Elite Dangerous Cougar Display (EDCD)

EDCD is an Open GL graphical enhancement application designed to render cockpit instrumentation and convey information from Elite Dangerous to two separate consoles. Elite's log files are analysed as game events are generated and used to generate high quality images reacting to events in real time.

These consoles are best used in conjunction with a pair of Thrustmaster MFD Cougar units which provide a panel of buttons to matchup to the action icons rendered by EDCD. By using a pair of 8-inch monitors behind the MFD Cougars, Elite's cockpit becomes extended and a better game experience can be enjoyed.


On the left, a Thrustmaster MFD Cougar. On the right, EDCD running on an 8" monitor

EDCD Feature List

Almost zero configuration. A single click of the mouse is all that is needed to map the application to Elite key binds. From installation to running in less than a minute.

Runs minimised in the system tray. Simple click on the icon to bring up the menus to reconfigure settings, position windows, etc.
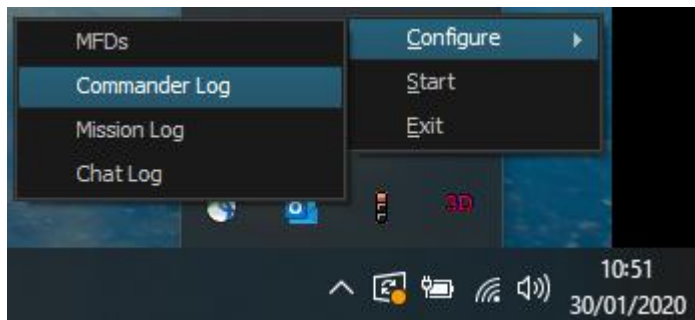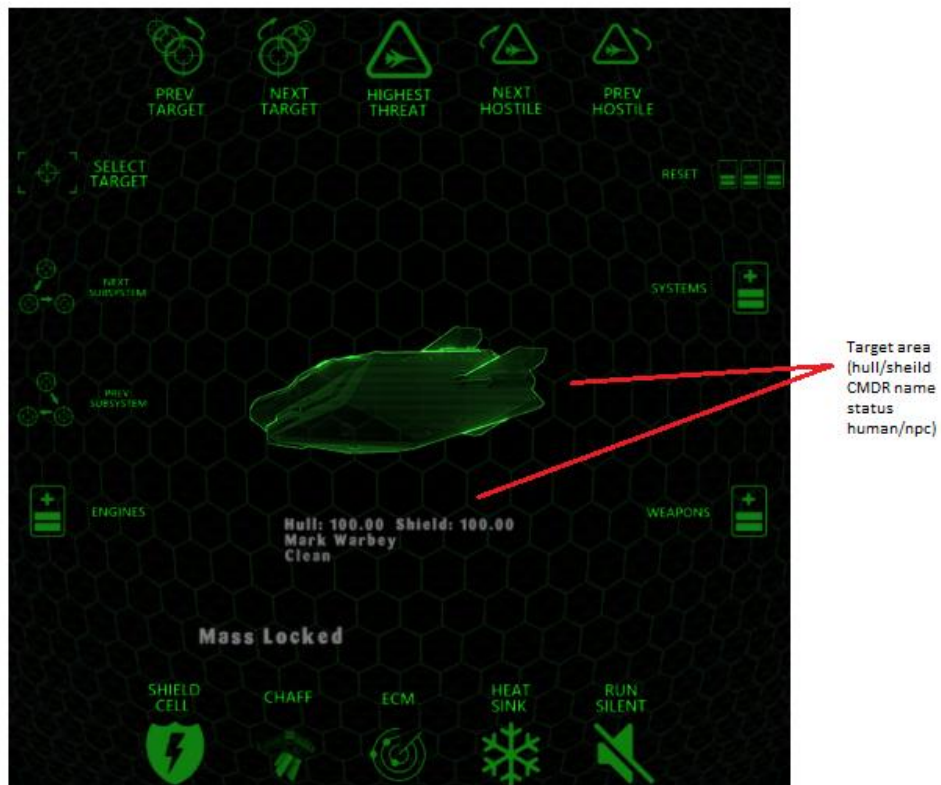

Customisable Cockpit Displays

Cougar users can use the rocker switches to change aspects of the display dynamically.

Using the built-in editor, the colour scheme can be changed to suit preferences on each of the different displays (flight, super cruise, planetary landing, weapons, fleet carrier, SLF and SRV). Additionally, the icons can be rearranged and selected from the large set of available options.

PREV TARGET | NEXT TARGET | HIGHEST THREAT | NEXT HOSTILE | PREV HOSTILE

SELECT TARGET | RESET

NEXT SUBSYSTEM | SYSTEMS

PREV SUBSYSTEM

ENGINES | WEAPONS

Hull: 100.00 Shield: 100.00
Mark Warbey
Clean

Mass Locked

SHIELD CELL | CHAFF | ECM | HEAT SINK | RUN SILENT

Target area
(hull/sheild
CMDR name
status
human/npc)

Using the built-in editor, the layouts and icons can be customised, down to the colour and sizes of the font.


