**Earth 2 EcoSim | Important Details | Article Breakdown**

Hi there, my name is Shane Isaac, and I am the CEO and founder of Earth 2. now today we have a relatively large announcement it's a large article around the next stages of the ecosim so if your interest in Earth 2 is to jump inside e2v1 run around kill things find things blow things up socialize all of that other stuff that will happen inside of e2v1 this may not be the article for you if you're an Eco Sim player who's interested in owning land Building infrastructure trading having unlimited power kind of working behind the scenes collaborating or not then this article is probably very important for you and you might want to tag along now there's a lot of detail in this article so what I'm going to do is read through it here in real time with you guys and probably just add some comments here and there about various aspects or various parts that we cover to give a little bit more clarity and a little bit of background on what we're thinking the ecosim inside of her through we're aiming for it to be quite realistic so we're aiming for players to really have to work hard in order to create um you know amazing massive cities or trading hubs or whatever they may wish to um wish to own and build inside of Earth too so it's going to have a realistic approach and what this does is gives real intrinsic extrinsic value like True Value to what has been produced and what exists inside of Earth too instead of saying hey there it is um I just put it there there's actual work behind it and I think long term people will be able to appreciate the approach that I've wanted to take to this and uh have a real functioning economy behind the long-term vision of Earth 2. so if you see these big cities inside of Earth too you know there's a lot of work that's gone into getting those together to getting them looking good to getting them vibrant lifelike and tradable um it's really quite exciting and this aspect of the game I mean all aspects excite me but the ecosm having loved kind of RTS games myself in the past and uh yeah this type of thing just it does excite me on a massive global scale real-time interaction between players it's pretty cool so there's different details that I'll cover through this article I'm not going to try and think of them all now and cover them all right now so I'll jump in I'll start reading the article and just make comments here and there I've also decided to do this because I know a lot of you guys don't like sitting there and reading through a lot of people have asked well you know is there a video about it is there information about it so although I'm really busy I thought I put my hand up and try and do this so you guys have something easier to digest or listen to um okay so the title of the article is the Weaver prospecting side droids and resources so as we continue to release different facets of the ecosim we find ourselves moving closer to a fully-fledged operational based version and that's like that's the base version of the ecosystem a lot of the things that we've released to date have been parts of the ecosim all kind of coming together so once we once we kind of close in on these next facets we're getting to like this base operational version where you can you can collect resource you can generate raw materials you can build building blocks you can start building infrastructure manufacturing and all these other types of things one other thing to Just note very quickly is this article is an informative article giving players a heads up of what's to come there is a lot of design work that has gone on behind the scenes for the content inside of this article so it's not something we're going to say okay this is going to be ready tomorrow this is something that is going to take quite some time to implement from a development perspective uh but what this is doing is giving players a really succinct heads up on what's coming what we're focusing on and how things will function so players can understand how things will work in the future we're going to try and stick to what we write in these articles as closely as possible if anything changes we'll let you guys know but what you see in this article is just part of what we've now designed so we're very comfortable with releasing this there's a lot more information to come but this article in itself contains details that will that the ecosim player can look at can interpret and say okay well okay this is how it's going to work now I know now I know the next part of the ecosystem and how the different pieces are fitting together so as part of the next steps today marks the beginning of a process which will see the unveiling of 20 additional resources all of which will be discoverable on player-owned properties so we have the base resources at the moment they're the resources that we've already been working with we've got wood water and sand there's going to be a follow-up article and announcement on how that's going to work pre-e2v1 so that's an article that's been ready for some time but we wanted to get this one out first and follow up with this subsequent article about water wood sand so you guys are going to find out how that's going to work pre-e2v1 um and then there's these additional 20 resources that we're working with as I said we're looking for a super realistic kind of ecosim here and there's going to be a lot of different resources uh that that will be discoverable to players and we'll all have its part in the ecosystem the base resources that we have so far you'll already you'll be able to do a lot with those as it stands you'll already be able to do a lot with those these additional resources help us Branch off into specific technology uh routes uh arms of the ecosm special things maybe some cosmetics and other things like that so these additional resources while many of them are very important