

Nomological_Network_of_Comments

November 7, 2018

0.1 Plan Oct 17

0.1.1 Build “Nomological Network” of negative comments during incarna crisis

1. Select comments that match the date and rate above some threshold for negativity on sentiment
2. Do topic modeling (minimum first pass with out-of-the-box LDA)
3. Build nomological network (from scratch)
4. Cluster nomological network
5. Examine nomological network
6. Repeat above steps with ALL comments during the crisis
7. Repeat above steps with negative comments before and after crisis to build a flow diagram

```
In [4]: import pandas as pd
import re
from sklearn.feature_extraction.text import CountVectorizer
import nltk.sentiment.vader
import os
import datetime
import matplotlib.pyplot as plt
import numpy as np
%matplotlib inline
```

```
In [5]: dataset = pd.read_csv("csm subforums all posts cleaned.csv")
```

```
In [6]: dataset.head()
```

```
Out[6]:
```

	Unnamed: 0	ID	Subforum	subsectionpage	all_thread_ids	\
0	1	1	Assembly Hall	1	1498941	
1	2	2	Assembly Hall	1	1498941	
2	3	3	Assembly Hall	1	1498941	
3	4	4	Assembly Hall	1	1498941	
4	5	5	Assembly Hall	1	1498941	

		Thread_Title	Thread_Page	Date_of_post	\
0	[csm6]	may summit topics thread index	1	2011-04-19	
1	[csm6]	may summit topics thread index	1	2011-04-21	
2	[csm6]	may summit topics thread index	1	2011-04-22	
3	[csm6]	may summit topics thread index	1	2011-04-25	
4	[csm6]	may summit topics thread index	1	2011-04-25	

	Username	Post	...	\
0	Killer2	so we don't lose sight of all the summit topic...	...	
1	Shepard Book	what happened to the post of the long list of	
2	Olivia Ironsides	csm5 was bad, fixing minor things/voting in th...	...	
3	Consortium Agent	csm6 opted to forego player base consideration...	...	

```
4          Killer2  actually, you'll find that the topics we plan ... ..
```

	Comma	Colon	SemiC	QMark	Exclam	Dash	Quote	Apostro	Parenth	OtherP
0	3,61	1,81	0,00	0,60	0,00	0,30	1,20	3,61	0,90	0,30
1	0,00	0,00	0,00	4,17	0,00	0,00	0,00	0,00	0,00	0,00
2	4,55	0,00	0,00	0,00	0,00	0,00	0,00	0,00	9,09	4,55
3	0,00	1,27	0,00	0,00	0,00	0,00	0,00	2,53	2,53	0,00
4	2,33	0,00	0,00	0,00	0,00	2,33	0,00	2,33	0,00	0,00

```
[5 rows x 103 columns]
```

```
In [7]: posts = dataset['Post']
```

Select posts during the incarna crisis

```
In [8]: # subset posts during the incarna crisis
dataset['Date_of_post'] = pd.to_datetime(dataset['Date_of_post'],infer_datetime_format=True)

In [9]: crisis_start = datetime.date(2011,3,1)
crisis_end = datetime.date(2011,9,1)
# (dataset['Date_of_post'].head() > crisis_start) & (dataset['Date_of_post'].head() < crisis_end)
mask = (crisis_start <= dataset['Date_of_post']) & (dataset['Date_of_post'] <= crisis_end)
posts_crisis = posts.loc[mask]
print('posts during crisis = ' + str( len(posts_crisis)))
posts_crisis.head()
```

```
posts during crisis = 32595
```

```
Out[9]: 0    so we don't lose sight of all the summit topic...
1    what happened to the post of the long list of ...
2    csm5 was bad, fixing minor things/voting in th...
3    csm6 opted to forego player base consideration...
4    actually, you'll find that the topics we plan ...
Name: Post, dtype: object
```

```
In [ ]:
```

```
In [ ]:
```

```
In [ ]:
```

0.1.2 Remember: Change Tokenization to Phrases after proof-of-concept

```
In [10]: # # Just checking what the tokenization looks like

# #tokens = nltk.word_tokenize(posts[0])
# post0 = posts_crisis[0]
# post0_sent = nltk.sentiment.vader.SentiText(posts_crisis[0])

In [11]: # post0_sent.words_and_emoticons

In [12]: # # writing the posts to an external file to be called by the VADER sentiment analyzer?

# file = open("posts_crisis.txt","w")
# file.write(posts[0])
# file.close()
```

```

In [13]: from vaderSentiment.vaderSentiment import SentimentIntensityAnalyzer

         analyser = SentimentIntensityAnalyzer()

In [14]: def print_sentiment_scores(sentence):
         snt = analyser.polarity_scores(sentence)

In [15]: # test out the sentiment analyzer on the first 100 posts
         y = posts_crisis[0:100].apply(analyser.polarity_scores)
         y[0]

Out[15]: {'compound': 0.996, 'neg': 0.013, 'neu': 0.801, 'pos': 0.186}

In [16]: N = len(posts_crisis)
         compound = [None for i in range(N)]
         negative = [None for i in range(N)]
         neutral = [None for i in range(N)]
         positive = [None for i in range(N)]

In [ ]:

In [17]: # Very slow. Roughly 20 mins to process 318k posts @ 16k posts/min
         start = datetime.datetime.now()
         i = 0
         for post in posts_crisis: # note, can't index by i

             try:
                 scores = analyser.polarity_scores(post)
                 compound[i] = scores["compound"]
                 negative[i] = scores["neg"]
                 neutral[i] = scores["neu"]
                 positive[i] = scores["pos"]
             except:
                 print("exception at: "+str(i))
             if i%1000 == 0:
                 print(str(i)+" posts    ||    time = "+str(datetime.datetime.now()-start))
             i = i + 1
         print("Sentiment Analysis - Done.")

0 posts    ||    time = 0:00:00.034828
1000 posts    ||    time = 0:00:01.198975
2000 posts    ||    time = 0:00:01.481619
3000 posts    ||    time = 0:00:01.841663
4000 posts    ||    time = 0:00:02.043579
5000 posts    ||    time = 0:00:02.458258
6000 posts    ||    time = 0:00:08.504894
7000 posts    ||    time = 0:00:14.900803
8000 posts    ||    time = 0:00:15.431817
9000 posts    ||    time = 0:00:15.827493
10000 posts    ||    time = 0:00:16.586868
11000 posts    ||    time = 0:00:19.685663
12000 posts    ||    time = 0:00:25.341852
13000 posts    ||    time = 0:00:30.623273
14000 posts    ||    time = 0:00:42.263083
15000 posts    ||    time = 0:00:50.784501

```

```

16000 posts || time = 0:01:00.780555
17000 posts || time = 0:01:05.780486
18000 posts || time = 0:01:09.654388
19000 posts || time = 0:01:12.765243
20000 posts || time = 0:01:16.794096
21000 posts || time = 0:01:21.047004
22000 posts || time = 0:01:24.840109
23000 posts || time = 0:01:28.303425
24000 posts || time = 0:01:33.047794
25000 posts || time = 0:01:37.344797
26000 posts || time = 0:01:40.684098
27000 posts || time = 0:01:44.241781
28000 posts || time = 0:01:46.625824
29000 posts || time = 0:01:49.435931
30000 posts || time = 0:01:52.394199
31000 posts || time = 0:01:55.617890
32000 posts || time = 0:01:59.436134
Sentiment Analysis - Done.

```

```

In [18]: sentiment_scores = pd.DataFrame({'compound':compound,'negative':negative,'neutral':neutral,'positive':positive})
        sentiment_scores.head()

```

```

Out[18]:
   compound  negative  neutral  positive
0    0.9960     0.013    0.801     0.186
1    0.0000     0.000    1.000     0.000
2   -0.6908     0.256    0.659     0.084
3    0.9275     0.034    0.767     0.199
4    0.0000     0.000    1.000     0.000

```

```

In [19]: len(sentiment_scores) == len(posts_crisis)

```

```

Out[19]: True

```

```

In [20]: dataset_sent = dataset.loc[mask].join(sentiment_scores)
        dataset_sent.head()

```

```

Out[20]:
   Unnamed: 0  ID  Subforum  subsectionpage  all_thread_ids \
0           1   1  Assembly Hall             1         1498941
1           2   2  Assembly Hall             1         1498941
2           3   3  Assembly Hall             1         1498941
3           4   4  Assembly Hall             1         1498941
4           5   5  Assembly Hall             1         1498941

```

```

   Thread_Title  Thread_Page  Date_of_post \
0  [csm6] may summit topics thread index      1  2011-04-19
1  [csm6] may summit topics thread index      1  2011-04-21
2  [csm6] may summit topics thread index      1  2011-04-22
3  [csm6] may summit topics thread index      1  2011-04-25
4  [csm6] may summit topics thread index      1  2011-04-25

```

```

   Username  Post \
0  Killer2  so we don't lose sight of all the summit topic...
1  Shepard Book  what happened to the post of the long list of ...
2  Olivia Ironsides  csm5 was bad, fixing minor things/voting in th...
3  Consortium Agent  csm6 opted to forego player base consideration...

```

```

4          Killer2  actually, you'll find that the topics we plan ...

...      Exclam  Dash Quote Apostro Parenth OtherP  compound  negative  \
0  ...      0,00  0,30  1,20   3,61    0,90   0,30   0.9960   0.013
1  ...      0,00  0,00  0,00   0,00    0,00   0,00   0.0000   0.000
2  ...      0,00  0,00  0,00   0,00    9,09   4,55  -0.6908   0.256
3  ...      0,00  0,00  0,00   2,53    2,53   0,00   0.9275   0.034
4  ...      0,00  2,33  0,00   2,33    0,00   0,00   0.0000   0.000

      neutral positive
0  0.801    0.186
1  1.000    0.000
2  0.659    0.084
3  0.767    0.199
4  1.000    0.000

```

```
[5 rows x 107 columns]
```

```
In [21]: dataset_sent = dataset_sent.dropna()
```

```
In [22]: dataset_sent.to_csv('posts_during_incarna_crisis_with_sentiment_scores.csv')
```

Aside: Visualization

```
In [23]: dataset2 = dataset_sent.groupby([pd.Grouper(key='Date_of_post', freq='W-MON')])['negative', 'positive']
```

```
In [24]: window = 2
```

```

ds2 = dataset2.dropna()
ds3 = ds2.loc[:, ds2.columns != "Date_of_post"].rolling(window).mean().dropna()
ds3 = ds3.join(ds2["Date_of_post"])

```

```
In [ ]:
```

```
In [25]: plt.rcParams['figure.figsize'] = [10, 5]
# plt.subplots(2, 2, sharex='col')
```

```
title_txt = 'Sentiment Analysis of EVE Online Forumns'
```

```

ds3.plot.line(x='Date_of_post', y=['positive', 'negative'], style=['g-', 'r-'])
plt.title(title_txt)
plt.ylabel('Sentiment Score \n(' + str(window) + '-week averages)')
plt.legend(loc=3)
plt.grid()

```

```

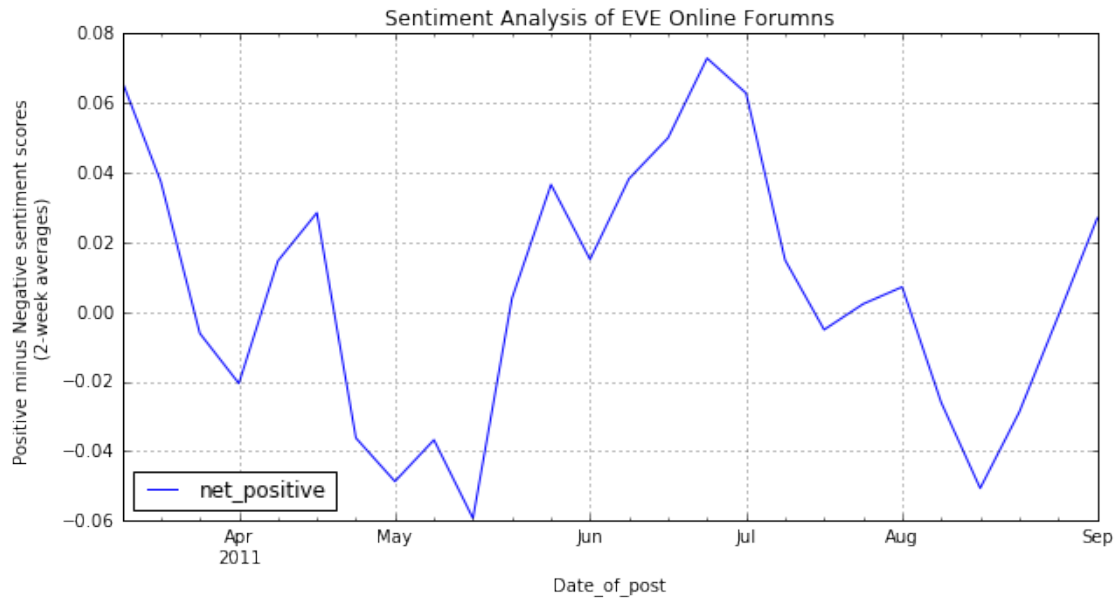
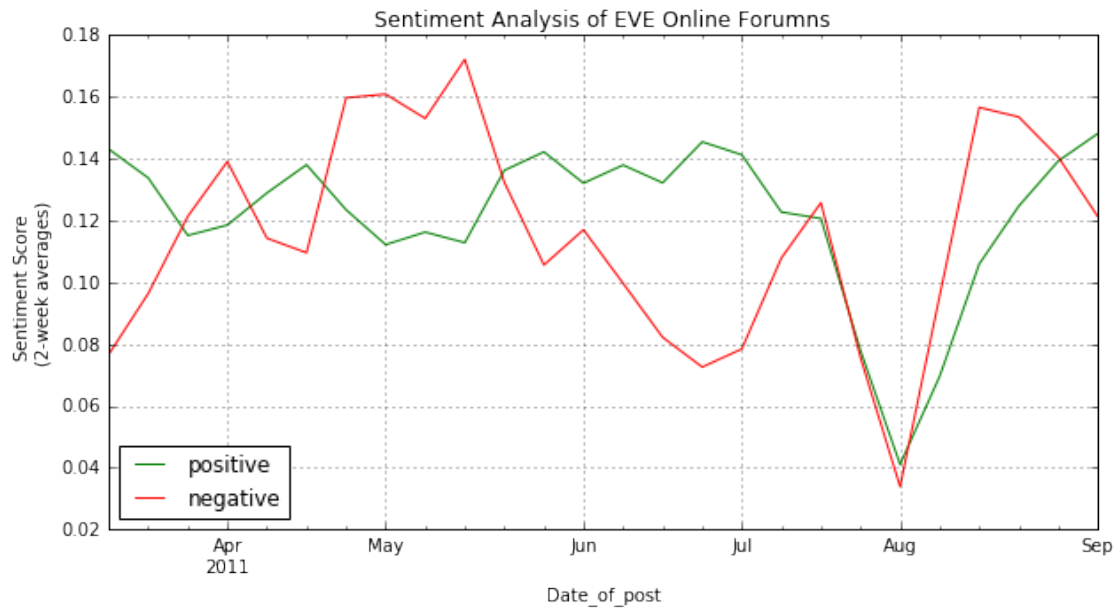
cname = "net_positive"
ds4 = ds3
ds4[cname] = ds3['positive'] - ds3['negative']
ds4.plot.line(x='Date_of_post', y=cname)
plt.grid()
plt.title(title_txt)
plt.ylabel('Positive minus Negative sentiment scores \n(' + str(window) + '-week averages)')
plt.legend(loc=3)

```

```
# plt.show()
```

```
//anaconda/lib/python3.5/site-packages/pandas/plotting/_core.py:1716: UserWarning: Pandas doesn't allow  
series.name = label
```

```
Out[25]: <matplotlib.legend.Legend at 0x1a101f0e80>
```



0.1.3 Select comments that match the date and rate above some threshold for negativity on sentiment

```
In [26]: dsneg = dataset_sent.sort_values("negative",ascending=False)  
         for post in dsneg["Post"].head():
```

```
print(post)
print()
```

it is adorable that 95% of the people in this thread have missed the op's point entirely. he is not comp

you do realize that, in the two years+ that i've been playing, i have found more people who do highsec

the problem has more to do with the low end minerals in null sec. basically, who in their right mind wo

as for missing dominion features, what about treaties allowing simple things such as docking rights in

ok this is cool and all but can you first lighten the anom nerf a bit while ccp is working on "farms and

Commentary: Looking at this post at least, there does seem to be some negative sentiment or at least somewhat raised emotion. Let's move forward with the topic analysis.

Why not just start with topic analysis (or Nomological Network Analysis) and see which topics are associated with negativity? Maybe we will re-discover the mechanics behind the Sentiment analyzer, but maybe we will see some interesting stuff too.

0.1.4 Topic Modeling

In [27]: *# From <https://towardsdatascience.com/topic-modeling-and-latent-dirichlet-allocation-in-python>*
didn't have gensim pre-loaded so went to terminal and installed it with `!pip install gensim`

```
import gensim
from gensim.utils import simple_preprocess
from gensim.parsing.preprocessing import STOPWORDS
from nltk.stem import WordNetLemmatizer, SnowballStemmer
from nltk.stem.porter import *
import numpy as np
np.random.seed(2018)
import nltk
nltk.download('wordnet')
```

```
[nltk_data] Downloading package wordnet to
[nltk_data]   /Users/nicholas/nltk_data...
[nltk_data]   Package wordnet is already up-to-date!
```

Out[27]: True

```
In [28]: documents = dsneg[["Post", "negative"]]
documents = documents.reset_index(drop=True)
documents
```

Out[28]:

	Post	negative
0	it is adorable that 95% of the people in this ...	1.0
1	you do realize that, in the two years+ that i'...	1.0
2	the problem has more to do with the low end mi...	1.0
3	as for missing dominion features, what about t...	1.0
4	ok this is cool and all but can you first ligh...	1.0
5	i live in a 0.0 npc sov area, my alliance has ...	1.0
6	starbase (pos) refiningstarbases should be cap...	1.0
7	i see no problem here. sticking a cloaked alt ...	1.0
8	they are doing something about it? where is yo...	1.0
9	my suggestion is some asset accesible by accel...	1.0

10	no you haven't.but this is all pointless argum...	1.0
11	i miss one: - outposts...they must be destroya...	1.0
12	i don't live in 0.0 so forgive me if this sugg...	1.0
13	i think the solution is quite obvious. sov 0.0...	1.0
14	every single one of these ideas are horrible.	1.0
15	i like the ideas to disrupt ihub upgrades but ...	1.0
16	i may have been unclear, but i stated that "th...	1.0
17	why is it that time-zone warfare is even possi...	1.0
18	encouraging small gangs to roam into nullthis ...	1.0
19	can you say insurance fraud?	1.0
20	rolesroles at pos's are currently a huge probl...	1.0
21	for what purpose? to reduce the pvp and thus p...	1.0
22	please visit your user settings to re-enable i...	1.0
23	first off, logistics (and i mean the "convoy o...	1.0
24	obviously, most of the solar systems would onl...	1.0
25	if were adding structures why not a mining pla...	1.0
26	i have done much mining in this game over time...	1.0
27	yes, 0.0 eve definitely needs more people spen...	1.0
28	get more accounts it will be a lot less boring	1.0
29	it's that creeping thought that keeps gnawing ...	1.0
...
21485	wraith starcrusher,-65,88,90,91,97,99,117,-166...	0.0
21486	i can agree with the op but i don't think a fl...	0.0
21487	so agreed! it's almost as if you read my recen...	0.0
21488	wardec fees were once much lower than they wer...	0.0
21489	reginold chundleford,75,123,8,35,20,108	0.0
21490	erienne creel,28,31,35,47,82,98,99,108,144,166	0.0
21491	funny, but you have absolutely no idea what yo...	0.0
21492	the problem here is people grieving new player...	0.0
21493	flan man,31,68,80,143,20,21,16	0.0
21494	cool operator, 3,20,31,68,77,83,166	0.0
21495	rich walker,143,28,82,34,91,54,76	0.0
21496	cecile dantes, 75,123	0.0
21497	grizzly boma,143,28,82,34,91,54,76	0.0
21498	the current dscan mechanic is:particularly ill...	0.0
21499	" scan duration should tie in with its current...	0.0
21500	komen,8,18,21,23,34,35,36,61,75	0.0
21501	malkev, 123, 101, 33, 72, 46, 99, 88	0.0
21502	it should also include the id#s and correlate ...	0.0
21503	aleksundar kveldulf,143,28,82,34,91,54,76,68,7...	0.0
21504	wardec is a very good system when not exploite...	0.0
21505	achill135 ,14,29,17,110,166,171,1	0.0
21506	hijinx n hoodwinks,3,17,61,68,70,99,100,106,171	0.0
21507	gaan cathal,8,20,41,42,43,44,153,154	0.0
21508	andrei rombolov,13,35,75,77,84,108,109,139,150...	0.0
21509	the current number 100m seems like a arbitrary...	0.0
21510	start charging too much for wardec and people...	0.0
21511	samulus,34,35,56,68,94,150,168	0.0
21512	heimdallofasgard 20, 64, 79, 8, 35,	0.0
21513	mini tor,3,17,58,46,83,84,99,106,-109	0.0
21514	a little more realistic is that the amount of ...	0.0

[21515 rows x 2 columns]

Write a function to perform lemmatize and stem preprocessing steps on the data set.

```
In [29]: def lemmatize_stemming(text):
        stemmer = SnowballStemmer("english")
        return stemmer.stem(WordNetLemmatizer().lemmatize(text, pos='v'))
    def preprocess(text):
        result = []
        for token in gensim.utils.simple_preprocess(text):
            if token not in gensim.parsing.preprocessing.STOPWORDS and len(token) > 3:
                result.append(lemmatize_stemming(token))
        return result
```

In []:

Select a document to preview after preprocessing.

```
In [30]: doc_sample = documents.loc[0][0]
        print('original document: ')
        print(doc_sample)
        words = []
        for word in doc_sample.split(' '):
            words.append(word)
        # print(words)
        print('\n\n tokenized and lemmatized document: ')
        print(preprocess(doc_sample))
```

original document:

it is adorable that 95% of the people in this thread have missed the op's point entirely.he is not comp

tokenized and lemmatized document:

['ador', 'peopl', 'thread', 'miss', 'point', 'entir', 'complain', 'cloak', 'mechan', 'complain', 'risk'

commentary: We might not what to use stemming since it obscures what is being talked about and leaves out local-specific language (like 'afk'). But for now we can live with it.

Preprocess the headline text, saving the results as 'processed_docs'

```
In [31]: processed_docs = documents['Post'].map(preprocess)
        processed_docs[:10]
```

```
Out[31]: 0    [ador, peopl, thread, miss, point, entir, comp...
        1    [realiz, year, play, peopl, highsec, industri,...
        2    [problem, miner, null, basic, right, mind, vel...
        3    [miss, dominion, featur, treati, allow, simpl,...
        4    [cool, lighten, anom, nerf, work, farm, field,...
        5    [live, area, allianc, year, system, problem, c...
        6    [starbas, capabl, refin, perfect, level, skill...
        7    [problem, stick, cloak, monitor, happen, recon...
        8    [sourc, nerf, local, incom, chang, local, issu...
        9    [suggest, asset, acces, acceler, gate, let, pe...
        Name: Post, dtype: object
```

Bag of Words on the Data set Create a dictionary from 'processed_docs' containing the number of times a word appears in the training set.

```
In [32]: dictionary = gensim.corpora.Dictionary(processed_docs)
        count = 0
        for k, v in dictionary.iteritems():
            print(k, v)
            count += 1
            if count > 10:
                break
```

```
16442 rahn
16626 calana
3685 nothi
11540 automobil
3037 asign
4187 kokobear
22169 zonera
21259 exzessiv
4977 radic
21194 melkavia
9697 notwithstanding
```

Filter out tokens that appear in

- less than 15 documents (absolute number) or
- more than 50% of documents (fraction of total corpus size, not absolute number).
- after the above two steps, keep only the first 100000 most frequent tokens.

```
In [33]: print("old len: "+ str(len(dictionary)))
        dictionary.filter_extremes(no_below=15, no_above=0.5, keep_n=100000)
        print("new len: "+ str(len(dictionary)))
```

```
old len: 22248
new len: 2598
```

For each document we create a dictionary reporting how many words and how many times those words appear. Save this to 'bow_corpus' (bow = bag of words), then check our selected document earlier.

```
In [34]: bow_corpus = [dictionary.doc2bow(doc) for doc in processed_docs]
        bow_corpus[0]
```

```
Out[34]: [(0, 1),
          (1, 5),
          (2, 1),
          (3, 1),
          (4, 1),
          (5, 1),
          (6, 1),
          (7, 1),
          (8, 1),
          (9, 1),
          (10, 1),
          (11, 1),
          (12, 1),
          (13, 1),
          (14, 1),
          (15, 1),
          (16, 1),
```

```

(17, 1),
(18, 1)]

In [35]: bow_doc_0 = bow_corpus[0]
        for i in range(len(bow_doc_0)):
            print("Word {} (\\"{}\\") appears {} time.".format(bow_doc_0[i][0],
                                                                dictionary[bow_doc_0[i][0]],
                                                                bow_doc_0[i][1]))

Word 0 ("cloak") appears 1 time.
Word 1 ("complain") appears 5 time.
Word 2 ("enemi") appears 1 time.
Word 3 ("entir") appears 1 time.
Word 4 ("flag") appears 1 time.
Word 5 ("home") appears 1 time.
Word 6 ("local") appears 1 time.
Word 7 ("mechan") appears 1 time.
Word 8 ("miss") appears 1 time.
Word 9 ("nullsec") appears 1 time.
Word 10 ("peopl") appears 1 time.
Word 11 ("point") appears 1 time.
Word 12 ("reward") appears 1 time.
Word 13 ("risk") appears 1 time.
Word 14 ("simpl") appears 1 time.
Word 15 ("solut") appears 1 time.
Word 16 ("system") appears 1 time.
Word 17 ("thread") appears 1 time.
Word 18 ("time") appears 1 time.

```

Create tf-idf model object using `models.TfidfModel` on ‘bow_corpus’ and save it to ‘tfidf’, then apply transformation to the entire corpus and call it ‘corpus_tfidf’. Finally we preview TF-IDF scores for our first document.

TFIDF normalizes the counts of a word in each document by the word’s relative rarity in the corpus. Therefore, common words are given lower weight, and rare words are given more weight in each document.

```

In [36]: from gensim import corpora, models
        tfidf = models.TfidfModel(bow_corpus)
        corpus_tfidf = tfidf[bow_corpus]
        from pprint import pprint
        for doc in corpus_tfidf:
            pprint(doc)
            break

[(0, 0.11870616651557561),
 (1, 0.83206526583680107),
 (2, 0.14659226614704279),
 (3, 0.13789222110301583),
 (4, 0.18780949040708156),
 (5, 0.17607584899924361),
 (6, 0.12256850935619033),
 (7, 0.11289881518765715),
 (8, 0.14448963145642998),
 (9, 0.14213618336324435),
 (10, 0.074700190520057871),
 (11, 0.090403127686528625),

```

```
(12, 0.14408518023312056),
(13, 0.12468972388219712),
(14, 0.12735631053513005),
(15, 0.13555094640193577),
(16, 0.13168860356132106),
(17, 0.10380164255871836),
(18, 0.071952583325137223)]
```

Running LDA using Bag of Words Train our lda model using `gensim.models.LdaMulticore` and save it to 'lda_model'

```
In [37]: n_topics = 100
         lda_model = gensim.models.LdaMulticore(bow_corpus, num_topics=n_topics, id2word=dictionary, pa

//anaconda/lib/python3.5/site-packages/gensim/models/ldamodel.py:1023: RuntimeWarning: divide by zero ex
diff = np.log(self.expElogbeta)
```

Note the number of topics that were chosen above. Using more topics can discover more fine-grained and interesting themes, but also has a chance at discovering words that seemed to clump together just due to noise.

For each topic, we will explore the words occurring in that topic and its relative weight.

```
In [38]: for idx, topic in lda_model.print_topics(-1):
         print('Topic: {} \nWords: {}'.format(idx, topic))
         print()
```

Topic: 0

Words: 0.026*"battleship" + 0.019*"dread" + 0.015*"ship" + 0.014*"mark" + 0.014*"kill" + 0.011*"coupl" +

Topic: 1

Words: 0.045*"like" + 0.023*"game" + 0.020*"sound" + 0.019*"good" + 0.015*"look" + 0.015*"best" + 0.014*

Topic: 2

Words: 0.065*"skill" + 0.037*"year" + 0.033*"train" + 0.029*"remap" + 0.023*"point" + 0.023*"game" + 0.014*

Topic: 3

Words: 0.019*"reward" + 0.015*"think" + 0.015*"sit" + 0.013*"peopl" + 0.011*"risk" + 0.011*"fleet" + 0.011*

Topic: 4

Words: 0.027*"toon" + 0.019*"time" + 0.016*"like" + 0.015*"know" + 0.011*"want" + 0.011*"plex" + 0.010*

Topic: 5

Words: 0.142*"plex" + 0.018*"game" + 0.017*"expans" + 0.017*"parti" + 0.016*"sell" + 0.016*"buy" + 0.014*

Topic: 6

Words: 0.027*"ship" + 0.027*"durat" + 0.020*"scan" + 0.020*"neutral" + 0.014*"chang" + 0.013*"pretti" +

Topic: 7

Words: 0.070*"fit" + 0.044*"bump" + 0.025*"issu" + 0.019*"server" + 0.018*"featur" + 0.016*"fail" + 0.014*

Topic: 8

Words: 0.024*"chang" + 0.015*"high" + 0.015*"risk" + 0.013*"like" + 0.012*"scar" + 0.012*"problem" + 0.011*

Topic: 9

Words: 0.020*"think" + 0.018*"like" + 0.018*"station" + 0.017*"game" + 0.015*"ship" + 0.014*"incarna" +

Topic: 10

Words: 0.063*"game" + 0.036*"play" + 0.014*"peopl" + 0.011*"like" + 0.011*"think" + 0.011*"want" + 0.00

Topic: 11

Words: 0.041*"sign" + 0.028*"thread" + 0.027*"like" + 0.017*"forum" + 0.015*"link" + 0.015*"post" + 0.0

Topic: 12

Words: 0.063*"contract" + 0.038*"bot" + 0.029*"contact" + 0.021*"ship" + 0.019*"gold" + 0.017*"protect"

Topic: 13

Words: 0.040*"player" + 0.040*"game" + 0.029*"peopl" + 0.018*"like" + 0.018*"steal" + 0.017*"chang" + 0

Topic: 14

Words: 0.048*"supercap" + 0.040*"ship" + 0.023*"balanc" + 0.014*"need" + 0.013*"size" + 0.011*"resourc"

Topic: 15

Words: 0.050*"drone" + 0.038*"modul" + 0.038*"target" + 0.029*"repair" + 0.023*"ship" + 0.021*"remot" +

Topic: 16

Words: 0.056*"post" + 0.052*"agre" + 0.027*"thread" + 0.021*"peopl" + 0.019*"ask" + 0.018*"read" + 0.01

Topic: 17

Words: 0.335*"support" + 0.025*"game" + 0.020*"idea" + 0.011*"player" + 0.011*"like" + 0.011*"propos" +

Topic: 18

Words: 0.022*"shoot" + 0.019*"say" + 0.017*"thread" + 0.017*"answer" + 0.016*"want" + 0.015*"think" + 0

Topic: 19

Words: 0.060*"insur" + 0.036*"ship" + 0.026*"system" + 0.012*"weapon" + 0.011*"entir" + 0.010*"perform"

Topic: 20

Words: 0.027*"market" + 0.024*"sell" + 0.022*"game" + 0.018*"player" + 0.017*"item" + 0.015*"want" + 0.0

Topic: 21

Words: 0.090*"account" + 0.029*"game" + 0.025*"plex" + 0.019*"time" + 0.019*"activ" + 0.018*"main" + 0.0

Topic: 22

Words: 0.092*"cloak" + 0.039*"ship" + 0.032*"implant" + 0.020*"covert" + 0.014*"warp" + 0.013*"devic" +

Topic: 23

Words: 0.033*"fit" + 0.030*"ship" + 0.028*"tank" + 0.024*"shield" + 0.022*"price" + 0.017*"differ" + 0.0

Topic: 24

Words: 0.037*"micro" + 0.032*"transact" + 0.018*"game" + 0.018*"like" + 0.016*"play" + 0.014*"player" +

Topic: 25

Words: 0.059*"booster" + 0.019*"player" + 0.017*"list" + 0.016*"vessel" + 0.016*"watch" + 0.015*"select

Topic: 26

Words: 0.079*"gallent" + 0.041*"drone" + 0.040*"race" + 0.026*"ship" + 0.025*"weapon" + 0.024*"hybrid" +

Topic: 27

Words: 0.017*"want" + 0.014*"point" + 0.012*"wanna" + 0.010*"progress" + 0.010*"ship" + 0.009*"time" + 0

Topic: 46

Words: 0.121*"item" + 0.093*"vaniti" + 0.020*"miss" + 0.018*"price" + 0.016*"aurum" + 0.015*"monocl" + 0.015*"gold"

Topic: 47

Words: 0.053*"order" + 0.049*"market" + 0.033*"trade" + 0.022*"bot" + 0.021*"trader" + 0.015*"price" + 0.015*"gold"

Topic: 48

Words: 0.037*"train" + 0.022*"time" + 0.021*"skill" + 0.017*"ship" + 0.015*"titan" + 0.014*"game" + 0.014*"gold"

Topic: 49

Words: 0.065*"charact" + 0.029*"game" + 0.025*"money" + 0.024*"chang" + 0.021*"player" + 0.016*"want" + 0.015*"gold"

Topic: 50

Words: 0.027*"need" + 0.021*"test" + 0.019*"chang" + 0.015*"lord" + 0.014*"releas" + 0.014*"like" + 0.014*"gold"

Topic: 51

Words: 0.035*"bounti" + 0.019*"second" + 0.019*"like" + 0.017*"thumb" + 0.016*"hunter" + 0.015*"skill" + 0.015*"gold"

Topic: 52

Words: 0.024*"interest" + 0.023*"invent" + 0.019*"pretti" + 0.017*"thier" + 0.016*"think" + 0.016*"time" + 0.015*"gold"

Topic: 53

Words: 0.069*"player" + 0.038*"game" + 0.017*"peopl" + 0.015*"like" + 0.012*"play" + 0.009*"chang" + 0.015*"gold"

Topic: 54

Words: 0.059*"time" + 0.028*"week" + 0.023*"fight" + 0.016*"hour" + 0.015*"right" + 0.013*"want" + 0.013*"gold"

Topic: 55

Words: 0.026*"moon" + 0.020*"need" + 0.018*"limit" + 0.017*"belt" + 0.014*"chang" + 0.013*"problem" + 0.013*"gold"

Topic: 56

Words: 0.021*"game" + 0.020*"core" + 0.018*"playerbas" + 0.018*"incarna" + 0.015*"captain" + 0.014*"pow" + 0.015*"gold"

Topic: 57

Words: 0.046*"mission" + 0.027*"agent" + 0.024*"mine" + 0.015*"faction" + 0.014*"high" + 0.013*"secur" + 0.015*"gold"

Topic: 58

Words: 0.033*"subscript" + 0.030*"item" + 0.025*"game" + 0.024*"store" + 0.017*"content" + 0.017*"meta" + 0.015*"gold"

Topic: 59

Words: 0.030*"problem" + 0.029*"cloaker" + 0.016*"solut" + 0.013*"wrong" + 0.012*"aren" + 0.012*"argumen" + 0.015*"gold"

Topic: 60

Words: 0.020*"defens" + 0.016*"like" + 0.015*"need" + 0.012*"gun" + 0.011*"ship" + 0.011*"idea" + 0.009*"gold"

Topic: 61

Words: 0.021*"cargo" + 0.019*"need" + 0.015*"ship" + 0.014*"good" + 0.014*"time" + 0.014*"transport" + 0.015*"gold"

Topic: 62

Words: 0.286*"cosmet" + 0.029*"chat" + 0.020*"hide" + 0.020*"whilst" + 0.016*"rage" + 0.013*"dream" + 0.015*"gold"

Topic: 63

Words: 0.041*"ship" + 0.025*"model" + 0.020*"come" + 0.018*"like" + 0.015*"shop" + 0.015*"year" + 0.014*"gold"

Words: 0.068*"local" + 0.049*"cloak" + 0.020*"scan" + 0.017*"cloaker" + 0.014*"probe" + 0.014*"like" + (

Words: 0.039*"fuel" + 0.039*"corp" + 0.038*"access" + 0.020*"station" + 0.019*"role" + 0.017*"like" + 0

Words: 0.052*"like" + 0.045*"gate" + 0.027*"station" + 0.016*"stand" + 0.015*"option" + 0.014*"ship" + (

Words: 0.052*"pirat" + 0.024*"kill" + 0.020*"player" + 0.019*"drone" + 0.016*"faction" + 0.013*"ship" +

Words: 0.045*"super" + 0.031*"ship" + 0.025*"carrier" + 0.018*"suicid" + 0.017*"gank" + 0.016*"concord"

Words: 0.040*"icon" + 0.028*"look" + 0.023*"turret" + 0.019*"graphic" + 0.018*"let" + 0.018*"ship" + 0.017*"ship"

Words: 0.045*"game" + 0.020*"like" + 0.019*"player" + 0.018*"want" + 0.015*"time" + 0.012*"peopl" + 0.0

Words: 0.033*"salvag" + 0.021*"wreck" + 0.018*"lose" + 0.017*"array" + 0.017*"password" + 0.015*"time" .

Words: 0.046*"rang" + 0.031*"ship" + 0.030*"bonus" + 0.030*"damag" + 0.027*"track" + 0.024*"hybrid" + 0

Words: 0.017*"tactic" + 0.014*"actual" + 0.014*"lame" + 0.014*"chang" + 0.014*"gang" + 0.013*"time" + 0

Words: 0.149*"vote" + 0.024*"share" + 0.021*"propos" + 0.020*"support" + 0.015*"hand" + 0.013*"warn" + (

Words: 0.033*"fleet" + 0.030*"ship" + 0.015*"balanc" + 0.015*"buff" + 0.015*"crystal" + 0.013*"fuel" + (

Words: 0.053*"stand" + 0.040*"want" + 0.022*"probe" + 0.015*"tough" + 0.014*"press" + 0.011*"ball" + 0.

