# Welcome to Star Wonderer 2.0, the update for the old version.

What's new: I decided to change the Star Wonderer style altogether from the red beat up, worn out metallic look, to a more futuristic look, with high-tech machinery and holographic displays. That's about it for the style, and I will not go to too much details.

Elements and their intended purpose:

1. The Main Bar: This thing is the texture you see in the bottom middle. It's a ship's power core, which connects with other displays. It displays on the holographic blade your Shields and Hull. I made it in %, but you can edit the font and put numerical. In the middle in orange, is the ship's power, which is a sphere type-ish bar, this will drain upon firing, jumping, cruise or any whatever system, however you decide, it's in % again and I highly recommend it stays that way. On the left you see the orange glow thing. This is a bar that indicates your acceleration. Bellow it you can see 3 quick slots, you can bind those and/or press them to: 1. Recharge your shields 2. Repair your hull 3. Boost your energy. On the right side of the Quick slots you have 999m/s, which is your speed. I don't recommend it go beyond triple digits, but it's possible.
2. Right Side Panel: This only shows your current weapons equipped and the groups you have/can put them in. There is the slider also.
3. Left Side Panel: Your target details. A weapon lock indicator and his intent toward you (mostly depends on reputation with the NPC faction). Bellow, the ship's signature, make that rotate in 3d space. On the right, Shields, Hull, Energy. Bellow, the ship's type, Pilot Name, Faction. Simple. On the top you have yet more quick slots. 1. Target Information 2. Send/Request communication, 3. Scan, 4. Trade.
4. Communicator: On the top left you have the comms. You can see there the image of the person contacting you or vise versa. Who he is and his faction. Also what's he is saying *duh!*. You can choose to ignore him (he might get angry though) or answer. When answering, make the text bellow change to some line options of what to answer him/her. Should work the same when requesting dock with stations.
5. Radar: Pretty simple, shows you who or what is around you. Neutrals are light green, green are friends, red enemies. Also note that your position is in the middle of the radar.
6. Freight Bay: Here it shows your weapons, systems and cargo. Also cargo capacity (top right). Every item should use the same background as provided, just the icons should be different. Just to note on a weapon where it say Equipped on a commodity it should say Legal or Illegal depending on space dominion. And of course on a commodity should say

also instead of type "Energy Weapon", another suitable type, like for wheat – Organic. You get the picture. On system could be Prime, Secondary, Utility etc.

7. Other elements on screen: The arrows on the side indicate nearby signatures of neutral/enemy/friendly ships, locked ones have a slight glow to them if they happen to be beyond field of view. Ones that are in FOV are displayed are rectangular-ish shapes with only the corners showing. Locked/Selected targets have an indication of shield and hull, also their speed and distance from you. The "M" indicates your missiles locked and ready to launch. You also have the lead of the target. Last but not least, the player's cursor.

8. News Feed and Trade: Jumping onto the next PSD file you can see the simple trade menu, it's hovers, slider and on the top your credits and how the station has you indentified in their database. Name, reputation and profession. On the left, the side menu with other station specific options, which I have not made UI for, because I do not want to go to details, but just provide a basic UI for project starters. Alright, on the top is your newsfeed, where breaking news or important announcements can scroll from right to left in an orderly fashion. Bellow it the System you are in and the name of the Station, also the date and time.

9. Bonus stuff: On the created resources page, you have PSD which I created or modified for this UI. They are unique and built from scratch; you can use them to help your projects. Cheers.


**Tips:** Please use Photoshop. Pay attention to the text and it's Opacity, Color, Blending Options, Glows, Size, Placement. Observe the hierarchy.

**Contact:** If you have trouble with this product or questions. Contact me on warcl0ck@yahoo.com or skype: vengeance.mark.1