the base resources they're the they're the real Crux which is what we've been working with today now what this also does these 20 additional resources it helps maybe new players come in as well and be able to locate these probably rarer resources and what that does long term as well is help players trade um you know trade these Resources by doing themselves which is what we want we want a thriving environment long term inside of Earth to for players to be generating resources raw materials building blocks and using them for themselves but also trading them on a global scale so that a logistics system that trades them and that uh that is something that we will always be looking to promote okay I've just got through the first paragraph here and I don't know how many minutes I've been talking so I'll just I'll just keep going and try to keep this as short as possible so periodically one or more new resources will be unveiled at a time and the E2 prv system will open at the same time to accept claims for these resources on player-owned land so what that means is every week or two we will be releasing or revealing what one of these new resources is and that will give the opportunity to players to set up it'll open up the e2prv the player resource validation system to claim that resource if you feel you have that resource on any of your properties in this announcement we will reveal the prime Jewels for each resource so we're going to show the prime Jewels the jewels that are going to be important for these specific resources but we're not going to show what all the resources are yet they're going to be a bit of a surprise as we announce each one obviously some of the images uh you know in there you could of the resources you could probably tell what they are but uh we're still going to do it that way so you'll learn which Jewels are going to be important to Prime um in in order to get that resource but uh We're Not Gonna We're not gonna end yeah we're not gonna reveal all of the resources right now and the details on new prospecting side droids so prospecting cider is something we're going to cover the Weaver and their roles in the resource system inside of Earth too as with most features on Earth too resources have their own intricate design and more detailed information about this system is revealed below so ecosim Beginnings as Earth 2 is progressing closer and closer towards the alpha release of e2v1 many obviously are wondering how will the next part of the ecosim start so beginning today the ecosim is a topic we will be addressing in a dedicated series of upcoming articles scheduled for release throughout the year these articles will each detail the assets and processes that will be involved in the next stages of the ecosim so this is the first of a few articles that we'll release this year they're very highly detailed I don't quote me but I think the next one will be talking a bit about building blocks Logistics um a little bit about how that will work what you can what you can build with various building blocks raw materials and what have you now this series of announcements is designed to progressively educate the Earth through Community specifically those who are interested in the ecosim aspect of Earth 2. of the many features and mechanisms of the ecosim and prepare players for the final ecosim Chronicles announcement preceding the launch of version one of the ecosim or the base version that I referred to a bit earlier resources and Prime Jewels which are covered more deeply in this article are two of the cornerstones of the early ecosim and gameplay although we will not dive deeper into all the practicalities of the ecosystem this article rest assured buildings Logistics production transport storage and other accommodating features like civilians side droids jewels and more connecting everything together are all important parts of the ecosim and will be detailed in later announcements okay so now we get to resources whether you want to deliver and share an experience play fully immersed inside the virtual world which is e2v1 with digital assets and items display ads promote external games sell physical goods via digital storefronts uh share a link to external experiences or create buildings uh or other sorry or create other General web one e-commerce products or Services you're going to need buildings and infrastructure of some sort so in order to do that you need these buildings inside of Earth too right so the ecosim players you guys are providing the infrastructure for other types of experiences to come in and utilize your infrastructure in order to deliver their products their storefront um you know display their ads whatever it may be now I mean this is obviously something I could have said look yeah I'm going to be we're going to be really greedy here and Earth is going to control all of these aspects I don't want to do that I want the players to be involved I want the players to create the infrastructure much like we have in the real world I'm sitting in a skyrise building right now uh I don't own the building but we lease space in the building um it's just I don't know how the building was built I can't go and I can't design uh you know I can't do all the engineering for the building I can't uh I can't do the architectural design I can't ensure the building is safe whatever I can't do that but that's what the ecosim players will kind of do inside of Earth too and provide an environment for others to come in we'll you know will it be buzzing tomorrow I don't know but this is a long term uh vision and kind of plan that we have here and that we're working on so it's step by step okay where was I up to Fair would you say oh yeah well I mean and how would you get all of these foundational facilities like the buildings and infrastructure well it all starts with resources you need resources in a to be able to do