In Progress / Next up

8080 Emulator finish (7 games)

Power Data

Graph use over time for Power, H2 and O2

Display of power generation (?pie or bar chart?) – Solar vs engines vs reactors vs wind. Also % batteries state -  [IMyPowerProducer](https://github.com/malware-dev/MDK-SE/wiki/Sandbox.ModAPI.Ingame.IMyPowerProducer" \t "_blank)??

Bugs

Auto size font doesn’t take into account rotation

Schaser colours wrong

Suggestions

General status screen

Docking port status (ship docked, battery/h2/?? Status, name, time docked,cargo%)

Can we display damaged blocks somehow?

Can we tell if a turret or ai? is locked onto something – alerts?

Pull ores and ingots from docked ships into base cargos (perhaps not ice)? Poss add to assembler management script… but not uranium ingots or ice

Doom?

Games – Snake, Peggle, Pinball, Pong, Tetris), fruit machine, connect 4

Auto move print head?

Busy screen script… jargon, etc (and scroll the small ones?)

JLCD script – cycle text on small screens

Alert/monitoring for all scripts

Deduplicate data pads

Hanger Management

* tag each connector with a reference, find whats connected to them, list on LCD…. Show first word / gridname on screen.
* Door management

Refinery management

* Input – whitelist, specific ores and drain (ie pull). Update status lcd
* Output – default… blacklist \*ore\* and scrap, BUT if we want to reuse for diff ore then change whitelist for new ore, and pull everything else out??