Quick key Assign option – Elite has hundreds of possible key bindings. With one click, Elite can be configured to recognise the Cougars and match the layouts specified in the editor. Either the already configured key binds will be used, or one will be set for use.

Text to Speech Synthesis

Brings Elite Dangerous to life by making NPCs 'talk'. Multiple pirates (up to 5 simultaneously) are given different (randomly selected) voices for automatic speech synthesis (assuming your Windows system has suitable voice packs available).

You have the ability to:
- Assign a unique synthetic voice as an assistant to your Elite COVAS voice.
- Assign a unique synthetic voice to use used by system authorities / police.
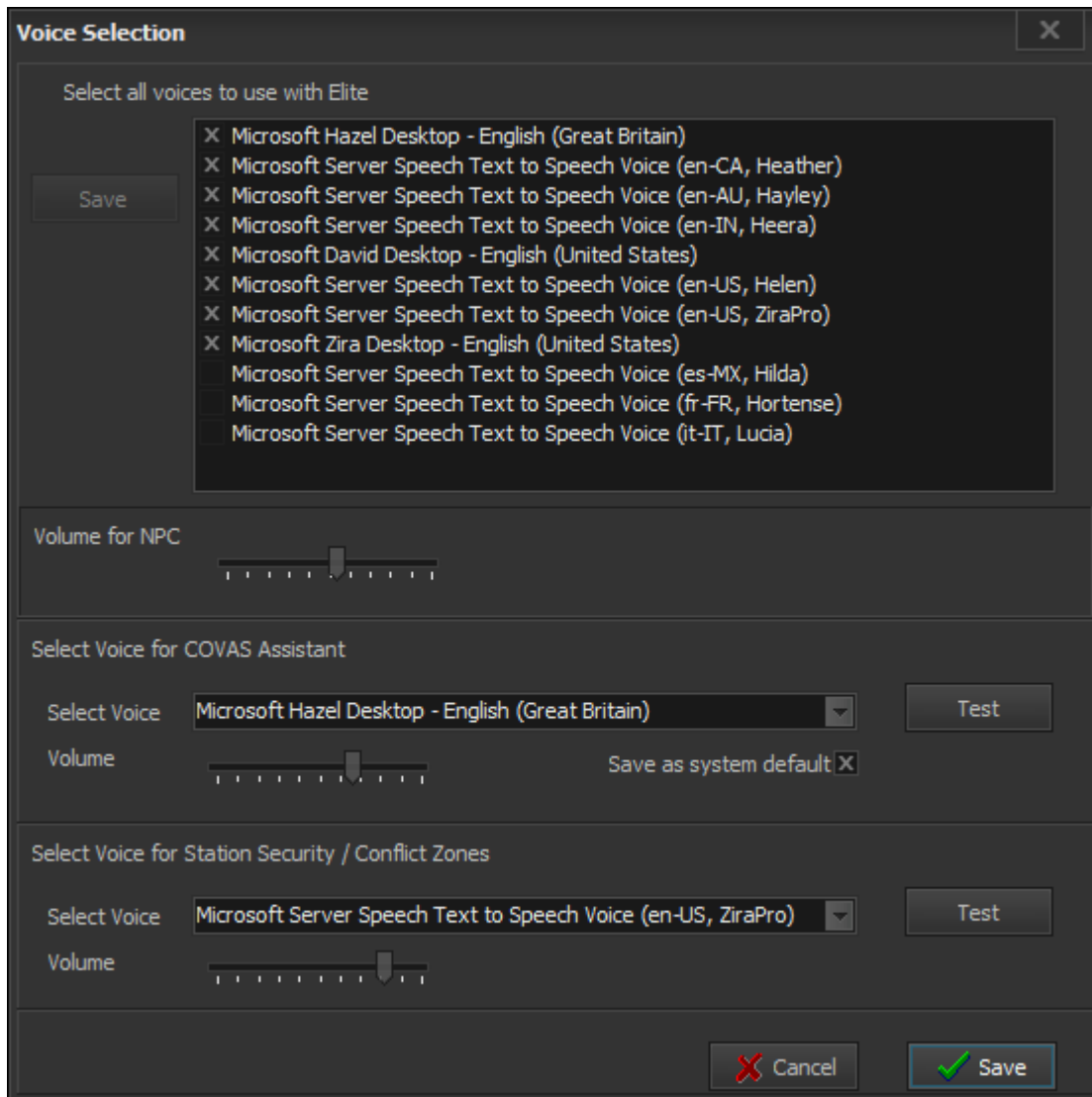
Visual and Audio Information Announcements:

- Performs cargo limpet checks when undocking:
    - Prospector and cargo limpet controller
    - Recon and repair limpets
    - Hatch breaker limpets
- Crew member check for ships with SLF fighter hangar
- Conflict Zone warning
- Anarchy system warning
- High security system warning
- Compromised nav beacon announcement
- Hazardous Resource Extraction Site announcement
- High value targets announced – see piracy
- Hot Target announcements – see mercenary
- Low fuel level warnings
- Docking rejection warnings, including the reason for refusal
- Notoriety level warnings
- Criminal activity warnings
- Capital ship presence