this thus resources are a fundamental component of the ecosim kickstarting local and Global Supply chains taking real world attributes to enable the creation of objects within our Earth 2 geolocational metaverse just like the real world there will be many resources in Earth too and multiple stages and ways to discover replicate and craft them into building blocks for a multitude of different purposes most recently we've seen Silver and copper resources which were released for players to claim on their properties and stake Essence via our Earth 2 player resource validation system so 21 additional resources will now follow and progressively be released via e2prv for claiming on uh on a one resource per one to two week schedule as I said earlier probably one to two weeks um you know if things are flowing nicely we'll get into a one-week schedule maybe even shorter but we'll see after the first new resource is revealed so that new resource hasn't been revealed yet but when the first ones revealed you know that that procedure has started all resources in Earth 2 will have utility via the ecosim and will be required to craft building blocks for future ecosim assets and many other types of objects the discovery tiers for these confirmed resources and their respective Prime Jewels are listed below so you guys will be able to see um you know maybe it'll be up on the screen here at the moment but you'll be able to see a list that we've compiled showing the different types of resources or images of the different types of you'll notice that we've got like D1 D2 D3 these are Discovery tiers so you've got Discovery tier one you've got Discovery tier two you've got Discovery tier three and so on um so that will provide an indication of what the different Discovery tiers are and those Discovery tiers are important um for the way that well you'll find out about lab it's just a way that prospecting side roads work and a number of other things so the higher Discovery tiers will probably be fewer and far between more rarer and serve various purposes so another thing you can note here is that we're displaying we are displaying all the jewels that will Prime these resources so we're laying it out on the table obviously one of the things we want to do long term is add more and more utility to joules and all their different tier levels so we've laid out we've showed which joules are associated with the resources you'll see the little lock signs under the resources they're the ones that we'll be revealing over the next 20 weeks now there are some I know opal there's some jewels that are not in this list but they will be used for other purposes or other types of resources this isn't the final resource list there'll be more resources released in the future and the and those Jewels I'm not sure how many of them might be eight or something but however many jewels there are that we haven't used here will be utilized in other areas um the jewels have also received an important update to align their look and feel more closely with the primary resource there now associated with the new look the new look still follows the previous colour scheme but has the added benefit of being able to accommodate for future planned utilities so resources will be critical for any kind of progression in the ecosim and we anticipate they will be highly traded assets inside of Earth 2 in terms of volume so when we say resources we mean you know the raw materials of the resources which comes from the occurrence units which will learn a little bit more down more below so with the initial release of resources several related gameplay features will intentionally be excluded in order to provide a simpler more accessible Early Access version to players on the current Earth 2 web version these excluded features will gradually be introduced especially in e2v1 altering the mechanics and significantly increasing the complexity of resource Discovery and Acquisitions over times so an example of these components scheduled for later release inside of e201 are like localized inventories and logistic requirements so we might cheat for a little bit depending on how things go a little bit similar to how we've done things with jewels and we're probably going to be doing with side droids and civilians where players are going to be able to kind of instantly transfer those to each other that is a short term we look at it internally as like a short-term cheat for us long term they're all going to be part of the logistics system so if you want if you want to move jewels from A to B you're going to have to move them logistically if you want a civilian to go from A to B, Logistics that's how the whole of E2 is going to work so there'll be short-term cheats that's what that's explaining here is short-term cheats but long term just be aware that we are going to be moving to this really cool open global ecosm Logistics mechanics inside of e2v1 so it's important to remember that there will be gameplay activities to suit everyone in Earth 2 from players to Holders to Everyday users the resource system is one of many different gameplay Pathways that players may choose to explore and specialize in finding an area of interest in Earth 2 is key to a fund successful and rewarding player experience however most if not all paths within earth 2 will start easy and progressively become more difficult to master enabling anyone to experiment and explore this type of gameplay pathway empowers anyone to improve their stats and expand their virtual pro portfolio by yielding higher rewards the more they choose to invest time and Implement Advanced strategies inside the ecosim so that's what I was touching on before the Earth 2 is not designed for one specific type of player you see people jump up and down and say oh my goodness this Eco this rating is so complicated oh civilians are so complicated now they need red energy