Words: 0.030*"worst" + 0.025*"team" + 0.021*"suck" + 0.020*"need" + 0.020*"lie" + 0.017*"thread" + 0.011*

Words: 0.035*"launcher" + 0.030*"rework" + 0.024*"rig" + 0.023*"turret" + 0.022*"warfar" + 0.018*"ship"

Words: 0.034*"slot" + 0.031*"laser" + 0.027*"ship" + 0.025*"need" + 0.014*"mine" + 0.013*"roid" + 0.013*

Words: 0.190*"corp" + 0.036*"member" + 0.036*"allianc" + 0.024*"cost" + 0.016*"million" + 0.013*"peopl"

Words: 0.038*"account" + 0.028*"trial" + 0.021*"like" + 0.017*"ninja" + 0.016*"screw" + 0.014*"time" + (

Topic: 82

Words: 0.072*"cyno" + 0.042*"jump" + 0.034*"bridg" + 0.020*"blackop" + 0.020*"idea" + 0.015*"like" + 0.012*"nerf"

Topic: 83

Words: 0.029*"warp" + 0.027*"ship" + 0.024*"right" + 0.023*"step" + 0.021*"exact" + 0.019*"scram" + 0.018*"miner"

Topic: 84

Words: 0.023*"miner" + 0.019*"item" + 0.019*"mine" + 0.019*"spawn" + 0.015*"nullsec" + 0.014*"yield" + 0.012*"nerf"

Topic: 85

Words: 0.037*"tier" + 0.037*"ship" + 0.024*"cruiser" + 0.015*"station" + 0.013*"mission" + 0.012*"nerf"

Topic: 86

Words: 0.023*"battleship" + 0.023*"ship" + 0.020*"fleet" + 0.020*"cannon" + 0.019*"hull" + 0.018*"class"

Topic: 87

Words: 0.032*"game" + 0.022*"peopl" + 0.021*"skill" + 0.016*"play" + 0.013*"like" + 0.012*"skillpoint"

Topic: 88

Words: 0.047*"status" + 0.028*"highsec" + 0.020*"lowsec" + 0.019*"pirat" + 0.019*"gank" + 0.018*"miner"

Topic: 89

Words: 0.034*"issu" + 0.028*"price" + 0.019*"market" + 0.019*"suppli" + 0.017*"prioriti" + 0.016*"deman"

Topic: 90

Words: 0.034*"absolut" + 0.026*"pod" + 0.024*"hell" + 0.023*"user" + 0.023*"good" + 0.021*"set" + 0.020*"nerf"

Topic: 91

Words: 0.031*"loot" + 0.027*"noob" + 0.023*"option" + 0.022*"game" + 0.022*"corp" + 0.022*"join" + 0.018*"miner"

Topic: 92

Words: 0.028*"ship" + 0.026*"option" + 0.023*"click" + 0.022*"window" + 0.016*"station" + 0.015*"like" + 0.012*"nerf"

Topic: 93

Words: 0.039*"warp" + 0.017*"need" + 0.014*"ship" + 0.014*"time" + 0.011*"minimum" + 0.010*"match" + 0.012*"nerf"

Topic: 94

Words: 0.017*"card" + 0.017*"advic" + 0.017*"nerf" + 0.016*"peopl" + 0.015*"one" + 0.013*"want" + 0.012*"nerf"

Topic: 95

Words: 0.050*"ship" + 0.017*"frig" + 0.017*"damag" + 0.013*"bonus" + 0.013*"rep" + 0.013*"logi" + 0.012*"nerf"

Topic: 96

Words: 0.027*"space" + 0.021*"ship" + 0.020*"high" + 0.016*"sansha" + 0.012*"engag" + 0.012*"incurs" + 0.012*"nerf"

Topic: 97

Words: 0.026*"need" + 0.016*"reaction" + 0.014*"month" + 0.013*"year" + 0.013*"stuff" + 0.012*"wait" + 0.012*"nerf"

Topic: 98

Words: 0.030*"player" + 0.025*"harvest" + 0.019*"think" + 0.016*"custom" + 0.013*"economi" + 0.012*"idea"

Topic: 99

Words: 0.021*"peopl" + 0.020*"think" + 0.016*"ship" + 0.014*"loki" + 0.011*"machin" + 0.011*"paragraph"

Running LDA using TF-IDF

```
In [39]: lda_model_tfidf = gensim.models.LdaMulticore(corpus_tfidf, num_topics=100, id2word=dictionary,
for idx, topic in lda_model_tfidf.print_topics(-1):
    print('Topic: {} Word: {}'.format(idx, topic))

Topic: 0 Word: 0.022*"thought" + 0.016*"frustrat" + 0.015*"payment" + 0.015*"apart" + 0.014*"cheat" + 0.014*"
Topic: 1 Word: 0.734*"cosmet" + 0.017*"price" + 0.005*"money" + 0.005*"reason" + 0.005*"stay" + 0.005*"n
Topic: 2 Word: 0.021*"amarr" + 0.016*"day" + 0.011*"oper" + 0.010*"buddi" + 0.010*"event" + 0.009*"drug
Topic: 3 Word: 0.086*"listen" + 0.030*"concept" + 0.030*"rise" + 0.023*"servic" + 0.019*"havent" + 0.019*"
Topic: 4 Word: 0.031*"expand" + 0.020*"throw" + 0.020*"inevit" + 0.015*"gotta" + 0.014*"permiss" + 0.014*"
Topic: 5 Word: 0.031*"gank" + 0.022*"status" + 0.022*"suicid" + 0.022*"concord" + 0.020*"insur" + 0.017*"
Topic: 6 Word: 0.299*"sign" + 0.026*"rep" + 0.025*"particular" + 0.019*"spell" + 0.017*"beauti" + 0.014*"
Topic: 7 Word: 0.049*"ladi" + 0.040*"jam" + 0.033*"spaceship" + 0.031*"internet" + 0.024*"choic" + 0.023*"
Topic: 8 Word: 0.067*"sound" + 0.024*"good" + 0.021*"mindlink" + 0.020*"case" + 0.020*"dust" + 0.015*"c
Topic: 9 Word: 0.023*"travel" + 0.020*"button" + 0.019*"undock" + 0.014*"sound" + 0.014*"unnecessari" + 0.014*"
Topic: 10 Word: 0.021*"need" + 0.010*"major" + 0.009*"game" + 0.009*"veteran" + 0.009*"closer" + 0.008*"
Topic: 11 Word: 0.048*"thread" + 0.043*"serious" + 0.038*"quit" + 0.023*"crowdsourc" + 0.020*"gonna" + 0.019*"
Topic: 12 Word: 0.055*"incurs" + 0.042*"delet" + 0.038*"cours" + 0.028*"stop" + 0.025*"pretend" + 0.024*"
Topic: 13 Word: 0.021*"content" + 0.021*"exploit" + 0.015*"disembark" + 0.014*"suck" + 0.014*"section" + 0.014*"
Topic: 14 Word: 0.056*"ruin" + 0.054*"ingam" + 0.037*"ninja" + 0.029*"whatsoev" + 0.027*"hat" + 0.026*"j
Topic: 15 Word: 0.095*"lord" + 0.051*"dark" + 0.030*"didnt" + 0.028*"railgun" + 0.026*"derp" + 0.023*"h
Topic: 16 Word: 0.033*"turret" + 0.023*"portrait" + 0.019*"rush" + 0.019*"remov" + 0.018*"lore" + 0.018*"
Topic: 17 Word: 0.036*"forget" + 0.027*"sandbox" + 0.019*"supercarri" + 0.014*"class" + 0.013*"aw" + 0.013*"
Topic: 18 Word: 0.022*"moon" + 0.017*"fair" + 0.014*"cool" + 0.012*"meta" + 0.011*"older" + 0.011*"rema
Topic: 19 Word: 0.018*"histori" + 0.016*"honor" + 0.013*"harvest" + 0.012*"number" + 0.012*"outcom" + 0.012*"
Topic: 20 Word: 0.180*"vote" + 0.022*"think" + 0.021*"screw" + 0.020*"harder" + 0.020*"hide" + 0.016*"m
Topic: 21 Word: 0.033*"great" + 0.030*"chat" + 0.024*"hasn" + 0.021*"product" + 0.020*"updat" + 0.019*"m
Topic: 22 Word: 0.146*"bump" + 0.017*"deliv" + 0.016*"visual" + 0.016*"topic" + 0.013*"happen" + 0.012*"
Topic: 23 Word: 0.026*"thumb" + 0.023*"blue" + 0.021*"name" + 0.013*"squad" + 0.012*"silli" + 0.011*"wa
Topic: 24 Word: 0.041*"user" + 0.036*"imag" + 0.032*"visit" + 0.031*"enabl" + 0.031*"set" + 0.031*"inter
Topic: 25 Word: 0.112*"post" + 0.050*"general" + 0.031*"bear" + 0.025*"time" + 0.024*"epic" + 0.023*"ha
Topic: 26 Word: 0.049*"page" + 0.033*"petit" + 0.024*"what" + 0.022*"clear" + 0.022*"modifi" + 0.021*"f
Topic: 27 Word: 0.130*"vaniti" + 0.078*"item" + 0.040*"excel" + 0.020*"analog" + 0.012*"children" + 0.012*"
Topic: 28 Word: 0.028*"drone" + 0.021*"rang" + 0.017*"ship" + 0.013*"bonus" + 0.012*"array" + 0.012*"bl
Topic: 29 Word: 0.023*"booster" + 0.019*"order" + 0.017*"joke" + 0.015*"freak" + 0.015*"loos" + 0.014*"
Topic: 30 Word: 0.103*"hell" + 0.026*"rage" + 0.019*"advantag" + 0.016*"orca" + 0.014*"unfair" + 0.013*"
Topic: 31 Word: 0.015*"super" + 0.015*"fleet" + 0.014*"ship" + 0.011*"fighter" + 0.010*"death" + 0.009*"
Topic: 32 Word: 0.088*"love" + 0.027*"akita" + 0.018*"need" + 0.016*"welcom" + 0.016*"subject" + 0.016*"
Topic: 33 Word: 0.101*"remap" + 0.047*"hanger" + 0.031*"neural" + 0.030*"laugh" + 0.028*"believ" + 0.027*"
Topic: 34 Word: 0.043*"wast" + 0.030*"happi" + 0.027*"annoy" + 0.025*"wallet" + 0.023*"rig" + 0.022*"we
Topic: 35 Word: 0.019*"fail" + 0.014*"complain" + 0.009*"game" + 0.009*"success" + 0.008*"chang" + 0.007*"
Topic: 36 Word: 0.016*"adjust" + 0.015*"russian" + 0.014*"precis" + 0.013*"build" + 0.013*"hook" + 0.011*"
Topic: 37 Word: 0.070*"miss" + 0.031*"lazi" + 0.022*"gallent" + 0.022*"comment" + 0.022*"word" + 0.022*"
Topic: 38 Word: 0.033*"tear" + 0.027*"door" + 0.021*"onlin" + 0.020*"roll" + 0.020*"link" + 0.019*"mega
Topic: 39 Word: 0.106*"nice" + 0.048*"approv" + 0.032*"assembl" + 0.030*"hall" + 0.025*"support" + 0.024*"
Topic: 40 Word: 0.083*"fulli" + 0.028*"support" + 0.024*"gate" + 0.016*"painter" + 0.015*"agro" + 0.015*"
Topic: 41 Word: 0.038*"hand" + 0.033*"logo" + 0.028*"lame" + 0.028*"barbi" + 0.022*"desir" + 0.018*"non
Topic: 42 Word: 0.020*"notif" + 0.019*"salvag" + 0.016*"gather" + 0.015*"tire" + 0.014*"vector" + 0.013*"
Topic: 43 Word: 0.024*"grind" + 0.021*"insan" + 0.020*"cheap" + 0.017*"stand" + 0.016*"innoc" + 0.016*"
Topic: 44 Word: 0.670*"support" + 0.015*"hate" + 0.010*"jerk" + 0.010*"greedi" + 0.008*"propos" + 0.006*"
Topic: 45 Word: 0.037*"good" + 0.016*"solut" + 0.015*"idea" + 0.014*"demand" + 0.012*"scout" + 0.012*"r
Topic: 46 Word: 0.027*"wolf" + 0.023*"funni" + 0.018*"appar" + 0.017*"dram" + 0.015*"debat" + 0.014*"cor
Topic: 47 Word: 0.063*"true" + 0.043*"qualiti" + 0.042*"wrong" + 0.038*"dead" + 0.027*"sticki" + 0.027*"
Topic: 48 Word: 0.042*"cash" + 0.034*"troll" + 0.023*"horribl" + 0.018*"explain" + 0.017*"prioriti" + 0.017*
```

Topic: 49 Word: 0.030*"awesom" + 0.025*"asap" + 0.024*"support" + 0.021*"propos" + 0.017*"reserv" + 0.016*"dread" + 0.013*"supercap" + 0.011*"ship" + 0.010*"siege" + 0.008*"bonus" + 0.008*

Topic: 51 Word: 0.023*"terribl" + 0.018*"rich" + 0.018*"blow" + 0.017*"implant" + 0.016*"pod" + 0.012*"pathet" + 0.035*"doubl" + 0.029*"danger" + 0.017*"spank" + 0.016*"plenti" + 0.014*

Topic: 53 Word: 0.016*"wish" + 0.011*"commit" + 0.010*"swap" + 0.010*"jack" + 0.007*"ship" + 0.007*"thin" + 0.014*"miner" + 0.011*"mine" + 0.011*"nullsec" + 0.011*"invent" + 0.010*"doesnt" + 0.008*

Topic: 55 Word: 0.027*"obvious" + 0.023*"perfect" + 0.022*"font" + 0.017*"complex" + 0.014*"stori" + 0.013*"sens" + 0.020*"notic" + 0.015*"make" + 0.013*"cheaper" + 0.012*"wasn" + 0.012*"c

Topic: 57 Word: 0.011*"player" + 0.010*"billion" + 0.009*"game" + 0.009*"rifter" + 0.007*"high" + 0.006*"definit" + 0.016*"skill" + 0.013*"game" + 0.012*"train" + 0.012*"player" + 0.010*

Topic: 59 Word: 0.032*"common" + 0.029*"rebal" + 0.025*"contribut" + 0.025*"sourc" + 0.024*"zoom" + 0.020*"super" + 0.024*"carrier" + 0.021*"card" + 0.017*"million" + 0.017*"intent" + 0.016*

Topic: 61 Word: 0.031*"save" + 0.023*"care" + 0.016*"money" + 0.014*"shirt" + 0.013*"glad" + 0.013*"vir" + 0.054*"absolut" + 0.029*"drake" + 0.023*"main" + 0.022*"ctrl" + 0.019*"sub" + 0.015*"ov

Topic: 63 Word: 0.039*"share" + 0.030*"defin" + 0.025*"nope" + 0.022*"book" + 0.015*"perman" + 0.015*"s" + 0.150*"idea" + 0.069*"wardec" + 0.039*"thousand" + 0.026*"support" + 0.025*"like" + 0.020*

Topic: 65 Word: 0.040*"suport" + 0.036*"cri" + 0.028*"sweet" + 0.024*"aspect" + 0.019*"comput" + 0.017*"alter" + 0.026*"reason" + 0.022*"unbal" + 0.019*"heck" + 0.019*"paint" + 0.017*"w

Topic: 67 Word: 0.058*"want" + 0.033*"probe" + 0.029*"intend" + 0.028*"cake" + 0.023*"idiot" + 0.023*"sp" + 0.014*"ship" + 0.013*"fit" + 0.009*"cloak" + 0.009*"attent" + 0.008*"lock" + 0.008*"scar

Topic: 69 Word: 0.037*"like" + 0.021*"fffd" + 0.020*"rail" + 0.019*"let" + 0.019*"interest" + 0.012*"fa" + 0.020*"chanc" + 0.019*"unsub" + 0.014*"toon" + 0.013*"deep" + 0.012*"code" + 0.012*"acc

Topic: 71 Word: 0.020*"aggro" + 0.019*"log" + 0.015*"date" + 0.015*"click" + 0.015*"client" + 0.012*"wo" + 0.071*"yeah" + 0.034*"gameplay" + 0.033*"shadow" + 0.032*"ridicul" + 0.022*"pink" + 0.020*

Topic: 73 Word: 0.054*"monocl" + 0.046*"thank" + 0.021*"zulu" + 0.016*"eye" + 0.013*"htfu" + 0.013*"dai" + 0.051*"logic" + 0.043*"dream" + 0.033*"raven" + 0.026*"ting" + 0.022*"pair" + 0.021*"ran

Topic: 75 Word: 0.049*"cyno" + 0.035*"color" + 0.023*"overhaul" + 0.021*"figur" + 0.020*"polish" + 0.019*"icon" + 0.042*"cancel" + 0.031*"test" + 0.030*"late" + 0.020*"maraud" + 0.016*"a

Topic: 77 Word: 0.019*"gold" + 0.017*"catch" + 0.017*"fals" + 0.016*"jita" + 0.014*"elimin" + 0.013*"tha" + 0.023*"instant" + 0.016*"crystal" + 0.016*"rock" + 0.015*"gratif" + 0.014*"messag" + 0.013*

Topic: 79 Word: 0.035*"correct" + 0.032*"graphic" + 0.026*"pointless" + 0.025*"relev" + 0.022*"fanfest" + 0.068*"option" + 0.043*"black" + 0.022*"white" + 0.019*"break" + 0.018*"exact" + 0.011*

Topic: 81 Word: 0.067*"aurum" + 0.054*"crew" + 0.029*"solv" + 0.028*"capsul" + 0.018*"moral" + 0.016*"m" + 0.033*"plex" + 0.025*"currenc" + 0.024*"game" + 0.021*"quot" + 0.018*"promis" + 0.016*"

Topic: 83 Word: 0.039*"local" + 0.034*"bookmark" + 0.031*"tier" + 0.023*"space" + 0.018*"haven" + 0.016*"hybrid" + 0.057*"gallent" + 0.033*"caldari" + 0.018*"boost" + 0.016*"dramiel" + 0.016*

Topic: 85 Word: 0.047*"wonder" + 0.029*"question" + 0.028*"special" + 0.028*"bore" + 0.027*"luck" + 0.027*"sure" + 0.024*"ball" + 0.021*"refus" + 0.021*"friend" + 0.018*"exempl" + 0.018*"

Topic: 87 Word: 0.152*"agre" + 0.019*"drag" + 0.016*"couldn" + 0.015*"model" + 0.014*"hunt" + 0.010*"me" + 0.056*"spin" + 0.030*"view" + 0.029*"option" + 0.026*"featur" + 0.026*"display" + 0.024*

Topic: 89 Word: 0.023*"aggress" + 0.021*"loot" + 0.017*"timer" + 0.015*"neutral" + 0.014*"dock" + 0.013*"gun" + 0.029*"tank" + 0.028*"problem" + 0.022*"live" + 0.020*"missil" + 0.018*"c

Topic: 91 Word: 0.028*"cloth" + 0.012*"add" + 0.011*"contact" + 0.009*"skin" + 0.008*"ship" + 0.008*"sw" + 0.065*"micro" + 0.060*"transact" + 0.035*"cruiser" + 0.021*"sorri" + 0.019*"onlyi" + 0.018*

Topic: 93 Word: 0.028*"dont" + 0.020*"trade" + 0.019*"straight" + 0.017*"begin" + 0.016*"walk" + 0.013*"anchor" + 0.019*"steal" + 0.016*"corpor" + 0.014*"freighter" + 0.014*"patien" + 0.013*

Topic: 95 Word: 0.030*"immers" + 0.026*"incarna" + 0.022*"press" + 0.021*"repli" + 0.020*"wormhol" + 0.019*"command" + 0.026*"ban" + 0.025*"hello" + 0.023*"truth" + 0.022*"whine" + 0.022*"

Topic: 97 Word: 0.023*"say" + 0.020*"captain" + 0.016*"scam" + 0.015*"plex" + 0.011*"militia" + 0.011*"biggest" + 0.012*"support" + 0.010*"copi" + 0.008*"stupid" + 0.008*"letter" + 0.008*

Topic: 99 Word: 0.047*"trial" + 0.046*"account" + 0.027*"hope" + 0.023*"total" + 0.021*"dev" + 0.019*"b

This doesn't seem to be super useful in itself. It might be more useful to map it back to the comments and look for the most "representative" comments.

```
In [40]: print(documents.loc[0][0])
         print(processed_docs[0])
         print()
         print(documents.loc[1][0])
         print(processed_docs[1])
         print()
```

it is adorable that 95% of the people in this thread have missed the op's point entirely.he is not comp
['ador', 'peopl', 'thread', 'miss', 'point', 'entir', 'complain', 'cloak', 'mechan', 'complain', 'risk'

you do realize that, in the two years+ that i've been playing, i have found more people who do highsec :
['realiz', 'year', 'play', 'peopl', 'highsec', 'industri', 'agre', 'bare', 'profit', 'refin', 'station'

```
In [41]: print(documents.loc[0][0])
         print(processed_docs[0])
         for index, score in sorted(lda_model_tfidf[bow_corpus[0]], key=lambda tup: -1*tup[1])[:3]:
             print("\nScore: {} \t \nTopic: {}".format(score, lda_model_tfidf.print_topic(index, 10)))
```

it is adorable that 95% of the people in this thread have missed the op's point entirely.he is not comp
['ador', 'peopl', 'thread', 'miss', 'point', 'entir', 'complain', 'cloak', 'mechan', 'complain', 'risk'

Score: 0.68621826171875

Topic: 0.019*"fail" + 0.014*"complain" + 0.009*"game" + 0.009*"success" + 0.008*"chang" + 0.007*"ultim"

Score: 0.1490948647260666

Topic: 0.031*"gank" + 0.022*"status" + 0.022*"suicid" + 0.022*"concord" + 0.020*"insur" + 0.017*"pirat"

Score: 0.0818743035197258

Topic: 0.023*"aggress" + 0.021*"loot" + 0.017*"timer" + 0.015*"neutral" + 0.014*"dock" + 0.013*"corp" +

```
In [42]: # very slow
         # n_topics = 100
         # look for most extreme examples from each topic? or randomly selected ones that are above a c
         # map the model to each post
         a = lda_model_tfidf.get_document_topics(bow_corpus[0],minimum_probability=0)

         docs_LDA_scores = pd.DataFrame(columns = range(n_topics))

         d = dict(a)

         start = datetime.datetime.now()
         for doc in bow_corpus:
             a = lda_model_tfidf.get_document_topics(doc,minimum_probability=0)
             v = np.array(a)[: ,1]
             row = pd.DataFrame(v).transpose()
             docs_LDA_scores = docs_LDA_scores.append(row)

             if i%1000 == 0:
                 print(str(i)+" posts || time = "+str(datetime.datetime.now()-start))
             i = i + 1
         print("LDA Mapping - Done.")
```

```

1000 posts    ||    time = 0:00:04.117904
2000 posts    ||    time = 0:00:08.637089
3000 posts    ||    time = 0:00:13.554334
4000 posts    ||    time = 0:00:23.207690
5000 posts    ||    time = 0:00:30.726183
6000 posts    ||    time = 0:00:38.237412
7000 posts    ||    time = 0:00:44.704334
8000 posts    ||    time = 0:00:51.737597
9000 posts    ||    time = 0:00:59.440046
10000 posts   ||    time = 0:01:07.283170
11000 posts   ||    time = 0:01:17.219093
12000 posts   ||    time = 0:01:25.822511
13000 posts   ||    time = 0:01:35.851855
14000 posts   ||    time = 0:01:47.055976
15000 posts   ||    time = 0:01:57.387331
16000 posts   ||    time = 0:02:09.978847
17000 posts   ||    time = 0:02:22.715347
18000 posts   ||    time = 0:02:38.277783
19000 posts   ||    time = 0:02:56.415561
20000 posts   ||    time = 0:03:11.494571
21000 posts   ||    time = 0:03:27.730650
LDA Mapping - Done.

```

```
In [83]: docs_LDA_scores.to_csv('incarna_docs_LDA_scores.csv')
```

```
In [43]: docs_LDA_scores.index = range(len(docs_LDA_scores))
```

```
show_n_comments = 20
```

```

for topic_num in range(n_topics):
    # for topic_num in range(3,12):
        top_docs_idx = docs_LDA_scores.sort_values(topic_num,ascending=False)[topic_num][:show_n_c
        print("Topic: "+str(topic_num))
        print(lda_model_tfidf.print_topic(topic_num, 15))
        print()
        print('Comments:')
        for idx in top_docs_idx:
            print("[] " + documents.loc[idx][0])
        print()

```

Topic: 0

0.022*"thought" + 0.016*"frustrat" + 0.015*"payment" + 0.015*"apart" + 0.014*"cheat" + 0.014*"knowledg"

Comments:

```

[] sorry will not happen, there was already a huge community outrage over this and was brought to a hau
[] yest2 bpos have been a ridiculously unfair advantage for those who go them and they continue to be s
[] it's frustrating yes. however, there are other more important things to fix first i feel.
[] should be no more difficult that if the character was biomass'd.
[] biomass your characters and never come back.
[] offensive? i basically reversed what you said so perhaps you should stop being a hypocrite. also thi
[] no.because after seeing how eve development has been evolving, even the cosmetic microtransaction wor
[] ccp state they are going to 'fix hybrids' but it is low down on their list of priorities. this shoul
[] apart from ammo size changes i would rather prefer a nerf of proj ammo to kin/expl dmg only in order
[] my thoughts exactly.

```

☐ yes. account 1yes. account 2obviously the standards of ccp's updates and community service would be 1
☐ it would end these threads!there is nothing you can do to change the common perception that t2 bpos a
☐ blasters already have massive ammo clips, so maybe just increase the capacity of railguns somewhat?
☐ silly. as if anyone with an objective view could confuse our old character look with the new one. wh
☐ no. that's my preference.but i guess it's ok for cosmetic only, because then i can tell who the doucl
☐ effects are quite important as informative tools. they should be visible but not annoyance.ab and mw
☐ all 3 of my accounts i made.. nightcyn , clainanightcyn , and silentcyn i choose amarr/amarr race/bl
☐ supported, and btw everyone in this thread, it is ccp that decides what is low priority, not you! th
☐ +1event it a paid service i'll pay ^^you can have new clones, why not some genetic modifications
☐ the only time it could possibly be unfair to lose sp when you go pop is if you didn't have the funds

Topic: 1

0.734*"cosmet" + 0.017*"price" + 0.005*"money" + 0.005*"reason" + 0.005*"stay" + 0.005*"multipli" + 0.0

Comments:

☐ cosmetic only, and only if prices are reasonable (they currently really aren't)
☐ cosmetic onlyif u have too much money go buy cosmetics to make eve better, but nothing else...
☐ cosmetic onlyand no to the current price level.
☐ noit never should have been introduced but as someone else pointed out, it's already in the game so.
☐ no and only if ccp promiss by whatever they believe in to stay on it.. cosmetic only.
☐ cosmetic only (and even then at reasonable prices)
☐ cosmetic onlynot that i believe it will stay that way.
☐ cosmetic only.at a reasonable price though.
☐ cosmetic only.and for reasonable prices.
☐ cosmetic onlyand that is only if the prices drop.
☐ cosmetic only if really necessary for ccp business...and no to the current price level.
☐ no microtransactions, but i might accept only cosmetic only.
☐ cosmetic only - top price 5 usd
☐ cosmetic only. i'd rather say no, but if it has to go its for cosmetic only (and booze)./m
☐ would you like your mother now and a tissue as well.
☐ maybe "cosmetic only", why not?
☐ cosmetic is fine.
☐ cosmetic onlyalthough is more like a no
☐ cosmetic only (but fix the prices)
☐ nobut if mt is here to stay then cosmetic only, if buying sp for isk came in i would quit

Topic: 2

0.021*"amarr" + 0.016*"day" + 0.011*"oper" + 0.010*"buddi" + 0.010*"event" + 0.009*"drug" + 0.009*"colum

Comments:

☐ im using dual monitors but i think the real problem is not being able to move the login screen or the
☐ or they could just use the key up event like every other program on the planet...*facepalm*
☐ just include sex, drugs, and violence <<<<< include this and your good-to-go.
☐ thumbs up for the signature radius column and mass column, if would be great for the wh fleets comand
☐ fairly certain not every single player in the game has access to standard station services.
☐ you are supposed to make the game more fun to play...
☐ i want to ride the lightning like the old days.
☐ too much load with >1 client; makes market operations (more) tedious.
☐ cool operator, 3,20,31,68,77,83,166
☐ a slaver hound would be cool if you were amarr, but what about everyone else?
☐ no-one else using dual monitors?
☐ wealthy pay taxes... when they make money.
☐ i think it already does something like that. iirc the system doubles the cost per week of the war.
☐ i should point out, that i agree on return of static background only if they rework it in a far better

☐ supported, amarr get shafted the worst by this tbh. only 1 useful combat cruiser and it isn't even 1.
☐ i reported them like 12 days ago, lolbetter late than never, i suppose
☐ how about header sorting like you find in the latest versions of ms office? that way the overview (a
☐ sort out alliance and public use of labs so science services can be offered to the general masses. s
☐ i'm at least 35 days away from a tengu. cruiser v :(we get one haven now in our space and that's al
☐ by doing so days or weeks before hand and sitting afk. are you sure you know what this thread is abo

Topic: 3

0.086*"listen" + 0.030*"concept" + 0.030*"rise" + 0.023*"servic" + 0.019*"havent" + 0.019*"blind" + 0.0

Comments:

☐ rise from the dead little thread, there is hope !
☐ noand noandno thank you for time ccp hope u listen and not to sony
☐ no it doesent. you need more to work with than just the basic concept.
☐ get rid of the nex store to show that you are listening to the players.
☐ you also neglected to mention that he has a second anus on his forehead.
☐ i hadn't seen that, thanks.
☐ sometimes you want to listen to music, and not the eve music for the 1,000th time...
☐ i think it's worth looking into.
☐ thank god, someone is willing to diminish the hamster spawn. thanks for doing the dirty work.
☐ fw missions can easily support a fw player's pvp habits.
☐ nocanceling sub nowsee you all in battlefield 3 where you pay once and thats it
☐ solo player,73,63,47,44,160,146,150,17,23,116
☐ hi all,will "monetizing your apps and services" be an issue also?
☐ no. listen to your community ffs.
☐ they will never listen on this point but well
☐ thx, havent seen that :)
☐ care blind,4,8,17,23,34,61,141
☐ worth for ccp to take a look at!
☐ kirkofthepicard, 171,-79,8,14,20,23,27,75listen to the people \m/ ..!
☐ excellent point sarina. you know what they say, 90% of people blindly use statistics without actually

Topic: 4

0.031*"expand" + 0.020*"throw" + 0.020*"inevit" + 0.015*"gotta" + 0.014*"permiss" + 0.013*"slip" + 0.01

Comments:

☐ no, 0.0 is about empire building, not camping and then going back to jita to buy more potato chips.b
☐ no-> 'cause i want sandpox and mini-professions!
☐ plenty of people have spent years in the game before truly understanding session mechanics from stat.
☐ do it!!! would make fw more fun too, let fw corps control their own system for their empire!
☐ litter the universe with the scorched wrecks of our foes!
☐ problem is that dust is going to impact our 0.0 sov mechanics which by proxy is allowing rl mt to do
☐ how this slipped passed me is a mystery. supported.
☐ inevitability, 17,70,91,13,84,90,143,149
☐ noeve online is enought expensivemaybe if it was a freetoplay why notbut we pay and we should pay ag
☐ only via a new mini profession explorer.
☐ i, proclus of the house of diadochu, the great and almighty of awesomeness, hereby place my seal of a
☐ this should be one of the many permissions issues fixed in upcoming patches, along with pos permissi
☐ interesting idea...i like it. still trying to wrap my imagination around it more, but it seems workal
☐ new idea let's add a random moon resources with limited avaiability in wh. itwill make wh more intere
☐ i agree with jack. you spend all that time to give us legs, and yet you do nothing with launchers? i
☐ cosmetic onlybut i would go one set further and say station only to allow ccp to further expand the g
☐ totally support, took my jacket off and it seems everyone gotta know :/
☐ why would you ever want to throw away skill points? your example doesn't even make sense.

[] *looks for decoder ring at bottom of cracker jack box*
[] still be a regular stargate, not a corp / alliance one where they can set who uses it or not. but the

Topic: 5

0.031*"gank" + 0.022*"status" + 0.022*"suicid" + 0.022*"concord" + 0.020*"insur" + 0.017*"pirat" + 0.01

Comments:

[] in real life spies are not hiding in f*ing deep space. and even if they were, you wouldn't be able to
[] a "newbie agent" in newbie systems who provides informations about corps and mentors, who are willing
[] sec status is just concord faction standing. makes no sense that concord standing is visible but ama
[] howabout a system in which players who lose ships more often have to pay more to insure their ship?
[] except the reward for hi-sec is pretty high for the minimal risk involved.
[] in the not too distant past, platinum insurance paid out 100% of the value of the hull and the cost o
[] makes very much sense! you currently lose secure status if you aggress an innocent player; therefore
[] standings requirements for agents disappear if it's high enough.so you have no idea if the corp/agen
[] security status need to be easier. if im not allowed to gank people easier in hi-sec the economy wil
[] only if players who rr the pirate player also get concorded.that would be broken...
[] people and places -> places tab -> agent missions
[] what i just don't get is that an aggressor in high sec gets paid out by insurance! concord should no
[] imho, i think it's more important to add variety to the existing npc corps the agents belong to, rat
[] concord and faction standing should be visible to everyone and all standings should be visible to +1
[] all pirate faction ships should be outlawed in empirethat is cruel, but fun
[] spoken like someone who's never dug themself out of pirate status
[] due to lag reasons, they should just remove our ability to see our own standings.
[] +1.no one asked to remove the standings in the first place.
[] what i don't understand is why you, and the other mental midgets, don't know that an outlaw is shoot
[] remove or lessen the sec gain from null rats. why?if you are bad you can just go back to the safe al

Topic: 6

0.299*"sign" + 0.026*"rep" + 0.025*"particular" + 0.019*"spell" + 0.017*"beauti" + 0.014*"applic" + 0.0

Comments:

[] state of the goonion and csm fireside chat audio clip is in fact the same file? c/d
[] /signed you would think they would have thought of this.
[] /signed as in the other threads about this same thing
[] /signed for good arguments
[] i do not see the point. i usually do find the point too...
[] /signed.they should also bring back faction f.o.f.s
[] signed.though if i had my way, they'd remove plex as well.
[] ...why not just use your own media player like a normal person?
[] that's the beauty of eve, you get to pick :)
[] may i bring the council this
[] good one!/signed
[] signed ~long overdue
[] /signed, all that could be said has been
[] in no particular order:wa'roun 2,5,8,10,12,14,17,20,21,22,23,29,31,34,35,39,40,41,42,43,44,47,49,59,6
[] yes, remove all mt. /signed
[] by emoving locla that efects not onkly bots but usual players to.
[] your throwing a fit over your currency and your calling us short sighted?scuse me? last i checked...
[] remove mt's from eve, or i'll remove eve from my machine. non-negotiable.+1/signed.
[] gcc should only apply if the target you are repping actually has gcc flagged him/herself. supported.
[] this would make things so much better in game. no more need for neut reps or other trickery.supported

Topic: 7

0.049*"ladi" + 0.040*"jam" + 0.033*"spaceship" + 0.031*"internet" + 0.024*"choic" + 0.023*"dear" + 0.02

Comments:

- [] make it more specific, like a box for falcon, kitsune, scorpion, blackbird, griffin, ect.
- [] crellion 8-14-15all helpful but finally let's see some spaceship changes ffs
- [] no.why in a game of internet spaceships ?
- [] noi would say cosmetic only, but allowing that leads to complacance which leads to them sneaking it
- [] but my dear these are one in the same you cannot allow one but scorn the other.
- [] no...cos they will only sneak it in later.
- [] while i like the captains quarters, and i would love to see it expanded even to where you could meet
- [] this is an internet spaceship game, focus on internet spa...wait, did you say boobie physics?+1
- [] i have wanted this for a long time.
- [] here is why ccp shouldn't do this:they could spend the time doing other better thingsincarna is alrea
- [] dear manny.i'm gonna support this, but i am never, ever going to forgive you for making me agree with
- [] making spaceships...wait. making avatars for spaceship pilots.
- [] all i saw from u was nothing but qq about how ganking a few miners somehow leads to the end of the un
- [] thin edge of the wedge i'm afraid.not supported.
- [] long overdue, really.
- [] lady eldrae,3,33,39,50,58,78,82,119,131,142
- [] james sebastian,114
- [] lady sforza 8,11,14,15,16,34,89,121,162
- [] james keenen, 12, 24, 32, 56, 120, 131, 142
- [] james senior,122,143,123,121,117,112,102,141,32,11

Topic: 8

0.067*"sound" + 0.024*"good" + 0.021*"mindlink" + 0.020*"case" + 0.020*"dust" + 0.015*"cross" + 0.014*"r

Comments:

- [] sounds pretty good to me. how soon could we make this start happening?
- [] it sounds like a good plan to me.
- [] sounds like personal problem.
- [] you sound mad are you mad or do you know everything i said is the truth and you have come unstuck yo
- [] a fact i'm sure they're completely devastated about...
- [] not sure you were actually .. hahahahaha sounds very ccp'esque.
- [] he should go to dust or that other game they are working on. do your mt over there, not in eve.
- [] yes, bring the good sound back. also, the new mining laser effect is pretty lame. i like the crossing
- [] the rails are a completed circuit with the completion being the slug. they form 1 magnet not 2. anywa
- [] no. and this seals it. op has no clue.if you want free mindlink go do missions. few hundred mil for m
- [] sounds like a reasonable idea to me, and i've never been keen on lasers and hybrids following the sar
- [] sounds good to me.
- [] sounds good.
- [] sounds good to me.
- [] sounds good.
- [] ah.in that case, because i'm feeling obstinate and nostalgic, i'll say no.
- [] sounds good
- [] sounds good.
- [] sounds good to me!
- [] doesn't change the fact that this thread is going to upset some people at ccp and possible result in

Topic: 9

0.023*"travel" + 0.020*"button" + 0.019*"undock" + 0.014*"sound" + 0.014*"unnecessari" + 0.013*"hangar"

Comments:

- [] hey us asians read right to left, so let's not be too racially biased here. (and eve is coming to jay

[] yes, this makes sense to me from both a performance perspective and an rp/immersion perspective too.
 [] yes, this makes sense to me from both a performance perspective and an rp/immersion perspective too.
 [] yes, this makes sense to me from both a performance perspective and an rp/immersion perspective too.
 [] use a orca with a cloak. thats what i do. anywho, a cloaky pos does sound cool though trinkets. makes
 [] it might be a much shorter list if we were to sound off on what we do like about pos's don't you think
 [] cq really need to be optional. dock to hangar and either undock or move to cq from there.
 [] there should not be afk pilots on eve.unnecessary load on the server.afk? forced logout.do you use ma
 [] i want the old warp sound too!
 [] /signedgive us a button to change between the old hangar (shipspinning 4ever) an cq
 [] /signedgive us a button to change between the old hangar (shipspinning 4ever) an cq
 [] wow! that sounds *nearly* as bad as wh space.
 [] /signedgive us a button to change between the old hangar (shipspinning 4ever) an cq
 [] /signedgive us a button to change between the old hangar (shipspinning 4ever) an cq
 [] support the graphics.would make my tengu / machariel look kewler!
 [] funny, but no. hey, and *i* was the one to use the submarine reference first! edit: to pre-emp any un
 [] yes, cq needs to be optional. implementing these three choices will make everyone happy:"always dock
 [] could work as well.scanning in itself is ok, as long as it's something you try to find off grid stat
 [] a graphical change to the warp start/stop would be awesome. also a change to the in-warp graphics wo
 [] supported for sure, there's no good reason for this not to be optional, those saying it makes more w

Topic: 10

0.021*"need" + 0.010*"major" + 0.009*"game" + 0.009*"veteran" + 0.009*"closer" + 0.008*"legal" + 0.008*

Comments:

[] this.its not a hard thing to do and if your corp or alliance isn't organized enough to have this sor
 [] just an answer: 0.0 should be safe for nobody, right? so, if you wanna stay afk and safe.. go back to
 [] to be honest its not that difficult to add. its all in the skeleton of the 3d model and the weight of
 [] afk cloacker are payed to do it and wanna continue to be payed. a nerf ruins this easy way to do mon
 [] hey, what a coincidence. i *did* notice the thread once someone pointed me in the right direction. ne
 [] name those consequences that can't be worked around. til then, keep on ranting 'cause we all know how
 [] seriously though, how do expect a company which can't even manage to properly setup a new forum to r
 [] if someone can't hit the warp button when a window or message pops up warning of impenitent decloack
 [] yet another afk cloak thread, i'm just going to paste in the same response as i made in the last one
 [] i presume you're all aware that:1) this thread is over 7 months old.2) the op has sold his character
 [] this would be much nicer compared to the current cq. however, the ability to undock directly from the
 [] ^this. stop playing station games, and your troubles will go away.
 [] yes, of course. eve is very complex, and for every tactic that affects one negatively (such as a war
 [] i'm really not seeing the need. plus who wants to buy pricy skills again when they later change thei
 [] "i accidently made my boobs way too big!" "when my character started, i wanted him to be skinny, but
 [] /supported. i wanna change my characters to something more unique since everything has been changed
 [] can i plus one higher than one?like ovah 9000?
 [] the market regionalty is actually one of those things that makes eve feel big. if anything, they ne
 [] i don't even save fittings, and i support this product and/or service. forcing dependency on an exte
 [] bellicouse - needs compleatly gutting and reworked from the ground upomen - small boost to grid and

Topic: 11

0.048*"thread" + 0.043*"serious" + 0.038*"quit" + 0.023*"crowdsourc" + 0.020*"gonna" + 0.020*"consid" +

Comments:

[] is it me, or are we seeing the same suggestions over and over and over from people who never bothered
 [] gunna be hard considering noone else is going to be seeing it for a long long while :-p
 [] ccp needs to fix industry, seriously. they're the same mechanics for many many years.
 [] +1 i wish i had seen the thread on yes/no to microtransactions previously i would have voted no
 [] considering it was crowdsourced last year and ended with a resounding no, it should have never been c

[] this idea is also being discussed in the thread [proposal] mining makeover.
 [] not sure if you actually read the proposal...
 [] wow shut up if you dont like it quit
 [] this has already been proposed and discussed. i don't think we need to hash it out again.
 [] this is the formalized proposal of the thread from eve general discussion board:
 [] i'm sure there is a thread discussing that too somewhere.
 [] a bit of a long read but very well thought out. +1
 [] please do not take away my fun. read my concerns.
 [] seriously how hard can this be to put in the game.
 [] and tripling 0.0 rewards. that wukld be fare, 0.0 its not for free that **** its verry expensive.
 [] no.that's like faillaserdrake or missileapoc. seriously ccp, why would you even consider it?
 [] i see this thread more than 1 year. no changes :(
 [] no, quit too many games because of them, i can't lose eve too
 [] quitting eve, but as long as my subscription is active for another two more months, here's my support
 [] please vote for the crowdsourcing initiative here. thread locked.

Topic: 12

0.055*"incurs" + 0.042*"delet" + 0.038*"cours" + 0.028*"stop" + 0.025*"pretend" + 0.024*"projectil" + 0

Comments:

[] oh ok so i should have my character deleted because i want to play the game for why it was made? such
 [] when p/i came out, i tried it, didn't enjoy it, and don't do it.when incursions came out, i tried it
 [] are you arguing for something other than buying sps now?
 [] move next door or stop being a pansy.
 [] eh? in b4 everyone who has ever argued this point, ever.
 [] how everyone will be able to saturate the market when only one of your characters will be controlling
 [] the minmatar don't use lasers because lasers are terrible and projectiles are awesome.
 [] lickity split 162, 12, 166, 146, -143
 [] no (way - stop)
 [] no at all, ccp stop it!
 [] wtf... of course no
 [] delet please
 [] +1 of course.
 [] of course, so yes!!!!
 [] of course.
 [] no stop it
 [] burn them allllllll!!!!!!!!!!!!111!
 [] no stop this
 [] mt's can burn
 [] show info,8,14,32,34,51,68,110,139,-48,-86,-143

Topic: 13

0.021*"content" + 0.021*"exploit" + 0.015*"disembark" + 0.014*"suck" + 0.014*"section" + 0.013*"polic" +

Comments:

[] although i agree with you that the chances for that happening are slim, you should never underestimat
 [] i'm with you on the roleplaying thing. immersion is important. right now it feels disjointed and bro
 [] *sigh*yes, this thread is so much different than all the 1000 other proposals for this topic.
 [] fix lag? so, we can pile even more players in a system? they are always 'fixing' lag. lag becomes ir
 [] apparently custom decals are nearly ready to be implemented, but there's the issue of certain body p
 [] exploit? how exactly is cloaking an exploit?
 [] suck it up, mate! you and your pirate scum buddies deserve everything you got! eve is all about cons
 [] i too was drawn in interest in this however being told to find other pursuits as you cannot fulfill
 [] counter-proposal: drink bleach.