Visual Aids

- Landing pad docking assistant
- Docking assistant – information on available services
- Mining assistant – information on prospected asteroids
- Target ship assistant – shield/hull health, legal status, Cmdr name, human player indicator
- Notification of impending (NPC) interdiction
- Notification of remaining jumps to final destination
- Notice board with the 10 most recent announcements

Fleet Carrier Support

- Audio and visual warning of impending decommission
- Tracking of carrier finances
- Tracking of carrier crew/roles

Piracy / Mercenary Game play additions

- Ships equipped with cargo manifest scanners – visual and audio indication of ships with high value cargo (**Note:** this feature is currently waiting for Frontier to address a missing event in the Journal logs)
- Targets with a bounty are highlighted and announced
- Entry into High security systems is announced
- Missing limpets announcement for ships with hatch breaker controllers

Bounty Hunting Game play additions

- Record and search for systems with known Compromised Navigation Beacons (CNB) and Hazardous Resource Extraction Sites (HAZ Res)
- Missing SLF pilot check and announcement

Mining Game play addition

Ships equipped for mining:

- Limpet check reminder upon undocking
- Tracks minerals refined (per session)
- Tracks current limpet count (per session)
- Display of the cargo total, remaining limpets and materials refined
- Prospector information display
- Records locations of Ringed systems with hotspots
- Search the database for specific combinations of BGS state

Exploration Enhancement

- Graphical effect for planetary landings
- Automatic switching to suitable consoles when in Analysis mode
- Automatic screenshot to PNG converter, including renaming the files
- **Commander's Log** – a complete application in itself (see next section). Captures a log of strange and interesting systems encountered on your journey.
- Bookmark star systems
- Search and record POI signal sources

Automatic console switching

Automatic switching of console roles in response to the game play occurring at the time. Launch a fighter and the SLF and weapons consoles become active; switch to the SRV and the buggy console becomes active. Automatic and seamless switch over to super cruise and exploration consoles.

Simplified Configuration

One – click automatic key binding and synchronisation between Elite and EDCD application. With once click, all the key bindings required by this application are brought over to Elite by replacing unused bindings, or as a fall-back, secondary keyboard bindings.

Customisable COVAS Assistant Voices

Select your preferred Windows TTS voice to accompany COVAS.
Select other voices for system authority vessels and select/deselect voices for use by NPCs.
Built-in utility included for voice selection and testing.
Methods available for the possible expansion of available voices for all users of Windows 10! See the separate guide on this topic.

Flexible Screen Layouts

Position the output windows on any monitor, re-size the windows and even create margins so that the rendered output matches the dimensions of the secondary monitors.
Switch roles between the consoles.

Adjustable

Plenty of tweakable settings to adjust colours and layout positioning and element sizing.
Add / remove icons, rebind keys, show or hide labels.

Commander's Log

A complete application built-in.

The commander's Log is a comprehensive set of hooks and rules designed to capture the names and bodies in the Elite universe where strange and interesting stellar peculiarities exist.

Stellar features of interest include:

- Systems containing 5 or more of the materials needed for FSD jumps (jumponium)
- Landable planets with a terraform state
- Landable planets with an atmosphere
- Landable high gravity planets
- Landable large planets
- Planets with wide rings
- Planets in close orbit
- Planets with moons in the rings
- Moons with moons (nested)
- Really small bodies
- Bodies with fast rotation
- Bodies with fast orbits
- Bodies with high eccentricity
- Stars - close binary pairs
- Stars - colliding
- Stars with rings
- Systems where a codex discovery was made
- Ringed bodies with hotspots / geological POIs
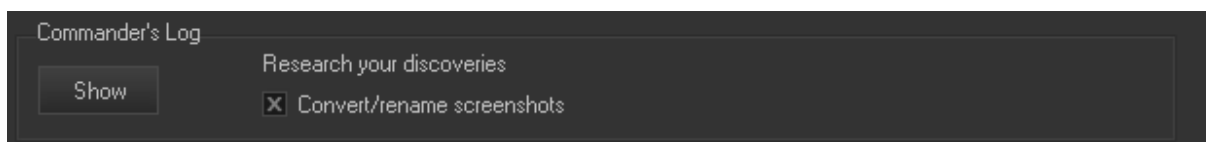
The **Convert/rename screenshots** option activates the feature to convert bitmap images to png images in the folder Elite uses to capture images. Additionally, the file is renamed to something more useful which includes the date/time, system and body name.