to live my goodness what are we going to do that's the most confusing thing I've ever heard in my life but at the end of the day there are different aspects of Earth 2 that are going to appeal to different people the end goal doesn't change we're still creating a massive open 3D geolocational metaverse a world that players can jump in and explore and you'll notice that a lot of those players who you know they might not like the ecosim which is fine but a lot of those players who um who are saying now this is super complicated once each everyone opens and you drop your avatar in there it's like okay cool I can I can do this I can run around and do that I can explore this I can find this I can you know I can do all of these things that are going to be quite engaging so yeah that's what this this uh paragraph is covering uh so discover okay we'll answer the next section discovering and obtaining resources so most resources on Earth too will be situated deep underground much like resources in the real world as ether evaporates from the ground it carries with it the binary data of resources present in the land this binary data is measured in occurrence units the binary data contained within the ether is not easily interpreted by the mentor which is only able to do it weekly is only able to weakly read the occurrence units of Discovery Tier 1 resources so that's that D1 Discovery tier one resources so refer to that image above whilst it is collecting an evaporated uh the evaporated ether to do this Prime joules for the corresponding resources are required to be slotted into the mentor so even to be able to do that as we've said from day one you need to slot the prime jewels from the corresponding resource into your mentor to be able to for the mentor to even weekly discover the occurrence units this enables the binary data to flow through and the occurrence units to be deciphered by the mentor from the various binary data strings while the mentor is able to read the binary data occurrence units contained in in The Ether its reading capabilities are very poor and much of the data is lost in The Ether collection process so from there enter prospecting side droids so due to the inefficient reading capabilities of the mentor alternative methods for decoding the binary data had to be innovated in order to access higher Discovery tiers of resources and to optimize reading efficiency readers would soon discover that Raiders Side Road Raiders would soon discover that their raid side droids could be modified by fusing Prime Jewels into them that's fusing burning into them which allow them to read binary data owing to the intrinsic side Droid technology already enabling them to detect and capture ether so the side Droid will still be able to raid but this fusing of the jewel itself in the side drag gives the Sidra this additional ability many attempts using prime jewels to re-engineer the raid side droids did fail and it was quickly noted that each side Droid type had a dual colour it could be successfully fused with depending on the tier and quality of the Prime Jewel The Raid side Droid was fused with uh it and the process was Garen was granted chances of allowing more dedicated resource slots so fusing a brilliant drill gave the additional perks of more power cell slots and other benefits are still unknown so just quickly on the brilliant side the brilliant Jewel we want to continue adding obviously cool perks for Brilliance um I think there'll be more than what's listed here for what the what a fusing a brilliant Jewel could do and I'm not sure exactly how that will work so take that as with a grain of slope but with a grain of salt but what we're saying here is when you fuse your when you fuse your cydroid with one of these jewels you actually get the chance to there's a random chance for opening up depending I think on the quality of the jewel there's a random chance of actually opening up permanent slots on your Jewel specific for the ecosim resource the resource aspect of Earth 2. uh the successfully modified side roads were able to implement the reading technology far better than the mentor itself however each side Droid type was only specialized in discovering and reading one specific type of resource reading and capturing a resource occurrence unit occurs at the point of ether collection extracting the occurrence units data directly into the side droids memory Prime Jewels were proven necessary to modify raid side droids granting the additional function of prospecting to read resource occurrence units and at a higher more accurate rate than the mentor so these prospecting side droids once fused they can when they collect The Ether they can uh they're much more efficient at reading the occurrence units and Gathering those for you so you can still get those you know those D1 uh you know you can still use the mentor for those d1s at a weaker level to get those occurrence unit and manufacture raw materials but these uh prospecting side roads That's Where It's At if you want them the best kind of result or the highest possible uh reading of the occurrence units uh results from early experimentation also revealed that the additional resource slots obtained could support supplementary Jewels enhancing the effects of the fused Prime Jewel through this experimentation of cydroid modifications and Dual Fusion the blueprints of the prospecting cydroid were invented it quickly became clear that prospecting cydroids would be a key to discovering higher Discovery tier resources on player-owned land as the demand for prospecting side droids increased the later prospecting Tigers were manufactured and built for purpose rather than modified from existing raid side roads however these purpose-built prospecting side droids would not have the ability to raid thus creating many new potential scenarios for landowners to consider so manual so we're