

Client tweak manual for EVE harvester 1.98

1. Game settings:

- Window Size 1024x768;
- most of settings should have default values, setting to be changed:
 - Auto Targeting, should be disabled;
 - Chat - > Auto Reject Invitations, should be disabled;
 - Dueling - > Auto Reject Invitations, should be disabled;
- navigation(shield, modules etc) panel should be in default location;
- client language English only;
- desirably to tweak graphical settings to minimum, it will speed up work and decrease client hang probability during multi-accounts work;
- window close dialog should be disabled too.

2. Client windows layout for space:

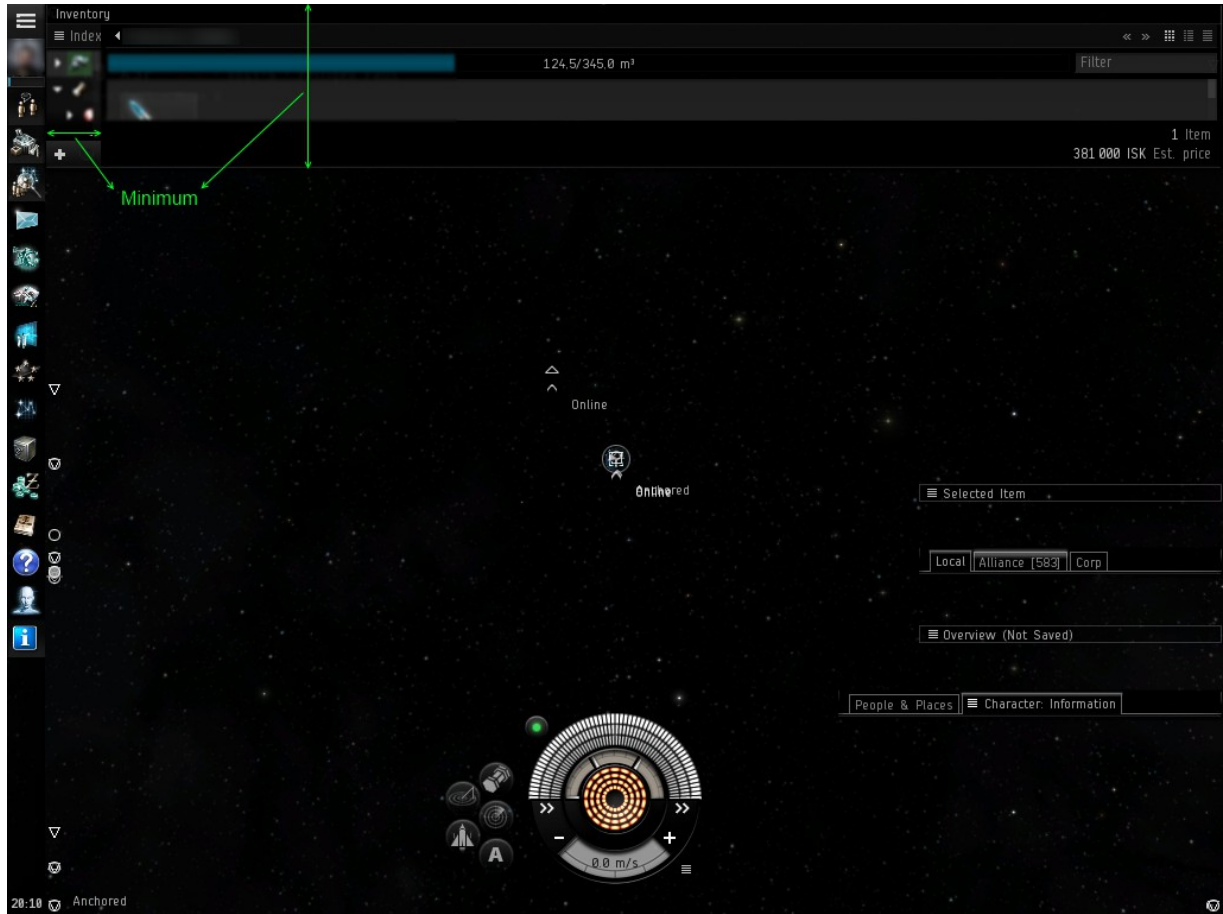
2.1. Set menu panel to minimum width:



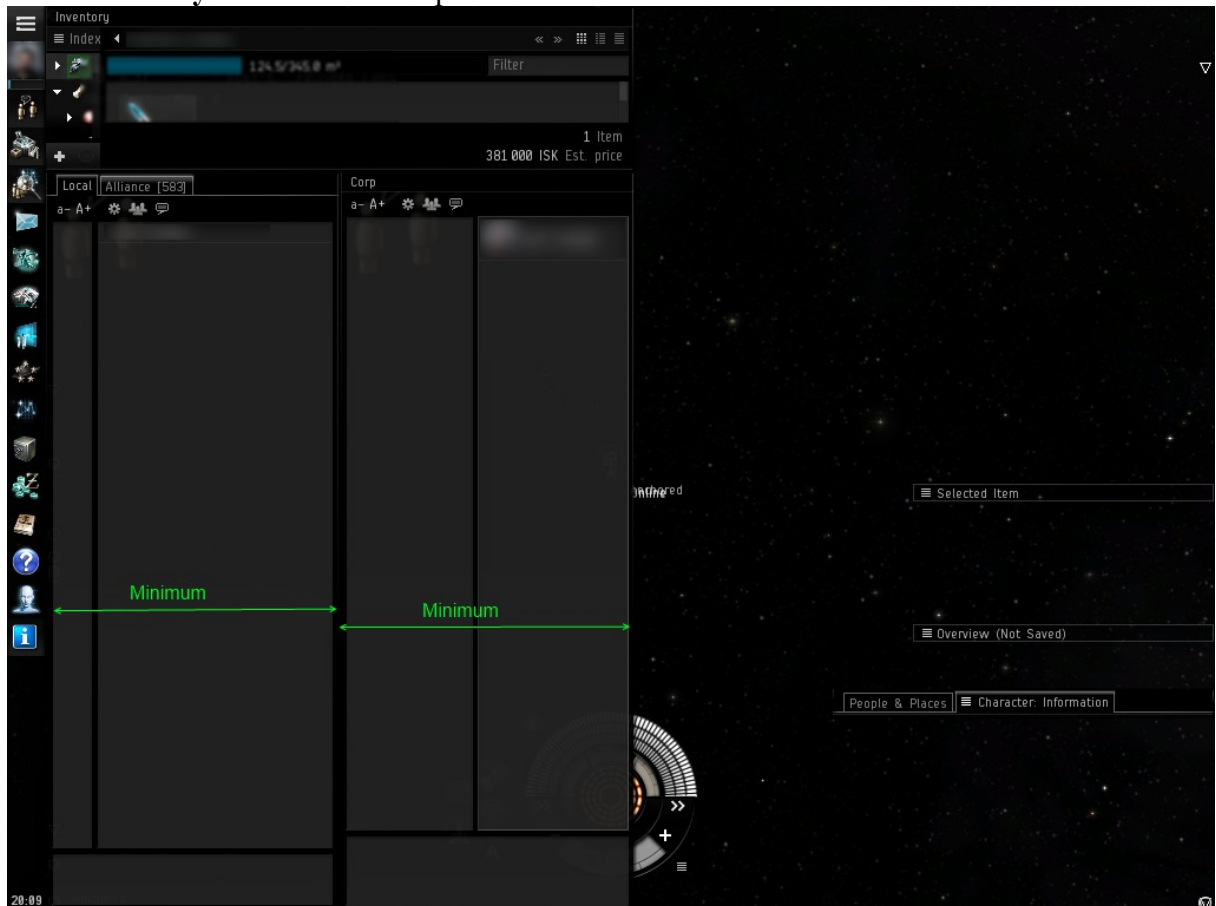
2.2. Locate windows in suitable positions for following tweaking:



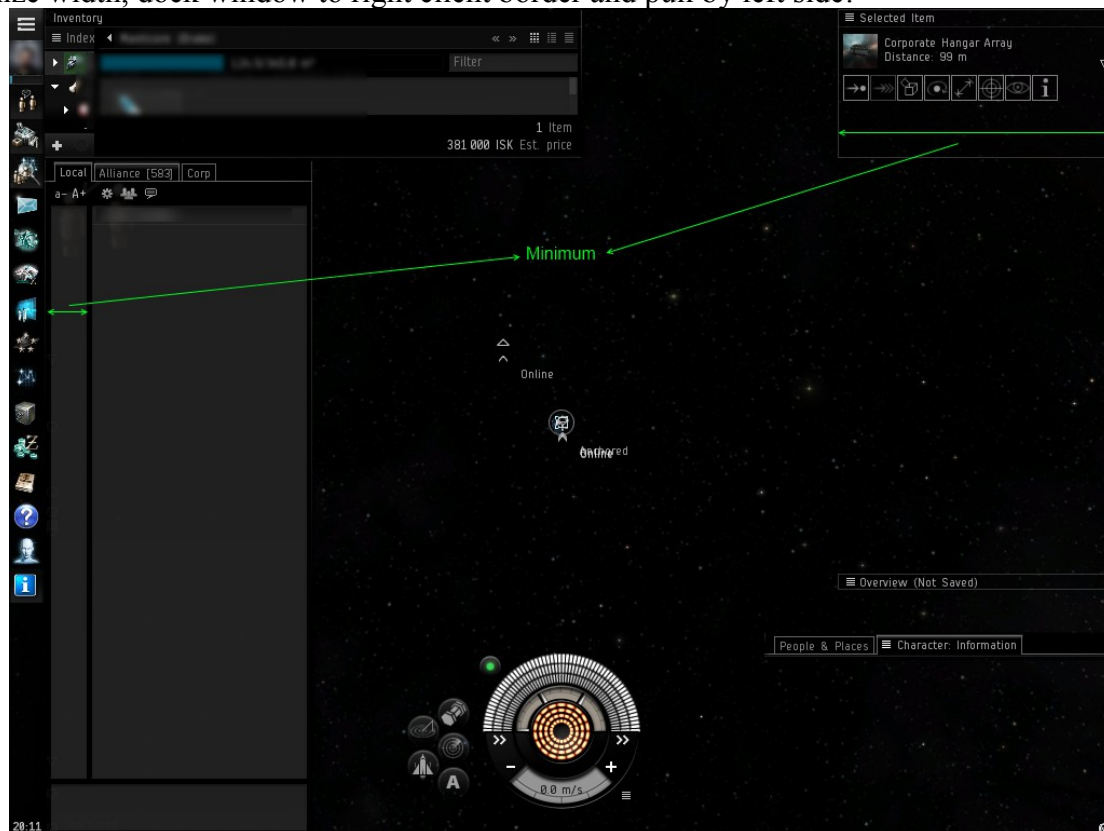
2.3. Set **Inventory window** width on maximum and height on minimum. Inventory tree area should be minimized too. All tree branches should be closed:



2.4. Set **Inventory window** width equal to doubled width of **Local window**:



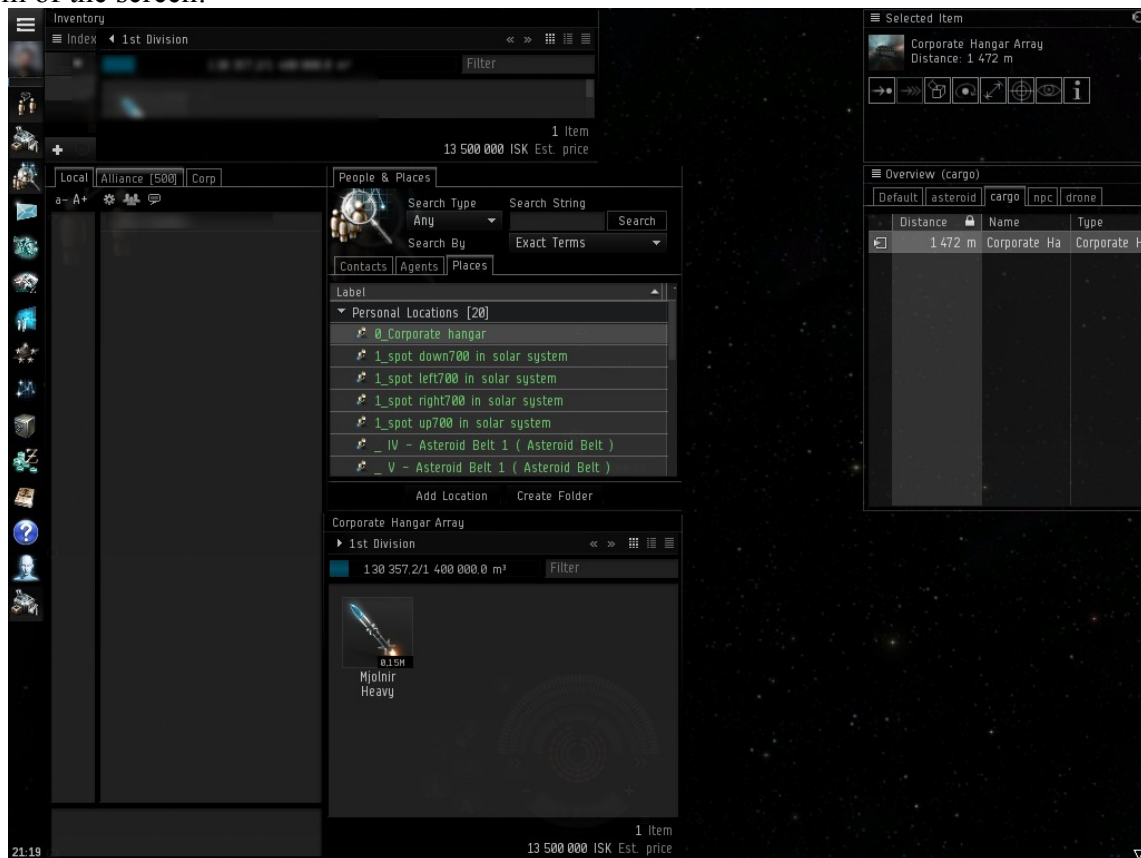
- 2.5. Leave one(left) **Chat window** and move horizontal delimiter to extreme left position.
- 2.6. Set **Selected Item** window height equal to **Inventory** window and width on minimum. To minimize width, dock window to right client border and pull by left side:



- 2.7. Locate **Peoples and Places** window under **Inventory**, near the **Local**. Set it's width to minimal, height limit by 7 bookmarks:



2.8. Set **Corphangar(Container)** window width equal to **Peoples and places**, width stretch till the bottom of the screen:



2.9. Locate **Overview window** under **Selected Item**, height equal to **People and Places**, width to **Selected Item**. Column sizes should be default.

2.10. **Overview window** tweaks.

Tab «**default**»: Stargates only.

Tab «**asteroid**»: needed asteroid type:

Overview Settings

Filter

Appearance

Column

Ship

Overview Tab

Misc

Presets:

asteroid

Types

States

▼ Asteroid [17]

☒ Arkonor

☒ Bistot

☒ Crokite

☒ Dark Ochre

☒ Gneiss

☒ Hedbergite

☒ Hemorphite

☒ Ice

☒ Jaspet

☒ Kernite

☒ Mercoxite

☒ Omber

☒ Plagioclase

☒ Pyroxeres

☒ Scordite

☒ Spodumain

☒ Veldspar

▶ Celestial [29]

▶ Charge [6]

▶ Deployable [2]

▶ Drone [9]

▶ Entity [83]

▶ NPC [6]

▶ Orbitals [3]

▶ Planetary Interaction [2]

▶ Ship [37]

▶ Sovereignty Structures [3]

▶ Station [1]

▶ Structure [24]

Select All

Deselect All

Selected Item

Corporate Hangar Array

Distance: 88 m

→

→→

📦

🌀

↗

🎯

👁

ℹ

Overview (asteroid)

Default

asteroid

Distance ▲	Name	Type
Nothing Found		

Tab «**cargo**»: corphangar and container:

Overview Settings

Filter | Appearance | Column | Ship | Overview Tab | Misc

Presets:
cargo

Types | States

Entity [83]

NPC [6]

Orbitals [3]

Planetary Interaction [2]

Ship [37]

Sovereignty Structures [3]

Station [1]

Structure [24]