☐ counter proposal -- drink bleach.
☐ please tell me i did not kill this thread...
☐ i remember saying something along these lines... in 2007!
☐ the "no one but you cares" section would be good.
☐ nothing is an exploit simply because you don't like it.
☐ counter-proposal: drink bleach.
☐ that's why they suck and are not close to be upgraded
☐ nah, it was just a thought, but yes i see what you mean and no i am not a griever.
☐ easy change. fixes an oversight. win
☐ that sir will make eve a bling game. no way i will support that. go play wow or lineage. facebook's
☐ i had this idea awhile back too. npc police dominance sucks in any game. let the players do as much

Topic: 14

0.056*"ruin" + 0.054*"ingam" + 0.037*"ninja" + 0.029*"whatsoev" + 0.027*"hat" + 0.026*"poll" + 0.021*"u

Comments:

☐ no-----> if i wanted to play a wow type game i would go play wowwake up
☐ +1 also stop ruining my game
☐ nodon't ruin this game ccp that's all i want to say.
☐ cosmetic only is fine. no items which give any game advantage. trophies of wealth should be ok.
☐ no, it will ruin this game.
☐ pretty much this. does ccp even have any qa whatsoever?
☐ yes! signed ccp has ruined my character
☐ *splortch* here, hold this for me while i go ninja mine in 0.0?
☐ little humpink is far too impressed with wealth to have actually grown up with it.
☐ cosmetic only! no in game bonuses, it ruins games!!!! i pay 15 a month to not deal with it!!
☐ cosmetic only. if people really need their horrifically ugly vanity items then *shrugs* good for them.
☐ the other poll is exactly this whitehound. the original post was made before there were any microtrans
☐ no! cosmetic is fine but i would rather use isk ingame for those too. don't **** eve up ccp, it will
☐ not supported. eve is a game of choices and consequences. deal with them. and this change would have in
☐ no against any type of micropayments for ingame superiority.
☐ sup. mts beyond plexs will ruin this game, vanity or not. +1
☐ bump because everyone hates macs and they suck
☐ grey hameleon, 1, 2, 3, 8, 21, 22, 27, 28, 36, 38, 39, 48, 53, 56, 68, 78, 82, 83, 84, 88, 92, 99, 110, 118, 119, 122, 123, 124,
☐ ugly gorinich, 14, 35, 75, 77, 97, 108, 146
☐ none, whatsoever.

Topic: 15

0.095*"lord" + 0.051*"dark" + 0.030*"didnt" + 0.028*"railgun" + 0.026*"derp" + 0.023*"harsh" + 0.019*"l

Comments:

☐ yes please! i like secrets and surprises and all that but it's just most of us would like to know wh
☐ please, bigger fuel bays. it wont unbalance stuff.
☐ nononniethindineinum thats all the languages i know :)
☐ no get rid of the noble market bs
☐ dark calling, 17, 35, 41, 44, 70, 71, 109
☐ i like this idea, would add a little more unpredictability and depth to the game..
☐ where is our powerful railgun's roman!!!
☐ i try to keep things i may use one day, i will never use railguns, too bad i cant figure out which a
☐ sad thing is, this person almost certainly uses english as a first language.
☐ english its my 5 language with i know so worst from all off them.
☐ lord noj, 68, 15
☐ lord purifier 7, 14, 160, 107, 85, 143, 144
☐ cave lord, 123, 14, 84, 46

- lord jingu,3,8,14,17,80,86,143
- herp le derp,3,7,8,20,91,96,108
- dark drifter: 3, 8, 17, 35, 49, 77, 91, 109, 139, 166,
- lord helghast,3,8,75,145,77,139,46,85
- lord schmock,171,66,23,121,61,109,117,54
- lord alkanphel,3,46,51,53,164,49
- derp.

Topic: 16

0.033*"turret" + 0.023*"portrait" + 0.019*"rush" + 0.019*"remov" + 0.018*"lore" + 0.018*"scale" + 0.016*

Comments:

- except the hi sec population won't actually decrease. it will just chain crash the server and cause a
- no.i have at least 150 people who will leave eve with me if this happens - we'll go to star wars old
- you can just turn of the station environment.no lag, just a pretty picture.
- people play video games on macs?
- i agree 100%keep the new turret graphics(looks awesome) but the old icons were much better.
- waiting to see how badly it goes for me.
- i'd like to be able to turn this off, please.
- or just remove them from the game would be even better :p
- then i believe the problem is not that the turrets are incorrectly scaled, but its the ships that are
- very true, but ccp developers will never do anything that goes against the lore. so no point in even
- space rush 3,28,29,32,70,77,80,83,91,121
- +iremove from game?
- can we now move on without star wars?
- then we'll have to keep wondering, because ccp's not going to let this disruptive "change" to ever s
- i think a better idea is to have hybrids 'web' what they hit.maybe 5% for each turret. or even incre
- re-signing please bring this back.just watched a video and am sad that this was taken out.
- log into duality on a machine with less than 512mb of graphics ram and note that even on low detail s
- limited cosmetic only, ive used portrait change before and i didnt mind spendign \$10 on it, but \$70 i
- in case of turrets, bigger is better
- i invade lvl4s i scan down and run them in a cane... no wait, i ran them in a cane because i'm banned

Topic: 17

0.036*"forget" + 0.027*"sandbox" + 0.019*"supercarri" + 0.014*"class" + 0.013*"aw" + 0.013*"dread" + 0.0

Comments:

- but for some people, building ships and mining is a way of life. stop trying to ruin the sandbox for
- i think you don't understand what i'm proposing, use that brain and soon you'll see a solution to the
- except that the reason why there is so much less players is ccps continued attempts at introducing r
- there will always be a ship class that does x better than any other classes.the only solution to this
- why are you proposing an entire new class instead of simply fixing the ships that we already have?inc
- you cant mine moon goo in high sec, therefore no reason to have dreads in high sec.
- ... called worm hole space. already implemented.
- supported, as long as they dont forget the most important thing for supercapital combat, the logoffsl
- but for some people, it is a way of life. stop trying to ruin the sandbox for people who don't play i
- and may be a little more cpu since moon reactions take up a hole pos, truly terrible.
- a simple answer to an awful proposal that would require breaking every single aspect of eve?
- this. this. and.. yeah, this.the last thing this game needs is a new cap ship class.
- er, yes, thanks. i think.if the other three supercarriers were nerfed down to the level of the hel t
- did you forget to add that he only expects "his voters only" to attend?
- no leave the sandbox alone
- i suppose submarines should be nerfed irl?
- also, put my balance back on the left side.

- [] +1 to both parts of proposal
- [] the irony here is you can actually tackle on day one. the op is clearly an awful player and thinks b
- [] please take a econ 101 class and report back afterwards.(ps, the '3 years' was illustrative. made to

Topic: 18

0.022*"moon" + 0.017*"fair" + 0.014*"cool" + 0.012*"meta" + 0.011*"older" + 0.011*"remain" + 0.010*"hol

Comments:

- [] no, your right, there will be less of the base materials on the market, but they wont become more exp
- [] no cause pi will become even more worthless. eventually pi would be almost unprofitable if that happ
- [] +1i could even live with a variant of the old 'do not load station environment' mode, where a static
- [] +1i could even live with a variant of the old 'do not load station environment' mode, where a static
- [] i can live with this. i could even live with a variant of the old 'do not load station environment' m
- [] well to make up for this maybe chnage the industry upgrade so it will boost the moon minerals. reach
- [] a fair fight in eve means you did something wrong.
- [] if you end up in a fair fight, you've done something very, very wrong somewhere along the line.
- [] there are a dozen threads about this active right now. did you really have to add another one?
- [] i dunno, i wouldn't mind a few more stations in great wildlands.*changed mind* *support withdrawn* h
- [] i support a cooler animation for warping other then the current 'ship slides here', but i dont agree
- [] did ccp forget to finish these off?for a npc region this severely lacks stations, and what is there a
- [] cool, then make all space lo-sec and null sec.
- [] i would sex up the dev that lets me change nikita to sebiestor. and pay them. that's gotta be a fair
- [] imagine that...a nooblet telling a much older character to quit and try a easier game.
- [] i think that eve has tremendous amount of potential and practically limitless possibilities for expans
- [] supported, i don't like targeting sleeper structures
- [] what do moons have to do with new players?
- [] no, cloaking should remain as it is now.
- [] isn't that csms job? facilitate communication between ccp and the players?

Topic: 19

0.018*"histori" + 0.016*"honor" + 0.013*"harvest" + 0.012*"number" + 0.012*"outcom" + 0.011*"stargat" +

Comments:

- [] lol...salazar...you are definately harvesting the wrong gas clouds. just saying...definately need a c
- [] you can tell that a race is weak when nobody, anywhere, is saying that they should be nerfed.
- [] no one in there right mind wants the old dd back in any form.
- [] /signedi've hated this since the moment it was introduced.
- [] that wil braek corps to they will nto resive ney mo0ney form taxes.etc.
- [] ccp, you want to sell 'convenience'? then allow me to buy premium research lab time; like available
- [] this, new history is bad, m-kay?give us back old history, stop fixing things that dont need fixing.
- [] why not for a reasonably large fee build a stargate taht opens up a new system?
- [] if ccp desperately need to sell something with microtransactions then cosmetic only!i don't mind peop
- [] mag's, i think you're wrong on this one. ccp has shown time and again they see eve as "a social game
- [] cosmetics only.i am new to this game, and i'm happy to see people pay whatever they like for their cl
- [] the war dec system needs to change, at the moment, anyone can war a single corp without anything bad
- [] that makes even less sense... the number of old characters on the bazaar would decline completely as
- [] actually, scratch these instructions. the macro instructions i would want to give to ccp would be "ma
- [] i'd rather see the other forms of e-war boosted, to be honest.
- [] your image about this is off. too much to tell you why, but all i can say for certainty is your numb
- [] sizeof void,17,23,84,88,92,138,139,-160
- [] numbers1222, 68, 87
- [] midnight void,27,51,77,85,111,112
- [] no!also, can we please get some numbers?

Topic: 20

0.180*"vote" + 0.022*"think" + 0.021*"screw" + 0.020*"harder" + 0.020*"hide" + 0.016*"minmatar" + 0.014*

Comments:

- [] you can use bubbles within zero of these things, why can't you use smartbombs? eve is supposed to be
- [] unfortunately, your comment is meaningless as you don't understand what the word 'constituents' means
- [] i am going to guess never, considering if they did ever change it, it will be a far cry from what eve
- [] mt on top of a monthly fee are they trying to kill eve? i vote no
- [] i think that when the only counter to x is "bring more of x" then it needs to be re-examined. it lea
- [] i treat it as a focus on this issue please vote. not a fix it this way vote. a look at resolved issu
- [] will people who posted their vote on the first line, and then comments on line below it, count in the
- [] yes, exactly...what happened to the post of the long list of items the player base already voted on
- [] one of twenty things that is screwed up about industry
- [] ok gais! let's have a vote! but noone is allowed to vote no, ok?
- [] got my vote, though i'd still rather see mt removed completely.
- [] do yus a favor will ya? it will be a big help.start thinking about your propositions a little harder
- [] what happened to the post of the long list of items the player base already voted on to be fixed from
- [] or change font so o and 0 actually look different enough. i like the "old" style zeros which had tha
- [] this is what i thought incarna would be from the beginning. i was disappointed. that doesn't mean i
- [] what i'm trying to say is that on this configuration you have no reasons to lose vote by voting again
- [] this is bad - it gives even more power to those who already had it, and takes it form those who don'
- [] obviously i feel quite strong about it considering the amount of accounts i have voting in here.
- [] if there is no specified number of preferances you have to have, it won't make voting any harder for
- [] while i do like your ideaits has some problems. like playing in wh or 0.0 space where people are dep

Topic: 21

0.033*"great" + 0.030*"chat" + 0.024*"hasn" + 0.021*"product" + 0.020*"updat" + 0.019*"channel" + 0.019*

Comments:

- [] no local = no null-sec empires = empty 0.0 = pirate own goali don't think alliances can handle massi
- [] the day when afk cloaked ship kills anyone is the day we may seriously start talking about nerfs to c
- [] why cant they do something like this...if not a local chat window // do whatever you want elseif loca
- [] minnie pilots use missiles too! better missile launches please!+1
- [] ccp should give everyone a few aur. then most of us players will be able to sell that aur for isk, w
- [] and you apparently don't have the slightest clue how nullsec works.
- [] turn off local chat.
- [] no, never!! u, sir, are starting to devastate one of the last great games!
- [] change mininum warp distance to 250+ km.
- [] in to advertise my alliance. why pay aur when you could pay good old isk?
- [] i would change local to something like; you warp in system, you are not seen on local. if you type s
- [] except that they won't. granted people will fly them, but not in those kinds of numbers. the vast ma
- [] make cloak drain cap.done.
- [] "flakes of fish food" :-d
- [] get some clue noob
- [] anywhere we can get the recordings of this chat?
- [] nohowever, the op hasn't been updated in a while...
- [] how about not ****ing things up for pvp and pveers alike? rr is fine.
- [] they should just disable local in jita. we dont need a chat channel there.
- [] then need nwew mechanics how allainces and corp wil resive soem isk for all reinbursments etc. sov h

Topic: 22

0.146*"bump" + 0.017*"deliv" + 0.016*"visual" + 0.016*"topic" + 0.013*"happen" + 0.012*"corps" + 0.011*

Comments:

[] you said it yourself mars, you can't have everyone in the same place and happy. with two shards, the
 [] buh? lp and isk in the form of faction ammo isn't used and consequently removed from the market/game
 [] this topic was startet @2011.04.18.did something happens after that ?no. it's like i told you.
 [] it could work but only if you couldnt anchor minefield inside another one :)
 [] you act like bumping is a bad thing.
 [] first and last bump. if nobody else wants this that's cool.
 [] bump for a good topic.
 [] thanks for the bump, i needed a good laugh and your proposal delivers.
 [] it was a simple question and request. can't see why you would want to avoid it tbh. it is after all
 [] bump, because i just spent 30 minutes arguing with people in fw.
 [] you know you want to!this stuff is pretty awesome and while having not yet used up my sixer i allrea
 [] my alt has fof 5 for the reason i stated. they really don't need to be made any better. although the
 [] i would like to reopen the topic "use of heat, targetable modules, and electronic warfare"
 [] bumped for more discussion.
 [] free bump
 [] <bump> and yes, i do want them back.
 [] needs to happen.
 [] elighten me. i know it was because my fcs were *****, but it still happens.
 [] afaik ea tried once. didn't happen.
 [] this needs a bump.

Topic: 23

0.026*"thumb" + 0.023*"blue" + 0.021*"name" + 0.013*"squad" + 0.012*"silli" + 0.011*"watch" + 0.010*"key"

Comments:

[] no, it defeats the purpose of putting any time and effort into the game.
 [] i like the font size a lot in eve, but they do need to be more distinct.
 [] +1 for second proposal, if your silly enough to train two characters...
 [] i like the large friendly letters on the cover.+1
 [] ... perhaps its because of thishybrids tweakdon't you feel silly for losing your cool now?
 [] i believe there should be an afk timer, if you did not touch your keyboard or mouse for x - amount o
 [] no.overview settings !!!it's red you shoot.it's red with blue cross, you don't shoot.it's red with g
 [] so does afk stand for "away from keyboard and not watching what is going on and have no clue what is
 [] you can't rely upon chat logs for intel, it's an extremely unreliable intel source.fraps. you honest
 [] need more thumbs up guys.
 [] it's possible they will give us flower picking and wild snakes.
 [] cpp could fix the bots problem in one day if it wanted to 1 run a db query on a accounts that are onl
 [] thumbs up if you want pod squishes back
 [] this is worth consideration
 [] *****got ass bastard **** *got masturbating cheese-wizzing son of a ***got's grandmother's *
 [] no.i can speak for my corp when i say that we in no way, shape or form would or could support this i
 [] this would be the problem, however if names where held to a strict standard i could see this idea wo
 [] the minute i see this in the game, i'd leave. it defeats the entire purpose and feeling of eve, patie
 [] as i said easy intel easy intel is this going through or would you be in need of visual aids.also i l
 [] put it in a seperate tab in the standings tab (that is not selected by default), because lets face i

Topic: 24

0.041*"user" + 0.036*"imag" + 0.032*"visit" + 0.031*"enabl" + 0.031*"set" + 0.031*"interfac" + 0.021*"p"

Comments:

[] please visit your user settings to re-enable images.not looking like this is also a major issue.
 [] if by buff you mean reduce damage, then yes.otherwiseplease visit your user settings to re-enable im
 [] the line was here last year when ccp said this:please visit your user settings to re-enable images.
 [] relvant image:please visit your user settings to re-enable images.

☐ i have only one thing to say...please visit your user settings to re-enable images.
☐ please visit your user settings to re-enable images.image from:
☐ please visit your user settings to re-enable images.
☐ please visit your user settings to re-enable images.
☐ please visit your user settings to re-enable images.
☐ please visit your user settings to re-enable images.
☐ please visit your user settings to re-enable images.
☐ in fact, you should be able to map as many functions to a single key as you want.
☐ you like icons that fail basic ui guidelines? which is which turret? please visit your user settings
☐ makes sense, however, would a corp member with just roles to start their own jobs, and not to cancel
☐ ownership of a system in eve is determined by the barrels of your guns, not meaningless words in the
☐ please visit your user settings to re-enable images.give us actual icons, not blurry images.
☐ per ccp. mt was not supposed to be in eve...please visit your user settings to re-enable images.
☐ i'd buy that for a dollar!please visit your user settings to re-enable images.
☐ i like to keep things simple so...3 images - click away :)image 1image 2image 3- vote for support ..
☐ please visit your user settings to re-enable images.edited for support.

Topic: 25

0.112*"post" + 0.050*"general" + 0.031*"bear" + 0.025*"time" + 0.024*"epic" + 0.023*"hack" + 0.021*"marl"

Comments:

☐ i think it is more that people just don't care to refute your constant ignorance that you show in eve
☐ i already posted what the general protestors and populace wants + some on going issues that i thought
☐ edit: multiple posting as it told me i was going too fast :/
☐ nothing wrong with supers as is they die constantly, just stop sucking and kill them.
☐ then there should be a possiblity to search you then take all your stuff and perma kill your char in
☐ so "green" edit: support topic + ability to hack off line pos (lvl5 hack +lvl4 anchor?)
☐ so now anyone who points out you failed is a liar? :-d best edit your op then...
☐ fail matar whine fails
☐ me too, i like to post in a thread without reading it.
☐ you mean like last time they tried to fix dyspro ?
☐ also a duplicate of the thread in features & ideas discussion.you going to post this in general disc
☐ someone afk cannot do anything to you,someone not afk is not what your post is targeted atwhats your
☐ mistake post fail.
☐ ^^ best post in the thread.
☐ i am afk cloaking right now while i make this post. chew on that.
☐ noand this is the first time i post on eve forums...
☐ first time posting in forums, no.
☐ i had a thread asking for ideas in general discussion.
☐ come on guys, don't tell me that the thread in the general discussion was just talk. i know a lot of
☐ much like your posting

Topic: 26

0.049*"page" + 0.033*"petit" + 0.024*"what" + 0.022*"clear" + 0.022*"modifi" + 0.021*"favor" + 0.020*"p"

Comments:

☐ see, there you go, not only does my idea let you choose the appearance of your ship despite your sub
☐ no no no no no no!no mt thats final i think its clear what the customer thinks... and i know for s
☐ ^thisalso blackops and fleet mentioned together. another one is not blackops and that's not blackops
☐ no!microtransactions are only acceptable in free to play games...
☐ noor to further clear it up: no, as in "no", "nein", "non" ...i mean ... it's either "pay 2 play" or
☐ i have 10 different rifter fits that i use currently. if you don't believe me check my battleclinic p
☐ i am on the same page with marlona here (i cant believe its actually posible)
☐ check check still not fixed

☐ go play a free mmo. this is the dumbest proposal by far.
☐ no. and give me my fittings back. for free.
☐ keep it up, you're doing my argument a favor.
☐ erm try my already 7 page petition here
☐ i agree with eperor, turn it into a strategic action on both sides.
☐ check his post history and the answer will become clear, unfortunately.
☐ this thread is still going here is my idea for the thorax.
☐ its sad to see this on the last page. good topic i would love to see something come of this.
☐ your idea sounds like a kb monitor for the entire eve universe, available by the tab key. since people
☐ added your petition to the bottom of my thread @ wallet on the left
☐ i really...i don't...what...oh you guys!
☐ in favor.

Topic: 27

0.130*"vaniti" + 0.078*"item" + 0.040*"excel" + 0.020*"analog" + 0.012*"children" + 0.012*"store" + 0.0

Comments:

☐ put it on the goddamned pc or shove the game up your collective asses ccp, only advise i can give you
☐ no, while i can understand why ccp wants to bring in vanity items, i think the way they're going about
☐ no, f no!, if you introduce vanity items make the game free to play like teamfortress 2 did.
☐ cosmetic onlyyeah, no issues really with "vanity" items, regardless of the prices that ccp set, i don't
☐ so basically people can make isk from vanity items rather than just selling plex for isk?
☐ noas long as it's just vanity items i can live with it but would prefer see it gone.
☐ 100% of morlidots22 got their umbilical cord wrapped around their neck during childbirth causing severe
☐ this, mt is ok if it stays vanity only, the price ranges are not my concer, since im not gona buy any
☐ your half right.or full right? wouldnt that be left?oh god...
☐ i don't really give a **** about vanity items being destructible or not, sorry~
☐ and it's time for the ccp holders to sell their children and a kidneyo7
☐ cosmetic only<edit> i don't understand why so many people think it's wrong to have them if they're op
☐ so you are a self-proclaimed hypocrite. alright then... next!
☐ no.no microransactions (an surely not for non-vanity items)
☐ vanity only (but done so through player crafting)some of us desire more robust crafting in eve, so much
☐ but thats the attitude that i feel ccp has and i am bothered by in the first place. whatever happened
☐ no. none. never ever. let vanity items be part of the player driven economy. ah, and let them be des
☐ i could live with the nex just selling vanity itemsbut by completely removing aur from the game there
☐ they are called vanity items for a reason. they cost money & don't really do anything for you.it's no
☐ i agree. i would not use the vanity stuff... you would not use the vanity stuff, but you can be sure

Topic: 28

0.028*"drone" + 0.021*"rang" + 0.017*"ship" + 0.013*"bonus" + 0.012*"array" + 0.012*"blaster" + 0.009*"I

Comments:

☐ laser buffer and ham buffer layouts are fine. you will really really need those medium slots. getting
☐ casheddy,2,3,48,14,68,62,116,88,108,-114i'd also like to see the option to log corporate hangar array
☐ imho replacing all armor repair bonus on gallentean ships with hull resistance bonus would work pret
☐ i put one of my tds on a target, cutting his range by half and reducing the dps he's doing on me to 0
☐ to be honest if gallente could fit a full rack of neutrons on more regular pvp ships without complet
☐ t2 is not simply an improved version, it takes the base hull and specialises it into a specific field
☐ 1. too big of a limitation. a segregation of the dronebays so they can't spam vanilla drones perpetua
☐ or... disallow corp/alliance access... and give the people who you want to use it the shield passwor
☐ i wouldn't mind, if for smaller things like graphical fixes and mechanics stuff that they put them on
☐ yes but say less skills required, and costs around 100-300 mil range.
☐ i think the poor ability is partially to the slot layouts of the ships.the hyper for being a armor r
☐ i spend 1 year for skill my hybrid all lvl 5, a now you want nerf, stop cry, and upgrade your specif

☐ supported... better damage, better tracking, a touch better range and add some speed to blaster boats.
☐ time to make fw again for newer players.
☐ for me, the most important ones would be:enter starbase forcefield password.open fuel bay.access the
☐ i support this to a very limited degree. there should be some kind of accelerator up until they reach
☐ yeah, i'll support this. mainly 'cause i ended up going with a minmatar typhoon and later typhoon fl
☐ hell no...i could probably support an improved sp acquisition for newbies to a degree, but certainly
☐ i'll probably be using this as a copy/paste to other ecm whines:if you're nerfing ecm, suggest a buf
☐ it would be nice if the specific ship bonuses were reviewed in general. in there effects both pve and

Topic: 29

0.023*"booster" + 0.019*"order" + 0.017*"joke" + 0.015*"freak" + 0.015*"loos" + 0.014*"skill" + 0.014*"

Comments:

☐ there is a huge difference of point of view between the guy that receives a paycheck, and the guy tha
☐ i ll be brief as on cell reading all that is goin on far from home. i have seven full accounts and be
☐ i ll be brief as on cell reading all that is goin on far from home. i have seven full accounts and be
☐ i propose that anything i don't own and can't be bothered to acquire for myself be removed from the g
☐ it would be nice to be able to add an item to an existing sell order without having to have a comple
☐ whilst i understand that you may feel that you wasted time on training that you now feel you did not
☐ this **** sucks .really, popping ships out of thin air = broken game = a lot people quitting.
☐ honest question i asked myself: why is hyperion so cool and rokh so bad?
☐ but you then run the risk of someone acquiring the items you are "buying" from somewhere else (or per
☐ noget a new loan to develop wod and dust514
☐ cold risk,2,21,27,56,68,83,123,126,139
☐ i strongly suggest you guys read the entire thread. yes it is long but it is well worth it.
☐ sometimes it's almost as if people don't realize that ccp wants them to get popped and podded.
☐ if you manage to hack an account, just sell all characters, it's not worth deleting them once the or
☐ you are misstating leverage with margin trading.leverage is when you can multiply profit/losses by sp
☐ lol, everyone post with your alts.it makes this thread that much more of a joke.
☐ now that you mention it... also console = younger average player age, so it might indeed work as a t
☐ ps3 rules, x360 drools.the x360 controller sucks anyway, and kinect is a joke.
☐ they should make breast implants for the nex. that might actually be worth \$70 instead of that gay r
☐ or at certain intervals of lost health it loses dps

Topic: 30

0.103*"hell" + 0.026*"rage" + 0.019*"advantag" + 0.016*"orca" + 0.014*"unfair" + 0.013*"futur" + 0.012*"

Comments:

☐ giving an option is always good. means that i don't have to suspend my accounts until i have the mon
☐ why is it people want to have artificial mechanics to control player actions in eve?
☐ no way,that gives you an advantage with real money in the game.
☐ hell yes. why would the quafe corp give us free samples if we can't buy them?...wait a sec...are we g
☐ it's called an orca... we do not need yet an another ship.
☐ cosmetic only.if you want to pay to look different fine, but anything else would give unfair advanta
☐ not supported.your problem was caused by poor planning on your part, not poor game mechanics.
☐ lol.. man you are a hell of a comedian.by the way, where are the these people you speak of?
☐ yes, as long as it does not give any advantage in game.
☐ no, there should never be a way for someone to get skillpoints other then playing the game.
☐ umh, hell no? no? **** no? the hell we're taking it. njet, ei, intte. nein.
☐ well they already have rl money for in game advantage...the advantage is that your isk is only limit
☐ everybody lies!mt is the way forward to attract new players to an otherwise stale and dated game bef
☐ i too agree 3 and half plex that would around 60usd is quite much for a monocle for one mmo character
☐ n---n--oonn--n-o--on-n-n-o--on--nn-o--on---n--ooneverrrrrrrrrwe are not a cash crow, you have talked
☐ 4. i think you pretty much figured it out now. links are good and ppl keep switching them like monkey

[] really minor one:let us search contracts by description again.i miss just being able to wander into
 [] no that means more tinkering how to use fuel not just hop in system and sit there for weeks.
 [] search finds this:
 [] 1) hell no.2) maybe.

Topic: 31

0.015*"super" + 0.015*"fleet" + 0.014*"ship" + 0.011*"fighter" + 0.010*"death" + 0.009*"carrier" + 0.009*

Comments:

[] i think that alot of the bo's problems are because there are few situations where it is actually used
 [] i think the most important thing as far as getting black ops to be used more is not to buff the ships
 [] the whole idea of this whine is that you need to have supers to kill supers. those who don't won't be
 [] why not make them the only ships able to activate a jump bridge? they can use them to bridge in flee
 [] i don't see how you can compare bombers to b'ops they are completely different :smain point being bom
 [] i seem to remember ccp being disappointed with the slow take up of t3 cruisers, and only more recent
 [] make it so supercaps can only field fighter-bombers in low sec. no fighters. no drones.fixed.
 [] but the ships can still use their ewar on the fighters and fighter bombers anyway.so there's no need
 [] i really like perpetuum mechanics. blobs get reduction in scan res and some other stuff (not really
 [] not only that, but if you can, as he said, "increase your teams max by doing x or y", then that just
 [] goddamn mace sc vulnerable to frigates!entroduce critical point jump drive,drone control tower etcma
 [] which is a pretty useless role for a tankless eaf. buff lock range.
 [] i for one don't support this because already overpowered ships will just get even more overpowered t
 [] i feel that capitals are fine. gallente carriers and super carriers are good. their sub caps need a l
 [] you sir are a fool. quoting myself from the other b'ops thread :-giving covert ops cloak would do al
 [] this has bloody nothing to do with falcons, you muppet - if you'd read the op, you would've seen tha
 [] why nerf it?? why not give the smaller capitals a chance, bring in a capital neut. this way sc pilots
 [] came in expecting mittens to be telling peopel to f off, left disapointed
 [] as long as they don't affect fighters or fighter-bombers.
 [] sick to death of being in fleets with 300 ships shooting at one guy who then doesn't die

Topic: 32

0.088*"love" + 0.027*"akita" + 0.018*"need" + 0.016*"welcom" + 0.016*"subject" + 0.016*"regard" + 0.014*

Comments:

[] lol i love it when heroes like you talk trash to me.i use eft, i also exceed all level vs due to imp
 [] do you even play this game? how many ppl either fit a small neut or have warriors or both? any decent
 [] supportno point in seeing that zero forever, i know it wont change.
 [] there should be a musical theme, and the weather wench should dance; but realy, i don't think we need
 [] +1 this is a great idea... evegate needs love. and this would be love. no homo.
 [] reply to topicthat would be a better subject line imo.
 [] great analogy since gimli would lose a knife fight to legolas anyways since gimli would never be abl
 [] i +1 this not for the fact that i believe it will oust hilmar, which it will not, but it will shake l
 [] /signedbring the old hangar functionality back. showing us the door is simply insulting.ps: i think
 [] drones need some serious love
 [] need some drone love from ccp
 [] linkagewhilst at the discussion on ui, i though this might help liven the mood.regards,ak
 [] drones need love!
 [] this proposal was passes unanimously by the csm and will be presented to ccp
 [] back to the topagainccp for the love of god bring it back.or something better. :)
 [] signed. what a trash direction they are taking eve. at least they aren't breaking the part of eve tha
 [] drones need love yeah, heaps and heaps of love.
 [] you're throwing accusations around, i'm just mocking your reply. hence why i stated it was daft. you
 [] welcome to w-space.
 [] pos needs love.

Topic: 33

0.101*"remap" + 0.047*"hanger" + 0.031*"neural" + 0.030*"laugh" + 0.028*"believ" + 0.026*"year" + 0.024*

Comments:

- [] my 3 accounts say bring back the old hanger, cq is fine as an option.i wont be using it though...tl
- [] name changes should work like neural remaps or something.
- [] why bother when you can just drop corp and run like the cowards you are.
- [] supported. i want to stop being laughed at in my corp.
- [] ffs, noooooooooooooooooooooowth is this, farmville? omg. cant believe im reading this...
- [] i believe someone made a law about using that argument.
- [] edit: someone beat me to it
- [] can you do any other tunes ? this one is getting old
- [] i was actually thinking reversed...turn in a remap for a plex. say, play 12 months you get 1 month f
- [] you seem to be thinking along my lines:neural remaps for plexand the rationale is sound. so, yes, sup
- [] more free gametime. three years and so little has changed. still praying for that miracle
- [] the pirate says "coward" to the miner ... like the spider says "coward" to fly .. *facepalm*
- [] i'm not familiar with this mechanic. but if it's true it has my full support. cyno shows on overview
- [] give us our docked spaceship view back. insert a button that says "leave hanger" to enter into cq wi
- [] yes. even a limit of 2 neural remaps per year would probably do it for most folks. i will add the ce
- [] edit for emphasis: rtfp
- [] should have been made years ago
- [] sanityslayer amarrian,123,97,13,52,84,47,36
- [] lolsomeone else might believe you, but not me :
- [] yes we can ! (hit the 2 year of begging ccp to do something)

Topic: 34

0.043*"wast" + 0.030*"happi" + 0.027*"annoy" + 0.025*"wallet" + 0.023*"rig" + 0.022*"weren" + 0.020*"gr

Comments:

- [] noperiod, i dont wast my time with idiots that have big wallets
- [] this, hardly ever mine anymore but still, how can such an annoying bug not be dealt with for years?
- [] for non-activated accounts over a year old - sure.
- [] i don't really see why you think ecm is annoying in its current state ?
- [] very annoying waste of time, get rid of them.
- [] going to need to do better than that, try again.
- [] i like the way that they seem to annoy a whole lot of people
- [] that, or at least make it not activate with other things at the same time...keyup != keydown. mmk?
- [] gone wasted:12,16,34,50,94
- [] *bump* let's get rid of this stupid waste of space in the wallet.
- [] maybe it is a waste of time, but i'm bumping this anyway.
- [] mts must go... multiple accounts to be cancelled... i hope the increase in revenue outweighs the mas
- [] well, ccp did state in the past that wardecs weren't designed for griefing, so yeah, that's the right
- [] supported. a fleshing out of drone rigs wouldn't hurt, either.
- [] is there a recording out yet or is it still going? i just pray it is not another "the mittani show" l
- [] the only rigs i'll ever support on freighters would be to help with hauling of rigged ships. im stif
- [] gone off, 119, 139, 149
- [] harley rigs 27,46,47,65,75,123,166
- [] it went poof, 15
- [] can't have a roadmap if you already went off the cliff.

Topic: 35

0.019*"fail" + 0.014*"complain" + 0.009*"game" + 0.009*"success" + 0.008*"chang" + 0.007*"ultim" + 0.007*

Comments:

[] ^thisalso, find out what's causing the graphics card / cpu to overheat ... i can't dual-box anymore v
[] not empty quotingyou say keep isk completely out of it but by making it "tradeable" you give isk sel
[] yeah, this. i mean, how hard is it to both polish/refine existing mechanics and introduce new conten
[] then stop relying on local, as an instant intel tool. afk cloaklers, are simply subverting locals into
[] noccp have lost my respect. sadly it is of course inevitable that a small mmo company making a succe
[] /signedalso, find out what's causing the graphics card / cpu to overheat ... i can't dual-box anymore
[] revising my original opinion, since it is now more clear to me what you are actually asking for.i don
[] it's cute that you ***gots continuously repeat this, but nobody in this thread has implied that null
[] yeah, that's a pretty obvious interpretation mattio, and i wouldn't disagree with you on points rais
[] you are becoming very boring and not very constructive in the discussion.we already know that you ar
[] cloaking is not required to subvert local, since you can simply get in an unscannable ship and fly to
[] no.implementing mt already and obviously they don't care about their clients, and they are caught in
[] no.microtransactions are for f2p games. they support the developers, and keep the game running.they a
[] sure, yes. ultimately though we all pretty much know how this is going nowhere.
[] because mining level 1 just looks bad on my character sheet
[] [x] adunh slavy made the op.[x] adunh slavy talked about himself and his fail.[] i said "cry more".
[] polished old content > new content that doesn't work well or add anything significant.please evaluat
[] did you move here from f+d (fail and die?)good self motivation! i wish all the people who's ideas wer
[] they aren't effective. so they are fail mechanics.
[] ancient issue that remains fail today. just another way ccp shows they're unable to sort even the sin

Topic: 36

0.016*"adjust" + 0.015*"russian" + 0.014*"precis" + 0.013*"build" + 0.013*"hook" + 0.012*"manufactur" +

Comments:

[] basically, the new player you just allowed to manufacture stuff in one of your pos, can now end the l
[] there are people that don't mine.there are people that don't build.there are even people that don't c
[] hence why titans were/are so expensive to build.they were supposed to be a legendary force in space.
[] me wants functional stuff, it can look like a brick if it works well!do it the russian way!
[] i would get all my alts together in jita, undock them together, then set them all on self destruct. :
[] what precisely do i not 'get' about cloaking mechanics?
[] awesome idea explosion radius 5kmdmg: all types (cargo amount x 800%) cabouuuuum hihhi
[] if that where true, you wouldn't need artificial constructs for your duels now would you ?
[] lmao!oh, ccp... they're favorite pastime is russian roulette.
[] noelvis has left the building
[] why? it worked just fine for ~5 years...looking forward to seeing how this 'bigger picture' on balan
[] i personally would like to see a general ui feature where we could adjust text size in all windows s
[] lol and yes if we all left ccp would be broke and you wouldn't have a game.
[] the threadthe main idea is the same, yeah, but mine's doesn't affect the sig radius (which could be
[] well, hence the build cost being 3b for each bomb.this way each bomb wouldn't be dropped carelessly.
[] then ccp wouldn't have all the russian botters paying subscription fees!?
[] stopwatch in accessories????
[] chingage hook,146,150,151,161,166,167,168,171
[] it always helps if you undock to go see yourself instead of sitting in station and watching holoreel.
[] with the addendum, "no good features left behind". you know, just to be precise here. we wouldn't wa

Topic: 37

0.070*"miss" + 0.031*"lazi" + 0.022*"gallent" + 0.022*"comment" + 0.022*"word" + 0.022*"dumb" + 0.019*"

Comments:

[] this.your paragraph was painful to read.also, i would only see this as entrenching which ships people
[] i think you missed the point of the thread. the csm is asking for player feedback, not giving you an
[] you don't know what the word 'balance' means.

[] would be nice if they actually fixed the employment record as well...still missing a year from mine.
 [] hate burn eden, actually they suckbut they are fun to fight and they had a good set up strategy with
 [] +1 for removing nasty aur, at least from the balance pop-up.
 [] this thread is dumb and you are dumb.
 [] i've never used these little buggers, and i too thought you could / should be able to do this.
 [] +1i'll come back in six months and see if they fixed it or not.
 [] shian achura,3,11,29,32,46,47,71,77,(156)and since i'm too lazy to log out and log back in with an o
 [] bring back the intel tool!
 [] actually, i'm quite satisfied at having you prove my point exactly! :)(which was, incidentally if yo
 [] really not even a single reply... what am i missing here? i can't be the only one who would be game
 [] read op fully - second paragraph states this as their idea.
 [] it's nice to see you both admit, just how powerful the local intel channel is. i will mourn your los
 [] +1waiting ccp comments
 [] this needs to be fixed.
 [] very well worded and thought out. yes.
 [] miss shot,2,35,38,86,87,99,-79
 [] bump, this should have been fixed by now... still waiting for a dev response in the ask a dev thread

Topic: 38

0.033*"tear" + 0.027*"door" + 0.021*"onlin" + 0.020*"roll" + 0.020*"link" + 0.019*"mega" + 0.018*"kill"

Comments:

[] this! :)and sometimes i like to be able to reengage my mwd after i drop cloak. why do you need a cap
 [] when you kill a pod it would go 'squish', quite why you need a youtube vid for something your imagin
 [] how about some level of pi feedback while we're at it too? might be a bit tricky to format, but shoul
 [] hey, i *like* it, and i fly the small stuff! similar to what i was thinking!
 [] lost sp tears are best tears.
 [] they are still thinking about it, they have yet to arrive at a suitable replacement.
 [] the op wants you to warp around system (with what capacitor?) until it recharges (by wasting capacit
 [] no!absolutly not! micropayment will kill the game - look at other games like lotr-online.. micropaym
 [] so go ***** carebear in the system next door.
 [] or you 00 carebears could htfu
 [] so what is the consequences of being a hi-sec carebear leach? this will end well. nor should leaching
 [] only if eve online went f2p otherwise no.
 [] to confirm yes this is what i'm talking about
 [] wtz is killing this game
 [] no microtransactions please. it will kill the game.
 [] warp to zero is killing this game enough already.not supported.
 [] i agree.i'd probably do that some time, someday, but mostly it'll just be used against me. guess i'll
 [] link to original threadaddendums to be added.
 [] i want a hobgoblin hovering in my quarter guarding the door.
 [] thanks for the confirmation on the format.