talking now about these manufactured prospecting side droids one thing we don't want to do is in inside of Earth 2 and I've you know I talk about this with game design one thing we don't we always want to add a kind of a grind version where players can kind of grind away and still make their way through the ecosim without being something to purchase things from other players on trade but we want to try and add ways of players can still grind through themselves so here we're saying okay you've got these ethereal side Droids that can raid right you fuse them you confuse them with jewels and unlock new abilities for them which is the prospecting Side Road collecting occurrence units and what have you now that starts to expand the utility on these side Droids that can raid and Prospect and you know probably and well not probably but other things that were going to real reveal in the future but you also have this ability to manufacture these side droids but these side droids they won't have the ability to raid they only have one ability which is to uh you know get this get this higher level um these high level discovery because you remember the mentor can only get the D1 so if you want like d2345 whatever it is you're going to need side droids to be able to gather those occurrence units so what this manufacturing prospecting side Droid does is uh you know you won't require a jewel to be fused on it but you got to manufacture it so as it's noted here it says however manufacturing prospecting side droids from scratch requires quite a bit of substantial or quite a substantial amount of raw material and building blocks instead so prospecting side roads with lower Rarity require less raw material when manufactured so what we're saying here is that each type of Side Road can be replicated for its future for its future um uses in in most cases for its future utility however the rarer so you know if you've got a legendary or you know whatever a legendary might be able to do for example in the future um they're going to be super like much harder to manufacture you're going to need a lot of things to manufacture them and then they still won't be the same as a legendary they won't be able to raid and they're they might only be able to do one thing of when a legendary can do 10 different things for example so you still have the Rarity on the side droids as they sit right now is still effective uh and that's going to be expanded over time but players will still have the ability to kind of manufacture those to do single kind of utility items out of the from the Ethereal side Droids that we have today hopefully that makes sense um but what that does is like for example you know a lot of these low-level uh like the lower kind of D2 D3 or D1 prospecting side droids they'll they should be uh they could be produced by lower level resources as well okay let's move on to improve their strategies landowners were faced with more decisions such as whether the prospecting raid side roads should be sent to other properties to raid ether and obtain foreign occurrence units or be kept on their own property to collect and read their own occurrence units and if these side roads were to remain on the property then should it be the mentor or the prospecting raid side Droid that collects The Ether beyond the questions of how occurrence units should be obtained landowners would also need to decide which resources to prioritize so we're really starting to open up a lot of different strategies if you I don't know if you guys got that paragraph but basically what we're saying is that once you have these prospecting side droids you can send them to raid other player properties if that player has that has that resource on their properties you can actually when you're rating their ether if you're successful you can be gathering occurrence units of their uh that Resource as well and their property and bringing it back to your uh property uh for collection and processing so it really starts to open up a lot of different strategies that that players will need to think about given that occurrence unit reading occurs at the point of The Ether collection landowners would also need to decide the amount of ether and which resources would be targeted by the mentor and uh and each of the prospecting side droids so experimenting with different strategies is key for land owners to discover what works best for them like for example you just you're gonna aim for more ether by having the mentor that is packed with ether boosting Jewels collect more ether or less prospecting cydroids collect ether to prioritize resource yield these are all going to be different aspects that the ecosm plan needs to consider uh daily ether brings with it new occurrence units to extract to extract once the binary data is extracted the prospecting cydroid will be required to dispense the collected ether to the global balance of The Ether and occurrence units to be accounted for ether and occurrence units collected by the mentor will immediately be accounted for without the need to dispense okay frequency and occurrence units most players will already be aware that resources are distributed in certain areas with high HF high frequency or unknown frequency and that these frequency categories are signed per property the actual distribution of resources will occur in the near future where each land tile will be assigned a frequency per resource for example a 750 tile property will have a frequency assigned to each of the individual 750 Tulsa every single tile inside that property will have its own unique attribute of which resource it has furthermore players will be able to see five frequency category frequency categories deficient sparse moderate rich and copious being the highest or you know the latter the copious being what is currently known as high frequency a property will always be assigned a dominant