

## Ficsit Scheme Calculator

The main task of this program is to help the player in planning production chains in a computer game Satisfactory (Coffee Stain Studios).

Attention: for the program to work, make sure that the folders bin, graphiz, database, icons are in the same directory with this application

The screenshot shows the Ficsit Scheme Calculator application window. The title bar includes the FICSIT logo and the text "STAY EFFICIENT". The main window has a dark gray background with orange accents. At the top, a banner reads "Welcome to the Ficsit Scheme Calculator". Below this, there are two main sections: "Product" and "Additional Settings". The "Product" section has a "Select product" dropdown menu set to "Fused Modular Frame" and an "Amount" input field set to "60" with the unit "per/min". The "Additional Settings" section has a "Working Mode" section with radio buttons for "Automated" (selected) and "Handicraft", and an "Oil Level" slider set to "2". Below these sections is a "Resource Consumption" section with 11 resource icons and sliders. The sliders are labeled with numbers: 1, 2, 1, 1, 3, 1, 1, 1, 1, 3, 1. At the bottom, there are three buttons: "Calculate Scheme", "Help", and "Exit".

### How to work?

1. Product tab: in this tab, you need to select a product and its amount;
2. The Resource Consumption tab is responsible for saving resources.  
Remember, the lower the consumption level values, the higher the resource consumption  
Let's look at two examples:
  - a. It is necessary to establish the production of aluminum ingots. However, we do not want to use sulfur in our production chain. Consumption level 3 is responsible for this requirement;
  - b. But if we want to use sulfur for aluminum production, then it is enough to simply "allow" the use of sulfur;

**FICSIT** **STAY EFFICIENT**

### Welcome to the Ficsit Scheme Calculator

**Product**

Select product: Aluminum Ingot

Amount: 780 per/min

**Additional Settings**

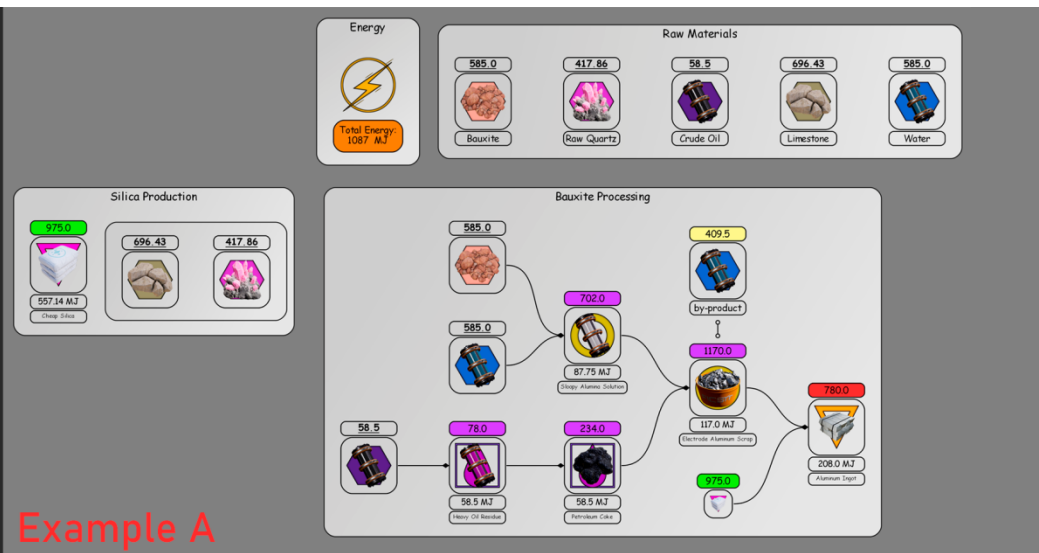
Working Mode: ☒ Automated ☐ Handicraft

Oil Level: 3

**Resource Consumption**

Slag, Silica, Bauxite, Crude Oil, Limestone, Water, Heavy Oil Residue, Electrolyte, Sulfuric Acid, Sulfur, Coal, Aluminum Ingot

Calculate Scheme Help Exit



Example A

**FICSIT** **STAY EFFICIENT**

### Welcome to the Ficsit Scheme Calculator

**Product**

Select product: Aluminum Ingot

Amount: 780 per/min

**Additional Settings**

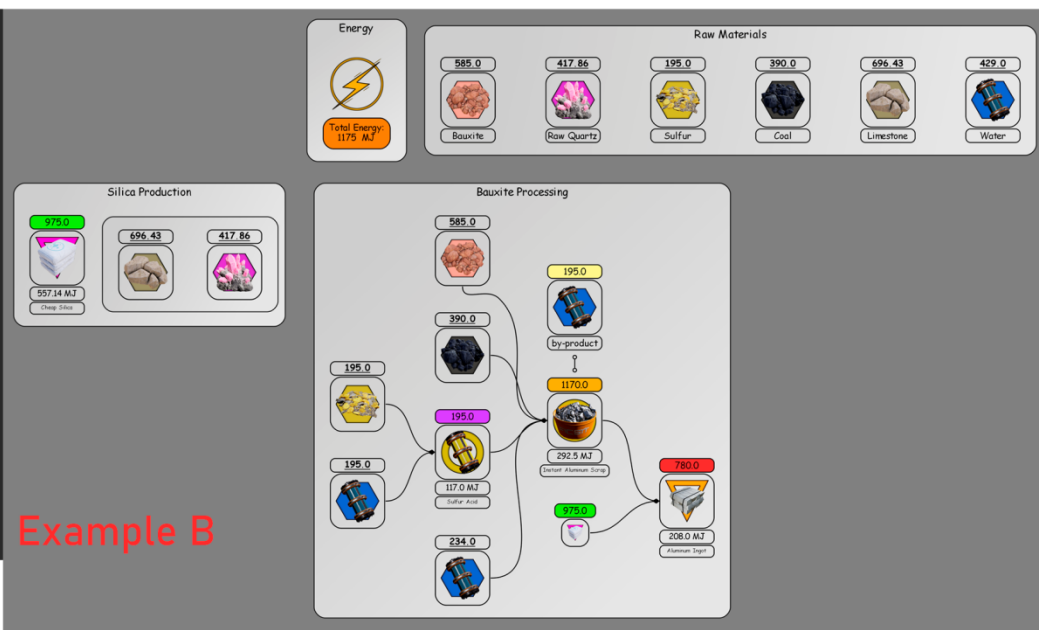
Working Mode: ☒ Automated ☐ Handicraft

Oil Level: 3

**Resource Consumption**

Slag, Silica, Bauxite, Sulfur, Coal, Limestone, Water, Heavy Oil Residue, Electrolyte, Sulfuric Acid, Sulfur, Coal, Aluminum Ingot

Calculate Scheme Help Exit



Example B

### 3. Additional Settings:

- Working Mode:** The main difference in the operation of the modes is that the Automated mode answers the question: "How many parts per minute do I want to receive and how many parts per minute do I need for this", and the Handicraft mode: "How many parts do I need now and how many parts do I need";
- Oil Level:** Oil is perhaps the most flexible product in the game. Depending on the production chains, different quantities of the same products can be made from the same amount of oil (we are talking about rubber and plastic):

