Cooldown Period	45.0	60,000
Mark V	-50% Cooldown Period	80.0	240,000
<b>Shield Emitter Arrays:</b>	<b>(affect all shields, variable bonus depending on level)</b>		
Stoma-500	+30% HP at L1 → +5% HP at L3	0.5	1,500
Stoma S1	+50% HP at L1 → +5% HP at L4	1.0	2,000
Stoma S2	+75% HP at L1 → +5% HP at L5	2.0	4,000
Stoma S4	+105% HP at L1 → +5% HP at L6	4.0	7,500
Stoma S8	+105% HP at L2 → +5% HP at L7	8.0	15,000
Stoma S20	+105% HP at L3 → +5% HP at L8	20.0	30,000
Stoma S30	+140% HP at L3 → +5% HP at L9	30.0	60,000
Stoma S50	+140% HP at L4 → +5% HP at L10	50.0	125,000
Stoma S80	+140% HP at L5 → +5% HP at L11	80.0	250,000
Stoma S120	+180% HP at L5 → +5% HP at L12	120.0	400,000



## 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
<b>*Advanced Refineries:</b>	<b>(use two device slots)</b>		
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

\* 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 for the amount of ore processed.

## Repairers

Cabbage Corp manufactures a variety of armor repair devices, all of which have been thoroughly tested and proven to have no risk of starting either a grey goo style apocalypse or an AI uprising.

Standard Devices:	Max. Repair Rate *(units/second)	Max Repair Tech (level)	Power Use *(MW)	MSRP (credits)
Basic Servicing System	3 / 6	6	0.5	1,000
Regenerating-Nanomachine Generator	9 / 6	11	2.0	21,000
Auto-Repair VI (with built-in RNG)	14 / 6	13	4.0	63,000
Auto-Repair AI (with built-in RNG)	24 / 6	15	7.0	240,000

\* Armor repair rates and power use are per armor segment. Each device may repair multiple armor segments simultaneously and the in-game descriptions assume two segments being repaired simultaneously.

# Solar Power

Cabbage Corp manufactures a variety of solar power-producing devices, all of which are self-cleaning and can stay in optimal condition indefinitely so long as they are not deactivated for extended periods of time.

Standard Devices:	Maximum Yield (MW)	Mass (kg)	MSRP (credits)
*Solar Panel Array	6.0	1,000	600
*Solar Concentrator	21.0	1,500	2,500
*Biohybrid Solar Dynamo	71.0	4,000	11,000
Hydrogen Ramscoop	200.0	6,000	45,000

**\* Caution:** Many *environmentally conscious* stations have dockworkers that tend to get triggered if they think you aren't cleaning your solar panels often enough. They may occasionally attempt to confiscate them in order to give them the proper care that they think they deserve.

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# Our Projects

## Employment Finding

Hiring cheap labor is a time-honored method for increasing the capabilities 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 current deals. They require power from your ship for life support and for their tools, and some ships are also limited in how many crew members they can support due to other life support 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 one should always consider the benefit of having additional crew members in the event of someone falling over dead in the middle of a firefight.

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

### Vanilla Transcendence

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.

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# Avian Enterprises – Interior Design

All Cabbage Corp ships support all interior bulkhead patches manufactured by Avian Enterprises.

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## Mining Pack

- Cabbage Corp is compatible with the Mining Pack insofar as the mining pack is compatible with Transcendence v1.6.3+. 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.

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# 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>  
        ⋮  
        <crewCapacity>##</crewCapacity>  
        ⋮  
    </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
<b>Default</b> ships with unspecified base crew capacity	= (cargo capacity / 50), rounded down
suggested base crew capacity	= (cargo capacity / 50), rounded down, +1 if transport

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# 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, ...
```

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# Special Thanks and Credits

- George Moromisato
    - The author of Transcendence.
  - AssumedPseudonym
    - Helped discover several bugs and their fixes.
  - PM
    - Created 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
    - Designed 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).
  - The file CCPraclarushHangar.jpg is a derivative of these images, used under CC0 Public Domain:
    - <https://pixabay.com/en/hangar-spaceship-modern-955409/>
    - <https://pixabay.com/en/field-cloud-countryside-hdr-fire-601209/>
  - 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 Overly | 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 IconText0 (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/>
-