frequency for example copious frequency but the individual tiles making up the property will still have their own frequency categories assigned to them and potentially even a few tiles with no resource for frequency at all in other words a property that has been assigned copious frequency of a resource will still consist of tiles that each range from no frequency all the way up to copious and a property that has been assigned moderate frequency for a resource will consist of tiles at each range from no frequency to moderate frequency only while a property that is copious will not likely consist of tiles which are all assigned to copious frequency they will still have more occurrence units in the ground than a property of a lower frequency category for now landowners can see if a resource exists on their property neither the precise frequency category nor the occurrence unit information will be available initially except for those whose properties have been assigned HF high frequency also known as copious frequency players will be able to discover different resource Discovery tiers by participating in the E2 prv scheme claiming which is claiming to unveil the frequency of resources attributed to their properties however prospecting side droids may have the ability to discover resources in the future as well the ability to access occurrence units insights requires the employment of a geologist civilian which is yet to be released obviously as most of the stuff that we're talking here is yet to be we're talking about here is yet to be released so although it is possible to replicate resources via the Weaver without knowing the occurrence units to optimize the replication process is highly recommended to synthesize uh geologist civilian to gain access to these insights uh see geologist civilian is one of the new civilians for the future and regarding the Weaver and replication process there's more information here below so let's look at the read process which is yielding occurrence units the qualities of occurrence units contained within the evaporated ether fluctuate on a daily basis this volatility can be stabilized and increased by using joules to boost the read quality of the reader prospecting cydroid or mentor of a particular resource as each prospecting Droid will need to collect its own ether and filter and read the binary data through the slotted Prime Jewel it will it may be quite difficult to extract the amount of daily occurrence units as a resource to attempt it a land owner would need to allow the prospecting Side Road to collect all the ether as well as boost the reading quality with the optimal configured configuration of slotted jewels landowners owning modified red side droids are also able to obtain occurrence units from other players properties as I mentioned earlier by rating their ether when using a prospecting cydroid able to discover the resources that exist within the target property the collected occurrence units data must either be immediately used in the Weaver for resource replication or stored in Hollow buildings for later use and we'll get to some more details on that below players will also have the option to improve a prospecting side droid's reading ability by directly injecting Essence into the power cell of the cydroid while it is recharging thereby creating a temporary boost effect enabling the side road to consume extract more recurrence unit data than what it was actually and then what was actually present in the ground this temporary effect requires Essence to be irreversibly consumed strategy and balancing mechanics are involved while utilizing this type of boost and will be further elaborated in a future announcement so what it's saying there is that you will be able to kind of overcharge or boost your side droids with additional Essence that gets burned uh if you really want like a you need resources fast and you want to you want to pump up that uh occurrence unit data proximate understanding of the daily ability availability of occurrence units and cubic meters players must train a civilian in geological knowledge the geologist furthermore by equipping the geologist skill to the side Droid ether reckoner players can unlock the new Mastery head reckoner granting the insights of occurrence units and cubic meters when yielding the resources from the ground and how much is stored in the hollow building storages adding the geologist skill to the raw material tailor managing the Weaver grants insights into how long time the replication process will take and how much cubic meters it will result in this allows players to gain valuable information about the resource present in the ground yielded by the prospects droids mentor and stored in the hollow buildings and replication outcomes of the Weaver it is important to note that without their geologist skill in these areas players can still perform the necessary processes but they won't have access to the specific quantity information each step in advance okay so just before I continue as I noted at the start of this I'm just I'm reading through the announcement and trying to give some insights as I go through the announcement this is just to help people out who either don't like reading through the announcement they just want to hear it and also other ecosim players who would like to hear some of my ideas and insights and a little bit of additional information as I'm reading through sorry that I'm gonna I'm looking down here and reading it going through and giving these insights but I'm just so busy at the moment I don't have time to prepare and do a real proper presentation so apologies for that so now let's go on to hollow building storage all Hollow buildings have the ability to store resource occurrence units players who already have hollow buildings built on their properties will have occurrence units already stored when resources launch