

Creating Prefabs from Blueprint Files

This procedure details how to convert player accessible blueprints to valid prefab files. Prefab files are required for any grids that need to be spawned without player intervention including respawn ships and MES spawn groups.

Procedure

1. Load a world where you can paste in a ship. Ensure that the world is in single player mode
2. Open the blueprint menu (CTRL + F10)
3. Select the blueprint you wish to convert to a prefab file and copy it to the clipboard (There is a button for this on the lower right-hand corner of the menu)
4. Open the debug menu (ALT + F11)
5. Press "Convert to Prefab"
6. A notification should show up displaying the save location (Usually under %AppData%\Space Engineers\Export)
7. Copy the sbc file from the save location to where you need it

Guidelines for Prefabs

- Grids should be under 2500 blocks to reduce server load from spawning large ships
- Grids should not contain sub-grids (They technically can but this causes occasional issues with the despawner)
- Beacon and Antenna Guidelines
 - Respawn ships must have beacons and may have antennas
 - Ships spawned in as drones, random encounters, or cargo ships must not have a beacon to allow for easy cleanup but *must* have an antenna set to 10km to announce its presence.
- Naming Guidelines
 - Ships should be named appropriately. For example, a small fighter painted bright pink should not be named the ALT Reaper Heavy Cruiser
 - Please keep profanity out of ship names as much as possible
 - Ship names should be set via the grid name and broadcasted through antennas for non-respawn ship prefabs
 - Ship names should be broadcasted from beacons for respawn ship prefabs