The Commander's Log has four tabs across the top to perform the following functions:
- Live view of the journal logs
- Live view of signal sources
- Explore the database of previous events
- Download EDDB database updates, import journal logs
- Configure which events are written to the database

Live View

Live view is linked to the current system in Elite and shows any notes you have recorded for this system. You can bookmark this system for your easy reference at a later date.
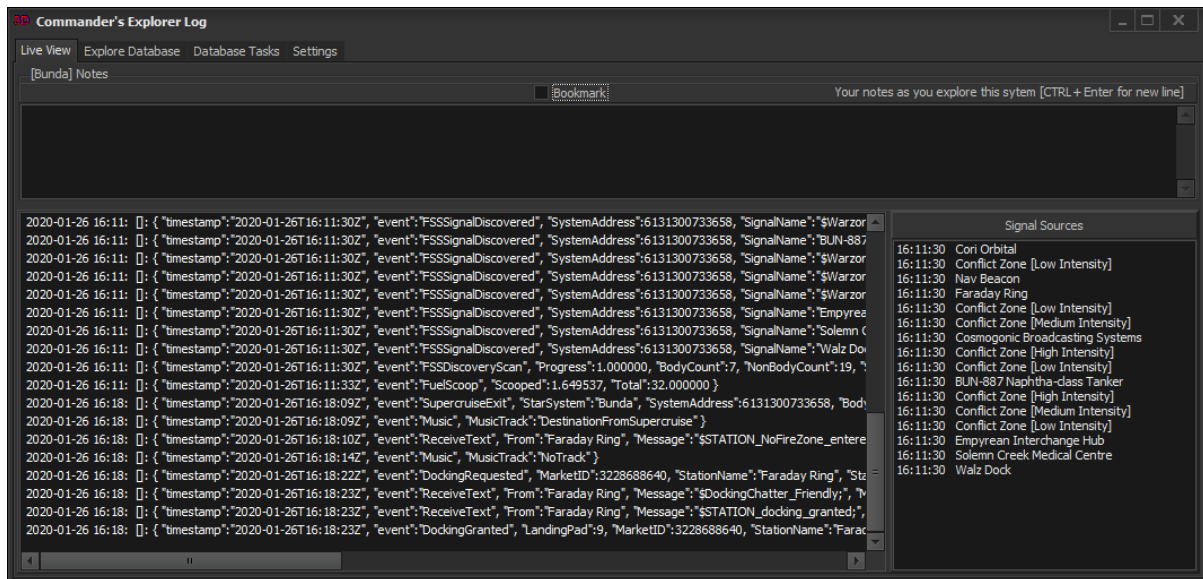
When a commander jumps to a new system, the Commander's log module will analyse the results of a DSS scan and report back any features of interest which are categorised and stored in a local database for later analysis.
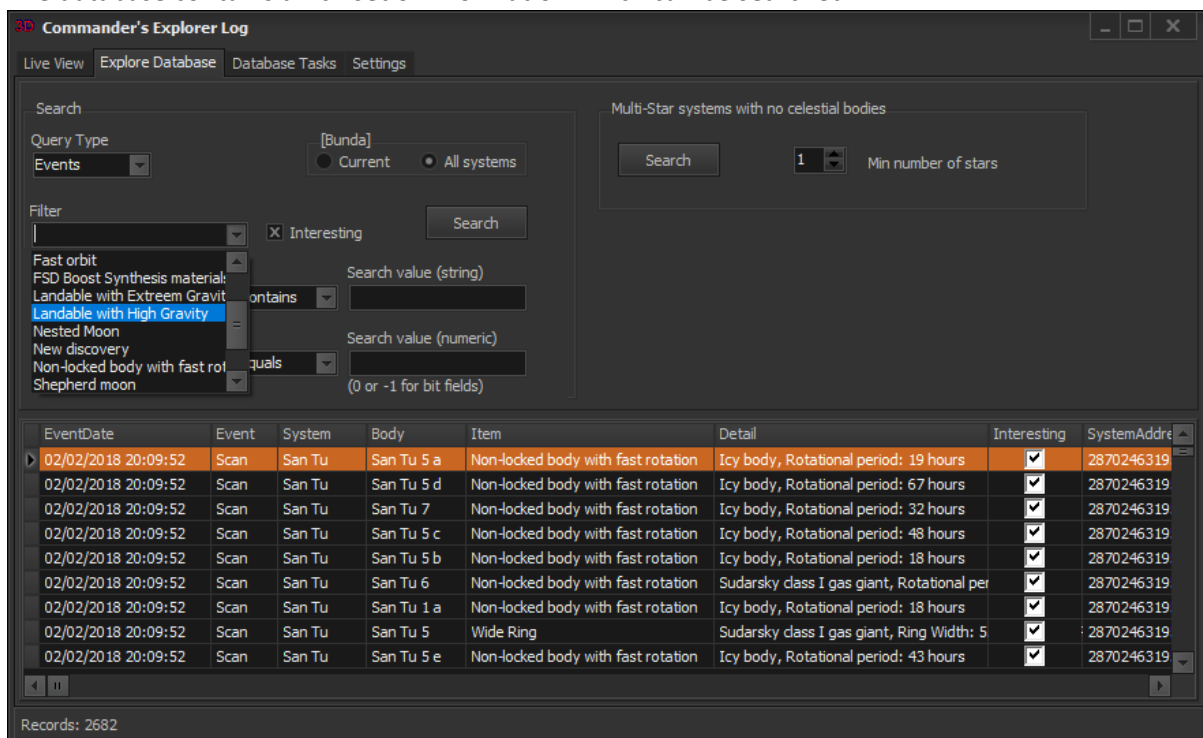
Additional Features

Configure a UI to enable/disable settings/persist settings.

Display of the signal sources in the system.

Exploring the Commander's Database

The database contains a rich set of information which can be searched.