so this will go up to 1000 cubic meters of hollow building space per property is eligible for the retroactive occurrence units reward and each cubic meter has the capacity to store a certain amount of occurrence units which is yet to be disclosed but from what I understand this will be quite significant and give players who have been dedicated to placing those Hollow buildings a pretty good Head Start of retroactive occurrence units going into going into storage so good on you guys for getting ahead however the occurrence unit storage capacity will not be restricted to 1000 in cubic meters of hollow building space once occurrence units are released and actively yielded players May opt to construct more space to increase the occurrence Unix storage capacity of their buildings at this point in time and Beyond the hollow building storage capacity is local to the property and occurrence units cannot be transferred to other properties this is very important and this plays into the whole ecosim Logistics Global kind of ecosystem that we're building detached Hollow buildings will still act as one local storage for the property any cubic meter existing on the property is totalled up to the properties total occurrence unit storage capacity once the occurrence units are in the properties local reserve the player will be able to see how many occurrence or how much occurrence unit space that is stored and remains as well as the amount of cubic meters would equate to if running that through the Weaver running those occurrence units through the Weaver removing an already constructed Hollow building from a property could risk the players local storage capacity to go below what is required for the amount of occurrence units already stored in this instance where the local storage drops below the amount of occurrence units currently stored the equivalent amount of occurrence units in the storage space will be removed and discarded likewise if the maximum storage local capacity is reached and more current units are attempted to be deposited these occurrence units will immediately be blocked so if you've got a warehouse if you've got something storing occurrence units and you knock it down whatever's in that whatever's inside that is also going to be lost the head reckoner which is an upgraded uh an upgraded version of The Ether reckoner will play a crucial role for players to gain insights on their local storage capacity to ensure they maintain enough storage space for the occurrence units that they wish to collect and I believe the head reckoner also has something to do with helping higher level Discovery resources be in the occurrence units be interpreted I'm not sure if that's in here or not and I hope I'm not incorrect in saying that but that's just what I remember okay the replication process of raw materials and cubic meters collected occurrence unit data can be imported into the Weaver and used to create physical raw material this is better known as the replication process this is this is where we're getting with uh We've detected the uh the resource occurrence units through the evaporated ether it's been collected by either the mentor for D1 or the prospecting side droids for like D1 two through whatever it's been detected extracted now we're getting to the fun part where you you've got these occurrence units and you're actually creating that physical raw material that's then going to be used inside of the building blocks and different aspects uh to you know create buildings and whatnot so that raw material sometimes it might be logistically easier to move the raw material and have a building block Factory use that raw material at a different location or maybe you've got a good setup on your property you get the remote material out manufactured to building blocks and then move it um so but anyway this whole process is better known as a replication process in contrast to the reading process the Weaver is not able to replicate raw materials instantly the capacity of a weaver to replicate raw materials within a 24-hour period is determined by the Weaver's run time including the required cool down time and production space both the runtime and the production Pace can be improved and optimized over time the base level Weaver can only replicate one resource at a time and the player will need to prioritize which raw materials to produce first in the future it will become possible to build more Weavers to further increase raw material production and enable different raw materials to be replicated simultaneously Prime Jewels are once again key to unlocking replication as the process involves the occurrence units to flow through the prime Jewel of the corresponding resource in order to print the desired raw material to optimize the Weaver's replication Pace a player will need to reconfigure the Weaver with different combinations of joules which in turn boost the resource production so you hear Jules joules jewels utility Jewels this reconfiguration between raw material Productions can be done manually or with the help of the raw material Taylor civilian Ortho Auto reconfiguring the Weaver the raw material Taylor will be able will enable insights on how long of time or how much time a resource will take to replicate and how much cubic meters will be the result in that replication the Weaver's replication technology is Advanced resulting in Long cooldowns a small operational team of civilians can be employed to learn the production process and utilize the Weaver's full replication capacity as a civilian team gains more experience with replicating a particular resource they will naturally learn how that resource behaves when being printed and optimizes the Weaver runtime for the resource using them using this knowledge and experience now just before we move on you guys want to you guys wanted details you wanted information you're screaming for