

Project Jericho

PREREQUESTS

- Install Powershell V7
(<https://github.com/PowerShell/PowerShell/releases/download/v7.1.0/PowerShell-7.1.0-win-x64.msi>)

EXPLANATION OF TOOLS

TOOL #1 – 3D Navigation Powershell Script

Navigation_CIG Coordinates System_V5.ps1

- main script for 3d navigation
- while running, it updates itself each time the clipboard gets new coordinates that differs from previous ones
- you can now enter /showlocation command in chat to update your current position / script
 - or use tool #2

TOOL #2 – Issue /ShowLocation on Keypress (Hotkey)

Showlocation_AltGR as Hotkey.exe or Showlocation_AltGR as Hotkey.ahk

- this is a little autohotkey script, that sends /showlocation to chat
- each time you press the pre defined hotkey, the command is issued to StarCitizen
 - **ALT-GR** = german keyboard
 - **LEFT CTRL + ALT** = other keyboard layouts
- In subfolder sources you can compile your own exe or use the ahk variant if AutoIt is installed
- the ahk file can be reviewed in a texteditor to see the very simple code that is executed

TOOL #3 – Keep script in front of StarCitizen

- Allows you to show the script in front of StarCitizen
- allows you to set an opacity
- allows to click through the window, so you can click everywhere in StarCitizen
- StarCitizen needs to run in windowed or borderless mode

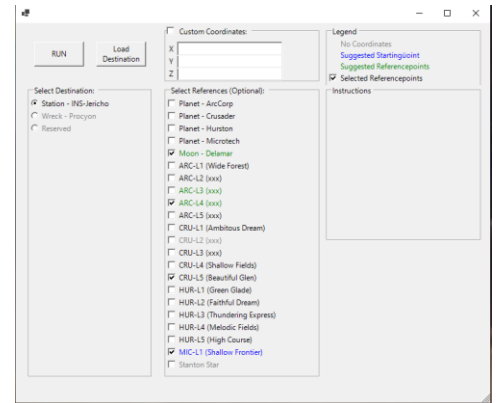
USAGE

Pre

- Run the script (with Powershell v7)

Select Destination in Frontend

1. Select your destination (for example jericho)
2. Optional: Click on LOAD DESTINATION and it recommends you which Quantum Marker Points to use for reference
3. Optional: Select all reference points that should be displayed
4. The Blue coloured point is your starting point (for example MIC-L1)
5. The green coloured points are used to jump closer to your destination
6. Click on Run to start navigating



Results / Display

- once the script runs you have three main areas, a upper table, a lower table and the angle/eta.
- the upper table shows your current distance to the destination in total and in x y and z axis
- the lower table is used for quantum traveling towards your destination fast

```
So. 20.12.2020 15:54:46 System.Collections.DictionaryEntry
```

Type	Distance	Delta
Total	603km 783m	53.261.934km 570m
X-Axis	542km 108m	39.157.423km 351m
Y-Axis	203km 343m	36.104.525km 189m
Z-Axis	168km 685m	9.708km 356m

Referencepoint	Current	Final
	39.079.808km 564m	39.079.914km 630m
ARC-L3	49.066.722km 244m	49.067.143km 330m
ARC-L4	29.010.681km 780m	29.016.334km 939m
MIC-L1	22.379km 995m	21.981km 009m

Course deviation = 42.04°
ETA = 0 Days 0 Hours 0 Minutes 0 Seconds

First Navigation via Quantum Travel

1. jump to the blue coloured reference point
 - a. Example Jericho = MIC-L1
2. before and after each upcoming jump, issue the /showlocation command in chat or use tool #2
3. jump to the green coloured reference points next and stop quantum travel to the shown distance
 - a. Example Jericho = Planet Delamar Final = 39.079.914km
4. jump to the other green coloured reference points, until you are within a good distance to all of them (might require multiple jumps)

Color coding of distances

- RED Distances = more than 100km away
- YELLOW Distances = within 100km
- GREEN Distances = within 1km
- RED Angles = >10°, your not on course
- Yellow Angles = <10°, travel towards destination with full speed
- Green Angles = <03°, marks the ideal course/direction
- Blue Angles = <0,1°, used to identify the next QT Marker from far way

Final Navigation

1. issue the /showlocation command in chat (or use the tool provided for that)
2. now fly slowly into any direction (for jericho search a black cloud, its 600km next to jericho)
3. after a few seconds issue another /showlocation command and watch course deviation
4. dig around the space until you are within 10° , after that raise to fullspeed
5. while traveling update the script on a regular basis (more often when you get closer)
6. aim for angles below 10° (YELLOW ANGLE)
7. Keep looking for your destination in external view in front of your ship in a regular basis
 - a. Jericho renders in at a distance of 65km