The Commander can:

- Look for any of the "items of interest" features (nested moons, colliding binaries, etc)
- Look for codex entries
- Search in the scan events for Stars, planets and rings of interest (radius, atmosphere composition, etc)
- Search for rings with hotspots / geological POIs

Database tasks

Clear Database

Database tasks tab allows the commander to clear out the portion of the database relating to journal scan events. This is useful so that a re-read/refresh of the journal logs can be performed. This is a safe operation and bookmarks, system notes are not affected.
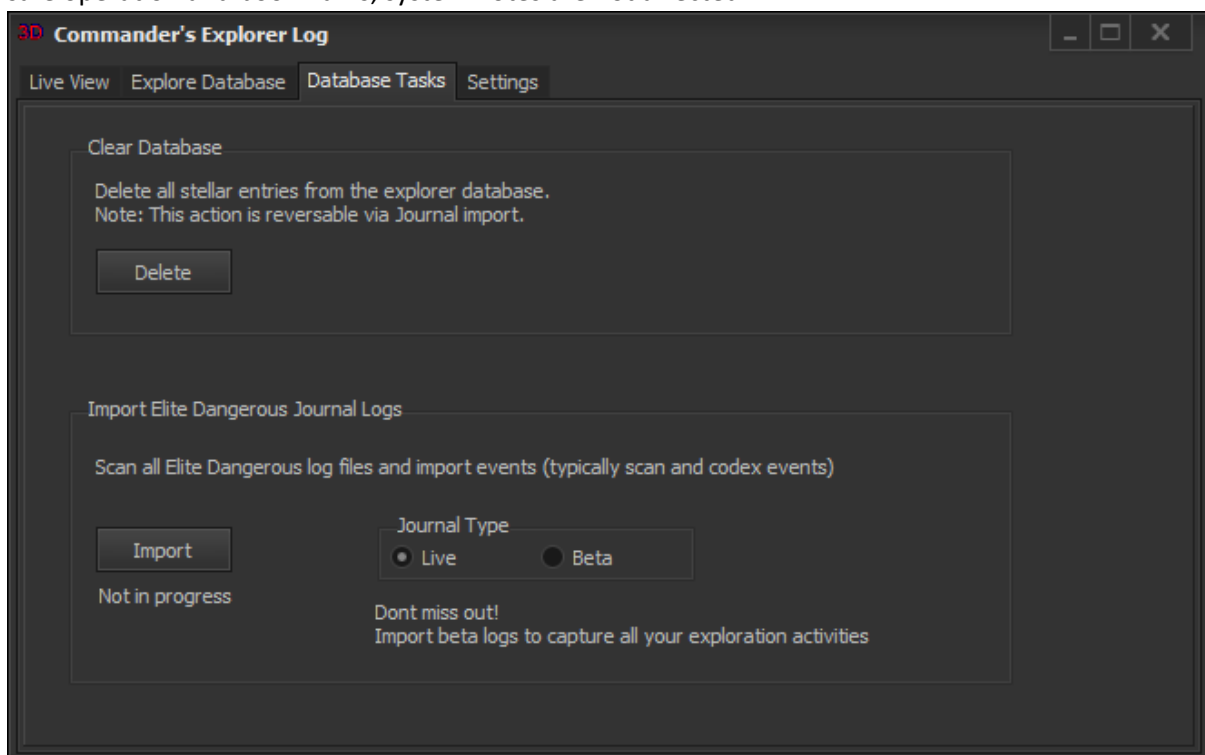

Import Elite Dangerous Journal Logs

This option populates a local database with all the codex and scan events found in the journal logs. There is a wealth of information contained in these logs and some of it is very useful to collect – ie for mission route optimisation.