ecosystem information here it all is there's so much here okay storing and selling raw materials in cubic meters when resources finally take their physical form through the replication process they will occupy a certain amount of cubic meter space at the beginning of the ecosystem this capacity to store raw materials will be quite limited inside the initial buildings once progressing in the ecosm the player can decide to expand this storage uh to the to their required levels raw materials will be traded tradable in the bizarre Logistics will be a key requirement for transporting raw materials to buyers so as I said inside e2v1 there may be players inside e2v1 who are just solely focused on moving and transporting focused on the logistics of moving things around so you might have a specialization in moving gold around or coal or you might cover a lot of different things you might have a special route from uh from America to England or France to Italy or uh you know South Africa to the Australian West Coast um or the spice trade route I don't know through China and India you might you might be specialized in certain areas people might players might want something but they're not too worried about how long it takes and then they'll opt for kind of Cheaper Transportation or less whatever or you might even be a mogul and you'll have you have it all yourself you have civilians uh powering and moving things around you might be a player who's just starting out and you want to physically move things around uh inside of e2v1 to get yourself ahead so yeah it's really it's really quite exciting on um the information that is shared here it gives a really good initial insight into how things will work obviously there's other levels that will uh disclose over time but hopefully what players get out of this is just a very a step-by-step understanding of the initial process on how resources work how they how they get detected how they move from detection into storage either storage or direct manufacturing so and then how they those occurrence you know they move through the Dual the prime Jewel into the Weaver into a raw material which can then be used as that that foundational physical resource or that material that can go into building blocks or other things that that are required so there are a few q and A's that will be added to the to the bottom here I won't go through those now I think this video is going to be long enough so um hopefully that helps some people understand hopefully that makes it a little bit easier also some of my insights hopefully that's of interest to some people if you guys like this format I am so I'm so busy all the time however if you guys like this format let me know I'll try and make it a more common thing where I can go through an article give some feedback and thoughts uh reading through the article let me know I'll try and make more of an effort to do that um if not you know I'll just keep my head down and we'll just keep pushing forward uh hopefully for the Eco Sim players out there this is interesting uh it I know it sounds like a lot of information when but when you boil it down it really is just that process and uh yeah I'll team will ensure that that's a really you know it's a nice process to follow per property and that civilians will be part of automating that process um after it's set up so anyway hope you guys like that there's probably a million other things that I could mention or talk about at the moment but I won't start going down new rabbit holes and good to see you guys again I know it's been a little while just so many things going on take care uh for those of you in the northern hemisphere enjoy your summer holidays good weather good times and look forward to seeing you all again soon goodbye hey guys before I go I just wanted to touch on one important aspect that I didn't quite cover in the previous video one of the other reasons for setting up these uh these resources and buildings and factories and what have you is that as a player you're going to be able to manufacture a lot of the digital items accessories and objects inside of Earth too so you could even focus on for example being a ship manufacturer or like a flying car manufacturer obviously the more advanced the vehicles or products are the harder they are to manufacture but then at the end of the day once they are manufactured you can sell them to a wider group of players so there may be players who don't play the Eco Sim but want a nice car for example the future that I see of Earth 2 is to provide a way for players to be able to produce these digital items and sell them directly to the player a little bit kind of different from the traditional game industry standard where everything is completely created by the game provider themselves and they're the ones who other and beneficiary of selling those items so I just thought I'd add that it's quite interesting I think it's pretty cool that all of the content or all of the items inside of us to will have touched players at some point in time through the ecosim and the byproduct which will be a kind of I guess it's a capitalist Market where players there'll be a dictation of price depending on supply and demand but I just think the end goal is pretty cool where you can actually focus on manufacturing something and then have a market the end user just the probably the average player inside of Earth to who wants something that you've created so I just thought I'd add that some food for thought and that is part of the long-term goal here so those eco-sim players who focus on playing the ecosim will have the ability to also create factories that can manufacture specific types of vehicles or objects even going as far as clothing and accessories and things like that so uh I don't know I don't know if it gets you guys excited but that's pretty exciting for me I thought I'd just add it on.