In Progress / Next up

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

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??

Footprint LCD tracking player?

Tag corridor doors or put all in a group including the air vent, and if depressurized/depressurizing, you lock the door. (or the reverse for hangers). Make sure doors closed before turning off… check if open and only turn off if closed.