Topic: 39

0.106*"nice" + 0.048*"approv" + 0.032*"assembl" + 0.030*"hall" + 0.025*"support" + 0.024*"idea" + 0.023*

Comments:

[] yes.new fonts would be nice, but at least make the current one have some larger options above 13wide
 [] good idea, would bring some symmetry to the financial options available to traders
 [] like the unread notifications, unread mail. this way we don't need to see all the mail we read and d
 [] it was suggested in my original thread on this idea that i put this in the assembly hall: (
 [] i approve, options makes us free, not the lack of them
 [] ccp really think they can pre-load csm via assembly hall?sp for \$\$\$? nice one!thin end of the wedge.
 [] tell him and ccp to read eve game mails

☐ this belongs to assembly hall because ----- ?
☐ i like it. that'd work nicely.
☐ nobody from the csm has even bothered to look at this...is frankly pathetic.i posted it in the assembly hall
☐ it would be nice to be able to put those few sps into something i really want to train and didnt do
☐ i approve this proposal, do it, do it now!
☐ thumbs up. why? read:
☐ yes. would be nice to see where ccp is taking eve.
☐ i guess pi guys don't read the assembly hall much. probably because they're still busy clicking :d
☐ hmm is this one of those stupid assembly hall threads you were talking about?
☐ how about you drink bleach and let me know how that works for you. not supported.
☐ i too plan on wasting my money on overpriced garbage.
☐ yes, i vote yes. there is a silent majority in this game that is not vocal and trusts ccp. we are happy
☐ i went to my local mafia to ask them about money laundering and they were extremely unhelpful.thanks

Topic: 40

0.083*"fulli" + 0.028*"support" + 0.024*"gate" + 0.016*"painter" + 0.015*"agro" + 0.015*"camp" + 0.014*

Comments:

☐ fully supoported... i really don't understand why it was changed. it was working just fine as it was
☐ man can you imagine a fully cloaking blops bs? i'd fly nothing but that, all the time.
☐ choice is always good. moar fonts please.
☐ to foz--i honestly think that if ccp were to implement your suggestions, eve would instantly become a
☐ yes let me solo gate/station camp.i want it nao!!
☐ yes please, to bigger (especially) and more readable font options.
☐ despite lol drunk post low sec gate camping is hardly a problem even if there was no gate guns at all.
☐ really there is a target painter for low slots?the tp increases missile velocity now?crazy
☐ fully
☐ can we haz moar quaffe?
☐ get rid of the gates! :)
☐ partner agro,27,29,38,49,83,84,94,108,121,123
☐ dax golem, 7,41,44,67,72
☐ acrinimiril gate 14,34,49,91,41,70,90
☐ apparently, the alliance tournament is speshul.
☐ bump because i'm being ignored
☐ i think that all of these suggestions are worthwhile and deserve inclusion.especially the contract ap
☐ a fully fit carrier or dread of your choice?a faction fit t3?a fully fit machariel?
☐ maybe we could call this strange new medslot item a "target painter"?
☐ wtz was added for practical reasons. i don't know if the forum/devlog archives go back that far, but

Topic: 41

0.038*"hand" + 0.033*"logo" + 0.028*"lame" + 0.028*"barbi" + 0.022*"desir" + 0.018*"nonsens" + 0.018*"s"

Comments:

☐ and you just boosted blobbing and forced people even more to create huge powerblocks.
☐ lolllll you're a ****ing idiotccp isn't implementing this game breaking nonsense, get real
☐ i don't wanna play space sims or spaceship barbie
☐ supported. i have no desire to play barbie dress up and will never use the nex. it's pointless screen
☐ no, mt should be removed.this can and will get out of hand with time.
☐ anna, i think you need to go take your meds.
☐ do you really want to have to wait and watch while your large breasted female avatar has to take a sh
☐ you are a lame person
☐ 1. open game browser.2. go to dotlan maps
☐ i agreestill waiting for an explanation btw.
☐ they see me (t)rollin', they hatin'...p.s. here's a small gift : large forum avatars userscript, in

☐ should post this over in the new player q&a forum.personally waiting until avatars can interact with
☐ ccp is too engaged in space barbies to give an answer to this thread.space barbies < internet spaceships
☐ no... its a spaceship game. nobody cares about stupid costumes. we can buy barbie dolls for that.
☐ in this discussion, cowards are ground to inactivity by a single unseen ship and expect ccp to come and
☐ unsympathetic person,16,32,45,61,68,70,97,142,145,23
☐ you have my hand.
☐ anna finster,13,27,64,99,114,123,137,144,145,167
☐ soon
☐ hands wiggin,143,28,82,34,91,54,76

Topic: 42

0.020*"notif" + 0.019*"salvag" + 0.016*"gather" + 0.015*"tire" + 0.014*"vector" + 0.013*"resist" + 0.012*

Comments:

☐ people will just leave them cloaked indefinitely with a pc running 23/7, relog, recloak. although you
☐ well if the cloaker is gathering intel on you or getting ready to hot drop you; they are not afk are
☐ you know that you can fit a cyno jammer to a pos when you hold sov, right?
☐ "we do all the work"...it's more difficult to scan down a mission site and ninja salvage it than just
☐ what about the sentry guns in 0.0 systems? no damage at all?
☐ maybe \$1 per 50 sp, maybe. but 1,000,000 for \$15? you're mentally ill.
☐ +lit does get really hard to see what everything else is doing when the drone damage notifications i
☐ i don't know how drones stack up vs other weapons systems that such would be seen as op - that's a c
☐ it's simple: if you have your drones grouped, then their damage should show up in a notification by g
☐ i do like that you get the notifications of the damage drones do.but i would agree that they do "spar
☐ this seems to be a well thought out suggestion and not at all the petulant foot-stomping of a butthur
☐ gameplay-wise this would be acceptable but against the backstory it's still lacking.
☐ so i can have my character walk like this rather than his current excessive swagger?
☐ i disagree with almost everything op said.
☐ it is called 'wow mentality'...
☐ and have them land at a gate.
☐ thane ironjaw 3,21,22,35,151,168 any chance of ever seeing salvager drones ?
☐ what about t1 to t2 salvage alchemy? could we put limited run bpc's (enough to convert raw materials
☐ yep. terrible looking. that goes for salvagers/tractors too
☐ i see no reason why this shouldn't be implemented. i would also like an option to hold shift or cont

Topic: 43

0.024*"grind" + 0.021*"insan" + 0.020*"cheap" + 0.017*"stand" + 0.016*"innoc" + 0.016*"buck" + 0.015*"cl

Comments:

☐ apparently things like that are unrealistic to expect of a group of people in contestable and lawless
☐ imo snowballs should be available in limited quantities for limited time. that said i would like the
☐ if 5% matters in a hurricane fight, you are a crappy player and allowed someone to put you in a unfav
☐ or... index war dec cost to the corp standing, make standings actually mean something
☐ i like it the way it is right now, but i may like limiting mercx to wh space though.
☐ i would not have a problem if it was dirt cheap. like pennies. otherwise, it'll just be more stuff i
☐ you can pay someone to grind standings for you, enough said i think?
☐ no. we are actually paying for play. is not enough?
☐ anything anyone in eve has that offers a permanent advantage that is not available to other players
☐ not supported. no grinding for skill points.people will bot and grind for skill points all day, that
☐ yeeessssssss!!!! going insane!
☐ yep, pl0x buff le legion :p
☐ no, i meant brain stem, the basic stuff to control life support, the nervous system etc. apparently y
☐ no, its people expressing a viewpointgo play wow if you don't like other people actually playing the
☐ the 15km limit is there to ensure that if you go afk you can be ganked. its fair.

☐ what i find sad about this whole thing is the lost of so many die hard players. they have either quit
☐ when you say 'we', are you saying every member of the csm, the entire eve community or what?
☐ el geo 3, 14, 17, 28 (even if only available to members of npc militia corps), 46, 61, 74, 75, 85, 87
☐ yonaquel,21,23,65,68,73,83,141this is important enough should be a log-in message vs. news alert at 0
☐ actually it's eve, i don't know this eve you spoke of.also, getting out of hostile territory has become

Topic: 44

0.670*"support" + 0.015*"hate" + 0.010*"jerk" + 0.010*"greedi" + 0.008*"propos" + 0.006*"bulk" + 0.006*

Comments:

☐ +1 supported! +1 supported! +1 supported! +1 supported! +1 supported! +1 supported! +1 supported! +1
☐ the current system works just fine. not everything in this game has to revolve around pvp you know./1
☐ supported.in the same time, put the isk amount to the left side, where it was used to be all the year.
☐ supportedi hate knowing i am going to be ignored. >,<
☐ this could actually work. cautious support.
☐ you want less development of 0.0? not supported.
☐ a well thought out proposal, so supported.
☐ noi also support removal of all current microtransactions.
☐ doubt this will get read, but supported
☐ supported, stations look lifeless.
☐ no!i will never support microtransactions in a submission based game!
☐ support! -(now how about a support ship too?)
☐ everyone - read and support. read and support! this idea has to get more attention.
☐ supported completely.
☐ i support this proposal!
☐ supporting my own proposal.
☐ /signedamen.edit: support +1
☐ +1 supported. hate it with a passion.
☐ supporting for my own reasons.
☐ supported, no reason not to have these.

Topic: 45

0.037*"good" + 0.016*"solut" + 0.015*"idea" + 0.014*"demand" + 0.012*"scout" + 0.012*"runner" + 0.011*"o

Comments:

☐ in theory. how i see most people breaking them would be a few cheap throw away ships, shuttles or sim
☐ it depends on the category and if major issues have been around recently, but it could take 2 weeks,
☐ players: let us change our namesccp: we don't want players to be able to escape their reputationsplay
☐ i like the concept. high dps = v.poor trackinglow dps = v.good trackingobviously it all hinges on the
☐ seconding that the solution to afk cloaking is to remove local, and as i pointed out in that thread
☐ that's a cool idea, simulates supply and demand real well too.
☐ you made me lol so hard i spilled coffee all over eft warrior without a clue of real setup demands.
☐ you could just move to a system further from lowsec, which would also reduce your decline rate.
☐ cloaks were introduced in 2004. people have been whining about them since.
☐ no it means, that most of your points are not the least interesting for high sec mission runners. but
☐ you're just wrong. any mission which is doable in nonstop-cap pve setup is doable in pvp setup (cap l
☐ ccp wants mt, then let us keep mt. demanding the removal of mt would be overreaching.
☐ this seems like a good proposal.
☐ not supported, your name is your reputation. u may be able to change your looks, but never your name
☐ this would break scanning mechanics in wh's...absolutely not a good idea.
☐ on item 100, scan-able wrecks&containers for the salvager profession(1.2)"helen highwater didn't want
☐ you know how guys slow down? there's your lag.good think incarna introduced a single-speed character
☐ scs are uberweapons, and the check in logistics would really bring them under better control. likewi
☐ thanks for all the responses to this proposal. i want to clarify one point, that i meant the security

[] train up your scan skills, and get the jump on him next time he de-cloaks. or whine *shrug*

Topic: 46

0.027*"wolf" + 0.023*"funni" + 0.018*"appar" + 0.017*"dram" + 0.015*"debat" + 0.014*"comprehens" + 0.013*

Comments:

[] even the nerf they propose for the dramiel isn't really much of a nerf. its going to make it actually.
[] ye i know, it just kind of popped into my head while writing.ye i am very interested in the response
[] yep, let worm turn - these are the ships of choice for entry level pve - so lets make them them a pvp
[] i believe i have proven my point over and over again, that's why there are now several other players
[] it should also include the id#s and correlate to scanners who are within fleet/ corp etcthis would be
[] oh, you should have imo big guns on your battleship, but never reason with star wars (in any form) in
[] ok well i guess you don't get it, or you are trolling. either way you comprehension needs work.
[] following on with the general theme, dramiels are not overpowered because:1) a coercer will kill them
[] your reading comprehension skills are bested by a slug.
[] i endorse this product and/or service.. ahem
[] op got himself killed by running head first into a trap, and is now following the time honoured path
[] reading comprehension. try again.
[] kill you are self
[] yep nerf lokis
[] drams should be nerfed.
[] drams online.
[] it wouldn't be overpowered.
[] i endorse this topic
[] hahahaha funny, i like this.
[] no! ... hell no!... and bring more 0.0 content please u guys are slacking so bad its not even funny

Topic: 47

0.063*"true" + 0.043*"qualiti" + 0.042*"wrong" + 0.038*"dead" + 0.027*"sticki" + 0.027*"look" + 0.020*"

Comments:

[] the moa is hideous, and the quicker someone dumps that model in a ditch somewhere, the better.i'd like
[] you can already buy skillpoints herethe people that are too stupid to realize the character bazaar is
[] you realize that is one more reason to un-nerf them, right?
[] i have always upgraded my clone and i have never lost skillpoints, so i have a question. if you had
[] oh look, some one trying to be original. **** off loser.
[] capitals should look likem capitals, and not been dwarfed by a bs.
[] why the -1? not going to say you are wrong for it, but give reasoning for it at least.also, +1
[] true but still the basic ida is good.
[] if this ever happened eve would be dead
[] they are finally getting looked at...
[] yes because you look like bruce
[] that's because when you alt-tab, it does a look at because of the keyup/down issue. :(
[] deadly life,1,2,3,11,27,28,31,35,36,48,59,81,82,109,134
[] i wish something like that were possible, but ccp would never go for it. and sp reimbursement is not
[] good idea , worth the effort to look into
[] good quality-of-life improvement.supported~
[] damn wrong character but supported anyway
[] quality of life improvements that don't break gameplayincarna almost fell in this category - until i
[] you8 wrong complitly wie have right for thos resurses wie fought a war until you sited afk some whe
[] came across this looking for lenard cohen lyrics of all places:original

Topic: 48

0.042*"cash" + 0.034*"troll" + 0.023*"horribl" + 0.018*"explain" + 0.017*"prioriti" + 0.017*"real" + 0.013*

Comments:

- [] yes i understand. but how is the game mechanics able to read these achievements? and how would this
- [] i understand that's and educated assumption but you still have no way of knowing that would turn out
- [] these sp for cash threads are like std's they keep coming back and you cant kill them! dam you std's
- [] real life exists horribles.deal with it./shades
- [] um..no. looks like you were never working in the real market.
- [] you can't catchup. that is the point. can you catchup to people in real life? can a freshmen catchup
- [] come on, ccp. people will still play just as much (maybe more) if you do this.
- [] troll thread of the week. right here.
- [] no, remove the existing ones and fire the person who came up with this *****ed idea.
- [] no**** em- just don't buy the crap ccp bring out- who gives a **** if you have a pet donkey?
- [] they already do, its called buy a few plexs with your real life cash and buy a toon from somebody el
- [] i would not call wspace safe from invasions. check out my alliance killboard and you will understand
- [] this relates to csm insofar as csm are our advocates with ccp. as to waiting 24 days for a petition
- [] cosmetic only-it's the only way i can validate keeping plex (time codes). the cognitive dissonance w
- [] supporting this because there are a mountain of things that i'd like to see ccp fix, rather than worl
- [] this is crazy... you, sir, are misinformed and just raging.
- [] first in to say... away with you filthy troll!
- [] can someone explain what the difference between 46 and 75 are?
- [] the troll. it is meant to be on a diet.
- [] it could be called a "frawler", or maybe a "heighter" (emphasis on the eight).

Topic: 49

0.030*"awesom" + 0.025*"asap" + 0.024*"support" + 0.021*"propos" + 0.017*"reserv" + 0.016*"year" + 0.014

Comments:

- [] ccp _was_ doing a lot of things just right. past tense. now, ccp is only doing some things right - th
- [] supported. even if ccp decides to ever add this feature, it'll be extremely half-assed. just like in
- [] i support this in principle, but it is probably going to be more trouble to implement than it is wor
- [] so, "don't relese feature untill it's working" is not a proposal? oh well...
- [] that is why it's a proposal. you know, suggestion...?
- [] aye - thanks with small reservation.
- [] i would like this feature back asap.
- [] that is what needs to be fixed. this proposal would fix it.
- [] lets get this sorted asap please
- [] just for giggles. lets take away the ability for the largest ship in the game from hiding in somethi
- [] so, what do you think the response would be if you went into a game like wow and suggest implementing
- [] that pesky "0 aur" makes reading my isk balance more difficult. supported.
- [] something like this already proposed:
- [] other than that, i didn't read your proposal at all.
- [] die...slowly and in pain
- [] lol @ eris :d i like proposal. d3
- [] asap would be fine for me.
- [] ccp plan to nerf them anyway, so why not?
- [] the likelihood of getting an off-race ecm jam on someone is extremely low. this proposal really woul
- [] it's been how long since this screw-up and still no response from the devs.fix this crap asap 50 fit

Topic: 50

0.018*"dread" + 0.013*"supercap" + 0.011*"ship" + 0.010*"siege" + 0.008*"bonus" + 0.008*"advanc" + 0.008

Comments:

- [] the daredevil and cruor both cost more and have strengths and weaknesses which can be exploited. pri
- [] here's an idea, nerf skilled pilots too. if you get too many kills ccp should start lagging you out

[] the daredevil and cruor are more expensive than dramiels and they have weaknesses that can be exploited
 [] either give dreads a five min siege mode with extra high slots for this "capital" neut or give us tech
 [] how would you nerf them?reduce thier ehpf?remove fb? reduce fr damage? again?make them go in a siege mode
 [] no, no it really shouldn't. it's already not fun to warp across the bigger systems, why make it take longer
 [] simple if you nerf sc then no one will use them... (just like when they were mom's and no one used them)
 [] i think a few extra high slots on dreads with the option of capital sized nos/neut (with siege bonus)
 [] this would only be balanced if there was a skill that increases warp disruption strength or if the ships had
 [] for me the first thing i can think of as far as ships, is the dreads, i remember when i joined eve and they were
 [] or maybe enhance destroyer hulls a little by giving them and only them the ability to use mine launchers
 [] dreads should have a little more tank, so they can tank a dd without having a gimp fit. i agree with that
 [] can ccp just make it a bannable offense to start a thread about afk cloaking already?
 [] right, this topic is not going away.
 [] anything that advances thought on better fw is good.
 [] things like that would give to the shop the right of being.
 [] one crucial change to destroyers:- reduce number of turrets to 4 or 5- remove rof penalty, add or remove
 [] i think you need to re-edit all that so it makes coherent sense.on a frigate level all the weapons are
 [] since this is not a nerf to ecm, what % boost to racial and multispectral strength are you proposing?
 [] this is already in game. however the structure of braziers in eve is far more advanced than we have

Topic: 51

0.023*"terribl" + 0.018*"rich" + 0.018*"blow" + 0.017*"implant" + 0.016*"pod" + 0.012*"inflat" + 0.012*

Comments:

[] i like what we have seen on duality, and am looking forward to spin my character instead of my ship
 [] you having to buy a new ship incentivizes the whole economy and your personal interest < health of the
 [] i know it'd be a decent amount of work to do, but we really do need better roles.
 [] /signedi use way more than 50 fittings...just for my pvp ships. i fly every sub-cap in the game...easy
 [] maybe we should get our ships back too when we die, and no podding in low-sec. all you are doing is
 [] blowing stuff up doesn't get rid of isk. in fact, it increases inflation.
 [] indeed.easily bypassed, as has been said numerous times before.
 [] well at least don't remove the ability to not load station env
 [] 10 minutes to kill the cyno ship is not enough time? time to play a different game due to your terrible
 [] that free implant that is provided to the first character on new accounts created with the eve retail
 [] that would cause the first to blow up and kill you.
 [] yes, sp/h change when you get poded and it's without implants.
 [] they should increase warp time by 50%.
 [] when people have cybernetic optical implants, is there really any point to a monacle?
 [] make is so, that once an interval(damage/health) is lost it can't be regained.
 [] this, quite simply. to which i would add:balancing by cost doesn't work. especially when isk inflation
 [] supporting this! please get rid of all the old inactive and have been inactive for years accounts. g
 [] 1. take a look at what ships are hardly ever used2. improve those ships, especially in their roles, a
 [] there is still plenty of ambiguity in a ship's fitting even if you know ship's current signature radi
 [] 6 year of monthly game payments to allopw some rich nubtard to get what i've worked my ass off for?n

Topic: 52

0.045*"pathet" + 0.035*"doubl" + 0.029*"danger" + 0.017*"spank" + 0.016*"plenti" + 0.014*"judg" + 0.014*

Comments:

[] there are portions of highsec i can enter i should fix that
 [] judging by your killcount you should be the very last person to tell me to go to wow.
 [] omg - please do this ccp. the current is extremely gay.
 [] bets added to google calender
 [] transversal isn't even the important one.
 [] pathetic would be the so called "hardcore" players of null running and hiding when a neut enters system

[] support, but please stop calling those scum "pirates" just because you see an yellow icon with a skull
 [] this post sums it up imoi think it should remain exactly the same, only once you warp, you instantly
 [] tl;dr - its too many possible inputs coming from players to be feasible within this current century v
 [] no!mts, meh, dont know what to say, i just plain and simple hate em, plenty of sparkleponys in other
 [] nopointless and support double standards.
 [] i don't know whats more pathetic... the lack of imagination or the fact these guys have carebear alt
 [] no!000x no, pathetic
 [] pathetic...
 [] henk dweller,150,143,73,83,84,102,141,171
 [] double d 162, 12, 166, 146, -143
 [] doubled231,75,44,40,42,41,82,139
 [] pathetic
 [] danger jane,1,2,3,4,8,12,15,18,20,21,23,31,32,34,35,46,47,67,70,77,80,89,90,96,97
 [] google futanari

Topic: 53

0.016*"wish" + 0.011*"commit" + 0.010*"swap" + 0.010*"jack" + 0.007*"ship" + 0.007*"think" + 0.007*"just"

Comments:

[] read the article. failing to find a single thing i didn't agree with. you have my vote.if anything, i
 [] one of the more reasonable proposals. as long as 'not fighting' carries some kind of cost for the de
 [] indeed - i see no reason why they can't be stored on a per ship basis, till said ship is repackaged.
 [] if you can still afk for 23/7 then what is the point of your change? surely it does nothing to stop
 [] if i was ever told by the corp ceo to pay full value of the ship in isk as collateral to get the "pr
 [] has nothing to do with me, it has to do with the commit to a fight design philosophy. sorry, but fail
 [] because it took me 3 years of time and effort to get there. he did it for a paycheck.how about this?
 [] don't mean to argue, i just feel that as a player who thinks that 'sp means nothing and doesn't make
 [] has nothing to do with me. it has to do with the cheap little tactic to avoid committing to a fight.
 [] i wish for more options instead of restrictions.since the current form of incarna makes my poor mach
 [] amazing ignorance or troll. can't decide which.
 [] maller to proph <-amazing buffer capabilityyomen to harby <-exelent gankage at rangethis is the think
 [] except, ere long, ccp will require you to buy an annual \$99 license to make a proposal.
 [] he's arguing that the psychological stress caused by a afk cloaker is enough to keep him from mining
 [] do not derail. also - the counterpoint to your own statement would be that you believe a collective
 [] whoa, steady your temper there jack. while this is indeed a "temper tantrum" thread you missed the f
 [] it's not about me being faster or slower. it's about someone getting a cheap way out of a fight, a w
 [] ccp did it: ea is their rolemodel. i thought that ccp statement is a common knowledge...will support
 [] it actually does stop you from playing the game. the only thing you can do while someone is clacked
 [] i am going to assume you're not a troll even though you probably are.you seem quite visibly agitated

Topic: 54

0.014*"miner" + 0.011*"mine" + 0.011*"nullsec" + 0.011*"invent" + 0.010*"doesnt" + 0.008*"profit" + 0.007*"just"

Comments:

[] my alliance lost a lot of good ratting space due to this change. we had to kick a lot of carebear men
 [] yes this is a very simple solution and imo would solve a lot of low sec/0.0 problems.no need to inven
 [] what do you think will happen if you open every possibility up to players with cash, instead of makin
 [] hey that's a thought, afk cloaking can be used to battle botters.put one afk cloaker in every system
 [] sniped me before i edited, meh. it is what these sorts of keep-active kind of mechanics are put in p
 [] the reason they are afk is not the issue, it is their ability to go afk that is the problem. there no
 [] consistent ui design (something eve lacks in a lot of areas) is always a good thing.
 [] then ratting bots will be replaced by missioning bots (which already exist).
 [] then you know why ccp doesnt give a damn about the csm, and with a perfectly valid reason. but hey, m
 [] well the thread title says it all.ridiculous...it really wouldn't work out as stated above. i would

[] like mission running, mining and turtling in npc corps...
 [] why are contracts traders denied the same data management opportunities as regular market traders?fi
 [] i would like to get a group of 4+ year players together to brainstorm and discuss actual changes tha
 [] supported, not because i use it but because ccp doesnt care about the players just themselves.i mean
 [] if you increase the marketable value of invention results you would be decreasing the value of a t2
 [] is the possibility of nerfing the **** out of highsec industry at the same time as buffing nullsec in
 [] new to the game. new players to the game, with no isk cannot make any money from fw. essentially for
 [] keep mining the sameadd new shipsadd new modulesmore demand = better pricesban bots.people wouldn't
 [] is the feedback being constructive so much to ask? there are people in the thread saying 'it's good
 [] doesnt matter, if you couldnt get a deal with ms why show them using 360 controlers and other crap.

Topic: 55

0.027*"obvious" + 0.023*"perfect" + 0.022*"font" + 0.017*"complex" + 0.014*"stori" + 0.014*"rout" + 0.0

Comments:

[] why ruin the perfect system in place now? this makes me feel like i play a cheap game.
 [] [4:38 pm] connecting to server csm6.org.[4:38 pm] server connection failed: connection timed out.ping
 [] yes!i must say i'm particularly irked by this. usability improvements are nice but the font in use w
 [] no different than 1 gun in a stack overheating though. i don't think it really is as complex as you
 [] 1 thing is for sure. incarna will be pain in the a\$\$ for lots of us.
 [] i agree with ryan27996 that we should have the three options of for corp, personal(server), and perso
 [] best way: remove aur completelydirty hack: dont force me to see my aur balance - i am not going to bu
 [] no, i understood it perfectly. what you'd get is everyone using the one appearance that looked the l
 [] i would love to see the option of both but as already stated xbox is a closed server so microsoft wo
 [] exactly, i agree here.lets put our money where our mouth is and do it on tq. i'll 1v1 your falcon, y
 [] this makes perfect sense, and should be implemented exactly as the op states./supported.
 [] does it matter? unless she pulls some amazing idea out of her ass and has done a lot of work to get
 [] what unlawful activity did they do? or do you mean they should be recalled?
 [] that's a lot of bravado coming from an alt sitting in an npc corp.
 [] no.perfect. i won't have said better.
 [] no,don't destroy the best game...
 [] and correcting what i should have done from the get go.support moving most roids to grav sites.
 [] i to support this specially if i cant play game at the work eny more that wuld be perfect to get in t
 [] [x] where needed. maybe not perfect, but i could live with those changes if the game were run that w
 [] please elaborate in what exactly i said that was false.also could you please restate what you just s

Topic: 56

0.026*"sens" + 0.020*"notic" + 0.015*"make" + 0.013*"cheaper" + 0.012*"wasn" + 0.012*"clone" + 0.012*"f

Comments:

[] except buying sp gives you 100% control of where it goes. you also get the benifits of choosing how
 [] something tells me that ccp is putting off pos redesigns for the expansion of incarna into pos contr
 [] angular rate in rad/sec is!edit: oops, forgot to give the good ol' thumbs up!
 [] and here i thought highlighting things in yellow would help...
 [] well, you can always self destruct after you light the cyno. so 2 minutes iirc.
 [] did a dev read this, change the name to 'time dilation' and claim all the credit!?lol
 [] little change, helps a bit.
 [] +lit's a change that really makes sense.
 [] i recently noticed that "&" has some lookalike issues as well.
 [] as i've bought a new graphic card i've seen (ctrl+f) my fps are much higher than 60, as 60 is the ma
 [] hey dignus, you do realize that if you support something in the assembly hall, throwing a thumbs up
 [] repeating this over and over again does not make it true or even invalidate the facts. at this point
 [] new and old players buy characters of the bazaar already. buying sp outright gives you better contro
 [] the only people afk cloaklers hurt is botters.no way i will ever support anything that helps botters

☐ completely agree with op, having just read zulu's blog part deux i'm a little concerned this might not
☐ forgot to give thumbs up for an important issue.dont let my bad presentation skills ruin a good idea
☐ whatever, twist the issue any way you like, its still an issue. i dont care if they fix hybrids by f
☐ this makes sense
☐ makes sense.
☐ makes sense to me.

Topic: 57

0.011*"player" + 0.010*"billion" + 0.009*"game" + 0.009*"rifter" + 0.007*"high" + 0.006*"null" + 0.006*

Comments:

☐ i thinks would be a interesting. i believe you should be able to use them, but only in certain areas
☐ ok guys, i've locked down the categories, prioritization will go live sometime this weekend.much obl
☐ the thread where humpink continually asserts he wants to buy his way past having to play the game to
☐ i dont know why everyone went high and right on this. nothing was said about sp being re-embursed. th
☐ when even simple sarcasm flies over your head, i have to wonder how you managed to even get the game
☐ thar's gold in them thar hills!the new costumes need some bling!introduce a new mining module for ser
☐ or maybe if they dont bring it up it will prove their competence, since anything making 0.0 even more
☐ yep and while we are on the topic, what about the minutes that were supposed to be getting nda check
☐ his space and you never ratign and not mining in the space and not ernal isk there :) i puting you
☐ all you proponents of this proposal have to realize a simple thing.eve has no levels. no experience p
☐ thumbs up for a good idea. i am sitting on billions of isk and i dont have anything decent to donate
☐ if they are so powerful why do i keep seeing kill mails on battleclinic where a rifter takes them on
☐ no to incarnano to microtransactionsno to high specs to play the gameno to more abuse from you ccp !
☐ i wouldn't call an 80 to 150% price difference nothing. it may be chump change to us, but the price c
☐ incursion's make more isk but for vangards you need about 10 pilotssanctum's you run solo so you don
☐ oh look, ad hominem attacks, last resort of truly stupid people who are way out of their deapth.anyw
☐ i vote no, not being able to cloak and afk ties me down to the game and makes me its b*otch. i should
☐ is everybody in goonswarm so negatively set on new war dec ideas and solutions? i mean if you think
☐ i am logi 4, and i fly basilisk all the time, although i can fly scimi and guardian and soon oneiros
☐ pretty much this - and, if this restriction was put in place, they might as well just limit the numb

Topic: 58

0.016*"definit" + 0.016*"skill" + 0.013*"game" + 0.012*"train" + 0.012*"player" + 0.010*"plex" + 0.010*

Comments:

☐ which is why i suggested limiting sp purchases to once a month in quantities that would represent ma
☐ i dont know why people are so ****ed about allowing your character to buy skill points. you can alrea
☐ ccp needs to have people who actually play eve on a competitive level, if only to advise on fittings
☐ great idea, would make trading much easier for both large-scale traders or the solo pilot selling of
☐ no, but mostly because it's would stop new player from trying the game. when you know the game, payin
☐ the thing i'd like to ask you is:is the game better because these involve aur instead of isk/lpdoes
☐ we need more ways to improve faction standings since many new players start out running missions and
☐ so the vanity item price list is now known and we all now know that a space monocle, the pinnacle of
☐ so, humpink omaristos, i take it you're too much of a coward to make this suggestion by posting with
☐ every ship should have a purpose and be worth flying; reducing all bcs to the level of the prophecy v
☐ i want to use the word partner, but the relationship is more that just simple business. players have
☐ this.the argument for years boils down to: you want ccp to develop a game mechanic to compensate for
☐ as long i know they will get answered eventually i'm happy.i know it takes time and resources and i
☐ i can see a cap of 20% working fairly well. i've thought of elite skills before too, but the training
☐ why do you need a t3 to enjoy yourself in eve? i think you've convinced yourself unless you're flying
☐ even the new guys? on an alt, i can see you'd start with the learning skills, but i'd say it's the n
☐ would be nice to get some medals for a few of those things. definitely would make them feel like some
☐ no please no, the richest in real life will buy pg with full skill points .. we help the new in anotl

[] mongo edwards: 8, 31, 41, 44, 49, 141, 144these little surveys definitely makes it seem like the csm
[] not supported.having to wait for something that you trained for makes it more worth while. this would

Topic: 59

0.032*"common" + 0.029*"rebal" + 0.025*"contribut" + 0.025*"sourc" + 0.024*"zoom" + 0.023*"plain" + 0.0

Comments:

[] no, the important thing is the rebalance part. tiering on its own is not an issue at all.
[] you mean you want this: booster pack
[] wouldn't pi be better suited for this?
[] no need to bring this up again:source
[] only if you made it a module for the supercarrier. and for the minefield to stay, the supercarrier ha
[] so, it makes sense now, they want to rmt fittings for our "convenience".
[] xt 0023, 143.and you've got to be kidding that the 2 most important imho issues are not there..fix tl
[] plain and simply no!
[] as it becomes an issue again - just no. plain no.
[] so true but at least they have to push more buttons then the old dd titans did. :)
[] this was fairly high on the resent crowd sourcing...but yes this needs to happen.
[] or you could just make them on-grid only which solves just about all the issues.
[] seems to fit better.
[] please? oh please, fix the ghost ore issue?
[] plain _no_!
[] noand for the icelandic, nei!!!
[] nemesis factor,13,14,22,23,35,48,65,68,71,75,89,102,112,123,146,166,169
[] is this when crowd sourcing is going wrong?
[] supported! better rp text.
[] nono no no nooooo nnnnnnnnnnoooooooooooookeep your red panties in sims online!!!it will be better to rel

Topic: 60

0.025*"super" + 0.024*"carrier" + 0.021*"card" + 0.017*"million" + 0.017*"intent" + 0.015*"triag" + 0.0

Comments:

[] was thinking... another 360 game ported to ps3... meaning all ps3 extra hardware is irrelevant now.e
[] it matters when you don't know it's him because he has a new name. by the time you "investingate," y
[] no.microtransactions on a free game, not on a subscription based game.
[] you lose the highest level 5 skill you have..thats it..@val'dore - not even close..im sure lots of p
[] csm are unpaid volunteers, unless you want to count free subscription as "pay"
[] 5% off the top of your highest sp invested skill.
[] do you actually get what we mean by farms & fields, i mean do you understand what the whole picture
[] super carriersjust that. they are meant to be super carriers, not mini titans
[] nova, ones that i would like 1,2,3,47,68,71,80,83,108,143,159
[] how about you charge the same amount blizzard charges wowhead, mmo-champion, etc. ... nothing.
[] super caps, lol
[] that would still be unpleasant in a super or carrier.
[] maybe add everymonth 50k sp free to spend ? the most ppl quit this game after seeing howlong it wil
[] super dreads? they're called titans
[] "super carriers online"theres a message in there somewhere..just saying
[] no.ccp is going to recycle their customer :x.
[] clearly, the op doesn't understand the meaning of "recycle" when it comes to an alt in eve. it means
[] an intriguing idea...perhaps with some fatal flaw, but right now i can't think of one. it seems wort
[] supported! supers should be super sized! but even so i like the command carriers idea too!
[] super chair,5,23,41,44,14,15,32

Topic: 61

0.031*"save" + 0.023*"care" + 0.016*"money" + 0.014*"shirt" + 0.013*"glad" + 0.013*"virtual" + 0.012*"g

Comments:

- [] why do you think art is so busy? nex cloths and items. lol.ok to be fair they are working on ships to
- [] change miningchange 0.0 sov mechanicschange dreadnoughtschange industrychange the game from1)pay mon
- [] i'd settle for the old hanger being returned simply because it was highly functional, and ran fast.
- [] personally, i have no problem with incarna. and i happen to think all the people ***** about it a
- [] +iremove mt, remove aur, i will gladly pay more per month/year to play eve.
- [] desparo,149,23,153,85,56,82,28,86really if ccp would take care of 149 and 23 we wouldn't need half th
- [] i agree with this as well. i undderstand the server load, but there should be an option to save to l
- [] i would like them removed completely, but i doubt that would happen.
- [] no microtransactionin all the games i have played so far the game breaking mechanicinvolved with the
- [] /signedclear aswers will calm spirits of the majority of players even if the aswers are not in their
- [] that would be the point.come up with a better system or stfu.
- [] what, did you think it would be free?as long as it can be bought with isk, i could care less if it c
- [] not that i think anyone really cares, or should care, for that matter, but i've reconsidered my here
- [] microonly if the microtransaction market is completely optional to the player base - to participate
- [] but you gotta admit, its a fancy pancy shirt, eh? but yeah seriously, i'd rather buy the shirt for r
- [] supported.at the same time i dont think ccp will push the 6 month expansion to 9 because its on the l
- [] sure, why not?though, i just have fittings saved and load fittings from the list each time, which so
- [] you would think, that before signing up for a game, someone would understand the game play before th
- [] if they make incarna a whole new game then that would mean even more of "your" money would be spent
- [] no - i'll unsubscribe if this turns to just an another "pay rl money to win" game.

Topic: 62

0.054*"absolut" + 0.029*"drake" + 0.023*"main" + 0.022*"ctrl" + 0.019*"sub" + 0.015*"overview" + 0.014*

Comments:

- [] this would just create more lag, far more than the minefield plan, which would create a max of 10 ob
- [] yes please!this is actually the main reason that i might have to stop playing eve...
- [] i was not aware of that. considering the power of dramiel, it should drop only from 8+/10
- [] also, ctrl+spamclicking bottom on overview and also dropping a bubble doesnt work anymore since all
- [] come on ccp, when are you going to fix the problem with ctrl?
- [] umm, if your overview is active and you have an object highlighted control is supposed to do that se
- [] no, it is not back. pressing ctrl will still lock up **** at random if your overview is the active w
- [] no.increase subs instead.
- [] supported.it's bad programming practice not to have hotkeys working both ways.
- [] the functionality should be split between two keys and you should be able to map them both to the sa
- [] from just testing out the key, it appears to only target stuff selected in the overview when the ove
- [] this ctrl thing really ***** me off.
- [] no,absolutely not... no form of mt ever!!
- [] absolutely not; under no circumstances. no no no
- [] this actually does not seem that bad... i am shocked. :>
- [] on twitter he's @trebor_csmnot only a 'mac guy' but he wrote one of the first mac games and more.
- [] neut will neut
- [] what?and target ships by selecting them, then clicking the "target selected item" button in the "sel
- [] it doesn't randomly lock ships, it locks whatever you have selected in the overview if the overview
- [] are shortcut keys on the list? the asdqwe keys should apply to any selected item in any window, if ap

Topic: 63

0.039*"share" + 0.030*"defin" + 0.025*"nope" + 0.022*"book" + 0.015*"perman" + 0.015*"suspect" + 0.014*

Comments:

- [] no. no. no. pay2win means i unsub permanently, even if you remove it later. all trust that you're try

[] maybe because the incursions happen to be in the wrong place (low sec) or because the people are not
 [] because... ya know.finding faction poses and stuff that're offline is annoyin'.i want free iskie :(
 [] i can never get past the idea that someone who's not even at the keyboard can send so many people in
 [] with dust 514 sharing the same namespace this needs to be done sooner rather than later.+1
 [] +1why remove something as basic as that? what purpose does that serve?
 [] joe bullet 14 *allow them to warp cloaked 143,17,31,30,33,45,51,59,61,65,77,78
 [] why talk like that.. are you trying to say that "my" money isn't really "mine"?
 [] +1it might make cq underutilized if implemented now, but this is definately something i would like to
 [] i sent one to vile rat, who has csm delegate on the forums...he didn't (hasn't yet) respond...also i
 [] no. they serve a good purpose.
 [] why? it serves a purpose and is balanced as is.
 [] it's on purpose. btw i don't know any "battledestroyer".
 [] won't work in the current market. wait for eve to evolve more.
 [] nope, nothing at all but cq *shrug* runs 5 clients of tq with no problems too. thanks for the info t
 [] noabsolutely no... why become like other companies when you got an already good but different company
 [] definately needs a slight adjustment.
 [] genius notion!use all your lasers on a single target?then it'll pop sooner, and you can move onto the
 [] i forgot about shares.i'd totally get into a new purposeful corp share system.
 [] tiberius varis,12,28,88,124,151,159

Topic: 64

0.150*"idea" + 0.069*"wardec" + 0.039*"thousand" + 0.026*"support" + 0.025*"like" + 0.024*"merit" + 0.0

Comments:

[] this, time to completely reform the wardec systemif they want pvp they can move to null or low
 [] i actually like this idea better than many of the others suggested
 [] i have a better idea. why don't ccp give you free kms?
 [] matches my own views so ccp please look into this.
 [] i like the idea, but i won't 'support' an idea that is infested with the op's own alts.
 [] this is actually a very fun idea.
 [] no idea, i don't know of any of those.
 [] i like this idea.
 [] i like that idea nikita.
 [] +1 a thousand times yes.
 [] i like that idea
 [] no, a thousand times no.
 [] this! a thousand times this!
 [] i like this idea.
 [] i like that idea.
 [] no disscution at all? :(i quite like this idea.
 [] noi like this idea
 [] agreed, wardec needs new mechanics. paying for wardec then seeing there members jump to a new corp
 [] but... well... uh... ok...actually, best idea thus far. supported.
 [] this was also a post idea by ris dnalor.+1 to any idea like it

Topic: 65

0.040*"suport" + 0.036*"cri" + 0.028*"sweet" + 0.024*"aspect" + 0.019*"comput" + 0.017*"shot" + 0.016*"v

Comments:

[] juggernauts have been suggested a few times.
 [] how about this:take your stupid idea, put it ina little box and bury it in the hart of a sun. i sugg
 [] this.and this.also, i could understand the need for slowing down onlining a pos back when they were
 [] i support this, as long as it doesn't impact my missions too much.
 [] linkagelinkagelinkagelinkagelinkagelinkageccp hellmar on name change

[] sweet.
 [] noshort and sweet, just no.
 [] -cries-
 [] and that is bad how?again, that is bad how?why should 0.0 ever be safe?
 [] aspecter en welle,13,21,35,65,77,88,102
 [] hey, i suggested that!
 [] suported
 [] no weirder than it is in the 21st century...
 [] suport this
 [] fr3aky mc'shots,48,68,77,78,102,123,143
 [] this is the direct counter to your botting. so sorry. if ccp cannot stop it then afk will save us all.
 [] aw, you ran out of popcorn, sorry to hear that.well, while you go look up where i said [b]i[/] or wh
 [] yes i do suport this with all my 6 accounts... fix the old, broken and half functional stuff please.
 [] i have to be a jerk about it, because otherwise all of this will be swept quickly under a rug.it will
 [] i stoped mining cause it was boring o i suport making it funier

Topic: 66

0.026*"alter" + 0.026*"reason" + 0.022*"unbal" + 0.019*"heck" + 0.019*"paint" + 0.017*"avoid" + 0.016*"l

Comments:

[] isk amounts can never be used as a limiting factor in warfare. if a powerful ship/item exists, it wi
 [] players: that's not part of our deal!ccp: i am altering the "deal". pray i don't alter it any further
 [] vets with more sp than noobs is as 'unbalanced' as a six-grader being further ahead than a first-gra
 [] i would tend to agree, though i might make it 80 or 90% just to alleviate the pain of past experience
 [] please bring it back and quickly.
 [] yes, provided that it is reasonable.
 [] flying naked 3,14,20,29,81,121,-7,-73,-94,-100
 [] must. find. pencil.as far as ship paint jobs is concerned, it probably does apply in some fashion. w
 [] corp paint jobs.corp pays a great deal to have a crop paint job. talking 100x monical cost.corp pays
 [] afk cloaking does nothing to stop you. it is your own paranoia and inability to plan ahead. you are
 [] you could always include this idea to the 0.0 fix list, if something like that already exists.
 [] cosmetic only.touch anything that might unbalance the game and its over
 [] this. also the cost should be related to the size of the corps involved (including the defending corp
 [] restore variation to frig pvp pls
 [] ironically they are trying their best to avoid being as monetarily awesome as the us, i.e. national
 [] heck no!!!!
 [] phil z'difference,123,139,1,51,85,109,3
 [] paint thinner 141,23,160,150,171,172,70,102,41
 [] heck no
 [] this is a blatant lie!