Commander Log Settings

The Commander can also tweak the settings of the module so that he can define what an "interesting" item means.
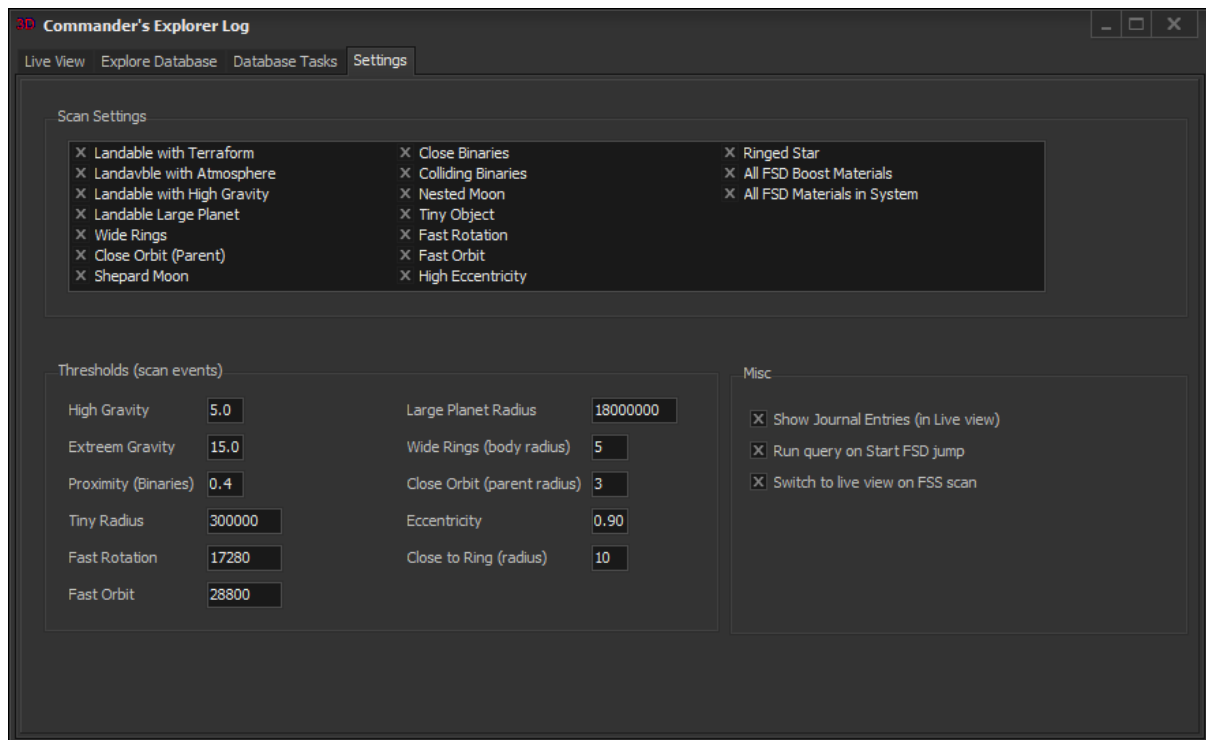
Miscellaneous Options
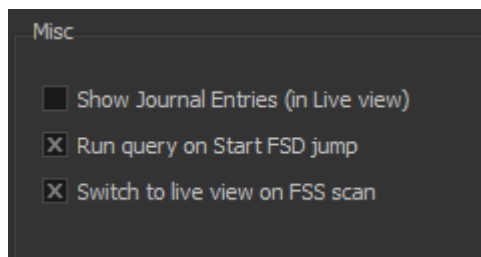
Capture the journal entries as they are written by Elite.

Optionally runs a database query to show a summary of the new system you are about to jump to and switch to the **Explore Database** whilst the jump is in progress.

Another option switches to and activates the Live view tab so that signal sources can be seen, as well as the results of the scan analysis looking for "interesting" items.

Mission Explorer

The Mission Explorer module consists of:

- Mission Optimiser
- Commodity Search

Mission Optimiser

This module can help a Commander plan his routes from station to station. On each new mission accepted, the system builds a list of known missions and calculates the most efficient route between star systems. The computed route is based only on the systems in the missions and performs distance/jump calculations based on a look up to a cached copy of EDDB's database. As part of the supply/demand missions, the system will add stations you must visit to buy goods (using the commodity search module functionality). Note, however, it doesn't take into account available cargo space at any one time – so this is something you'll need to manage for yourself!
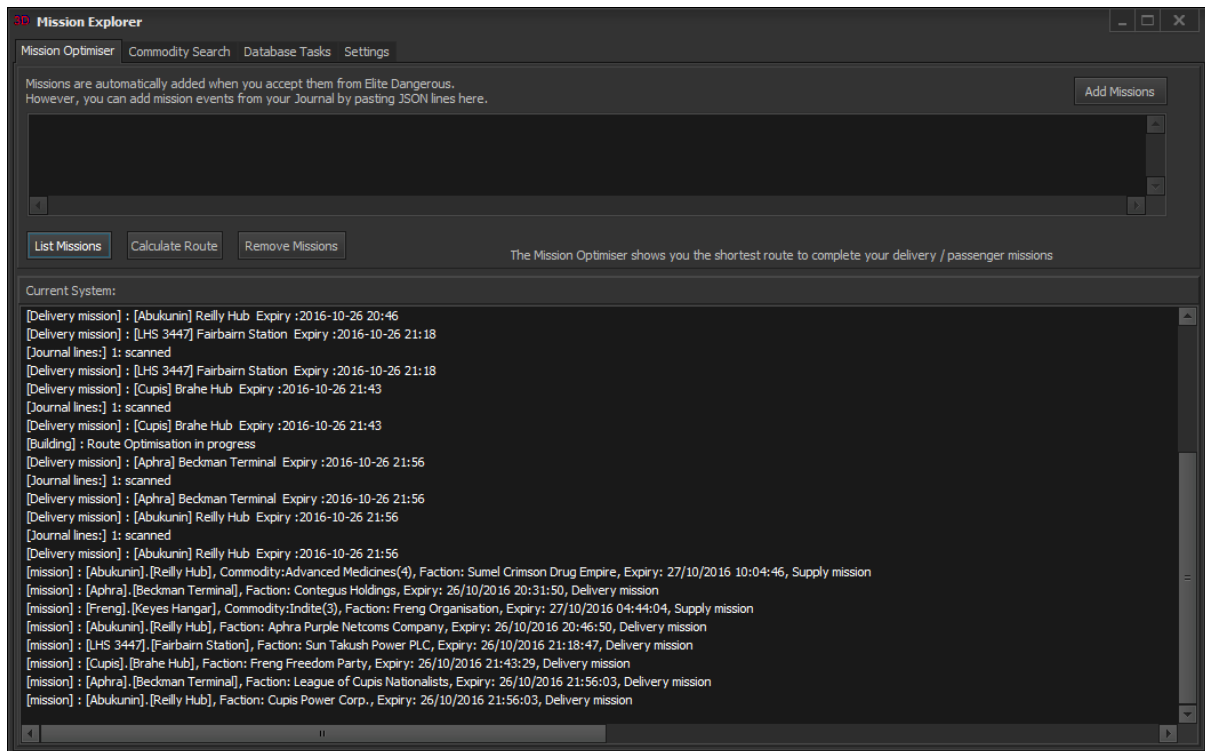