Assembly Array

Control Tower

☒ Corporate Hangar Array

Cynosural Generator Array

Cynosural System Jammer

Electronic Warfare Battery

Energy Neutralizing Battery

Jump Portal Array

Mobile Hybrid Sentry

Mobile Laboratory

Mobile Laser Sentry

Mobile Missile Sentry

Mobile Projectile Sentry

Mobile Reactor

Moon Mining

Refining Array

Scanner Array

Sensor Dampening Battery

Shield Hardening Array

Ship Maintenance Array

Silo

Stasis Webification Battery

Tracking Array

Warp Scrambling Battery

Select All | Deselect All

Selected Item

 Corporate Hangar Array
Distance: 86 m

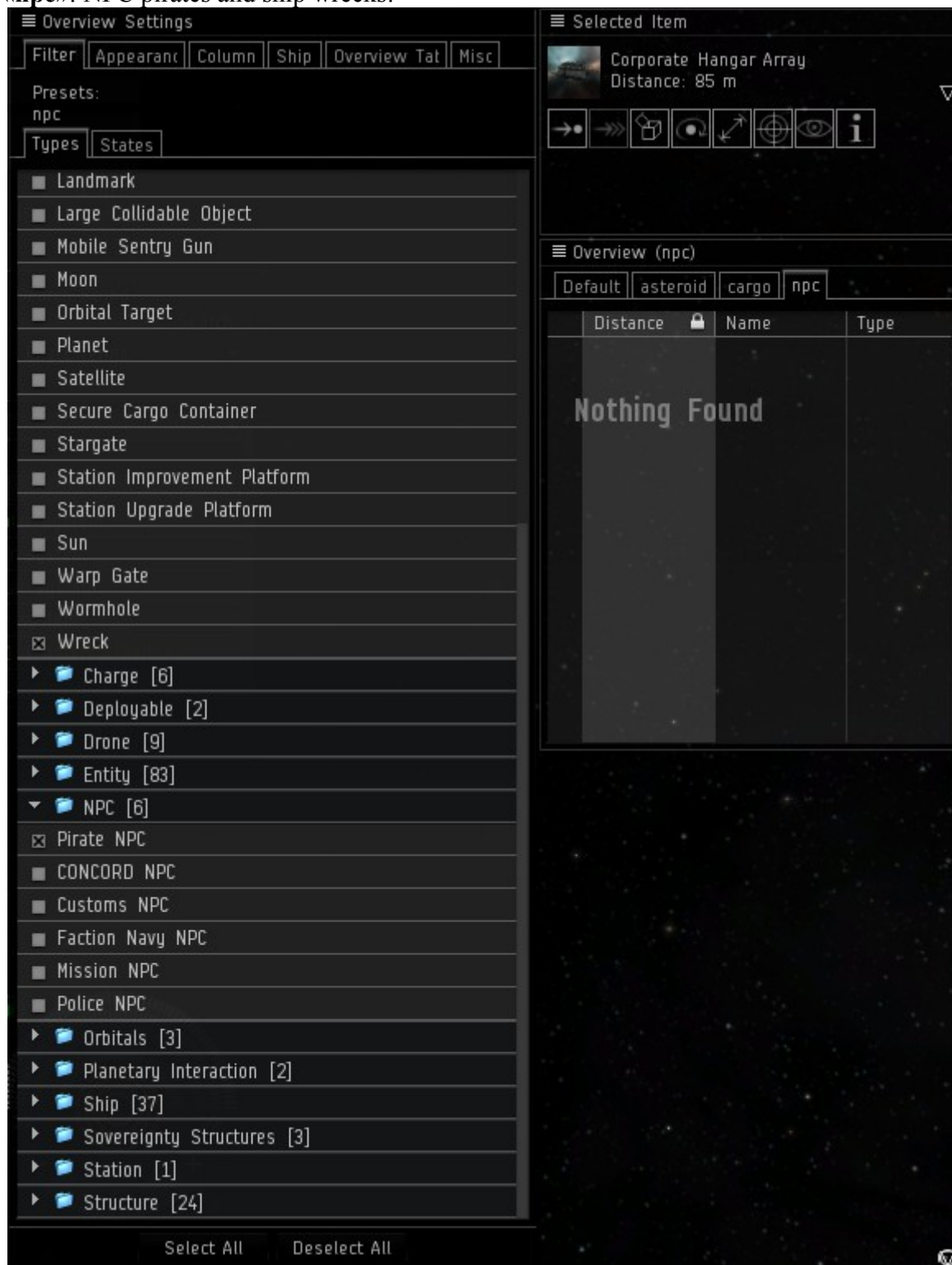


Overview (cargo)