Topic: 67

0.058*"want" + 0.033*"probe" + 0.029*"intend" + 0.028*"cake" + 0.023*"idiot" + 0.023*"spirit" + 0.019*"l

Comments:

[] see above. this has nothing to do with missions and all about making an intended weapon system actual
 [] this game is more or less a game of 'goodies' vs 'baddies'. the baddies have to have bad things to d
 [] wanting to do away with things you know nothing about.
 [] in a way true, but seriously if we can stop this kinda behavior a few euro increase in sub fee is ac
 [] good, if everyone can't have easy infinite isk, no one should.
 [] why not put them in loyalty point stores?
 [] if you just want 1 vs. 1 fights, go play on singularity.
 [] well then you can tell me and everyone else in eve what those 225 niches are then, in your infinite v
 [] are you an idiot? just because my main is in a npc corp, means its an alt. seriously you are an idiot

☐ only if your probes cost you 2 bil too. :)
☐ combat probes, use them.-1
☐ per ccp, it's not working as intended:
☐ working as intended... no
☐ still working as intended? :(
☐ do we have towels yet? we need towels and cake.
☐ noi want to play not pay
☐ it's more like if you don't want to drive yourself you take a bus, but have to accept, that it may not
☐ i've been holding onto my boobs dream for a lot longer than eve has been around, so never fear ;-)
☐ so much want. come on ccp don't take the easy road about this.
☐ oh, look. it's another, "other players aren't playing the way i want them to. make them play the way

Topic: 68

0.014*"ship" + 0.013*"fit" + 0.009*"cloak" + 0.009*"attent" + 0.008*"lock" + 0.008*"scan" + 0.007*"stor

Comments:

☐ i have no problem with "free for all space / kos / nbsi / no concord rules"i have a problem with the
☐ maybe for capital ships that can't be stored in a pos. i'd like to see a capital docking array for th
☐ i am all for afking in an unprobable ship. it may take me a few hours but i will find you eventually
☐ only if it comes with "teleport to final waypoint" and insta-dock feature. oh, oh, oh, and insta-war
☐ anyone not paying attention should die in 0.0 (my problem is cloakers can not pay attention and be p
☐ at best such a system could be introduces as kind of last days in the accademy storyline where each m
☐ cloaks should have more of a down side when used on ships they were not designed to be used on. altho
☐ i think its good idea for example - blood raider or sansha vessels its clear that someone would need
☐ if cost is a factor, maybe they should make implants and officer mods indestructible too. oh wait, th
☐ boost blackopsshould be able to fit covops cloak and warp cloaked
☐ not to mention that you used to be able to store as many fittings as you liked locally
☐ well, lets ask the other way around, how many ppl would you be able to support with only local produ
☐ i just can't resist flawed arguments:then you're saying that mining, scanning, hacking, archeology,
☐ lets bring attention to this.i dont have droneboats so everything is fine for me.
☐ no, unless like guild wars etc its free to play. not double dipping/billing. that is illegal in sever
☐ why not they go for aoe warp bubbles, it's the same thing, but instead of scrambling you, they just d
☐ yopu see only probes not ship, if its able to see ship and warp to it and kil it then itsoki but now
☐ afk cloakers are harmless. it is when they are just normal cloakers is when you need to start paying
☐ as cloaking devices are a specialist item, they should require a specific fuel to run. the main aim
☐ i just want them to hit enemy targets, not the npc convoy ship i needed to protect during a mission

Topic: 69

0.037*"like" + 0.021*"fffd" + 0.020*"rail" + 0.019*"let" + 0.019*"interest" + 0.012*"faction" + 0.012*"

Comments:

☐ anyone else can use those drone too. unless you mean to buff by ship change bonus it wont help galler
☐ i would like to see a faction miner hulk/mack just add to it a little bit like they do with the other
☐ rails and blasters need a buff. don't think anyone is arguing too hard with you
☐ the most fitting fix then would be to put back the drone buff once ccp gets servers that can handle
☐ tbh the only real reason that i can see why ccp have made it so currently we will be forced to leave
☐ +1guys in ccp, what are you looking for? why you don't like gallente so much?
☐ i thought it wasnt just me that saw that part of fanfest! theres no vid on youtube with the presenta
☐ i like it. a few more things to be worked out, 7km+13 on blasters still seems long, for example.
☐ "pr disaster" is starting to look like an understatement
☐ or you could just make the ships travel slower, so the galaxy 'effectively' becomes bigger again?!bl
☐ why exactly was that functionality removed in the first place? i liked being able to look and see wha
☐ i loled hard. that's exactly the reason why this ***gotry is to be nefred somehow. you guys are turn
☐ i think its pretty fair. rail guns should be boosted though!

☐ that's an interesting take on the issue as well.
☐ i like the way this guy thinks.
☐ you mean like this?
☐ interesting.i like.
☐ whowho whowhat have they ever done for me? that's what i'd like to know!
☐ this may be an interesting read for you.
☐ no, nein, nee, votch, p<U+FFFD> shi, non,aita, ii<U+FFFD>

Topic: 70

0.020*"chanc" + 0.019*"unsub" + 0.014*"toon" + 0.013*"deep" + 0.012*"code" + 0.012*"account" + 0.012*"c

Comments:

☐ noi see no use in microtransaction except for a name,race,avatar change after selling a char. that s
☐ its more of having the second toon on the account and wanting to train a small skill.
☐ no no no nokeep eve pure. none of this "plex for panties" rubbish. open another server for all the 1
☐ nobecause i haven't spent over 300\$ on subscription fee's just to have to pay more to stay up to date
☐ will this be included with the coming incarna, or is it planned for later release?
☐ it'll be the week before the servers close down for good.
☐ no. i like chance based and the other ecm working diffrently.
☐ yes a sad sad day in eve. if this crap keeps up i might unsub all my accounts.
☐ we already have pay to win, pay ccp money for plex buy toon = win? no it equals pay for freedom from
☐ unless ccp has stated it wont work with the current code etc. i dont see this as a bad idea. +1
☐ nothere's no place for an item mall kind of thing in a game where you pay to play each month.i curren
☐ if you can call what they are doing to eve developing, and not merely beta-testing under-developed g
☐ +1...and the isk was aligned to left for a reason.
☐ so now that incarna 1.0 got out... what more proof do you need ?
☐ didn't they always jam way back in the day, and then ccp nerfed it to chance because it was too power
☐ /signedwhy would i get out of my ship while it is being rearmed. plus, i can't run multiple accounts
☐ she's reffering not to deep safes, but multiple 1 mil km safe warps being chained
☐ as if the list of names (cause they can only be used once), needs to be longer... now you want every
☐ no, no and no or i close my three accounts !
☐ i'm unsubed over this, two accounts

Topic: 71

0.020*"aggro" + 0.019*"log" + 0.015*"date" + 0.015*"click" + 0.015*"client" + 0.012*"world" + 0.011*"ou

Comments:

☐ it's almost like ms might have changed its policies since then, but we all know the world is a stati
☐ this. i use a program called loot calculator, that requires those files to run.
☐ its called controlling your game. better known as america f yea!
☐ change "date of birth" to "pilot certification" and fix the sebiestor and intaki.
☐ a long overdue change.could possibly call it "graduation date"
☐ umm, no key will go to the client if the client doesn't have focus, that is the way windows works, w
☐ the in-game log is quite limited.however, logs for just about everything, are turned into text files
☐ date of birth doesn't even make sense, eve time is measured differently from real world time. what y
☐ +1.being able to have station-based roles for things like security officer and whatnot would be real
☐ commenting in the other thread is not really practical, so i'll just put in here that #124 is already
☐ seriously? your arguing that they aren't afk because they log on and click the cloak button, that tal
☐ nerf artillery!
☐ duplicate removed
☐ i'm still clicking if i don't have aggro.
☐ yes, anything's better than date of birth.
☐ isn that called an ecm module?
☐ martinez,162,12,166,146,-143can aggro thread

[] you'd know better than anyone else.
[] currently the only difference between these two is log out restarts your client and you have to log
[] this modular system should be applied to all structures. pos, station, customs office, outpost...

Topic: 72

0.071*"yeah" + 0.034*"gameplay" + 0.033*"shadow" + 0.032*"ridicul" + 0.022*"pink" + 0.021*"utter" + 0.020*

Comments:

[] this is a reasonable idea. it would turn provi into a giant gold mine though, but it ate the nerf ba
[] yeah, change it to per ship, who wouldn't want this?op can you please change your original post, or
[] theres a simple way to figure out that super carriers need to be nerfed.erebus potential ehp: 36 mil.
[] yes, this! there are tons of very creative players around who could possibly come up with some great
[] plans have changed./threadreally, how many times can we get back to this shadow's quote. come on!
[] moron you mean?
[] you're a goddamned hero, hired goonshine on
[] ridiculous mechanic.
[] then you've not been reading very carefully, or you are reading selectively, and you vote for the pr
[] [cosmetic only]i don't see a problem with mt if they don't affect gameplay.
[] /signed for great justicethis limitation is just ridiculous.
[] ridicules not supported, a men have to know his limitations do you punk !
[] sure, why not i suppose. i support ya. nothing wrong with studying and reviewing fw.
[] hay i didn't buy no stinking "pink" ammo, i specifically bought the "omg ponies" ammo, it may be pink
[] mimnitar tracking links are vastly vastly under used. when was the last time you saw one? do you ever
[] shadow wind,8,13,20,35,47,77,141
[] shadow theif,143,28,82,34,91,54,76
[] i am yes for these stuff
[] shadow skjem,23,35,46,48,73,98,99,109,139,143
[] pandora shadow,3, 38, 51, 71, 87, 88, 139

Topic: 73

0.054*"monocl" + 0.046*"thank" + 0.021*"zulu" + 0.016*"eye" + 0.013*"htfu" + 0.013*"daili" + 0.012*"str

Comments:

[] oh yes please. i just had to buy a bigger monitor (27" with low res) just to be able to play for more
[] more then likely the switch is because of how strict microsoft is with xbox live and if thats the ca
[] doesn't bother me either way tbh, but... no, it really means more money to spend on dust and wod dev
[] +1while i appreciate what ccp are trying to do, cq was released way too early and too unfinished.
[] no.ccp demonstrated in record time that they don't know when to stop.if they got from cosmetics to s
[] so chicken ***, thanks for proving who's the carebear ya big baby.
[] noeve subscriptions are already at the high end of mmos. it's obviously profitable, evidenced by eve
[] after we get the new monocle emoticon for monocle owners, i want the option to use two monocles for l
[] support.or just add benefits to monocles that are comparable ot those of implants - least you can exp
[] taken individually, sure, but if you add skill acceleration, then you make a explosive disruption in
[] until ccp zulu recently brought it up again. :)
[] haven't you taken your daily dosis of medicine?
[] yes...provided it didn't cost as much as that monocle.
[] people will totally not farm experience 23/7 by just sitting in a pos as day.
[] we pay lot of money over many years to let you grow ccp, and now thats your way to say thanks to the
[] nothey are using their revenue to develop cash farms like dust and world of darkness at the same time
[] how many real quality monocle could you get? oh wait, you wouldn't want one.
[] thank you for my daily smile!
[] i support anything that means more monocles are destroyed
[] since you're such a big fan of dev blogs, try reading zulu's previous one found here:

Topic: 74

0.051*"logic" + 0.043*"dream" + 0.033*"raven" + 0.026*"ting" + 0.022*"pair" + 0.021*"random" + 0.021*"g

Comments:

- [] i like them - in a sense that they are textbook example how ccp is able (and loves) to screw even st
- [] this.now grow a pair and get on with life.
- [] i know friend... i know.*puts arm round op's shoulder...*we're screwed.
- [] it doesn't matter tbh. logic is logic, if it's correct logic than it all points to the same results/
- [] j random,15,14,53,86,171,106,94
- [] *dreaming about t3 ishy*
- [] katherine raven 14,23,46,47,94,121,122,143
- [] nightingale dream,11,61,68,78,88,103,121,146,166,171
- [] raven mileghere,143,28,82,34,91,54,76
- [] nine ravens,8,14,28,29,31,35,49,139
- [] velvet dream,3
- [] dream five,3
- [] serpentine logic,1,8,15,27,31,56,68,76,129,113
- [] and cavalry ravens, yes please.
- [] only one ting ccp its not so quick to rect so fast usually that wil take them a days to see that but r
- [] what do you mean biast? it planely states that there are more logical arguments for than against, and
- [] so agreed! it's almost as if you read my recent post on the matter. :) +1
- [] only if by adding to the order, it would go to the back of the queue, then fine.
- [] agreed, your description of this issue is 100% accurate. i didn't even know this was the issue until
- [] you spin me right round, baby right round like a record, baby right round, round , round...

Topic: 75

0.049*"cyno" + 0.035*"color" + 0.023*"overhaul" + 0.021*"figur" + 0.020*"polish" + 0.016*"kind" + 0.016*

Comments:

- [] why not just just use +3 or +4 if in nullsec atm. or even more cheep just with the two attributes yo
- [] why don't you discus the things they sit on and push for the tech nerf.you know the thing that you e
- [] yet again, all this does is shift the problem over to a different key and does not return the previo
- [] confirming the current cyno jump sucks.old cyno effectnew cyno effectccp - plz 2 give old/new cyno j
- [] yes yes yesyou pay isk and time to get in onego figure
- [] if there is more lp in circulation then the value of that lp is worth less.
- [] worth repeating..
- [] or alternatively, if the cyno ship is destroyed after the check is made but before the jump takes pl
- [] 1. cyno effects2. cyno effects3. ability to eat starcakes in captains quarters
- [] that is so much more polished than mine. how are you getting prices? here is my source.
- [] supported. how about a ui overhaul, pos overhaul, etc before the admittedly cool but of questionable
- [] as long as it's instant and adequately gets your attention.i would prioritize is like such: visual e
- [] yes, this was among the first things i tried in incarna (and was disappointed by).
- [] there isn't a good enough reason to make this mandatory. until something substantive arrives for inc
- [] +figuring something out for certain ewar frigs would be nice, too.
- [] supported in principle. war declarations need some kind of overhaul.
- [] polish first old than set up somtign new.
- [] steve buttes,13,28,68,84,85,122,-172
- [] lol what?! how do you figure that?
- [] no! to any kind of microtransaction.

Topic: 76

0.060*"icon" + 0.042*"cancel" + 0.031*"test" + 0.030*"late" + 0.020*"maraud" + 0.016*"account" + 0.015*

Comments:

☐ +1. no one in their right mind can think these icons are an improvement.
☐ noif eve turns into a money grubbing ***** i'm out. my accounts will be deleted and i will not be r
☐ icons that are actually icons. yes please.
☐ looks like i'm late but here's mine anyway;jyppy,23,28,34,41,47,135,141
☐ no. the more mt in eve the more likely i'll cancel my accounts.
☐ noabsolutely not, no, cancelling accounts level of no.
☐ supported.it's possible that i'm just not used to them, yet, but the new icons aren't as easily dist.
☐ no microtransacations.2 accounts cancelled and just resubbed to perpetuum.
☐ nosubscription cancelled until this farce is sorted.
☐ testing titles,17,21,31,47,54,59,61,77.93,113,122
☐ aijle mijleroff, you are right fella. return it back!
☐ cosmetic only2 accounts with cancelled subscription for the time being...
☐ this coming from someone who has no idea what it is like living in null.hell you didn't even know wt
☐ do not support. makes local discussion impossible for true new players.
☐ rex icon,143,28,82,34,91,54,76,150,35,131
☐ test acquisition,143,28,82,34,91,54,76
☐ +1 cancel mt
☐ mirror me,3,14,17,51,83,98,107,117,119,122,141
☐ please fix this thing that was not tested by ccp because they don't play the game or apparently test
☐ i have to agree, lack of quality lately is worrying.

Topic: 77

0.019*"gold" + 0.017*"catch" + 0.017*"fals" + 0.016*"jita" + 0.014*"elimin" + 0.013*"thank" + 0.013*"sor

Comments:

☐ the afk cloaker is the only counter to bots.the only person who is reasonably affected by an afk clo
☐ the afk cloaker is the only counter to bots.the only person who is reasonably affected by an afk clo
☐ the things that make bots so effective are also what makes them so easy to find... ccp isn't lacking
☐ afk cloakers generate false intel , so they get benefits in game while being afk.i too would like to
☐ no!(mts for gold ammo etc. forced me to end other games and starting with eve btw)
☐ are you suggesting ccp add some real consequences to piracy? this won't go well with the pirates .
☐ i think the key here is to have a pvp ship and a pve ship, and to not get caught with your pvpants d
☐ it was to a previous poster after you commented on them. stfu.
☐ xavier megacera,8,20,35,77,99,108,109,113edited for eliminating spaces
☐ yup, it's the only real road in the middle of the desert so it's pretty memorable.
☐ as long as it doesn't give an easy grind for killing -10's noob ships or whatever then this suggesti
☐ that's why it would only be allowed at major hubs like jita.at these places, the little guy has no cl
☐ now that is an interesting idea to kill jita/balance trade hubs
☐ as opposed to virtually useless battleship?
☐ please ccp, no microtransactions in eve, it just breaks eve.sand box or litter tray... sand box ever
☐ you do not have the time to "investigate" when a yerr-pirate shows up on overview.the first glance i
☐ +1 ban those that rmt / bot. ccp have taken action in the past (unholy rage 6200 accounts banned aug
☐ well it seems that you are pretty set on your false justifications paulize. if you are willing to co
☐ jita cheger,149,171
☐ false solace,143,28,82,34,91,54,76

Topic: 78

0.023*"instant" + 0.016*"crystal" + 0.016*"rock" + 0.015*"gratif" + 0.014*"messag" + 0.014*"opinion" +

Comments:

☐ destroyers are easily accessible to noobs... so what is your problem exactly ?
☐ do away with cynos totally.let the ship jump to any sys within range and have it appear in a totally
☐ i thinking getting someone on the csm to champion faction warfare is a must!
☐ i support this also. way to many disadvantages and no way to use our advantages. the ships are a comp

☐ i know we have a difference of opinion here but that made me lol
☐ number 1 is in the ccp wont do it list.
☐ i did express my opinion once about name changing. it is here:
☐ i was going to interject my opinion then i realized the op would only disagree with it, no matter what
☐ not supported. if you want instant gratification eve is not the game for you. i suggest you find a n
☐ my line of thinking was that there aren't enough deterrants in this game to blobbing up. this would
☐ bpc means production cycle. this is eve.don't spawn things from thin air, this is not eve.
☐ exactly. also, drones are destroyable unlike a ship module.
☐ i like.i also would like to be able for pos managers to assign specific tabs of a module to specific
☐ its not botting... so far i know rock is an pure nature.ohh and not supported
☐ different does not equal good, though.
☐ signed. everyting for small gang warfare:))
☐ you're *****ed you know how hard it's going to be to load the station compared to pre-cq?not that i
☐ the reason for wanting a reduced reload time is to be able to switch ammo types more easily. "instant
☐ it will need fine tuning, but the concept is what i want to get across. right now we are trying to p
☐ supported for immersion reasons: i can't imagine me getting out of pod, washed and clothed just beca

Topic: 79

0.035*"correct" + 0.032*"graphic" + 0.026*"pointless" + 0.025*"relev" + 0.022*"fanfest" + 0.022*"jean" +

Comments:

☐ noi came to eve specifically because i left my previous game that introduced mts
☐ bots can run l4s you idiot nothing you've posted here is more complex than a l4
☐ this post is more relevant than ever to be honest.
☐ i agree this is just basic tools the game should have in it by default. i dont see the need to remove
☐ you're a lot better at strawmen than i could ever hope to be.show me on the doll where the big mean
☐ pointless, not supported. there are a multitude of important things to spend dev time on.
☐ be sure to let me know when your opinion not only become relevant, but are also facts.
☐ learn to deal.done.
☐ any words on fanfest about bo?
☐ fof are under-powered for everything but pve. even then the lack of power and focus is questionable.
☐ im not overly against [cosmetic only] as for plex for rempas, again not overly against.but pvp abili
☐ no , pointless change , would just make things worse
☐ jean-baptiste grenouille,143,28,82,34,91,54,76
☐ jean afer,27,35,49,64,75,141,151,168,139,167,88,124,131,56,57,33,2,1,154,3
☐ corrupt jean,30
☐ no, i just deal with using low graphic settings. do i win?
☐ will donations require a commercial license?from ccpwill donations require a commercial license?yes,
☐ ty for the support. i have yet to see a actual counter argument besides the usual toll bs. i welcome
☐ bump: changed second post of op in regards to fanfest 2011 introducing the new graphics for turrets.
☐ i support the idea in op. i don't have much else to say, other than that i was (unfortunately) corre

Topic: 80

0.068*"option" + 0.043*"black" + 0.022*"white" + 0.019*"break" + 0.018*"exact" + 0.011*"game" + 0.011*"c

Comments:

☐ here is a really really cool idea: ability to hold a lock while cloaked. that's true black ops right
☐ not sure if anyone has noticed this yet. but you can infact dissable the cq if you want. the option
☐ if you remember, we had a discussion a couple of months ago that was exactly about this.link:
☐ well i see no downsides to this. so i will support it.module balancing is just as imortant as ship ba
☐ well, its kind of like why should people not be allowed to use doomsday weapons, cap ships, or bombs
☐ exactly my point.you can't see them without looking for them, (with a microscope). as it should be.
☐ yes but to further fund eve not games not related to it.
☐ check these options out for 5 suggestions

☐ what's also messed up is that 13 of the 20 ships on that list are minmatar hulls.. great balance.
☐ all these people who say the game is "broken"... if that is so, why do you still play, and pay, for a
☐ yeah. especially the almost always needed dissolution sequencer looks a bit wonky. so maybe ccp just
☐ pls just optional not more just pls optional
☐ it was already stated that it will be optional.
☐ exactly what i was thinking.
☐ open up your scanner, anus.
☐ yes!
☐ should be an option after docking imo
☐ added to the op, cheers.
☐ maybe you should find another game
☐ it's pretty tacky actually, agree check box option.

Topic: 81

0.067*"aurum" + 0.054*"crew" + 0.029*"solv" + 0.028*"capsul" + 0.018*"moral" + 0.016*"min" + 0.016*"inc:

Comments:

☐ a variant of this has been proposed before:linkageabandoned poses are a problem all over eve and
☐ the aurum market is for the elites in-game and the incredibly stupid in rl.
☐ i too would like to see less incentives for bloc level combat.
☐ remove mts and aurum completely.
☐ it was a stupid change, reverse it please ccp.
☐ x as a pod pilot i would like to stay in my pod tvym!
☐ its a cheap marketing ploy and it disgusts me
☐ move to new space, problem solved.
☐ yes, as long aurum is exchangeable with plex.
☐ lol yeah bring rl comparisons to this and see how badly it goes for you.
☐ pvp should cost aurum
☐ this is a good comparison.
☐ make that -5. see? problem solved.
☐ yes...loot log export was a vital part of the payroll process for my corp. needs to be returned badly.
☐ good idea, would deffinally solve some issue's. most t2 ships have 2 or more variants, exept the black
☐ agreed. i'm not against incarna or cq, but you should be able to dock normal as before and then choo
☐ hmmm... i will support the following change: lighting a cyno cancels self destruct. but i'm a huge f
☐ i too was under this impression. there is no crew in the ships other than yourself. so, unless you'r
☐ the only way of finding the limits of the possible is by going beyond them into the impossible. art
☐ not going to get aurum, no need for a aurum balance. get this stuff out of my sight

Topic: 82

0.033*"plex" + 0.025*"currenc" + 0.024*"game" + 0.021*"quot" + 0.018*"promis" + 0.016*"enjoy" + 0.016*"

Comments:

☐ noremember what happened to funcom, you ccp are heading in the very same direction with these lies (
☐ i would like them gone.this is a subscription game. ccp already have a mt(ish) mechanism via plex. th
☐ awesome argumentation.of course it completely ignores the fact that games are fun because they enfor
☐ i think microtransactions are fine. just waiting for reasonable prices.
☐ cosmetic onlyif people are rich enough to afford a monocle it's not my problem. just hope plexs price
☐ +1 remove microtransactions.remove aurum currency.
☐ no.or only make the store run off currency that you get from in game. like lp.
☐ +1one player currency and dont force this upon me
☐ how about, you find a corp with a high sec pos, and join them and use that.it's simple!
☐ don't pay with isk though... pay with plex/aur...it's ****in' mayhem. i think ccp have run outa money
☐ i like the direction this is going.
☐ does this mean sto was on its last legs before it had even come out :-poh wait, it was :-p

☐ no.more people would leave over this than stay.i promise you. i'm absolutely certain.let those who w
☐ [cosmetic only]if people wanna waste real money on monocles it's their look out.don't break the game
☐ no.remove aurum and just use isk. there was nothing wrong with the in-game currency.
☐ no ! no ! no ! remove plex ! only subscription !why will i play when players are cheating with bots
☐ +1simple--we were promised incarna would be optional, and that promise needs to be kept for all aspe
☐ cosmetic only (with a promise to never go beyond that) - no harm is done by that and ccp still has
☐ ccp should sell this game to blizzard
☐ yes ccp's job is to ignore you and take your money anyway:p

Topic: 83

0.039*"local" + 0.034*"bookmark" + 0.031*"tier" + 0.023*"space" + 0.018*"haven" + 0.016*"strong" + 0.01

Comments:

☐ but local is going to be changed, no one knows to what yet, but it is changing. but you again avoided
☐ one example, does not a rule make.your problem is local, but i can see you know that as you are avoid
☐ cloaks are not the problem. the free warning you get from local is. remove local from 0.0!
☐ i for one would like to see more of the ships underused due to something as arbitrary as tier, such a
☐ the problem isn't the afk cloaker, he can't do anything to you. the problem is local telling you he
☐ haven't you moved to high sec yet? all your whine will produce nothing to deny people of hunting othe
☐ 3 supports...that ought to tell you how many people actually see afk cloakers as a problem. i mean,
☐ i would add that they should make deklein the connecting region to this vast amount of new space.
☐ local nerf is coming very soon. also, wat?
☐ cloakers are not the problem. the local tab that gives you a free warning a hostile is in system is
☐ the cane is a big fat rupture and i don't see anyone complaining about that.while i could go for a t
☐ haven't we been trying to tell them this for a while now?
☐ what has happened now? been on vacation, so haven't been able to keep up. anyone?
☐ you haven't answered my question yet.
☐ also remove goons + low sec -10 "pirate" wannabesoh and huge alliance leaders, alliances should be m
☐ as mag's said many times... cloaking in system is a counter to all encompassing local chat. let's se
☐ right. and when was the last time you saw someone talk in w-space local? it's not safe, therefore it
☐ noccp *****ed up bigtime, i would have tolerated it before, but now it's out of the question.
☐ give us our local fittings back
☐ mission bookmarks.

Topic: 84

0.076*"hybrid" + 0.057*"gallent" + 0.033*"caldari" + 0.018*"boost" + 0.016*"dramiel" + 0.016*"race" + 0

Comments:

☐ give hybrids an ammo type which translates damage inflicted into minutes of forum ban and i will use
☐ being a highly specced gallente pilot i can say that we really do need a small boost to hybrids.
☐ easy to say to wait for it, those hybrids are need for a boost for at least 3 years by now
☐ proposed countless times before and reject just as many times.
☐ jarin arenos,2,54,143,97,166,171,47,-160still not seeing "balance hybrid weapons". surely this is ju
☐ agreed 100%. gallente has been, by effect, repeatedly nerfed over the years and it's fallen drastical
☐ not supported, there are two races that use hybrid turrets as there main turret of choice. caldari,
☐ hybrids and gallente revamp thread
☐ gallente combat recon bonuses suck. split between missiles and hybrids. focus on one like to others
☐ i agree with gallente re-balancing, including buffs toward drones. +1not so sure on the hybrid buffs
☐ a bit of an over exaggeration, you think? or are you just a bit emo because you are unable to pay son
☐ no.not with base subscribtion.this is not a free game.
☐ yepsilly proposal over a minor issue.
☐ moxpro,35,168,68hybrids,hybrids,hybrids
☐ iznano4nik1/iznano4nik2: boost hybrid turret's <U+043B><U+044F>
☐ please please please!!!!!!!!!!!! fix gallante boats and hybrid turrets!!!!!!!!!!!!

[] i'm trained for every race and gallente could use some help, caldari hybrid ships too.
[] they are the only ships in game with a damage bonus to an ammo not a weapon system. it would be like
[] eve is not a flight sim. eve is not a twitch game. this was pointed out back then, and time and time
[] why have you rejected all the gallente and hybrid balancing suggestions as shown here:

Topic: 85

0.047*"wonder" + 0.029*"question" + 0.028*"special" + 0.028*"bore" + 0.027*"luck" + 0.025*"scar" + 0.02

Comments:

[] if you wanted to balance it then you could also simply add a "mass" column which would give similar
[] do they now? i didn't know it was a problem for the intelligent and organised player.
[] pardon the noob-ish question: but why does interbus give lp if they dont have a store?
[] stop being so scared of something that is harmless to you. you are an embarrassment to this game.
[] cutscenes would be cool, but they would have to be done properly - ie, not generic cutscenes for eve.
[] such a trivial and inconsequential thing to worry about...but it seems like a quick and easy 1 minute
[] making ships useful? yes.
[] good luck make work
[] no because i'm not a wallet which you can make empty, i'm a player and you have to entertain me.
[] all good and useful addition.
[] a month after all the dev's get bored with their current rides.
[] not just no.. f**k no! i thought this was already a subscription game.
[] bored of you asshats removing stuff from the game that's useful, yet you leave in defenders..
[] all expamples of things that are not alien...1/10next
[] i was poking around wondering if this has been inquired about before. as a result i found this:
[] good luck.
[] +111111...1question is, is there such a procedure? and would it's results be honoured if invoked?
[] more eve specials on steam. specials = exposure
[] support it, ishtar must be more useful.
[] sorry - my connection timed out while i was posting to the vote thread. dunno how this ended up here

Topic: 86

0.028*"sure" + 0.024*"ball" + 0.021*"refus" + 0.021*"friend" + 0.018*"exempl" + 0.018*"carac" + 0.018*"

Comments:

[] well i remember proteus that could tank up to 750,000 ehp or higher... it could tank the minefield and
[] ever tried running factory planets where you have to put like 40 facilities? and why on earth would
[] wow trolling your own thread huh. yea hac's should wipe bc's. cause it takes more skills/resources to
[] they suck balls . fire the dev team that did them.
[] wy do you even use those? -for some extra power get laser ones, no ammo needed and they hit/dps fine
[] that is smart. maybe when ccp adopts this idea, they will incorporate your suggestion as well. thanks
[] two useless inputs ; please consider the option to get out, thanks.
[] well yeah, me too. i took you saying close range as within scram range obviously if it starts anywhere
[] it sucks the orca is off on a diffrent skill path.i don't need a full frieghter...but i do need some
[] +1brilliant idea! ccp, please read op :)
[] although... i wouldn't switch the drake's kinetic bonus for a velocity bonus, as that takes it into
[] this example may be the purest incarnation of malcanis' law yet.
[] sure, why not. :)+1
[] for example,
[] hmm, not sure if serious
[] sure
[] no no no no nofire soundwave yes yes yes yes yes
[] no for sure
[] aiden zone,143,28,82,34,91,54,76
[] sure you wernt poppet please cry some more

Topic: 87

0.152*"agre" + 0.019*"drag" + 0.016*"couldn" + 0.015*"model" + 0.014*"hunt" + 0.010*"method" + 0.010*"i

Comments:

- [] you need to redesign your proposal. as the guy above said, its too tricky. make your idea less vague
- [] cosmeticother games did okay with microtransactions and even a free to play model, e.g.
- [] always thought it was a good idea,,why not? hope some agree ali
- [] fof certainly need to be looked at again by ccp, that is certainly something we can all agree on.
- [] what a great marketing slogan for eve. why don't they just put that on the box? "play our way or gtf
- [] yes, pleaseit will also help us to hunt bots
- [] thank you for agreeing with me. at least, i suppose that is what you do...
- [] agreed. seeing aur next to my isk is an insult!
- [] i couldn't agree more. make them much larger.
- [] there is not, should never be, and i hope never will be any "safe space" in eve.
- [] agreed. if you're making money from eve, pay up. \$99 is **** all.
- [] good proposal, agreed.
- [] +icouldn't agree more on this topic
- [] one last bump before my subscription runs out in a day or two.when ccp goes back to focusing on space
- [] when cq is disabled, we should be shown the old station view rather than the current picture of a do
- [] i agree. the destroyer idea is very good.
- [] the great wildlands is owned by the thukker tribe who are nomadic and so do not need or use that many
- [] i agree you shouldn't be able to leave alliance or corp while in war
- [] couldn't they just log off for an hour?
- [] totally agree!

Topic: 88

0.056*"spin" + 0.030*"view" + 0.029*"option" + 0.026*"featur" + 0.026*"display" + 0.024*"damn" + 0.024*

Comments:

- [] adjustable warning timer. i'd love to get a mail when i only have 5 days fuel left, and one every ot
- [] i have no need for aur display or noble store either i should be able to remove them from my screen
- [] no mt often end up killing things(not always but damn often). also don't we have a csm so this kind
- [] i like your avatar. it's kinda downs syndrome meets monday night football. +1
- [] give me back my ship spinning. i would like getting out of your pod to be optional.
- [] x for option to get ship hangar back, even if its only for static view.
- [] +1 please make cq optional!wtb my spin ship view back!
- [] noi pay for this game so i want the full access to every feature
- [] please ccp make cq optional, and leave the hangar view in!
- [] bring back old hangar view. make cq optional
- [] right, pls give an option to remove aur from the view.
- [] damn straight. i kinda like cq, but i don't always want it, not to mention the time it takes.
- [] i want to ship spin again
- [] woot? i'm totaly for that! make it optional. either old station view or cq.!
- [] no !!!from a rather new player, don't bring in that stupidity.
- [] bring back the old station view!!!!
- [] yes.space>ship spin>cq
- [] i want my old station view back. :(
- [] +1no need to display in wallet
- [] damn right we want it back.

Topic: 89

0.023*"aggress" + 0.021*"loot" + 0.017*"timer" + 0.015*"neutral" + 0.014*"dock" + 0.013*"corp" + 0.012*

Comments:

- [] its the only thing in the game which is essay money. all the other ways to mack isk (mining, rating,
- [] mining lazars and strip miners already do that. but it would be nice to be able to retarget enemy ships
- [] remove or decrease the 30 second timer for changing ships and docking and undocking.
- [] actually, if i were to choose a single thing that i would want ccp to weed out as one of their paper
- [] o_o that was a surprise turnaround.personally i just find it rather ridiculous how orcas have become m
- [] no the issue is you cant shoot them when they can insta dock! they should get docking timer!
- [] looks like we got to wait a little longer the new ui backbone is delayed again.
- [] <your player name>,pick#1,pick#2,pick#3,pick#4,...,pick#n<feir cusat>, 4, 21, 23, 25, 26, 27, 28, 31
- [] add in tradable kill rights and you may have the groundwork for a working bounty hunting system
- [] anything inside the pod should get destroyed if the pod is wrecked,and if not then it should drop as
- [] ok updated i meant anyone with gcc or aggression should get docking timer
- [] you are not really supporting a change, the op doesn't want to stop station mechanics, just change th
- [] looting aggro != gcc, if they loot your stuff ... only you and your corp can shoot them, gcc means
- [] actually...yes you can.your just not looking in the right spots.: o p
- [] cowardice, ignorance and incompetence is the problem, not cloaks.
- [] simple fix; move systems, or ignore them.or, bring some corp mates along to your mission and kill the
- [] yes.because all you're tears make me as giddy. i cant wait for the nex only weapons and ship, so i c
- [] annoying as hell and you cant even kill them!we do the work by finding the targets and shooting them
- [] just to clarify, aggression mechanics would not change for players. if you aggress me, an outlaw, in
- [] no. also, if anything, rring should cause aggression timers too.

