## logic\_case Entity

	Planet	Planet v2	Вох	Star	Star v2	Color	Bloom
Case01	"planet"	"planet2"	"box"	"star"	"star2"	"planet_color"	"planet_bloom"
Case02	Radius	Radius	Size: X Y Z	Radius	Radius	Add Color: R G B	Color: R G B
Case03	Gravity	Gravity	Gravity	-	Temp1	Mul Color: R G B	Size: X Y
Case04	Pressure	Atmosphere	Pressure	-	Temp2	Brightness	Passes
Case05	Sunlit Temp	Pressure	Sunlit Temp	-	Temp3	Contrast	Darken
Case06	Shade Temp	Shade Temp	Shade Temp	-	-	Color	Multiply
Case07	ColorID	Sunlit Temp	ColorID	-	-	-	Color
Case08	BloomID	Planet Flags	BloomID	-	-	-	-
Case09	-	Oxygen (O2)	-	-	-	-	-
Case10	-	Carbon Dioxide	-	-	-	-	-
Case11	-	Nitrogen	-	-	-	-	-
Case12	-	Hydrogen	-	-	-	-	-
Case13	-	-	-	-	-	-	-
Case14	-	Friendly Name	-	-	-	-	-
Case15	Friendly Name	ColorID	Friendly Name	Star Name	Star Name	-	-
Case16	Planet Flags	BloomID	Planet Flags	-	-	ColorID	BloomID

### **Planet Flags Values**

- **0** No Special Properties
- **1** Breathable
- 2 Quakes
- **3** Breathable + Quakes
- 4 Burning
- **5** Breathable + Burning
- 6 Quakes + Burning
- 7 Breathable + Quakes + Burning

#### BlackOcean conditions

A "planet" with no friendly name is ignored if it contains a "box" with a friendly name. This allows for backwards compatibility.

#### **Friendly Name**

Name of the planet, star or location. This will appear on a player's HUD and admin's scoreboard.

#### **Color Key**

SpaceBuild 2 standard features

Both SpaceBuild 3 and BlackOcean are backwards compatible with all SpaceBuild 2 properties.

SpaceBuild 3 exclusive features

SpaceBuild 3 includes a FGD for mapping and does not need these logic\_case entities.

These could change at any time.

BlackOcean exclusive features

# **BlackOcean Properties**

**Temperature** Between 280°K and 320°K is comfortable.

Temperature is in Kelvin, 280° is 44°F/67°C, 300° is 80°F/27°C, 320° is 116°F/47°C

Kelvin = Celsius + 273.15 <a href="http://www.google.com/search?q=1+celsius+to+kelvin">http://www.google.com/search?q=1+celsius+to+kelvin</a>

**Pressure** Between 0.25 and 6 is comfortable.

Pressure relative to Earth's 14.7 PSI. Underwater multiplies the surface pressure by 4.

Oxygen (O2) Use in SpaceBuild 3 is currently unknown. BlackOcean instead uses the Breathable Planet Flag.

**Atmosphere** Use in SpaceBuild 3 is currently unknown. BlackOcean ignores this field.

# **Sample Planet**

That is an ugly and survivable but unstable with bloom and color adjustments named "Getrinon".

Entity Class	logic_case	logic_case	logic_case
<b>Target Name</b>	getrinon_env	getrinon_color	getrinon_bloom
Case01	planet	planet_color	planet_bloom
Case02	2048	0.192 0.076 0	1 0.612 0.770
Case03	1.3	0.068 0.052 0	77
Case04	0.8	-0.12	4
Case05	312	1.493	0.335
Case06	298	0.633	0.158
Case07	color_getrinon		1.629
Case08	bloom_getrinon		
Case09			
Case10			
Case11			
Case12			
Case13			
Case14			
Case15	Getrinon		
Case16	3	color_getrinon	bloom_getrinon