Default | asteroid | cargo

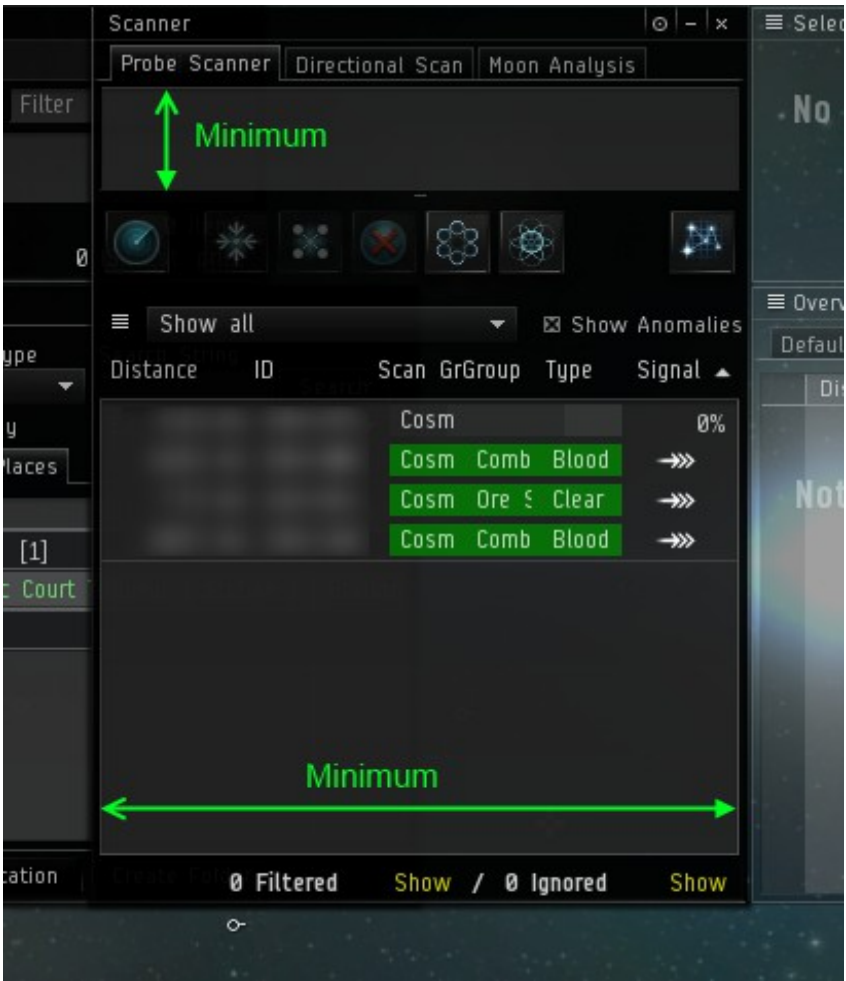
	Distance ▲	Name	Type
	86 m	Corporate Ha	Corporate H

Tab «**npc**»: NPC pirates and ship wrecks:



Tab «**drones**»: used drones.

2.11. Scanner window



2.12. Drones window



3. Client window layout for station:

3.1. Do items 2.1 — 2.5 for station layout. In item 2.3 cargo and drones in the tree should be opened, other steps are equal.

3.2. Do item 2.7 for station layout.

3.3. **Station services window** should be docked to right border of client window. Size set to maximum height and minimum width:



3.4 . Locate **Item hangar** window like **Corphangar window** from item 2.8.



4. Role specific tweaks.

4.1 For all miners roles in **Inventory window** should be active ore cargo.

5. Check tweaked layout using module Test.

5.1 Application has module Test for layout check.

5.2 Before use it You should add at least one account and open client window.

5.3 Client window should be linked with account in account settings. Execute "General->set", activate client window and wait 10 seconds.

5.4 Best of all to laungh Test in belt with opened "**asteroid**" overview tab.

5.5 To laungh Test open menu «Test->GUI Layout»

5.6 Test results will be placed in application log. If You don't see any "NOT FOUND" records, users amount and types are OK in **Local** and nearest object distance detected correctly in **Overview** tab, looks like You did it wright. If not You should repeat tweaking.

Layout tweak video could be found at www.youtube.com/watch?v=6ErJmywmg38

More information could be found at application web-site: www.eveharvester.com