Topic: 90

0.032*"gun" + 0.029*"tank" + 0.028*"problem" + 0.022*"live" + 0.020*"missil" + 0.018*"cruis" + 0.018*"c

Comments:

- [] like when there were dual mwd cruise missile spewing kessies?
- [] could you first explain why the "problem" is actually a problem?
- [] do what you like to gate guns, we'll still see you in rancer.
- [] what is the problem with afk cloaking that you seek to fix?
- [] it's actually the only way to compare things.
- [] remove gate guns in low sec. you'd see more pew pew.
- [] ... umm, what?this is a problem for game balance how?
- [] jeez taking your time ccp
- [] so what's the problem, if there is no risk?
- [] fly a laserokh and shield tank.
- [] i hate this ship...unless im flying one.it is what destroyers should be (without the speed)
- [] flying a ship with all gank and no tank is asking to get primaried. thats just how it works. you can
- [] please point out where exactly i suggested enabling drakes to speed tank? because if i did that was
- [] nah, i wouldn't mind the remodelling of most ship hulls.
- [] breast equations should take into account age and muscularity of the character. long live old natties
- [] fly a brutix and you'll find the 'threat' they percieve is much greater. you may even get primaried.
- [] got my support and for the guy talking about how heavy it is to hull did you forget thats with all m
- [] don't nerf.buff!..next thing you know we'll all be flying glass hulls with pee shooters.. cripes!
- [] i like this idea. it takes away from dps if they are used this way and they can still be destroyed.
- [] noccp quotation: taken from:

Topic: 91

0.028*"cloth" + 0.012*"add" + 0.011*"contact" + 0.009*"skin" + 0.008*"ship" + 0.008*"swarm" + 0.008*"bo

Comments:

- [] no interest in the nex store, not now, not ever.let me turn this crap off it interferes with my trad
- [] the time you find your self in the middle of all that mess with over 50fits you can use your brains
- [] i would rather not have any mt at all, however, for extra stuff that does not improve your gameplay

[] while 50 is a lot, i do keep a lot of different fits, usually from fits i see linked and other fits :
 [] easily bypassed, as has been said numerous times before.i<U+FFFD>m not really sure if i understood th
 [] t2 bpo's need to be removed or an in game way of getting one needs to be added. this will at least b
 [] removing insurance for t1 ships for pvp heavily disadvantages new players learning the trade. it's ha
 [] itt: **** ton of virgins who struggle to say hi to girls.no way i'm supporting this. i would much ra
 [] that's reasonable, but does not address the "unending swarm of drones" issue.
 [] because you want to put tractor wheels on your ferrari, still have it look like a ferrari, but make
 [] i was thiking that ok this is a real bad problem seeing the amount of comapints in help chat about
 [] a hoolah girl. i have been making it a custom to wherever i went to keep a stack of exotic dancers :
 [] this will allow you to ***** a few extra km's... but it'll have so many unintended side effects. the
 [] i have more than a hundred fits and growing that i enjoy having access to and as usual as soon as the
 [] they answered that some time ago ; nothing to do with ethic, it's a graphism issue.they need clothes
 [] jay marshall 3, 31, 70, 95, 125, 143, 162need one for space whales to be added!!!!
 [] are we allowed to ask for low sec or fw related stuff ?
 [] id like to see a clothing bpc using pi goods.
 [] coloured text, didn't read.
 [] i agree with you entirely, clothing and eye wear are only worn in stations -- however the monocle is

Topic: 92

0.065*"micro" + 0.060*"transact" + 0.035*"cruiser" + 0.021*"sorri" + 0.019*"onlyi" + 0.016*"battlecruis

Comments:

[] no no and noabsolutley no reason for a game with a monthly subscription to have micro transactions
 [] lol no i wont even bother saying why ps.you can get some great prices on the underside of a bridge in
 [] cosmetic onlymust have lower cost, not \$70! that is just nuts, want to make more money? sell at lower
 [] -lno , sorry but i'm not goin to suggest other forms of mt when i don't want them at all
 [] noi already pay for a subscription and ccp has the audacity to ask for more from (not-so-)micro tran
 [] well, if money is that tight for you, then you would probably buy plex anyway ;)
 [] i too have access to all of the frigs in the game with near max skills.dramiels are killing frig pvp
 [] ship decals would be nice, nothing says you're screwed quite like a giant flaming 666 on the side of
 [] never said that... just said to move them to the assault ships class of ships.
 [] no to micro-(macro-)transactions in eve.
 [] - remove the tier system and buff the underdog t1 cruisers.- nerf battlecruisers so they don't obso
 [] why are lower level ships not fun? i had fun with them. most everyone else i know in eve had fun with
 [] here's an actual micro transaction that's not going to screw up plexes if that's what you are honest
 [] no! to micro-transactions
 [] no micro transactions
 [] no micro transactions
 [] no **** micro transactions in eve!!
 [] micro.i really don't see what the problem is with mt.
 [] i'm sorry ccp.i will not help you.
 [] no to micro transactions

Topic: 93

0.028*"dont" + 0.020*"trade" + 0.019*"straight" + 0.017*"begin" + 0.016*"walk" + 0.013*"stick" + 0.012*

Comments:

[] no...because i think cosemtic only would just be the begining...i think if clothes would be npc good
 [] ship painting and new cloths yes , the rest deffenetly no!!!!
 [] i support the concept but not the impementation. if ccp would move lots of the faction things to the
 [] no need, i will let my arguments and your ad hominem stand as they are, i have no need to explain mys
 [] "for you, children, on your fifth birthday. may your next five years be as full of promise and hope,
 [] it's ok, i dont need your help, thanx though
 [] i just boldet and underlined to some of you who cant or probably simply dont want to read whole idea

☐ crap now i have to buy some cloth, get me podded and see what happens ...just to get the facts straight.
☐ yes. the bigger part of the "crisis" is over. give them a chance to find their feet again, so to speak.
☐ proposal edited and simplified.
☐ after leaked document i am changing my vote to none at all. it is just slippery slope.
☐ no, while i don't think that mt will kill eve, player backlash as well as the slippery slope it puts.
☐ no. don't kill eve, please :(
☐ shirohoshi, in process: 14,22,23,29,34,41,47,61,65,79,80,82,85,109,121,143 to be reviewed: 159,166,171
☐ don't want, don't need, didn't ask for, never will use wis.
☐ ccp don't listen to their members do they? so many support this, like the most supported thing in game.
☐ -1 eve isn't a walk in the park, it's a walk in a warzone!
☐ no, we don't need a cloaking solo pwnmobile.
☐ i don't know why they don't do this already. supported.
☐ if you knew it was stupid to begin with... then why post it?

Topic: 94

0.023*"anchor" + 0.019*"steal" + 0.016*"corpor" + 0.014*"freighter" + 0.014*"patience" + 0.013*"transport"

Comments:

☐ no no... i am talking specialized sub-freighter ship. orca has its purpose, to help mining ops, but that's not the point.
☐ simply put no, never. training times means players are taught patience. can you deal with patience?
☐ if u add minelayer we need a ship/module to clear mines... oh wait smartbombs.
☐ counterproposal: anchoring (rank 3) this skill reduces anchoring times by 10% per level.
☐ under these conditions i would think about it. but why real money? why not to use isk? some real large amounts.
☐ how many sp did you have at the time and what was the rank of the skill you lost all of level 5 in?
☐ i'm sure ccp has a reason in specifically picking those out to have no tick box.
☐ raiding tower reduced hp slightly reduced cpu & pg slightly reduced fuel cost no reinforcement massively reduced.
☐ yup, and in the fellow thread (name change) with harsh conditions! there are even more insights that support this.
☐ do something to reduce the active time needed for anchoring / unanchoring. you did the skills queue, so why not the active time?
☐ there will be always ppl who rather lose ships to npc's (=ccp) than fellow players.
☐ anchoring and onlining queue? is it really hard to do?
☐ you mean something like transport ships?
☐ mine would be easier. very clear. you steal there are repercussions. not like now.
☐ it's like that now. you steal from the owner and there are repercussions.
☐ c'mon ccp, "greed is good", right?
☐ it's not stealing if it's a war. well at least it shouldn't be.
☐ while supporting this i realize that nothing will change in the space for the next 2-3 years. shoes, money, and patience.
☐ i'm on the fence on this one. that said, if it were implemented, then the easiest way to do it would be to just remove the skill.
☐ please stop wasting our time, our money, and our patience.

Topic: 95

0.030*"immers" + 0.026*"incarna" + 0.022*"press" + 0.021*"repli" + 0.020*"wormhol" + 0.017*"slave" + 0.013*"transport"

Comments:

☐ the issue is that you haven't read the other threads and haven't realized that it's not a problem at all.
☐ here here, i second this motion. this makes far more sense from a lore/immersion point of view than unanchoring.
☐ callidus dux, 54, 59, 61, 70, 94, 140 (but for free), 149, 159, 168 missing: bring back the old hangar view which was better.
☐ remove this topic, should be a reply.
☐ bleh meant to edit not reply.
☐ i don't like targeting wormholes by accident either.
☐ i think more to the point no one else is using incarna.
☐ actually... so long as you haven't switched ships yet, your scanner window will still have the last ship selected.
☐ +1 bring back immersion!
☐ for great justice.
☐ murder walking, 162, 34

[] you're the one that brought it up, you answer it.
 [] there are always more pressing matters at hand supported
 [] up to the top for great justice.
 [] somehow immersive, good one!
 [] i'm now supporting this (if i haven't already...). people have made very good points on the immersion
 [] you may want to do a little reading before you spin off yet another bounty hunting thread. already done
 [] even small boobs move. but really this is a bit silly to worry about given how many more pressing issues
 [] i really like the idea of incarna, and very much look forward to it, but i shouldn't have to decant
 [] i'm no programmer...but i would think this is easy to introduce since there is already an existing system

Topic: 96

0.031*"command" + 0.026*"ban" + 0.025*"hello" + 0.023*"truth" + 0.022*"whine" + 0.022*"kitti" + 0.022*"jita"

Comments:

[] so op did this thread turn out the way you wanted or have u applied to hello kitty online?
 [] i propose each time you make a stupid proposal you get banned.
 [] leave supers alone. stop whining about them. they are fine, and there are more important things that
 [] "forced vacation" means banned.
 [] everyone declare war on sofia bellard. you should be banned from eve forums for a while.
 [] i demand the right to smart bomb jita.
 [] hello. i see in the proposal here :
 [] hahahahaha... you want some cheese with your whine?
 [] im declaring war on everyone of u right nao
 [] not supported. set up a defense fleet and/or beef up the bubble camps at "chokepoint" systems. this j
 [] no...but can i just say what your doing amarr is actually stopping people from playing which is always
 [] if you don't want pvp you can move to hello kitty online. see? now we both sound like *****s.
 [] ninety percent of the threads in this topic are written by a bunch of whining clowns.
 [] fine by me as long as you can drop your fw and decorations as well. ps i'm being sarcastic, to those
 [] stop. whining. oh look, i fixed the problem for you ccp.
 [] pikacat speaks the truth, nerf without making it boring or useless ftw.
 [] that's all very well but still needs refinement since it's going to lead to all sorts of opportunities
 [] you could just stop whining and move system? or stop using a carrier, get a drake, run 1 sanctum and
 [] you can group drones in your bay, that is awesome. i am suggesting that you be able to assign a hot key
 [] stop whining

Topic: 97

0.023*"say" + 0.020*"captain" + 0.016*"scam" + 0.015*"plex" + 0.011*"militia" + 0.011*"quarter" + 0.011*"jita"

Comments:

[] preliminary draft i have had much positive feedback (including outside this thread) and so began a pro
 [] the day ccp makes sp appear out of thin air and sells it, i quit. you want to buy skillpoints? go buy
 [] i have 5 boxes. and it seemed to me like the lp stuff started coming down in value almost immediately.
 [] you've obviously not spent much time in other people's space if you think cloaking isn't used by pvp
 [] scamming is always a "0 risk" endeavor. what exactly do you mean by saying scamming is broken?
 [] name it jita for extra courier scamming and noob farming.
 [] no. rmt supported by ccp come in, i go out. as soon as the concept of effort in game means nothing, the
 [] do do something about the lag they are creating.. this is not game play.. it's a denial of service attack
 [] am i the only one ****ed off with this expansion? this aurum and exchange rate thing is such an obvious
 [] guys i got scammed by ~thesameguy with three of his toons, nerf it
 [] i'll just say there's a reason why i have 100+ runs of untouched magnetic infusion basin blueprints
 [] simply said - cosmetic only. but should be possible to be bought with isk as well, but maybe with a h
 [] so plex are destructible, but monocles are not. neither has a direct impact on the game, and arguably
 [] now that incarna is out. we have been waiting a long time. time to fix factional warfare. i would say
 [] hehe, you said gas is a highly volatile market... hehe, gas, methane.

[] no to mt.we said no, we meant no. no means no. you rapists. :p
 [] read what he says again, he tells you how.
 [] i don't see how boobie physics will cause lag...thats just...dumb. thats like saying, moving the arms
 [] i was initially worried about the changes, but even with increased competition for the havens (there
 [] yes, it would be awesome to break the server and have ccp commit massive amounts of dev time to a fe

Topic: 98

0.017*"biggest" + 0.012*"support" + 0.010*"copi" + 0.008*"stupid" + 0.008*"letter" + 0.008*"averag" + 0

Comments:

[] i can't say i really like the idea. it seems a little overthought and complicated for what needs to be
 [] for all the time and effort gone into the new turret system, it would have been nice to have battles
 [] you sir are the biggest dumbass in the game. go back to your ice field/ blob ahum pvp ahum
 [] i think the problem with this solution, is it makes it so any non-cov op's vessel, (including black c
 [] why do you think this is the biggest problem?
 [] really? the biggest problem in new eden?and here i was thinking it was the bots or lag that were the
 [] thx but no if there will be a hybrid change it shouldnt be a copy of projectiles ,make them differen
 [] i have 12 labs on one pos and i royaly hate sorting threw them to find the lowest avaiable slot for e
 [] according to you, who seems to know about as much about eve as the average wow player. go off and le
 [] "stupid is as stupid does."gump. forrest. 1994
 [] here's the thing, alliances aren't moving at all. regions aren't changing hands because of this and
 [] how hard is it to change values around and throw it up on sisi for testing?? how much longer do galle
 [] he doesn't want to be protected from the prober, he wants to kill the prober, as a prober himself, w
 [] well, the op proposes making the cut scenes optional. i'd love to see them at least occasionally.
 [] as a supplier of faction vessels, i strongly support this proposal to massively subsidise me.
 [] keep failing to admit you got yourself killed through your own stupidity. you had several chances to
 [] they broke the single biggest activity in eve, ship spinning.
 [] before we make a skill, how about make a real module.warp core stabilizers are stupid. and they nerf
 [] quite simply this is annoying, it's been going on for years, chribba profiled it last year but the p
 [] so everyone whose name begins with the letter a or z will change their names..its a pain being top o

Topic: 99

0.047*"trial" + 0.046*"account" + 0.027*"hope" + 0.023*"total" + 0.021*"dev" + 0.019*"clean" + 0.018*"s

Comments:

[] +1why would ccp knowingly release a broken mac client? issues were reported (as best as could be pos
 [] technically, preventing the pasting of contract links into local would be a trivial implementation.
 [] meh, i would say it is way past time to work on content such as faction warfare and other previous r
 [] trial accounts only, yes. but perhaps a time frame longer than six months.
 [] if trial accounts only, yes.and even then only if member of a npc corp at the current time.
 [] i'll help the csm out here.the answer to all of your questions is:money:
 [] no , logis cant tank that well--> this would make scimi even more op and basilisk totally worthless
 [] please answer each question directly.
 [] and this is how the csm works.soe (ccp) party line all the way.
 [] no.that's getting worse and worse
 [] noim paying for 7 accounts, and ccp still wants more?
 [] no, 1000 times no. i hope that helps
 [] save 3rd party devs
 [] aye for trial accounts i would say 8 to 10 months old
 [] save 3rd party devs!!
 [] save 3rd party devs!!
 [] supported, its just awefull how many times i locked something different and it even gets worse if yo
 [] logoffski works in 0.0 and low sec too and there's freighters running through gates all day long you
 [] i guess you really have no idea how much work answering these questions is along with how busy ccp is

[] ya, any trial account over 6 months old should be given notice and then removed.

```
In [44]: 1+1
```

```
Out[44]: 2
```

As expected, LDA doesn't seem to be super useful. Let's look at PCA / lexical networks next.

0.2 Looking at PCA

Just cluster / PCA by TFIDF

```
In [45]: from sklearn.decomposition import PCA, FastICA
```

```
# corpus_tfidf_df = pd.DataFrame(corpus_tfidf)
corpus_tfidf_csr = gensim.matutils.corpus2csc(corpus_tfidf)
corpus_tfidf_numpy = corpus_tfidf_csr.T.toarray()
```

```
# corpus_tfidf_array = corpus_tfidf.T.toarray()
```

```
In [46]: pca_tool = PCA(n_components=200)
pca_tool.fit(corpus_tfidf_numpy)
```

```
# ICA was too slow.
# ica = FastICA(n_components=200)
# ica.fit(corpus_tfidf_numpy)
```

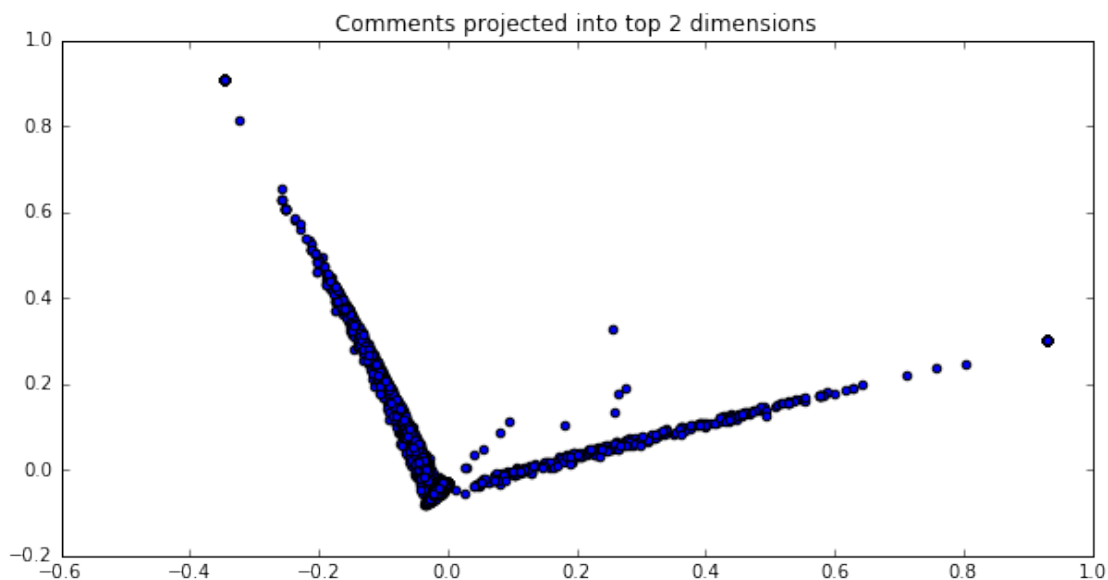
```
Out[46]: PCA(copy=True, iterated_power='auto', n_components=200, random_state=None,
          svd_solver='auto', tol=0.0, whiten=False)
```

```
In [47]: transformed_corpus = pca_tool.transform(corpus_tfidf_numpy)
```

```
In [48]: transformed_corpus.shape
```

```
Out[48]: (21515, 200)
```

```
In [49]: # rng = np.random.RandomState(1)
X = transformed_corpus[:, [0, 1]]
plt.scatter(X[:, 0], X[:, 1])
plt.title('Comments projected into top 2 dimensions');
```



```

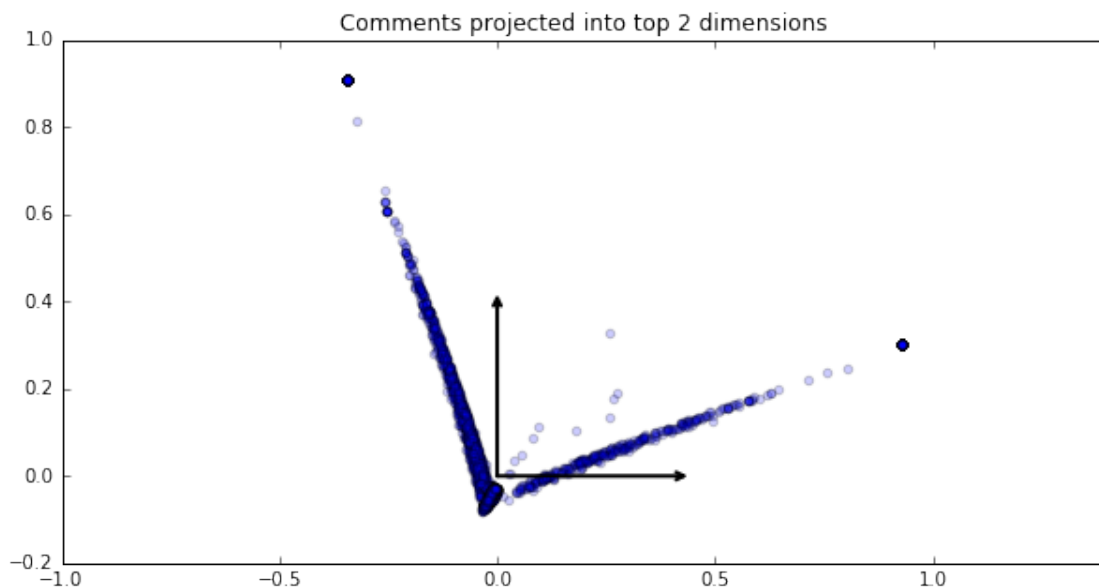
In [50]: pca = PCA(n_components=2)
         pca.fit(X)

Out[50]: PCA(copy=True, iterated_power='auto', n_components=2, random_state=None,
          svd_solver='auto', tol=0.0, whiten=False)

In [51]: def draw_vector(v0, v1, ax=None):
         ax = ax or plt.gca()
         arrowprops=dict(arrowstyle='->',
                         linewidth=2,
                         shrinkA=0, shrinkB=0)
         ax.annotate('', v1, v0, arrowprops=arrowprops)

# plot data
plt.scatter(X[:, 0], X[:, 1], alpha=0.2)
for length, vector in zip(pca.explained_variance_, pca.components_):
    v = vector * 3 * np.sqrt(length)
    draw_vector(pca.mean_, pca.mean_ + v)
plt.axis('equal');
plt.title('Comments projected into top 2 dimensions');

```



```

In [52]: pca_tool.components_.shape

Out[52]: (200, 2598)

In [53]: prin_comps = pd.DataFrame(pca_tool.components_)
         prin_comps

Out[53]:
          0          1          2          3          4          5          6  \
0  -0.006887 -0.000999 -0.001630 -0.001656 -0.000590 -0.000627 -0.004763

```

1	-0.012387	-0.002272	-0.002734	-0.003747	-0.000909	-0.001298	-0.008756
2	0.074154	0.010666	0.018782	0.022070	0.003358	0.006941	0.044090
3	-0.030499	0.002714	-0.003398	0.000932	-0.001316	0.001011	-0.011910
4	0.069611	-0.005311	0.009713	-0.003926	0.001230	0.002326	0.024697
5	-0.151864	0.000678	-0.022020	-0.004161	-0.004148	-0.002086	-0.053444
6	-0.019846	-0.000839	-0.001130	0.000837	0.002014	-0.001449	-0.012298
7	0.208819	0.006556	0.004479	0.003969	0.002100	0.001455	0.119690
8	-0.318075	-0.009605	-0.014293	-0.003759	-0.005119	-0.006807	-0.202577
9	-0.055856	-0.001272	-0.002478	-0.003158	-0.000829	-0.001493	-0.043953
10	-0.092395	-0.000498	-0.006330	-0.001858	0.002011	-0.000688	-0.038481
11	-0.000263	-0.001912	0.000317	-0.003407	-0.001520	0.000798	-0.016093
12	0.387772	0.004454	0.011939	0.001004	0.000337	0.000870	0.178365
13	0.052847	0.007076	-0.018019	-0.003287	-0.006544	-0.008507	0.003529
14	-0.168873	0.004092	0.002979	-0.000766	0.003070	0.002485	-0.031455
15	0.316165	-0.004269	-0.001271	-0.009472	-0.004934	-0.003025	0.115202
16	-0.153808	0.005376	-0.001123	-0.001350	0.001432	0.003279	-0.023402
17	0.236189	-0.001002	-0.006553	-0.001011	-0.002872	-0.000429	0.142553
18	0.046228	0.007619	-0.004440	0.004767	-0.002838	-0.003115	0.025922
19	0.034824	0.001939	0.000577	-0.012187	-0.006226	0.000093	0.033799
20	-0.114929	0.000500	-0.000772	0.000430	0.003952	-0.001272	-0.111345
21	-0.034980	-0.000810	0.010412	-0.005842	0.002773	0.003949	0.077361
22	-0.044465	0.005019	0.005044	-0.003681	-0.003770	0.001719	-0.042126
23	0.125796	-0.001243	-0.005446	-0.007572	0.002590	-0.004261	0.043009
24	0.060712	-0.007498	0.003703	0.001679	-0.002967	-0.002882	0.032631
25	-0.022341	0.015078	-0.009107	-0.000059	0.001069	-0.001369	0.019350
26	0.090894	0.008126	-0.011826	0.001859	0.001634	-0.003757	0.044595
27	-0.045904	-0.003918	-0.003193	0.006393	-0.001426	-0.004246	0.079276
28	-0.193909	-0.004295	-0.009296	0.004473	0.003581	-0.003796	0.119719
29	-0.029973	-0.001833	-0.000881	-0.006715	-0.000180	0.002558	0.041181
...
170	-0.005036	0.001594	0.011703	-0.029324	0.002300	0.001198	0.002793
171	-0.004048	-0.003229	0.018667	0.006753	-0.002278	0.004534	-0.031866
172	0.002623	0.000397	0.012938	-0.018939	0.001334	-0.008803	0.016910
173	0.001438	-0.031481	0.000370	0.003894	0.004327	-0.004104	0.011852
174	0.006256	0.011203	0.000715	0.017127	-0.002207	0.000772	0.003947
175	0.000819	0.017941	-0.001686	-0.050599	-0.001446	0.008228	-0.018846
176	-0.002339	-0.026643	-0.001041	0.017392	0.001005	0.011242	0.022653
177	0.002565	-0.013278	0.006979	0.012909	0.001891	0.000466	-0.005080
178	-0.007810	-0.023105	0.002579	-0.015897	0.007708	0.006627	-0.009868
179	-0.000149	-0.000816	0.019660	-0.006768	-0.003174	0.012447	-0.009624
180	0.015104	0.011605	-0.006178	0.017194	0.000288	-0.002061	-0.020476
181	-0.015125	0.033312	0.011642	-0.010061	0.005455	-0.002309	-0.000364
182	-0.014129	0.015350	0.005439	0.003053	-0.002204	-0.009159	-0.013499
183	-0.003213	-0.002174	0.007379	0.008277	-0.010050	0.003074	-0.011333
184	-0.005845	0.009968	0.012109	-0.010466	-0.011784	-0.002380	0.018122
185	-0.006970	0.012008	0.017738	-0.001055	0.004446	0.002623	0.007815
186	-0.019988	-0.009512	0.010388	0.003742	0.000972	0.004690	0.015571
187	0.013908	-0.014231	-0.013254	0.012167	0.008423	-0.002021	-0.015943
188	-0.012462	0.023966	-0.015486	0.000849	-0.004533	-0.007559	0.002516
189	0.001281	0.019496	0.012011	-0.005183	-0.004988	0.000312	0.004776
190	-0.001208	0.016944	-0.004208	0.003465	-0.001397	-0.001327	0.023771
191	-0.003988	0.016753	-0.007610	0.021280	-0.003331	0.000996	0.005006
192	0.002915	0.041722	0.012279	0.008307	-0.001158	0.001938	-0.044573
193	-0.000182	-0.031835	0.018144	0.000863	-0.000689	-0.005261	0.010310

194	-0.000874	0.025818	-0.004309	0.009424	0.002295	-0.006709	0.007581
195	0.018318	0.010058	-0.006726	-0.004499	0.006998	-0.004753	-0.001635
196	0.001010	0.014937	-0.004533	-0.023641	-0.004781	0.000619	-0.003153
197	0.000261	-0.019281	-0.008880	0.024955	-0.004047	-0.010124	0.010244
198	-0.005536	-0.031637	0.003083	0.052539	0.001161	-0.003850	-0.003073
199	0.014625	-0.019125	-0.035756	0.018147	0.007008	-0.003758	0.001842

	7	8	9	...	2588	2589	2590
0	-0.004058	-0.002063	-0.002216	...	-0.000297	-0.000173	-0.000133
1	-0.007112	-0.003239	-0.005019	...	-0.000696	-0.000421	-0.000420
2	0.055211	0.008413	0.027463	...	0.002444	0.001233	0.001234
3	0.003895	-0.000855	-0.001716	...	0.003082	-0.000176	-0.000165
4	-0.008277	-0.002049	0.005150	...	0.000259	0.000093	-0.000409
5	-0.009546	-0.000144	-0.011663	...	-0.001436	-0.000375	-0.000219
6	0.000058	-0.003475	-0.006820	...	-0.000431	0.000177	-0.000467
7	0.010049	0.004189	0.014813	...	0.000282	0.001490	0.003426
8	-0.027657	-0.002220	-0.037724	...	-0.001626	-0.000646	0.000137
9	-0.001809	-0.004643	-0.007706	...	-0.000487	-0.000133	-0.002559
10	-0.018958	0.004013	-0.012417	...	0.003686	0.000187	-0.001335
11	0.003621	0.005457	-0.002184	...	-0.000766	-0.000590	-0.000322
12	-0.002309	-0.002310	0.009076	...	0.001054	-0.000349	0.000297
13	-0.025080	0.014676	-0.036637	...	0.000737	0.002510	-0.002677
14	-0.000809	-0.000735	0.018011	...	0.000589	0.001225	0.000998
15	0.009119	-0.017430	-0.026136	...	0.001928	-0.000609	-0.001242
16	0.041031	-0.015061	0.019872	...	-0.000621	0.001428	0.000512
17	-0.010510	-0.010729	0.001718	...	0.000538	-0.000105	-0.000073
18	-0.006609	0.001440	0.003896	...	0.000423	0.001244	0.000689
19	-0.029456	0.001716	-0.001127	...	-0.000596	-0.000664	-0.000402
20	-0.004313	-0.006694	-0.017342	...	0.001730	0.000876	-0.001026
21	0.000342	-0.004093	0.019653	...	0.000982	-0.001089	0.001130
22	0.005626	0.008486	0.014745	...	-0.001415	0.000724	0.002192
23	-0.004867	0.004785	-0.004636	...	-0.000711	0.000752	-0.001773
24	-0.008404	-0.003684	0.001752	...	-0.000136	-0.001261	0.001185
25	-0.018937	0.018619	-0.008642	...	-0.000547	0.002759	0.002171
26	0.010397	-0.007375	-0.018047	...	-0.003871	0.000681	-0.000308
27	0.027678	0.001071	-0.011277	...	0.002344	-0.002218	-0.002678
28	0.002960	0.010883	0.028055	...	0.008185	0.000088	0.002493
29	-0.003258	-0.000389	0.004896	...	0.001971	0.003227	-0.002344
...
170	0.041852	-0.030683	0.008187	...	0.001516	0.000516	-0.000297
171	-0.117630	-0.012084	-0.038862	...	0.001442	0.001746	-0.001331
172	-0.138473	0.015696	0.053607	...	-0.001332	-0.002223	0.001692
173	0.068455	-0.011949	0.015345	...	0.001878	-0.002089	-0.003210
174	-0.053199	-0.008411	0.140093	...	-0.002657	0.002448	0.001243
175	-0.001764	-0.036390	-0.002200	...	-0.002617	0.000072	0.001796
176	0.064682	0.058401	-0.064844	...	0.001445	0.001620	-0.005094
177	0.031149	0.020580	0.032237	...	-0.004322	0.000648	0.003307
178	-0.081784	-0.008426	-0.029746	...	0.003617	-0.000287	-0.002229
179	-0.071093	0.009998	-0.104934	...	0.003070	-0.000495	-0.001089
180	-0.007361	0.005280	-0.008890	...	0.002340	0.005761	0.003448
181	0.099902	-0.008530	0.008574	...	0.001436	-0.004204	-0.004334
182	-0.030417	-0.041771	0.004445	...	0.003032	-0.002122	0.000131
183	0.063435	0.026796	-0.019274	...	-0.000350	0.001040	0.000667
184	-0.016104	0.029594	-0.005597	...	0.004110	0.002797	0.003318

185	-0.102956	0.037146	0.048990	...	0.001937	-0.004161	-0.005994
186	-0.031249	0.005133	-0.114060	...	-0.000526	-0.000522	0.001716
187	0.014246	0.006284	0.037929	...	-0.003979	0.002063	0.002738
188	0.006754	-0.010646	0.002365	...	0.000431	0.000553	0.004156
189	0.004766	0.000014	-0.023828	...	0.005193	-0.000608	-0.000307
190	0.044363	0.019614	-0.070009	...	-0.007065	0.005316	-0.002528
191	0.077164	-0.028054	-0.029567	...	0.000044	0.001473	0.001360
192	0.156491	-0.004316	0.014649	...	-0.002508	0.000018	0.000324
193	-0.017995	-0.003770	-0.095475	...	0.000400	-0.001369	0.000379
194	0.116267	0.003649	-0.033939	...	-0.005695	0.006024	0.001924
195	0.080919	0.024661	0.152650	...	-0.001865	-0.002062	0.001002
196	0.016089	-0.016256	0.004639	...	0.009006	-0.000312	-0.001251
197	-0.020804	-0.030144	-0.004894	...	-0.004680	0.001718	-0.004765
198	0.005196	0.007446	0.047080	...	0.000947	0.002230	-0.004491
199	-0.067333	0.015587	-0.035839	...	0.002784	0.006999	0.001889

	2591	2592	2593	2594	2595	2596	2597
0	-0.000163	0.000282	-0.000187	-0.000177	-0.000173	-0.000092	-0.000192
1	-0.000343	-0.000341	-0.000093	-0.000563	-0.000339	-0.000235	-0.000536
2	-0.000039	0.002477	0.001244	0.000088	0.001550	0.001252	-0.000256
3	-0.000160	0.000597	-0.000646	-0.000214	-0.000025	-0.000377	0.000143
4	-0.000846	0.000300	0.000643	-0.000782	0.001138	0.000680	-0.000897
5	0.000659	0.002124	-0.002715	0.000142	0.001138	-0.002150	0.001240
6	-0.000498	-0.000808	-0.000077	-0.000511	0.000364	0.000310	-0.000339
7	0.002209	-0.003422	-0.002186	-0.000273	0.001776	-0.000630	0.003611
8	0.000078	0.002952	0.002715	-0.001455	0.000034	0.000982	-0.001287
9	-0.001085	0.000634	0.000391	-0.000067	-0.000417	0.000164	-0.000709
10	0.000564	0.000275	0.001218	-0.000724	0.000034	-0.000646	0.000433
11	-0.000105	-0.000698	0.000533	-0.000242	-0.000777	0.000102	-0.001020
12	-0.001197	0.005974	0.000465	-0.000882	0.000385	0.000315	-0.001176
13	0.001380	-0.000080	-0.000187	-0.000645	0.002361	0.000081	0.003087
14	0.000702	0.000312	-0.000374	0.000278	-0.000543	-0.000497	0.001782
15	-0.000327	-0.001900	-0.001555	0.000098	-0.003368	0.000663	-0.001568
16	0.002415	-0.000857	-0.000827	0.001609	-0.001968	-0.001556	-0.000886
17	0.001422	-0.003431	-0.000133	-0.000650	-0.002111	-0.000162	0.000300
18	-0.000307	-0.002742	0.001654	0.000783	-0.000310	-0.000490	0.000705
19	-0.000161	0.001427	-0.001796	0.000676	-0.000994	-0.000483	-0.000305
20	-0.000423	0.002808	0.001639	0.000301	0.001388	-0.000036	-0.000602
21	0.000114	-0.002291	0.001352	0.001069	0.000037	-0.001555	0.000130
22	-0.001108	-0.003081	0.004730	0.001176	0.002047	-0.000093	-0.000491
23	0.000867	0.002911	-0.002244	0.000857	0.000634	0.000413	-0.001114
24	0.001224	0.001240	0.000754	0.000745	-0.000996	0.000307	-0.001056
25	0.006765	0.000694	-0.002135	0.001880	0.001405	0.000073	0.003509
26	-0.002245	0.001921	0.003012	0.000059	-0.001010	0.000663	-0.000211
27	-0.002608	0.002678	-0.001546	-0.001315	0.000041	0.000313	0.000494
28	-0.003673	-0.001806	-0.001322	0.000643	0.000916	0.000336	-0.001931
29	-0.001742	-0.000959	-0.000613	-0.002393	-0.000524	-0.000052	-0.000308
..
170	0.001111	-0.001140	-0.002153	0.004023	-0.001064	0.000417	0.002805
171	0.005580	-0.001870	0.003712	-0.003639	-0.001133	0.000072	0.007959
172	0.002318	0.001169	0.003545	0.003598	0.002682	0.001780	0.005507
173	0.007925	0.000163	-0.002079	-0.000017	-0.000151	0.001212	0.011703
174	-0.004155	0.008118	0.000286	-0.001327	0.001565	-0.001634	-0.004546
175	-0.000057	-0.004034	-0.000251	-0.005665	-0.001237	0.000478	-0.002869


```

176 0.004265 -0.000631 -0.002320 0.000905 0.000374 -0.000543 0.018173
177 0.002066 0.001447 0.002556 -0.000268 0.001638 0.001726 0.007896
178 0.002816 0.000265 -0.000056 -0.001122 -0.001959 0.000188 -0.008106
179 0.005917 0.002482 0.002851 0.002517 -0.001078 0.001050 -0.004709
180 0.000262 -0.001869 0.000042 0.004837 0.002499 -0.000040 0.008225
181 0.001021 0.005270 0.002930 -0.001196 0.001152 -0.000677 0.010544
182 0.000680 0.001186 0.000861 -0.002728 -0.001085 -0.002315 -0.005561
183 0.010155 0.000498 0.001293 -0.006386 -0.003309 -0.000309 0.016284
184 0.002849 -0.003627 0.002426 -0.001867 -0.000312 0.000174 -0.012460
185 -0.003357 0.000295 -0.003944 -0.002512 -0.000419 -0.000865 0.004420
186 0.002359 0.001302 -0.004965 0.001243 0.001896 0.001677 0.004616
187 0.003488 -0.003345 -0.001226 -0.001104 0.003196 0.000559 0.006711
188 0.000172 0.006278 0.003373 -0.002460 -0.001481 0.001624 0.000764
189 -0.007314 0.000566 -0.001167 -0.003718 0.002306 -0.000873 -0.018766
190 -0.002252 0.004266 0.001012 -0.003912 0.000593 -0.000021 -0.001755
191 -0.001653 0.006295 -0.005118 0.003584 -0.004316 -0.000134 -0.018642
192 0.000357 0.000068 0.000101 0.001484 0.000042 -0.001181 0.004511
193 -0.004731 -0.002760 -0.001208 0.000339 -0.001676 -0.000577 0.006356
194 0.004587 -0.003938 0.000145 0.003394 -0.000083 -0.001496 0.015950
195 -0.004702 0.001944 0.000292 -0.000911 0.002830 0.003196 0.001715
196 -0.000172 -0.005079 -0.005260 0.012529 -0.002374 -0.000801 -0.013183
197 -0.005350 -0.001687 0.001514 -0.003566 0.004613 0.001108 -0.002740
198 0.002867 -0.001971 -0.006626 -0.001234 -0.001269 -0.002028 0.017442
199 0.002394 -0.005474 0.004155 -0.001848 -0.003357 -0.000976 0.002526

```

[200 rows x 2598 columns]

In [54]: for j in range(5):

```
    print("Component numer: " + str(j))
```

```
    component_j = prin_comps[j]
```

```
    order = component_j.map(lambda x : x).abs().sort_values(ascending = False)
    component_j[order.index]
```

```
    for i in range(10):
        idx = order.index[i]
        word = dictionary[idx]
        weight = str(component_j[idx])
        print(weight + " : " + word)
```

```
    print()
```

```
# sns.distplot(S);
```

```

Component numer: 0
0.387771517782 : reward
-0.318074857043 : miss
0.316164819048 : solut
0.236188572022 : thread
0.208819189946 : mechan
-0.193908547732 : basi
0.179508980813 : consum

```

```
-0.168872825222 : simpl
-0.153807856127 : system
-0.151864014281 : home

Component numer: 1
0.0417216067251 : veldspar
0.0333124514334 : massiv
-0.0318345887856 : allow
-0.0316368079079 : percentag
-0.0314807716084 : end
0.028094595561 : consum
-0.0274826290356 : work
-0.0266432664339 : harsh
0.0258183164791 : anchor
0.0256447203615 : think
```

```
Component numer: 2
-0.0357564736865 : return
-0.0253703668237 : ship
-0.0243185304265 : sale
0.0227962007969 : sort
-0.022030522182 : look
-0.0220197506967 : home
-0.0215284205093 : station
0.019660180352 : like
-0.0189779208248 : varieti
0.0187824402084 : enemi
```

```
Component numer: 3
0.0525386010269 : percentag
-0.0505993234461 : fewer
-0.0359957930738 : retriev
-0.0293237927134 : decreas
-0.0262391834208 : realiz
-0.0256968904003 : stupid
0.0249552136535 : featur
-0.0236408322164 : dominion
0.0223675716546 : sale
0.0220700627952 : enemi
```

```
Component numer: 4
0.01523425754 : retriev
-0.0119546422961 : maintain
-0.0117841635707 : null
0.0114067256919 : realiz
0.0110129292339 : realist
0.0106950289164 : work
-0.010405452381 : whatnot
-0.0100502277024 : notic
-0.00975017933179 : wormhol
-0.00911421061923 : product
```

These don't seem to be super interpretable. Try selecting representative comments.

```
In [55]: transformed_corpus_df = pd.DataFrame(transformed_corpus)
```

```

# for the top component, select the indexes that are most associated with this comp and read t
for comp_num in range(100):
    # comp_num = 0
    print("Component number: " + str(comp_num))
    sorted_df = transformed_corpus_df.sort_values(by=comp_num,ascending=False)
    for top_comment_num in range(10):
        # top_comment_num = 0
        top_comment_idx = sorted_df.index[top_comment_num]
        print(documents.loc[top_comment_idx][0])
        print()
    # order = component_j.map(lambda x : x).abs().sort_values(ascending = False)

    # component_j[order.index]

```

Component number: 0

cosmetic

cosmetic only!

cosmetic only

cosmetic only

cosmetic only

cosmetic only

cosmetic only please

cosmetic only

cosmetic only

cosmetic only

Component number: 1

supported

/supported

support

supported.

supported =)

supported

supported

supported.

support

supporting

Component numer: 2

+1i already allowed 3 of my accounts to run out last month. the only thing that has been keeping a lot of
and others, like me, dislike it for the exact same reason.yes, i am having fun. yes, i can fly of lot of
x gallentiusyou seem to assume that no one in eve wants small gang pvp. i agree the fact that ccp has not
my views on the nex store and related issues:1. no implants, modules, ammo, etc. anything that will directly
it is not what is already in game that is the problem. yes you can buy plex and sell them for isk and use
originally by: toovhonall i'm hearing from you is "i ignore reality, and want easy mode regardless of the
first off let me say that im not an old grizzled vet of this game i started back in 09 when i first found
let's separate two things first:1. paying money for skill points but being unable to purchase them by any
i'm going to self quote here (because it's the best phrasing i've come up with) and then go on to explain
let me lay out some mistaken assumptions that many of the proponents of this thread seem to have.i am g

Component numer: 3

signed.

signed

/signed

/signed

/signed

/signed

/signed

/signed

./signed \\ 1'> ll llama~ || || '' ''

/signed

Component numer: 4

bad idea. no.