There is an advanced user feature available so that Commanders can cut/paste an entry from the journal file and have the mission optimiser add that as an available mission.

Commodity Search

The Commodity Search tab contains live in-game information for the current system, your ship and it's FSD jump range.

This module allows a commander to

- Search for specific in-game commodities and locate a station with a certain quantity
  - Can also search within a distance from a specified system, or the current system.
- Results are ranked for the most efficient use of time (considers number of jumps, distance of station from star, quantity of commodity, requires permits, landing pad size)
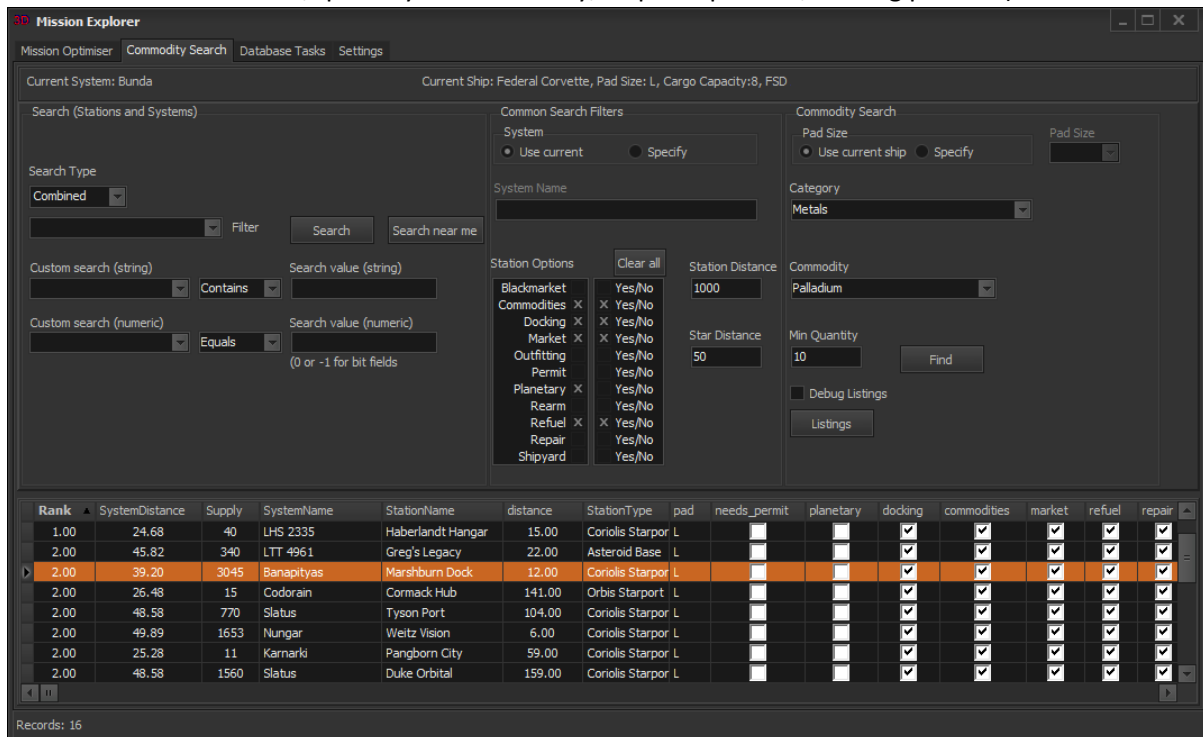

There are options for additional criteria to reduce the number of stations returned in a given search such as permit requirements, planetary bases, distance from station and star system distance from current or specified location.

Commanders can explore the database looking for stations offering a particular set of facilities (rearm, refuel, etc) as well as the controlling faction state.
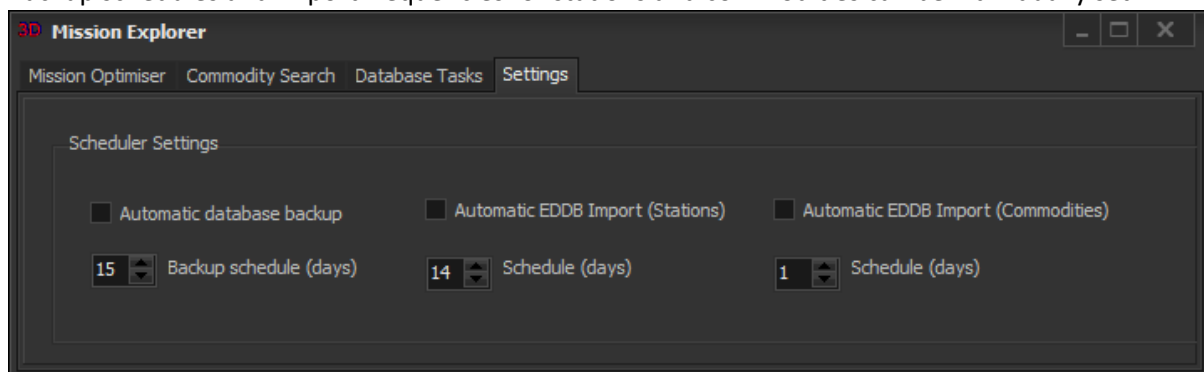
The station/system search function allows Commanders to locate systems in a specific combination of state (eg Boom + Public Holiday + Expansion + Civil Liberty)

EDDB Import

The system allows for automatic EDDB import and backup of database files.
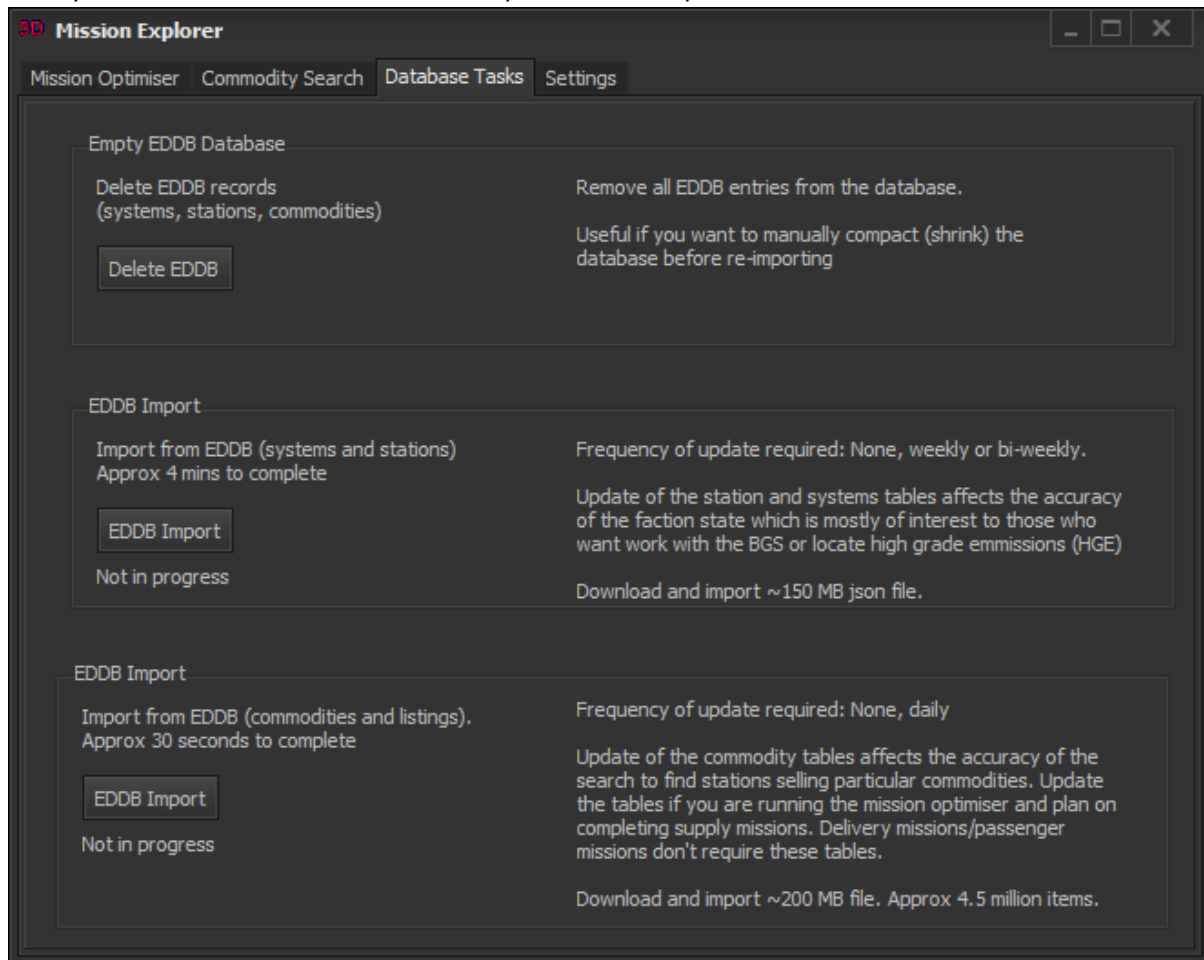
Backup schedules and import frequencies for stations and commodities can be individually set.

Chat Viewer

A window with views to separate and display NPC chat, player chat, wings and squadron messages.
Simplifies the display of messages be resizing the space for viewing them to make them more
readable.