/signednice idea.

intriguing idea.

not a bad idea

bad idea

+1 for this idea

what is bad about my idea?

bad idea ccp.

i say no, what a bad idea.

awsome idea

Component numer: 5

awsome idea

bad idea

what is bad about my idea?

bad idea ccp.

/signednice idea.

intriguing idea.

not a bad idea

+1 for this idea

bad idea. no.

i say no, what a bad idea.

Component numer: 6

no i do not agree with it

agreed!<U+043D><U+043E> <U+043F><U+043E>!

agreed

agreed in full.

agree.

i agree.

agreed.

agreed.

agreed

agreed

Component numer: 7

vote no

im voting no!

vote no

noooooo noway no i vote no

i didn't vote for you, but i'll humor you anyway.[mandate] tiericidedon't you have a secretary?

another vote - please give us something new

voted

vote no

anoter vote - please give us something new

i vote no

Component numer: 8

^^ this,so my vote is no

+1 to the no mt at all ever for ever and ever vote.

i vote no

another vote - please give us something new

i didn't vote for you, but i'll humor you anyway.[mandate] tiericidedon't you have a secretary?

i vote nooooooooooooooooooooooooooooo as well!!!!

voted

voting no!!

im voting no!

i vote no

Component numer: 9

yo ho...yo ho, a bumping we will go!!!!

bump.

bump

bump

bump

bump

bump +1

bump

bump!

bump

Component numer: 10
yes. optional please.

make it optional

+1 for optional decanting

optional or bust!

make it optional

+1 - make it optional

make it optional.

optional!

option 3!! dooooo eeeeeeeet ccp!!!!

yes, please make this rubbish optional

Component numer: 11
hell no

no, hell no.

hell no

hell no

hell no!

hell nooooo!!!!

hell no!

hell no!

no, hell no!

hell no!!!

Component numer: 12
will we see mt for non-vanity items?

vanity items only

-1 these are not vanity items .

no to aurum.why go plex -> aurum -> vanity item or isk -> aurum -> vanity item, when you can go plex ->

no.no microransactions (an surely not for non-vanity items)

no, cosmetic vanity items only, no to pay to win

just stating the obvious...but wouldn't ccp want plex to be more expensive?as a side note: vanity items

noput vanity item craftable with bpo like all others item ingame

no.i used to be ok with vanity items, but seeing the prices of those and the how much ccp is taking the

so basically people can make isk from vanity items rather than just selling plex for isk?

Component numer: 13

me too, i like to post in a thread without reading it.

posting in another fix gallente thread.

much like your posting

^^ best post in the thread.

ahahahahaha this thread

no. this is eve, not cs:s./thread

i will let this thread say it all:

/thread

nc qq thread ftw :)

please post in relevant threads rather than starting a new thread.e.g. here

Component numer: 14

i liked it then and i still do!

i'd like to see this done.

yes is would like this back as well

i like this

i like.

i like this.

do like. what else is there to say?

i like it.

no. like, srsly.

i like it

Component numer: 15
made in-game.

they should remove cloaks and probes from the game so its just like it used to be way back.

this game is more or less a game of 'goodies' vs 'baddies'. the baddies have to have bad things to do s

i vote no to microtransactions in a p2p game.

that sir will make eve a bling game. no way i will support that. go play wow or lineage. facebook's "no

no-----> if i wanted to play a wow type game i would go play wowwake up

capitol ships should have things like this. battleships even. but the game is not ballanvced though and

sounds like acceptable game play to me.

cosmetic only, like you promised us before. cosmitic doesn't change game play so i don't care. change g

+1remove from game?

Component numer: 16
indeed this is needed!

noits not needed.

this really needs to be done.

something needs to be done.

no need i say more

no, no, no, no.need i say more.

needed

needs doing.

+1 pos needs much lovezahn retmas

needed

Component numer: 17
something needs to be done.

no, no, no, no.need i say more.

+1 pos needs much lovezahn retmas

needs doing.

needed

no need i say more

noits not needed.

needed

indeed this is needed!

this really needs to be done.

Component numer: 18

good idia

could be good

good for rp +1

this is good.

very good indeed.

if you are good enough, you don't have to pay irl

hm...it could just be good.

not good enough!pls fix.

seems good

seems good to me :d

Component numer: 19

i want this

this this is what i want!

why would you want to?

nowhat is eve to become an microtransaction f2p want to be... god please no.

do want!!!11

you don't want to pay? -don't do it

yes we want 'm back

me wants

yes, we wants!

do want.

Component numer: 20

no x2 for both my accounts

all of my accounts say no.

100% = = = = no no noooooooooooooooooooooooooooooostop it..8 accounts, it's up to you ccp

no on all three my accounts :p

no x3 for my three accounts.

trial account only.

+1 for nonactivated trial accounts

trial accounts only, why not

trial accounts only

+1 trial accounts only.

Component numer: 21

3) science does not stand still or stop the gallente scientists cry on hybrids!the drone modules mostly

no x3 for my three accounts.

no on all three my accounts :p

100% = = = = no no noooooooooooooooooooooooooooooostop it..8 accounts, it's up to you ccp

all of my accounts say no.

no x2 for both my accounts

i like this idearebild drones!

galente power should be in drones & nosferatu not in hybrids.you have my drones and my onboard axe.

[expand='bla-bla-bla']when i read this topic on wiki i found the drones to be the main gallente weapon..

the most i would support is a removal of drones.

Component numer: 22

plex.

no!dejen de sangrarnos! sanguiuelas!piensen un poquito mas en los que pagan con plex!

no. plex is far enough

nowe already pay for plex, plex to isk and isk for anyting...

don't pay with isk though... pay with plex/aur...it's ****in' mayhem. i think ccp have run outa money. i
econ 101 fail.having aur as a plex sink will not have a linear relationship to plex prices as people buy
"cosmetic only"with a caveat, cash only. i know the plex in game is probably too cheap for ccp's tastes
as the topic name says. please csm, pass it to ccp.if they implement vanity items available for plex conv
no. buyin plex for isk is enough of an advantage.
so buy plex with isk...convert plex to aurum...and now you have your experience...

Component numer: 23
no. this is eve, not cs:s./thread

nc qq thread ftw :)

/thread

ahahahahaha this thread

i will let this thread say it all:

hybrids and gallente revamp thread

gallente love!

+1 for gallente love

no!dejen de sangrarnos! sanguiuelas!piensen un poquito mas en los que pagan con plex!

nowe already pay for plex, plex to isk and isk for anyting...

Component numer: 24
post 500 :d

from 2008 post by wrangler

we both just did.was this pic posted b4?

nodouble post*

see the bottom of post 80 dimwit.

choke them with our posts!

much like your posting

post removed.

thanks for posting.

well done post op.i support this, this is what needs to be done!

Component numer: 25

its time that fregts have some love

love you longtime,13,32,34,68,77,78,124,166

love dan murcatto,47,71,51

i love freckled redheads <3

i love your pic!

i love you...

ducky love,65,77,97,123,139,-119,-59

for the love of god, yes!

love it

what (s)he said, because it's what we think.

Component numer: 26

what (s)he said, because it's what we think.

i thought you said something else.

it was already changed once... just saying.

well done ed ! very well thought out ... kudos !

why do you think this?

yep, frothing at the very thought.

hey... i think the op's onto something there!

en24 says:make ccp take the lemons back

well said.

that's what she said

Component numer: 27

linkagelinkagelinkagelinkagelinkagelinkageccp hellmar on name change

this change is supported by me.

if anyone needs a name change, it would be me...

good idea. this needs to be changed definitely since all other things have been changed in nul sec.

/signedgive us a button to change between the old hangar (shipspinning 4ever) an cq

/signedgive us a button to change between the old hangar (shipspinning 4ever) an cq
/signedgive us a button to change between the old hangar (shipspinning 4ever) an cq
/signedgive us a button to change between the old hangar (shipspinning 4ever) an cq
yeah, change it to per ship, who wouldn't want this?op can you please change your original post, or cre
it's more of a null sec problem. you see local was never designed to be the powerful intel tool it is t
Component numer: 28
remove them all together.

+1 to remove mt.

yes remove all microtransactions

removed!

+1remove from game?

supported,remove this cr*p!

yeah remove pirates plsall are nabs anyway

post removed.

no way. i still mean everyword but not a lot was ontopic so in the name of sanity i am removing it to a

+1 remove microtransactions.remove aurum currency.

Component numer: 29
indeed, thanks for that tidbit.

thanks!

no thanks

why, thank you.

first off thanks csm and trebdor for doing this!!! spillrag,123,83,1,2,3,8,27

lokiish 1, 2, 112, 146, 166, 49, 51thanks!~1

no not for me thanks

thanks salpun.

thanks.

why thank you...

Component numer: 30
i love freckled redheads <3

i love your pic!

love you longtime,13,32,34,68,77,78,124,166

love it

i love you...

for the love of god, yes!

love dan murcatto,47,71,51

ducky love,65,77,97,123,139,-119,-59

would love a little gallente love.

love it +1 support

Component numer: 31

drones need some serious love

drones need love!

need some drone love from ccp

drones need love yeah, heaps and heaps of love.

+1, i'd love to see a logical way to use drones.

ducky love,65,77,97,123,139,-119,-59

love dan murcatto,47,71,51

i love you...

love you longtime,13,32,34,68,77,78,124,166

i love freckled redheads <3

Component numer: 32

why do you think this?

well done ed ! very well thought out ... kudos !

hey... i think the op's onto something there!

yep, frothing at the very thought.

i like the way this guy thinks.

/signed you would think they would have thought of this.

you think ?let's see...people onlinesource :

a well thought out proposal, so supported.

exactly what i was thinking.

this has already been proposed and discussed. i don't think we need to hash it out again.

Component numer: 33

remove them all together.

yes remove all microtransactions

+1 to remove mt.

removed!

+1remove from game?

supported,remove this cr*p!

+1 remove microtransactions.remove aurum currency.

or just remove them from the game would be even better :p

the option to remove every single trace of rmt in eve. removing aurum from the wallet, removing the stup

yes! remove that aur stuff from the wallet ui. also i'm willing to pay 70\$ for the removal of the monocl

Component numer: 34

players: let us change our namesccp: we don't want players to be able to escape their reputationsplayers:

nousing microtransactions instead of good content in incarna is a big missed opportunity.instead of giv

i want to commend the op for wading in with a thought he knew would be controversial and largely sticki

what do moons have to do with new players?

this is something that needed to be said, something others have tried to say, but were unable to throug

one issue i see driving a lot of new players off is summed up in this video.there is nothing stopping e

i saw that and ccp wants mt period, when players in a majority said no to mt it didn't matter ccp wanted

already implemented at player level.you know a ship and how it works and how you can use it by actually

that's the issue, old players not wanting new players in the game. while i cannot support this issue du

even simplified timers and aggro will still need to be explained to new players. in no other game that

Component numer: 35

we will see. in time :)

injury time,8,14,15,56,108,129,139,-32

ccp what have you been doing all this time?

oh yes, now that dnf is out too it's about time!

big time.

i have wanted this for a long time.

no, mt should be removed.this can and will get out of hand with time.

i propose each time you make a stupid proposal you get banned.

lol @ eris :d i like proposal. d3

something like this already proposed:

Component numer: 36
makes sense to me.

makes sense

makes sense.

makes sense.

this makes sense

makes sense.

makes sense.

makes sense

makes sense

makes sense. supported.

Component numer: 37
makes sense to me.

makes sense.

this makes sense

makes sense

makes sense

makes sense.

makes sense

makes sense.

makes sense.

+1it's a change that really makes sense.

Component numer: 38

^nice :-d

nice km.

nice.

very nice.

nice!

would be nice to have.

nice ideassupported

supported, would be nice

\o/ nice idea

nice idea

Component numer: 39

makes sense

makes sense

this makes sense

makes sense.

makes sense to me.

makes sense.

makes sense.

makes sense.

makes sense

it makes sense i support

Component numer: 40

nice km.

nice ideassupported

nice.

^nice :-d

would be nice to have.

nice!

very nice.

lol @ eris :d i like proposal. d3

something like this already proposed:

other than that, i didn't read your proposal at all.

Component numer: 41

very nice.

^nice :-d

nice.

would be nice to have.

nice ideassupported

nice km.

nice!

supported, would be nice

nice idea

\o/ nice idea

Component numer: 42

what does that make the people *****ing about the people *****ing about cq?

up! let more people see this!

there are people that don't mine.there are people that don't build.there are even people that don't eve

noas we see even allowing a bit will just let people get used to it.

the reasonable people seem to be congregating this thread. all 10 of us.

as said already, people will just afk all day.

when people have cybernetic optical implants, is there really any point to a monacle?

you think ?let's see...people onlinesource :

cloaks were introduced in 2004. people have been whining about them since.

thank you for the support so far people. it's clear this affects people from all walks of life.

Component numer: 43

what does that make the people *****ing about the people *****ing about cq?

up! let more people see this!

you think ?let's see...people onlinesource :

noas we see even allowing a bit will just let people get used to it.

wtb space whale.

space gator,27,123,23,14,85,144,168

supportin mah space truckin' brothers.

w-space wut?

space bikinis.

as said already, people will just afk all day.

Component numer: 44

have you ever done missions for lp before? it takes a ridiculous number of missions just to get the sma

there are several unintended consequences with the new agent changes for missions. in some of the more

even players who don't ask for help have to deal with being scanned down and having the mission invaded

people and places -> places tab -> agent missions

agreed. there should me a way, but standings for orders isn't it. standings for distribution missions or

if anyone gets me the proper number of storyline missions that i should take into account i'll redo the

only in the form of courier missions. there is one with a mining mission feature, i doubt anyone uses i

the recent changes reflected in "agents made easy" have removed useful complexity from the mission syst

i like the idea of a far more engaging and dynamic system, but some folks do like to just mission solo.

could also institute welfare. give a bonus 50% mission reward for 11/12/13 missions from the corp walle

Component numer: 45

yes please! while they look great as detail in space, as icons they are just "blobs".

that's because when you alt-tab, it does a look at because of the keyup/down issue. :(

yes because you look like bruce

faction standings gain/loss needs to be balanced. currently, this system results in a general loss of s

they are finaly getting looked at...

yeah, there will be a lot of that.i would suggest looking at faction frigates, and balancing them out a

oh look, this thread again!

get back the standing!

standings requirements for agents disappear if it's high enough.so you have no idea if the corp/agent s

worth for ccp to take a look at!

Component numer: 46

oran the great, 34, 89, 86, 77, 75, 109, 14, -98, -45, -145

this would be great.

that would be great!

supporting a great insight!

it's good really great

great idea

that's a great idea.

great idea m8!

nothing to add, great idea.

+1, great idea

Component numer: 47

works for me

works for me.

no. noway this will work with eve.

that works, i am in

this would work. +1

this could actually work. cautious support.

no. i don't even like the idea of plex, but i can overlook it since it doesn't really change the way th

working as intended... no

per ccp, it's not working as intended:

still working as intended? :(

Component numer: 48

+1 nerf pirates

overdue, dramiel nerf is overdue

ya i'd rather them give us things than take away... why slow down dramiels just give us counters to the

even the nerf they propose for the dramiel isn't really much of a nerf. its going to make it actually k

-ldont agreesuicide ganking needs buff, not nerf

yesss, nerf hel asap.nerf hull, armor and fantastic shield tank;nerf fabulous dps wiht fighters and f.b

in general i support fog of war. ccp, nerf local.

supporting a nerf to riskless pve in null and low sec.

ccp plan to nerf them anyway, so why not?

i suppose submarines should be nerfed irl?

Component numer: 49

no one see this as a problem?

don't we all have that problem ?

this is a serious problem

the problem isn't the afk cloaker, he can't do anything to you. the problem is local telling you he is

could you first explain why the "problem" is actually a problem?

so what's the problem, if there is no risk?

make that -5. see? problem solved.

micro.i really don't see what the problem is with mt.

sounds like personal problem.

cloakers are not the problem. the local tab that gives you a free warning a hostile is in system is the

Component numer: 50

that would be great!

this would be great.

oran the great, 34, 89, 86, 77, 75, 109, 14, -98, -45, -145

supporting a great insight!

it's good really great

this is a great idea, so it will never be done.however, it could make ccp some money for better cars, s

no, never!! u, sir, are starting to devastate one of the last great games!

that's a great idea.

+1, great idea

great idea

Component numer: 51

put money into eve and not elsewhere.

cosmetic only.as long as you can't buy gameplay advantages for real money, i don't care.

cosmetic onlyi see no problem with ccp getting a little extra money off people who want to spend the ex

no way,that gives you an advantage with real money in the game.

no one see this as a problem?

don't we all have that problem ?

this is a serious problem

cosmetic only. i don't have a problem with people who want to spend money, as long as it doesn't affect

micro.i really don't see what the problem is with mt.

cosmetic only.if some people like to pay for clothes and ccp wants to make money from that, i dont care

Component numer: 52

no. noway this will work with eve.

works for me.

works for me

that works, i am in

this would work. +1

no, oh god noseriously, are we playing farmvile now or what?

m8 u jus jelly u can't be pr0 in hi-sec where the big-bwoys play.

this could actually work. cautious support.

i would not have a problem if it was dirt cheap. like pennies. otherwise, it'll just be more stuff i wor

i vote no to microtransactions. i have played and worked hard the last several years i have been playing

Component numer: 53

it went poof, 15

gone off, 119, 139, 149

its not that...goes way beyond.

can't have a roadmap if you already went off the cliff.

i support this. space isn't ment to end it goes on and on and on.scorpionidae

did i support this already..? if not - here goes.

read this before going any further with your idea.

why the -1? not going to say you are wrong for it, but give reasoning for it at least.also, +1

i like the direction this is going.

only if eve online went f2p otherwise no.

Component numer: 54

sure you wernt poppet please cry some more

no for sure

hmm, not sure if serious

sure

sure, why not. :)+1

sure is drama queens itt.

not sure you were actually .. hahahahaha sounds very ccp'esque.

pretty sure ive supported this one before, but yeahup we go

how would i go about doing that? i'm sure there are 0.0 fix me threads out there... i'll try to find one

sure, seems fair.

Component numer: 55

its not that...goes way beyond.

gone off, 119, 139, 149

it went poof, 15

can't have a roadmap if you already went off the cliff.

did i support this already..? if not - here goes.

give us our local fittings back

i like the direction this is going.

why cant they do something like this...if not a local chat window // do whatever you want elseif local

so does afk stand for "away from keyboard and not watching what is going on and have no clue what is going on"

i would change local to something like; you warp in system, you are not seen on local. if you type something on local

Component number: 56

with the way things are. no

you will find all these things and more in hko

i support this thing

supported this trading things i was just looking at is getting to me...

i wouldn't mind, if for smaller things like graphical fixes and mechanics stuff that they put them out there

that, or at least make it not activate with other things at the same time...keyup != keydown. mmk?

fixed.exactly why it's a good thing it's gone.

so ganking people in jita is a bad thing?

how about not ****ing things up for pvp and pveers alike? rr is fine.

wanting to do away with things you know nothing about.

Component number: 57

gone off, 119, 139, 149

it went poof, 15

can't have a roadmap if you already went off the cliff.

its not that...goes way beyond.

did i support this already..? if not - here goes.

i support this. space isn't meant to end it goes on and on and on.scorpionidae

... umm, what?this is a problem for game balance how?

i like the direction this is going.

no one see this as a problem?

don't we all have that problem ?

Component number: 58

no no and absolutely no reason for a game with a monthly subscription to have micro transactions

war... huh... yeah!what is it good for?absolutely nothing!uhuh... uhuh...!war... huh... yeah!what it is

no micro transactions

no micro transactions

no **** micro transactions in eve!!

no! to micro-transactions

no to micro transactions

absolutely not

absolutly no

no, absolutely not - no!no

Component numer: 59

no for sure

sure, why not. :)+1

sure is drama queens itt.

sure you wernt poppet please cry some more

sure

hmm, not sure if serious

how would i go about doing that? i'm sure there are 0.0 fix me threads out there... i'll try to find one

i'm pretty sure no one cares what we think at ccp.

pretty sure ive supported this one before, but yeahup we go

not sure you were actually .. hahahahaha sounds very ccp'esque.

Component numer: 60

can i have your stuffs?

can i have your stuff?

i am yes for these stuff

can i haz your stuff?

can i have your stuff?

good stuff

no.dont kill eve, please :(

war... huh... yeah!what is it good for?absolutely nothing!uhuh... uhuh...!war... huh... yeah!what it is

aijle mijleroff is absolutely right!!!!

absolutly no

sure, why not. :)+1

hmm, not sure if serious

absolutely

no.absolutely not.

no, absolutely not - no!no

Component numer: 64

absolutely

no.absolutely not.

absolutely no!

absolutely!

+1 absolutely

no.absolutely not.

absolutly no

absolutely nooooooooo

absolutely not

no, absolutely not - no!no

Component numer: 65

aijle mijleroff is absolutely right!!!!

no.absolutely not.

absolutely nooooooooo

+1 absolutely

absolutely, no

absolutely not

no.absolutely not.

absolutly no

absolutely

no, absolutely not - no!no

Component numer: 66

+6 implant - 250 mil+7 implant - 1 bil+8 implant - 2.5 bil+9 implant - 5 bil+10 implant - 10 billooks g

you weren't aware that you get more than one set? whenever you die your clone wakes up with the clothes
no support. don't get podded with your implants.

yes, sp/h change when you get podded and it's without implants.

i don't know how you got so much support, but i think your proposal is absurd. firstly, your point that
not supportedthier should be a penalty for getting podded, if you get podded you should lose implants and
your stupidity is staggering and sadly can't be fixed.call a monocle what ever you want. it has no impact
i can't resist flawed logic. when did i say that implants shouldn't be destroyed. in referring to the f
it means probation.

sexism? what? where ?what do you mean???

Component numer: 67

please visit your user settings to re-enable images.give us actual icons, not blurry images.

please visit your user settings to re-enable images.

please visit your user settings to re-enable images.

please visit your user settings to re-enable images.

please visit your user settings to re-enable images.

please visit your user settings to re-enable images.

the line was here last year when ccp said this:please visit your user settings to re-enable images.

you like icons that fail basic ui guidelines? which is which turret? please visit your user settings to

please visit your user settings to re-enable images.andplease visit your user settings to re-enable ima

please visit your user settings to re-enable images.uncheck this box.edit: this image was taken on a ye

Component numer: 68

no.absolutely not.

absolutely

absolutely not

absolutely, no

+1 absolutely

absolutly no

absolutely noooooooooo

absolutely!

no.absolutely not.

absolutely no!

Component numer: 69

can i have your stuff?

can i have your stuffs?

i am yes for these stuff

can i have your stuff?

can i haz your stuff?

good stuff

long overdue, really.

yes. long overdue.

long joseph,29,31,8,28,35,49,139,144,100,14

long as it is a one off.

Component numer: 70

i support this topic.

/support this topic

supporting own topic

i support this topic!

supporting my own topic

great trolls think alike. this is about a mechanics issue. not you should go somewhere else issue. if y

maybe it's just me...but why did you support the topic then?

lol... just lol... nice topic

topic starts @ 2009.10.25just look t how mutch ccp have done so far ..

guys, please stay on topic, local changes is not part of this proposal.if you want to discuss local and

Component numer: 71

wilber right,5,7,42,68,72

do it right the first time.

right, this topic is not going away.

a bit of a long read but very well thought out. +1

your half right.or full right? wouldnt that be left?oh god...

yes. long overdue.

long joseph,29,31,8,28,35,49,139,144,100,14

long overdue, really.

long as it is a one off.

because pirates never go after tankers, container ships and pleasure cruisers. they always demand 1v1's

Component numer: 72

despite loldrunk postlow sec gate camping is hardly a problem even if there was no gate guns at all.bec

dont make gates /own system

get rid of the gates! :)

acrinimiril gate 14,34,49,91,41,70,90

do what you like to gate guns, we'll still see you in rancer.

remove gate guns in low sec. you'd see more pew pew.

why is this specific fix needed? i mean gate camping is fairly easy at the moment made easier by hp buff

i agree. remove gate guns from low sec. also remove local from 0.0! buffing gate guns would only provide

gate guns are not the problem with low sec. gates are. starjump replacing gate travel would immensely in

gate guns should be able to move around system and also across systems. gate guns that are outnumbered

Component numer: 73

eve has sound?

fact:please visit your user settings to re-enable images.sound familiar????no plans for mt???? welp we g

i want the old warp sound too!

eve has sound?op's proposal supported.

please visit your user settings to re-enable images.andplease visit your user settings to re-enable ima

please visit your user settings to re-enable images.

please visit your user settings to re-enable images.

please visit your user settings to re-enable images.

please visit your user settings to re-enable images.

please visit your user settings to re-enable images.

Component numer: 74

no!!!this is killing eve otherwise!

kill0ton,3,24,34,51,108,119,144

there are also kills with vigils killing battleships. those are not the norm.

bring back dd

bring them back.

if you do not get the 'final blow' for a kill, the kill log should still be shown in your kills. i hate

long joseph,29,31,8,28,35,49,139,144,100,14

yes. long overdue.

long overdue, really.

long as it is a one off.

Component numer: 75

long as it is a one off.

long overdue, really.

long joseph,29,31,8,28,35,49,139,144,100,14

yes. long overdue.

yes, as long aurum is exchangeable with plex.

sexism? what? where ?what do you mean???

it means probation.

by all means.

gunna be hard considering noone else is going to be seeing it for a long long while :-p

jamesclk,2,4,8,12,16,17,20,23,27,29,31,32,35,141list, y u so long?

Component numer: 76

no at all, ccp stop it!

no (way - stop)

no stop it

stop the dockinggames please..

no stop this

is that afk guy stopping your bots?

stop whining

care to stop whining yet?

please visit your user settings to re-enable images.andplease visit your user settings to re-enable ima

yes, stop with the constant nerfing stuff. everyone who's ever trained a good ship inevitably gets nerf

Component numer: 77

the troll. it is meant to be on a diet.

no at all, ccp stop it!

no stop this

no stop it

stop the dockinggames please..

no (way - stop)

stop use alts to troll the treads ccp!

it means probation.

sexism? what? where ?what do you mean???

by all means.

Component numer: 78

wilber right,5,7,42,68,72

yes we can ! (hit the 2 year of begging ccp to do something)

should have been made years ago

that should have been done 3 years ago

over 4 years, i roughly got 1.5bn isk in donations thats 375mio isk a year, so basically you say its ok

do it right the first time.

your half right.or full right? wouldnt that be left?oh god...

fellow capsuleers,it's easy to make all these grandstanding nay-saying posts -- i know, i've been in pl

supported.in the same time, put the isk amount to the left side, where it was used to be all the years l

i like ccp to re-instate their idea to sell neural remaps for plex.*insert ****storm here*rational

Component numer: 79
i support this topic.

i support this topic!

supporting my own topic

supporting own topic

/support this topic

topic starts @ 2009.10.25just look t how mutch ccp have done so far ..

maybe it's just me...but why did you support the topic then?

lol... just lol... nice topic

i want to spin ships again.so that's why i fully support this topic.

i have only one thing to say...please visit your user settings to re-enable images.

Component numer: 80
its actually about 1mill sp per 17th day.

you didn't actually support.

this is actually a very fun idea.

this could actually work. cautious support.

actually a good idea.not supporting this would make me gay...er

i actually like the cq; but more options are good.

yes, he would. this is actually a pretty good idea and would make mining more intuitive.

i actually really like those ideas o_ofor the guns at least.

wow! this is actually a really good idea!but it only works if the loading of all the qc assets etc does

please do. eventually you will **** off enough people with your cowardly tactic of not fighting that ccp

Component numer: 81
whatever troll boy

this has to be a troll. nobody can be that stupid.

seems to fit better.

halariously enough that was exactly my point.reported for trolling the trolls!

gets out troll bashing hammer and smashes troll get out your not wanted here.

first in to say... away with you filthy troll!

no, sorry not even i will side with you on this one-even to troll. also the bleach.

troll 1/10: op doesn't understand the semantics of the word sexism. we female pilots can do anything you

no. but thanks for trolling.

my troll-detector just blew up.

Component numer: 82

whatever troll boy

halariously enough that was exactly my point.reported for trolling the trolls!

this has to be a troll. nobody can be that stupid.

first in to say... away with you filthy troll!

fail troll is fail.

no, sorry not even i will side with you on this one-even to troll. also the bleach.

no. and give me my fittings back. for free.

my troll-detector just blew up.

no. but thanks for trolling.

shameless bump. where are the freakin trolls?

Component numer: 83

whatever troll boy

f***ing trolls, go die in a fire.this is intended for single players who always have to wait and can't m

where is - bring back old cyno jump effect?!?!?

halariously enough that was exactly my point.reported for trolling the trolls!

please? oh please, fix the ghost ore issue?

this has to be a troll. nobody can be that stupid.

confirming the current cyno jump sucks.old cyno effectnew cyno effectccp - plz 2 give old/new cyno jump

great trolls think alike. this is about a mechanics issue. not you should go somewhere else issue. if y

supported. bring back the old jumping and cyno generator effects.

gets out troll bashing hammer and smashes troll get out your not wanted here.

Component numer: 84

seems to fit better.

i have a better idea. why don't ccp give you free kms?

back to the topagainccp for the love of god bring it back.or something better. :)

you'd know better than anyone else.

i think will be better to solve the lag but i think is better than wait 40 minutes to see that you are :

i stopped saving fittings when the limit came about. i haven't used the feature since...

going to need to do better than that, try again.

or just remove them from the game would be even better :p

what, did you think it would be free?as long as it can be bought with isk, i could care less if it came

no. and give me my fittings back. for free.

Component numer: 85

please? oh please, fix the ghost ore issue?

yesin the range of ~20 p.m.only if they keep the mt-stuff vanity only.

that's because when you alt-tab, it does a look at because of the keyup/down issue. :(

real pirates dont rely on neutral reppers, real pirates pay the price for being ***** with a lowered

no, you wrecked your sec status, live with it. this is part of being a pirate. now go be a pirate, not a

no!maby for vanity if is on a scale of 100. not these bs prices.

vanity only

vanity only

vanity only

vanity only.

Component numer: 86

/signedgive us a button to change between the old hangar (shipspinning 4ever) an cq

/signedgive us a button to change between the old hangar (shipspinning 4ever) an cq

/signedgive us a button to change between the old hangar (shipspinning 4ever) an cq

/signedgive us a button to change between the old hangar (shipspinning 4ever) an cq

/signedoption to use old hangar or cq.

+1 to optional cq, button to decant, old hangar view remaining.

i want my hangar :(

bring back old hangar view. make cq optional

supported, ty for the pointer on the thumbs up, only taken me 2 years to see it

yes we can ! (hit the 2 year of begging ccp to do something)

Component numer: 87

that's his point.

i do not see the point. i usually do find the point too...

very good points. supported.

they will never listen on this point but well

you are utterly missing the point.

when people have cybernetic optical implants, is there really any point to a monacle?

no (way - stop)

stop the dockinggames please..

no stop it

no at all, ccp stop it!

Component numer: 88

bring back dd

bring them back.

back to the topagainccp for the love of god bring it back.or something better. :)

please? oh please, fix the ghost ore issue?

how about something along the lines of charging the warp core into a punch replacing the speed up and s

u mean, increased warp speed rig would be bought??

mechanical change would be required to make this work.you would need to increase the speed your ship in

imo the acceleration to 75% of max speed untill warp is initiated should be changed. it causes some probl

i agree, bring it back ccp

you're the one that brought it up, you answer it.

Component numer: 89

azrael aurum,85,71,68,35,47,29,123

**** aurum and **** mt.

no to aurum and no mt

not going to get aurum, no need for a aurum balance. get this stuff out of my sight

pvp should cost aurum

i don't need to see the amount of aurum i currently have right below the amount of isk i have on the wa

nothe fee is high enough as it is.

who cares until i can spend my isk to buy aurum

i'd pay aurum for this service.

i like the warp effects like they are but this topic is the closest i can come to warp fixes. i see tha

Component numer: 90

**** aurum and **** mt.

azrael aurum,85,71,68,35,47,29,123

no to aurum and no mt

who cares until i can spend my isk to buy aurum

pvp should cost aurum

don't care about aurum don't care how much i have.

get rid of the gates! :)

acrinimiril gate 14,34,49,91,41,70,90

not going to get aurum, no need for a aurum balance. get this stuff out of my sight

i don't need to see the amount of aurum i currently have right below the amount of isk i have on the wa

Component numer: 91

does this mean sto was on its last legs before it had even come out :-poh wait, it was :-p

a song of fire and.. wait what?i'll be there

sooo, we are waiting :)

+1... wait.. +100500!

in hindsight, i wish a waited to post this, i hope it doesn't get overshadowed by the whole incarna deb

how many real quality monocle could you get? oh wait, you wouldn't want one.

no, because they were overpo...oh, wait, supported

easy to say to wait for it, those hybrids are need for a boost for at least 3 years by now

earl van gank,8,17,21,23,31,34,44,58,91,141

maxine gank,8,14,17,29,35,83,139

Component numer: 92
free scotty!

free cat!

get rid of the gates! :)

acrinimiril gate 14,34,49,91,41,70,90

do what you like to gate guns, we'll still see you in rancer.

remove gate guns in low sec. you'd see more pew pew.

no.not with base subscribtion.this is not a free game.

why is this specific fix needed? i mean gate camping is fairly easy at the moment made easier by hp buf.

are they adding fences with gates?

i agree. remove gate guns from low sec. also remove local from 0.0! buffing gate guns would only provide

Component numer: 93
seems to fit better.

you'd know better than anyone else.

i have a better idea. why don't ccp give you free kms?

going to need to do better than that, try again.

not sure want blurbs you are reading but dust will be 100% mt based. want a better gun or better ammo? p

this is a great idea, so it will never be done.however, it could make ccp some money for better cars, s

anything is better than this.ccp hate gallente

hey thanks, even a better idea here...

or just remove them from the game would be even better :p

no.perfect. i won't have said better.

Component numer: 94
you broke my trolldar.

this is indeed broken.

why fix what isn't broken?

real id!

no!keep it real ccp!

a real boy,17,21,23,50,68,72,87,-103,106,143

+1, broken feature otherwise.

supported. for reals.

lollll you're a ****ing idiotccp isn't implementing this game breaking nonsense, get real

new ships for no other reason than to bandaid the broken fw system?not supported.

Component numer: 95

why fix what isn't broken?

you broke my trolldar.

this is indeed broken.

supported.maybe they fixed it, because it wasn't broken?

anything that might result in ccp fixing the broken mess that is fw is worth a thumbs up.

+1, broken feature otherwise.

new ships for no other reason than to bandaid the broken fw system?not supported.

well done, you've just broken wh space.

all these people who say the game is "broken"... if that is so, why do you still play, and pay, for a b

forced cq breaks immersion.supported.

Component numer: 96

nothe fee is high enough as it is.

no!keep it real ccp!

real id!

a real boy,17,21,23,50,68,72,87,-103,106,143

hehe, you said gas is a highly volatile market... hehe, gas, methane.

supported. for reals.

tiericide.low sec disparity being so far off in risk vs reward compared to high sec, null sec, and w-sp

um..no. looks like you were never working in the real market.

you can't catchup. that is the point. can you catchup to people in real life? can a freshmen catchup to

no way. i still mean everyword but not a lot was ontopic so in the name of sanity i am removing it to a

Component numer: 97
no!keep it real ccp!

a real boy,17,21,23,50,68,72,87,-103,106,143

real id!

supported. for reals.

you can't catchup. that is the point. can you catchup to people in real life? can a freshmen catchup to

no please no, the richest in real life will buy pg with full skill points .. we help the new in another

how many real quality monocle could you get? oh wait, you wouldn't want one.

take out all the virtual items.lets buy real eve t shirts real eve mugs real mouse mats etc for plex or

no can do. this makes too much sense. (+1)edit: this is why it makes too much sense - it's clear that t

real life exists horribles.deal with it./shades

Component numer: 98
nothe fee is high enough as it is.

fix or reroll the turret icons

+1... wait.. +100500!

sooo, we are waiting :)

a song of fire and.. wait what?i'll be there

yeah i like the new turrets, but not the new icons.please give the old icons back, they where awesome f

get rid of the gates! :)

acrinimiril gate 14,34,49,91,41,70,90

how about gate guns in systems with high industrial indices?

no, because they were overpo...oh, wait, supported

Component numer: 99
no. and give me my fittings back. for free.

free cat!

free scotty!

you're mining the wrong gas then.

"stupid is as stupid does."gump. forrest. 1994

such a stupid, stupid, ungodly stupid idea.hell to the no
no.not with base subscribtion.this is not a free game.
wrong. try again.
nocosmetic items should be free content unless the game goes f2p.
if you end up in a fair fight, you're doing something very wrong.

These seem to be more interpretable. The components seem to make more sense, although in some cases it is clear they are leaning heavily on certain words.

Now let's go back to the network to see what emerges.

Let's do a quick regression to see which components align with negativity

```
In [56]: import statsmodels.api as sm
import statsmodels.formula.api as smf
X = transformed_corpus
y = list(documents['negative'])

results = sm.OLS(y, X).fit()
print(results.summary())
```

OLS Regression Results

```
=====
Dep. Variable:          y      R-squared:          0.075
Model:                  OLS    Adj. R-squared:      0.066
Method:                 Least Squares    F-statistic:      8.604
Date:                   Wed, 07 Nov 2018    Prob (F-statistic): 1.37e-228
Time:                   20:00:35    Log-Likelihood:    4755.1
No. Observations:       21515    AIC:              -9110.
Df Residuals:           21315    BIC:              -7515.
Df Model:                200
Covariance Type:        nonrobust
=====
```

	coef	std err	t	P> t	[0.025	0.975]
x1	-0.0200	0.009	-2.192	0.028	-0.038	-0.002
x2	-1.903e-05	0.010	-0.002	0.998	-0.019	0.019
x3	0.3387	0.016	20.644	0.000	0.307	0.371
x4	0.0039	0.021	0.188	0.851	-0.037	0.044
x5	0.0718	0.021	3.402	0.001	0.030	0.113
x6	-0.1576	0.021	-7.363	0.000	-0.200	-0.116
x7	0.0010	0.023	0.046	0.963	-0.044	0.046
x8	0.1582	0.024	6.488	0.000	0.110	0.206
x9	-0.2403	0.025	-9.708	0.000	-0.289	-0.192
x10	-0.0075	0.025	-0.305	0.761	-0.056	0.041
x11	0.0044	0.025	0.176	0.860	-0.045	0.053
x12	0.0164	0.026	0.629	0.529	-0.035	0.067
x13	0.1545	0.026	5.936	0.000	0.103	0.205
x14	-0.1798	0.026	-6.822	0.000	-0.231	-0.128
x15	0.0621	0.027	2.336	0.019	0.010	0.114
x16	-0.0820	0.027	-3.058	0.002	-0.135	-0.029
x17	0.0729	0.027	2.656	0.008	0.019	0.127
x18	0.1527	0.028	5.452	0.000	0.098	0.208

x19	0.0385	0.028	1.353	0.176	-0.017	0.094
x20	-0.0181	0.029	-0.633	0.527	-0.074	0.038
x21	-0.0257	0.029	-0.872	0.383	-0.083	0.032
x22	0.1059	0.030	3.556	0.000	0.048	0.164
x23	0.0453	0.030	1.515	0.130	-0.013	0.104
x24	0.0085	0.030	0.282	0.778	-0.051	0.068
x25	0.0107	0.031	0.352	0.725	-0.049	0.071
x26	0.0550	0.031	1.776	0.076	-0.006	0.116
x27	-0.1817	0.031	-5.836	0.000	-0.243	-0.121
x28	0.0123	0.031	0.394	0.693	-0.049	0.074
x29	0.0523	0.032	1.648	0.099	-0.010	0.114
x30	0.0502	0.032	1.579	0.114	-0.012	0.113
x31	0.0617	0.032	1.918	0.055	-0.001	0.125
x32	-0.1535	0.032	-4.750	0.000	-0.217	-0.090
x33	-0.0640	0.032	-1.971	0.049	-0.128	-0.000
x34	0.0134	0.033	0.411	0.681	-0.051	0.077
x35	0.0483	0.033	1.462	0.144	-0.016	0.113
x36	-0.1177	0.033	-3.536	0.000	-0.183	-0.052
x37	0.0617	0.034	1.836	0.066	-0.004	0.128
x38	-0.0873	0.034	-2.579	0.010	-0.154	-0.021
x39	0.0933	0.034	2.741	0.006	0.027	0.160
x40	-0.2267	0.034	-6.654	0.000	-0.293	-0.160
x41	-0.0241	0.034	-0.701	0.483	-0.092	0.043
x42	-0.0067	0.035	-0.193	0.847	-0.075	0.062
x43	-0.1124	0.035	-3.209	0.001	-0.181	-0.044
x44	-0.0030	0.035	-0.083	0.934	-0.072	0.066
x45	-0.1514	0.035	-4.267	0.000	-0.221	-0.082
x46	-0.1196	0.036	-3.341	0.001	-0.190	-0.049
x47	0.0285	0.036	0.792	0.428	-0.042	0.099
x48	-0.0463	0.036	-1.281	0.200	-0.117	0.025
x49	0.0152	0.036	0.417	0.676	-0.056	0.087
x50	0.1409	0.036	3.863	0.000	0.069	0.212
x51	-0.0670	0.037	-1.832	0.067	-0.139	0.005
x52	0.0754	0.037	2.051	0.040	0.003	0.147
x53	0.0605	0.037	1.638	0.101	-0.012	0.133
x54	-0.2362	0.037	-6.374	0.000	-0.309	-0.164
x55	0.0372	0.037	0.996	0.319	-0.036	0.111
x56	0.0427	0.037	1.141	0.254	-0.031	0.116
x57	0.1626	0.038	4.321	0.000	0.089	0.236
x58	-0.0195	0.038	-0.517	0.605	-0.093	0.054
x59	0.0305	0.038	0.804	0.421	-0.044	0.105
x60	0.0537	0.038	1.415	0.157	-0.021	0.128
x61	-0.1248	0.038	-3.280	0.001	-0.199	-0.050
x62	-0.1066	0.038	-2.790	0.005	-0.182	-0.032
x63	-0.0632	0.038	-1.648	0.099	-0.138	0.012
x64	0.0284	0.039	0.738	0.460	-0.047	0.104
x65	0.1138	0.039	2.948	0.003	0.038	0.189
x66	-0.1095	0.039	-2.836	0.005	-0.185	-0.034
x67	-0.0248	0.039	-0.639	0.523	-0.101	0.051
x68	0.0832	0.039	2.139	0.032	0.007	0.159
x69	0.0504	0.039	1.289	0.197	-0.026	0.127
x70	-0.1120	0.039	-2.865	0.004	-0.189	-0.035
x71	-0.0642	0.039	-1.640	0.101	-0.141	0.013
x72	0.0845	0.040	2.139	0.032	0.007	0.162

x73	-0.0302	0.040	-0.764	0.445	-0.108	0.047
x74	0.2163	0.040	5.467	0.000	0.139	0.294
x75	0.0109	0.040	0.274	0.784	-0.067	0.089
x76	0.0858	0.040	2.156	0.031	0.008	0.164
x77	0.1495	0.040	3.751	0.000	0.071	0.228
x78	-0.0406	0.040	-1.015	0.310	-0.119	0.038
x79	0.1267	0.040	3.165	0.002	0.048	0.205
x80	0.0908	0.040	2.256	0.024	0.012	0.170
x81	0.0306	0.040	0.759	0.448	-0.048	0.110
x82	0.0871	0.041	2.150	0.032	0.008	0.167
x83	0.0260	0.041	0.641	0.521	-0.054	0.106
x84	-0.0792	0.041	-1.932	0.053	-0.159	0.001
x85	-0.1925	0.041	-4.696	0.000	-0.273	-0.112
x86	-0.1775	0.041	-4.317	0.000	-0.258	-0.097
x87	0.0384	0.041	0.929	0.353	-0.043	0.119
x88	-0.0373	0.041	-0.900	0.368	-0.119	0.044
x89	-0.0535	0.042	-1.289	0.198	-0.135	0.028
x90	-0.0532	0.042	-1.277	0.202	-0.135	0.028
x91	-0.0469	0.042	-1.120	0.263	-0.129	0.035
x92	0.1327	0.042	3.158	0.002	0.050	0.215
x93	-0.0817	0.042	-1.938	0.053	-0.164	0.001
x94	0.0293	0.042	0.693	0.488	-0.053	0.112
x95	0.0774	0.042	1.825	0.068	-0.006	0.161
x96	0.2057	0.042	4.845	0.000	0.123	0.289
x97	0.0451	0.043	1.060	0.289	-0.038	0.128
x98	-0.1734	0.043	-4.059	0.000	-0.257	-0.090
x99	-0.0420	0.043	-0.981	0.327	-0.126	0.042
x100	-0.1858	0.043	-4.325	0.000	-0.270	-0.102
x101	-0.0439	0.043	-1.020	0.308	-0.128	0.040
x102	0.2231	0.043	5.151	0.000	0.138	0.308
x103	0.0121	0.043	0.278	0.781	-0.073	0.097
x104	-0.0054	0.043	-0.123	0.902	-0.091	0.080
x105	-0.0075	0.044	-0.172	0.864	-0.093	0.078
x106	-0.0217	0.044	-0.497	0.619	-0.107	0.064
x107	-0.1539	0.044	-3.524	0.000	-0.240	-0.068
x108	-0.0256	0.044	-0.583	0.560	-0.112	0.060
x109	0.1433	0.044	3.265	0.001	0.057	0.229
x110	0.0838	0.044	1.905	0.057	-0.002	0.170
x111	-0.0869	0.044	-1.967	0.049	-0.173	-0.000
x112	0.0787	0.044	1.776	0.076	-0.008	0.165
x113	0.0154	0.044	0.347	0.729	-0.072	0.102
x114	0.0935	0.044	2.101	0.036	0.006	0.181
x115	-0.1721	0.045	-3.868	0.000	-0.259	-0.085
x116	-0.2451	0.045	-5.499	0.000	-0.332	-0.158
x117	0.0496	0.045	1.112	0.266	-0.038	0.137
x118	0.0847	0.045	1.895	0.058	-0.003	0.172
x119	0.0627	0.045	1.398	0.162	-0.025	0.151
x120	-0.1023	0.045	-2.280	0.023	-0.190	-0.014
x121	-0.0035	0.045	-0.078	0.938	-0.092	0.085
x122	0.0246	0.045	0.546	0.585	-0.064	0.113
x123	-0.1056	0.045	-2.342	0.019	-0.194	-0.017
x124	-0.0086	0.045	-0.189	0.850	-0.097	0.080
x125	-0.0200	0.045	-0.440	0.660	-0.109	0.069
x126	-0.0858	0.045	-1.892	0.059	-0.175	0.003

x127	0.0148	0.045	0.325	0.745	-0.074	0.104
x128	0.0121	0.046	0.266	0.790	-0.077	0.101
x129	-0.0371	0.046	-0.813	0.416	-0.127	0.052
x130	-0.1267	0.046	-2.772	0.006	-0.216	-0.037
x131	-0.0336	0.046	-0.734	0.463	-0.124	0.056
x132	0.0896	0.046	1.952	0.051	-0.000	0.180
x133	0.0139	0.046	0.302	0.763	-0.076	0.104
x134	0.1048	0.046	2.269	0.023	0.014	0.195
x135	-0.1631	0.046	-3.527	0.000	-0.254	-0.072
x136	0.0181	0.046	0.391	0.696	-0.073	0.109
x137	0.0805	0.046	1.734	0.083	-0.010	0.172
x138	0.0172	0.047	0.368	0.713	-0.074	0.108
x139	-0.0807	0.047	-1.730	0.084	-0.172	0.011
x140	0.1009	0.047	2.160	0.031	0.009	0.192
x141	-0.2476	0.047	-5.288	0.000	-0.339	-0.156
x142	-0.0703	0.047	-1.499	0.134	-0.162	0.022
x143	-0.1110	0.047	-2.361	0.018	-0.203	-0.019
x144	-0.0771	0.047	-1.638	0.101	-0.169	0.015
x145	0.1240	0.047	2.630	0.009	0.032	0.216
x146	0.0818	0.047	1.728	0.084	-0.011	0.175
x147	0.0626	0.047	1.319	0.187	-0.030	0.156
x148	-0.0023	0.048	-0.049	0.961	-0.095	0.091
x149	0.0214	0.048	0.449	0.654	-0.072	0.115
x150	-0.0631	0.048	-1.323	0.186	-0.157	0.030
x151	-0.0052	0.048	-0.109	0.913	-0.099	0.089
x152	0.0132	0.048	0.276	0.783	-0.081	0.107
x153	-0.0950	0.048	-1.980	0.048	-0.189	-0.001
x154	-0.0807	0.048	-1.678	0.093	-0.175	0.014
x155	-0.0229	0.048	-0.476	0.634	-0.117	0.071
x156	-0.1049	0.048	-2.176	0.030	-0.199	-0.010
x157	0.1586	0.048	3.289	0.001	0.064	0.253
x158	-0.0476	0.048	-0.984	0.325	-0.142	0.047
x159	0.0241	0.048	0.498	0.619	-0.071	0.119
x160	0.1287	0.049	2.650	0.008	0.034	0.224
x161	0.0431	0.049	0.884	0.377	-0.052	0.139
x162	0.0144	0.049	0.295	0.768	-0.081	0.110
x163	0.0501	0.049	1.024	0.306	-0.046	0.146
x164	0.1068	0.049	2.180	0.029	0.011	0.203
x165	0.1417	0.049	2.882	0.004	0.045	0.238
x166	-0.0828	0.049	-1.681	0.093	-0.179	0.014
x167	0.0832	0.049	1.686	0.092	-0.014	0.180
x168	-0.1350	0.049	-2.732	0.006	-0.232	-0.038
x169	-0.0919	0.049	-1.858	0.063	-0.189	0.005
x170	0.2072	0.050	4.184	0.000	0.110	0.304
x171	-0.0739	0.050	-1.489	0.136	-0.171	0.023
x172	0.0418	0.050	0.841	0.400	-0.056	0.139
x173	0.1129	0.050	2.269	0.023	0.015	0.210
x174	-0.0930	0.050	-1.864	0.062	-0.191	0.005
x175	0.0648	0.050	1.294	0.196	-0.033	0.163
x176	0.0324	0.050	0.645	0.519	-0.066	0.131
x177	-0.0358	0.050	-0.712	0.476	-0.134	0.063
x178	0.0164	0.050	0.326	0.745	-0.082	0.115
x179	0.2904	0.050	5.758	0.000	0.192	0.389
x180	0.0153	0.051	0.302	0.762	-0.084	0.115

x181	-0.0171	0.051	-0.336	0.737	-0.117	0.082
x182	0.0222	0.051	0.436	0.663	-0.077	0.122
x183	-0.0701	0.051	-1.378	0.168	-0.170	0.030
x184	0.1040	0.051	2.040	0.041	0.004	0.204
x185	0.0030	0.051	0.059	0.953	-0.097	0.103
x186	-0.0144	0.051	-0.281	0.779	-0.115	0.086
x187	0.0133	0.051	0.260	0.795	-0.087	0.114
x188	-0.1592	0.051	-3.103	0.002	-0.260	-0.059
x189	-0.0402	0.052	-0.780	0.435	-0.141	0.061
x190	0.0723	0.052	1.398	0.162	-0.029	0.174
x191	-0.0713	0.052	-1.377	0.169	-0.173	0.030
x192	-0.0050	0.052	-0.096	0.923	-0.107	0.097
x193	0.0309	0.052	0.592	0.554	-0.071	0.133
x194	0.0221	0.052	0.424	0.672	-0.080	0.124
x195	-0.0685	0.052	-1.312	0.190	-0.171	0.034
x196	0.1390	0.052	2.654	0.008	0.036	0.242
x197	0.0441	0.052	0.841	0.401	-0.059	0.147
x198	-0.0562	0.053	-1.070	0.285	-0.159	0.047
x199	-0.0879	0.053	-1.670	0.095	-0.191	0.015
x200	-0.1111	0.053	-2.101	0.036	-0.215	-0.007

```
=====
Omnibus:                14987.987    Durbin-Watson:                0.130
Prob(Omnibus):          0.000    Jarque-Bera (JB):          195323.566
Skew:                   3.316    Prob(JB):                  0.00
Kurtosis:               16.187    Cond. No.                  5.81
=====
```

Warnings:

[1] Standard Errors assume that the covariance matrix of the errors is correctly specified.

```
//anaconda/lib/python3.5/site-packages/statsmodels/compat/pandas.py:56: FutureWarning: The pandas.core.
from pandas.core import datetools
```

Now let's go back to the network to see what emerges.

0.2.1 Clustering

Hierarchical Clustering PCA already reduced the dimensionality, so Hierarchical Clustering should not be too too slow.

0.2.2 Lexical Networks

Plan: 1. Add bigrams and trigrams to the dictionary (can do later) 2. Then filter it again for low-frequency terms or super high-freq terms (>50%) 3. Create an M x M matrix, where M is the number of terms in the dictionary 4. O(N) to fill out the matrix. Iterate through the list of comments (That have been reduced to bag of words/terms). In each post, for each pair of words, increment the value in the matrix, weighted by TFIDF (the product of the two terms' value). 5. Once done, make the matrix sparser by thresholding values below the 50% (median) value. 6. Visualize the matrix (probably get a hairball). Can tune the thresholding until getting cleaner separation. 7. Run community detection algo to get 'themes'

```
In [57]: # don't even need to create a matrix (too much space). Just create a dictionary (link_list)
         idx = 0
         link_weights = {}
         link_text = {}
         for post in corpus_tfidf:
```

```

L = len(post)
# cycle thru each word (i) in the post and the subsequent words (j).
# if this pair of words is unseen, add it to the dict of weights. Otherwise, add it to the
for i in range(L):
    for j in range(i,L):
        if (i<j):
            weight = post[i][1]*post[j][1]
#             print(str(i) + " , " + str(j) + ": " + str(weight))

            the_key = (dictionary[post[i][0]],dictionary[post[j][0]])
            if the_key in link_weights:
                link_weights[the_key] = link_weights[the_key]+ weight
#                 link_text[the_key].append(documents.loc[idx][0])
            else:
                link_weights[the_key] = weight
                link_text[the_key] = [documents.loc[idx][0]]
if idx % 500 == 0:
    print(str(idx)+" posts    ||    date-time = "+str(datetime.datetime.now()))
idx = idx + 1
print('Done.')
```

```

0 posts    ||    date-time = 2018-11-07 20:00:36.533492
500 posts   ||    date-time = 2018-11-07 20:02:36.954994
1000 posts  ||    date-time = 2018-11-07 20:03:11.317772
1500 posts  ||    date-time = 2018-11-07 20:03:41.933469
2000 posts  ||    date-time = 2018-11-07 20:04:09.801773
2500 posts  ||    date-time = 2018-11-07 20:04:43.843643
3000 posts  ||    date-time = 2018-11-07 20:05:06.078492
3500 posts  ||    date-time = 2018-11-07 20:05:26.155901
4000 posts  ||    date-time = 2018-11-07 20:05:48.073977
4500 posts  ||    date-time = 2018-11-07 20:06:10.020952
5000 posts  ||    date-time = 2018-11-07 20:06:27.598414
5500 posts  ||    date-time = 2018-11-07 20:06:55.230080
6000 posts  ||    date-time = 2018-11-07 20:07:20.051415
6500 posts  ||    date-time = 2018-11-07 20:07:37.542665
7000 posts  ||    date-time = 2018-11-07 20:08:03.735463
7500 posts  ||    date-time = 2018-11-07 20:08:31.988005
8000 posts  ||    date-time = 2018-11-07 20:08:51.539087
8500 posts  ||    date-time = 2018-11-07 20:09:09.921335
9000 posts  ||    date-time = 2018-11-07 20:09:22.357972
9500 posts  ||    date-time = 2018-11-07 20:09:36.299813
10000 posts ||    date-time = 2018-11-07 20:09:46.974667
10500 posts ||    date-time = 2018-11-07 20:09:57.600940
11000 posts ||    date-time = 2018-11-07 20:10:07.198103
11500 posts ||    date-time = 2018-11-07 20:10:14.770309
12000 posts ||    date-time = 2018-11-07 20:10:19.222690
12500 posts ||    date-time = 2018-11-07 20:10:22.899147
13000 posts ||    date-time = 2018-11-07 20:10:36.895244
13500 posts ||    date-time = 2018-11-07 20:10:42.162430
14000 posts ||    date-time = 2018-11-07 20:10:49.017110
14500 posts ||    date-time = 2018-11-07 20:11:04.650078
15000 posts ||    date-time = 2018-11-07 20:11:11.277818
15500 posts ||    date-time = 2018-11-07 20:11:15.777675
```

```

16000 posts    ||    date-time = 2018-11-07 20:11:24.350694
16500 posts    ||    date-time = 2018-11-07 20:11:30.449677
17000 posts    ||    date-time = 2018-11-07 20:11:43.792632
17500 posts    ||    date-time = 2018-11-07 20:11:53.892550
18000 posts    ||    date-time = 2018-11-07 20:12:08.345869
18500 posts    ||    date-time = 2018-11-07 20:12:14.252232
19000 posts    ||    date-time = 2018-11-07 20:12:27.110470
19500 posts    ||    date-time = 2018-11-07 20:12:34.114237
20000 posts    ||    date-time = 2018-11-07 20:12:37.690357
20500 posts    ||    date-time = 2018-11-07 20:12:44.273917
21000 posts    ||    date-time = 2018-11-07 20:12:57.749745
21500 posts    ||    date-time = 2018-11-07 20:13:01.789516
Done.

```

```

In [58]: # link_weights.keys()
         # link_weights.values()
         k = list(link_weights.keys())
         v = list(link_weights.values())
         d = {'links': k, 'weights': v}

         link_weights_df = pd.DataFrame(d)
         link_weights_df.sort_values(by='weights', ascending=False)

```

```

Out[58]:
         links  weights
1473629  (item, vaniti) 16.370379
861830   (idea, good)  15.836441
745007   (game, play)  15.403066
272310   (idea, support) 13.402319
97461    (like, idea)  12.895289
724473   (game, player) 12.318373
669371   (skill, train) 11.446935
108174   (micro, transact) 11.153592
382246   (make, sens)  10.653246
1119776   (game, like)  9.454287
1500463   (account, trial) 9.168836
186977    (ship, like)  8.849799
370920    (game, want)  8.694100
47191     (peopl, game)  8.669223
1594456   (cloak, local) 8.606280
1442568   (ship, need)  8.605273
941346    (great, idea) 8.214386
804066   (propos, support) 7.829521
878615    (game, item)  7.630971
1544973   (ship, spin)  7.415086
470272    (game, money) 7.379281
1062774   (cloak, ship) 7.258852
590224    (suicid, gank) 7.053169
107269    (time, game)  7.046581
393395    (think, like) 6.988594
197772    (game, ship)  6.864245
112060    (peopl, want) 6.816304
796613    (game, think) 6.805067
1497881    (peopl, like) 6.777063
495132   (gallent, hybrid) 6.770270
...

```


312110	(remain, doesnt)	0.000512
1066823	(slight, argu)	0.000510
276473	(limit, translat)	0.000510
1339949	(dock, explos)	0.000510
1370162	(relat, appreci)	0.000509
354377	(remov, thermal)	0.000507
709155	(abl, lord)	0.000506
459766	(warp, titl)	0.000504
795655	(reduc, fault)	0.000501
141911	(place, translat)	0.000501
1273994	(problem, lord)	0.000500
1301233	(open, scram)	0.000500
553362	(limit, notif)	0.000495
27752	(process, solo)	0.000495
1164965	(develop, neut)	0.000493
831488	(remov, master)	0.000490
1575364	(remov, kinet)	0.000487
951112	(possibl, fewer)	0.000486
430267	(exempl, anyway)	0.000483
462626	(station, master)	0.000481
644592	(corp, platform)	0.000477
1423216	(get, thermal)	0.000475
425098	(issu, genuin)	0.000462
685967	(get, master)	0.000458
1512114	(drone, whine)	0.000457
562357	(minim, sens)	0.000452
173323	(chang, lord)	0.000423
633238	(actual, genuin)	0.000419
771431	(point, tab)	0.000390
330723	(corp, hybrid)	0.000378

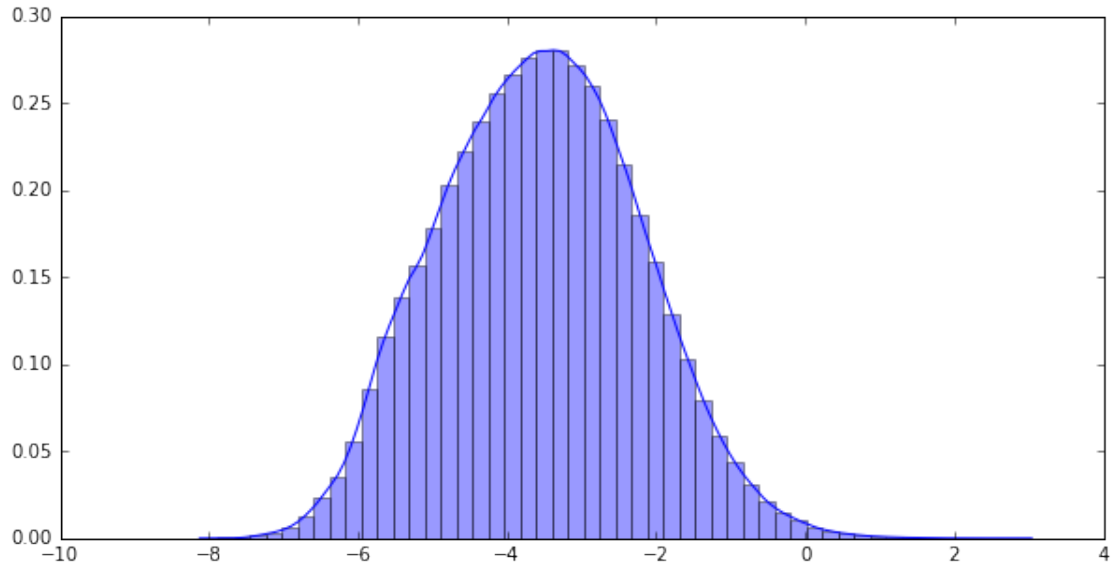
[1596318 rows x 2 columns]

```
In [59]: len(link_weights_df)
```

```
Out[59]: 1596318
```

The “strongest” link is (item, vaniti)
Visualize the distribution:

```
In [60]: import seaborn as sns
         #Log Scale
         sns.distplot(np.log(v));
```



Select only the links with strong weights

```
In [61]: order = link_weights_df.sort_values(by='weights',ascending=False).index
```

How many links? top 100

```
In [98]: # top_pct = 0.10
# top_N = top_pct*len(order)
top_N = 100# just pick 100 arbitrarily
top_links = order[:top_N]
top_link_weights_df = link_weights_df.loc[top_links]
# top_link_weights_df
```

```
In [99]: # need to split the links into separate columns after all
```

```
top_link_weights_df[['node_i','node_j']] = top_link_weights_df['links'].apply(pd.Series)
top_link_weights_df
```

```
Out[99]:
```

	links	weights	node_i	node_j
1473629	(item, vaniti)	16.370379	item	vaniti
861830	(idea, good)	15.836441	idea	good
745007	(game, play)	15.403066	game	play
272310	(idea, support)	13.402319	idea	support
97461	(like, idea)	12.895289	like	idea
724473	(game, player)	12.318373	game	player
669371	(skill, train)	11.446935	skill	train
108174	(micro, transact)	11.153592	micro	transact
382246	(make, sens)	10.653246	make	sens
1119776	(game, like)	9.454287	game	like
1500463	(account, trial)	9.168836	account	trial
186977	(ship, like)	8.849799	ship	like
370920	(game, want)	8.694100	game	want
47191	(peopl, game)	8.669223	peopl	game
1594456	(cloak, local)	8.606280	cloak	local

1442568	(ship, need)	8.605273	ship	need
941346	(great, idea)	8.214386	great	idea
804066	(propos, support)	7.829521	propos	support
878615	(game, item)	7.630971	game	item
1544973	(ship, spin)	7.415086	ship	spin
470272	(game, money)	7.379281	game	money
1062774	(cloak, ship)	7.258852	cloak	ship
590224	(suicid, gank)	7.053169	suicid	gank
107269	(time, game)	7.046581	time	game
393395	(think, like)	6.988594	think	like
197772	(game, ship)	6.864245	game	ship
112060	(peopl, want)	6.816304	peopl	want
796613	(game, think)	6.805067	game	think
1497881	(peopl, like)	6.777063	peopl	like
495132	(gallent, hybrid)	6.770270	gallent	hybrid
...
1313950	(skill, charact)	5.350426	skill	charact
1146630	(chang, need)	5.326811	chang	need
1067972	(ship, idea)	5.305293	ship	idea
868807	(game, skill)	5.253340	game	skill
903504	(chang, want)	5.237311	chang	want
1402348	(ship, fit)	5.236251	ship	fit
1019484	(like, need)	5.191880	like	need
1259565	(peopl, time)	5.123726	peopl	time
514500	(like, good)	5.119919	like	good
1009867	(need, love)	5.105348	need	love
741542	(faction, stand)	5.096717	faction	stand
19118	(ship, damag)	5.093613	ship	damag
1219265	(ship, rang)	5.075927	ship	rang
718275	(time, skill)	5.075429	time	skill
1174531	(game, real)	5.070207	game	real
593695	(ship, chang)	5.043152	ship	chang
1027115	(ship, gallent)	5.032275	ship	gallent
805833	(ship, drone)	5.014347	ship	drone
42411	(chang, like)	5.003343	chang	like
1566046	(time, want)	4.977839	time	want
1543134	(topic, support)	4.964602	topic	support
153008	(thank, support)	4.870294	thank	support
1345932	(game, charact)	4.866072	game	charact
1243572	(point, game)	4.857046	point	game
1041095	(imag, visit)	4.848714	imag	visit
1030510	(thread, support)	4.836054	thread	support
440789	(market, price)	4.827818	market	price
29340	(play, like)	4.810744	play	like
780855	(want, option)	4.807105	want	option
635789	(bomber, fighter)	4.797212	bomber	fighter

[100 rows x 4 columns]

Creating a Graph

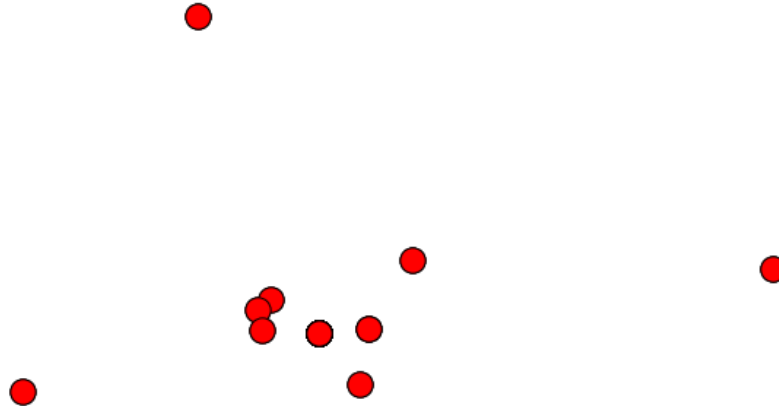
```
In [100]: import networkx as nx
```

```
In [101]: # Creating a Graph
```

```
G=nx.from_pandas_dataframe(top_link_weights_df, 'node_i', 'node_j', ['weights'])
```

```
In [ ]:
```

```
In [102]: nx.draw_spectral(G)
```



Spectral representation looks like it structures the nodes well. Maybe try spectral clustering on the network to find the key themes.

```
In [103]: from sklearn.cluster import SpectralClustering
          from sklearn import metrics
```

```
n_clusters = 8
```

```
# Get adjacency-matrix as numpy-array
```

```
adj_mat = nx.to_numpy_matrix(G, weight='weights')
```

```
# Cluster
```

```
sc = SpectralClustering(n_clusters, affinity='precomputed', n_init=100)
```

```
sc.fit(adj_mat)
```

```
//anaconda/lib/python3.5/site-packages/sklearn/manifold/spectral_embedding.py:234: UserWarning: Graph is not fully connected, spectral embedding"
warnings.warn("Graph is not fully connected, spectral embedding")
```

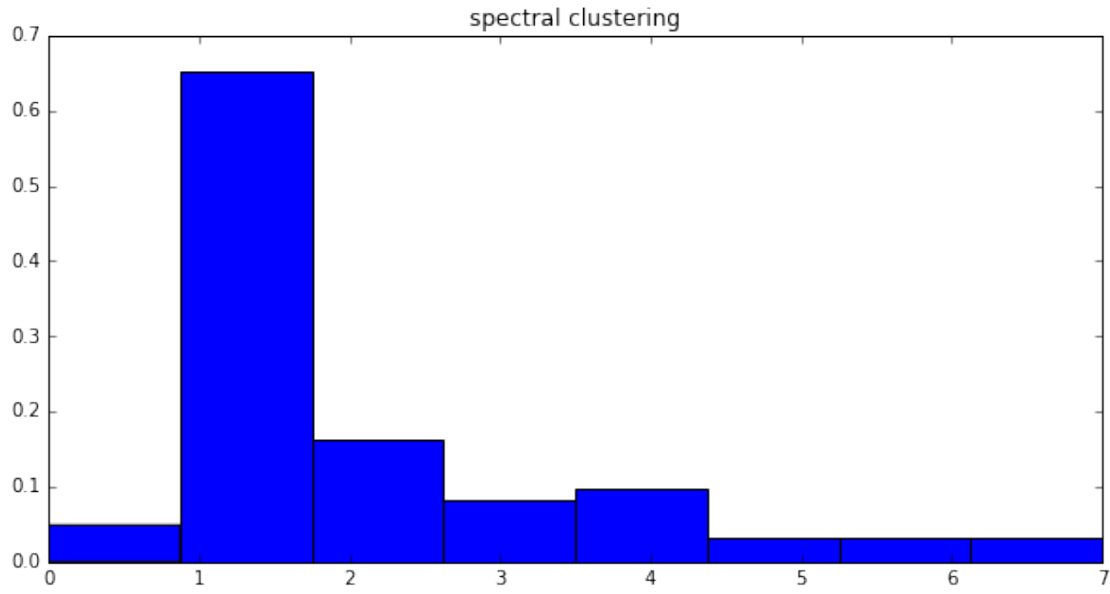
```
Out[103]: SpectralClustering(affinity='precomputed', assign_labels='kmeans', coef0=1,
                             degree=3, eigen_solver=None, eigen_tol=0.0, gamma=1.0,
                             kernel_params=None, n_clusters=8, n_init=100, n_jobs=1,
                             n_neighbors=10, random_state=None)
```

```
In [104]: adj_mat.max()
```

```
Out[104]: 16.370379266809486
```

```
In [105]: plt.hist(sc.labels_, normed=True, bins=n_clusters); plt.title('spectral clustering')
```

```
Out[105]: <matplotlib.text.Text at 0x1ca1e0d320>
```



```
In [106]: # Try another clustering algo
          # from networkx.algorithms.community import greedy_modularity_communities
          # import community
```

```
In [107]: #first compute the best partition
          # partition = community.best_partition(G)
```

```
In [108]: pagerank = nx.eigenvector centrality_numpy(G)
          # k_pr = list(pagerank.keys())
          # v_pr = list(pagerank.values())
          # df_pr = pd.DataFrame({'term' : k_pr, 'eigen centrality':v_pr})
          # pagerank
```

```
In [109]: df = pd.DataFrame({'term' : G.nodes(), 'cluster' : sc.labels_})
          df['eigen centrality'] = 0
          for idx in df.index:
              term = df.loc[idx,'term']
              df.loc[idx,'eigen centrality'] = pagerank[term]
          df.sort_values('eigen centrality',ascending=False)
```

```
Out[109]:
```

	cluster	term	eigen centrality
36	7	game	3.914155e-01
55	7	ship	3.674687e-01
59	2	like	3.618697e-01
4	2	player	3.136632e-01
52	2	want	2.893593e-01
6	2	peopl	2.892006e-01
64	2	time	2.582789e-01
20	2	think	2.228731e-01
54	2	play	1.980393e-01
41	1	chang	1.895254e-01
22	1	need	1.646535e-01

13	2	skill	1.330624e-01
53	0	idea	1.282353e-01
10	3	item	9.466045e-02
14	1	thing	9.065894e-02
9	1	charact	6.312166e-02
49	1	point	6.312166e-02
25	1	good	5.985175e-02
39	1	plex	5.849993e-02
50	1	real	4.710741e-02
60	1	money	4.710741e-02
3	2	cloak	4.554477e-02
32	1	gallent	4.487538e-02
48	1	damag	4.422539e-02
28	1	drone	4.422539e-02
34	1	balanc	4.422539e-02
16	1	spin	4.422539e-02
1	1	fleet	4.422539e-02
44	1	bonus	4.422539e-02
8	1	fit	4.422539e-02
..
33	1	local	5.481378e-03
31	1	covert	5.481378e-03
2	1	hybrid	5.400816e-03
67	0	thread	4.641851e-03
23	1	fulli	4.574616e-03
42	1	topic	4.574616e-03
69	1	thank	4.574616e-03
5	1	propos	4.574616e-03
40	3	price	1.412010e-03
35	1	post	5.586533e-04
51	3	market	1.699375e-04
18	1	faction	3.141998e-17
47	4	imag	2.495097e-17
30	4	trial	1.049386e-17
65	1	gank	3.658982e-18
12	5	micro	2.718405e-18
0	4	make	1.272215e-18
66	6	carrier	8.690791e-19
46	1	fighter	-2.114866e-20
17	4	account	-5.127247e-18
61	5	transact	-5.828404e-18
56	4	sens	-1.113461e-17
29	1	allianc	-1.267793e-17
21	1	suicid	-1.493009e-17
43	1	bomber	-1.766150e-17
11	1	stand	-2.032324e-17
68	1	member	-2.113709e-17
45	6	super	-2.264934e-17
37	2	corp	-2.312234e-17
19	4	visit	-2.382885e-17

[70 rows x 3 columns]

In [110]: # Create-subgraphs and visualize each one.

```

top_link_weights_df[['node_i','node_j']]

# df.sort_values(by='cluster')

sub_community = {}
for clust_id in range(n_clusters):
    community_nodes = list(df[df['cluster']==clust_id]['term'])
    sub_community[clust_id] = top_link_weights_df[top_link_weights_df['node_i'].isin(community_nodes)]
    print(df[df['cluster']==clust_id].sort_values('eigen centrality',ascending=False))
    print()

# for each term, get the top weighted link
# for each link, get a comment with that link in it (this might take more time, should do ahead)

```

cluster	term	eigen centrality
53	0 idea	0.128235
26	0 support	0.038010
67	0 thread	0.004642

	cluster	term	eigen centrality
41	1	chang	1.895254e-01
22	1	need	1.646535e-01
14	1	thing	9.065894e-02
9	1	charact	6.312166e-02
49	1	point	6.312166e-02
25	1	good	5.985175e-02
39	1	plex	5.849993e-02
50	1	real	4.710741e-02
60	1	money	4.710741e-02
32	1	gallent	4.487538e-02
48	1	damag	4.422539e-02
28	1	drone	4.422539e-02
34	1	balanc	4.422539e-02
1	1	fleet	4.422539e-02
16	1	spin	4.422539e-02
44	1	bonus	4.422539e-02
8	1	fit	4.422539e-02
57	1	rang	4.422539e-02
27	1	look	4.355153e-02
15	1	option	3.482480e-02
24	1	love	1.981629e-02
63	1	train	1.601425e-02
62	1	great	1.543330e-02
7	1	sound	7.203243e-03
33	1	local	5.481378e-03
31	1	covert	5.481378e-03
2	1	hybrid	5.400816e-03
23	1	fulli	4.574616e-03
42	1	topic	4.574616e-03
69	1	thank	4.574616e-03
5	1	propos	4.574616e-03
35	1	post	5.586533e-04
18	1	faction	3.141998e-17
65	1	gank	3.658982e-18

46	1	fighter	-2.114866e-20
29	1	allianc	-1.267793e-17
21	1	suicid	-1.493009e-17
43	1	bomber	-1.766150e-17
11	1	stand	-2.032324e-17
68	1	member	-2.113709e-17

	cluster	term	eigen centrality
59	2	like	3.618697e-01
4	2	player	3.136632e-01
52	2	want	2.893593e-01
6	2	peopl	2.892006e-01
64	2	time	2.582789e-01
20	2	think	2.228731e-01
54	2	play	1.980393e-01
13	2	skill	1.330624e-01
3	2	cloak	4.554477e-02
37	2	corp	-2.312234e-17

	cluster	term	eigen centrality
10	3	item	0.094660
38	3	cosmet	0.011562
58	3	vaniti	0.011393
40	3	price	0.001412
51	3	market	0.000170

	cluster	term	eigen centrality
47	4	imag	2.495097e-17
30	4	trial	1.049386e-17
0	4	make	1.272215e-18
17	4	account	-5.127247e-18
56	4	sens	-1.113461e-17
19	4	visit	-2.382885e-17

	cluster	term	eigen centrality
12	5	micro	2.718405e-18
61	5	transact	-5.828404e-18

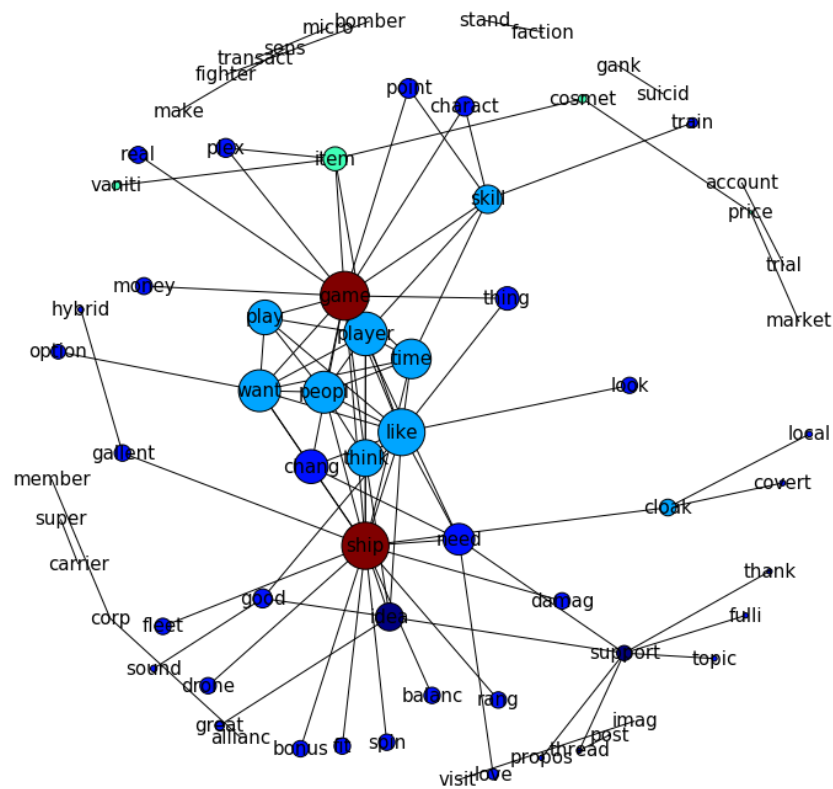
	cluster	term	eigen centrality
66	6	carrier	8.690791e-19
45	6	super	-2.264934e-17

	cluster	term	eigen centrality
36	7	game	0.391416
55	7	ship	0.367469

In []:

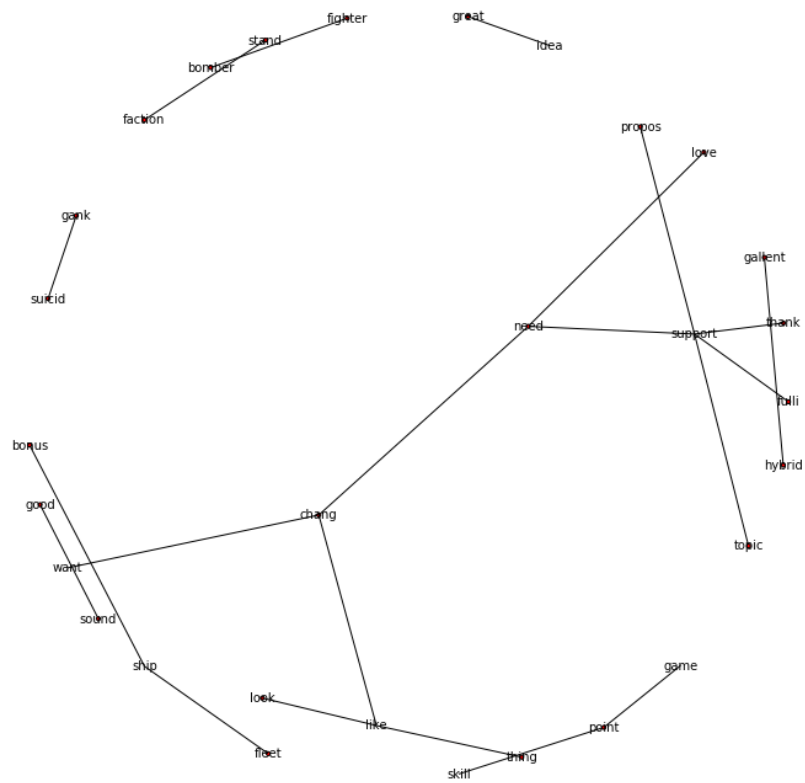
```
In [119]: plt.figure(3,figsize=(12,12))
           nx.draw(G,with_labels=True,node_size=4000*df['eigen centrality'],node_color=sc.labels_,font_s
```

```
//anaconda/lib/python3.5/site-packages/matplotlib/collections.py:806: RuntimeWarning: invalid value encountered in sqrt
  scale = np.sqrt(self._sizes) * dpi / 72.0 * self._factor
```

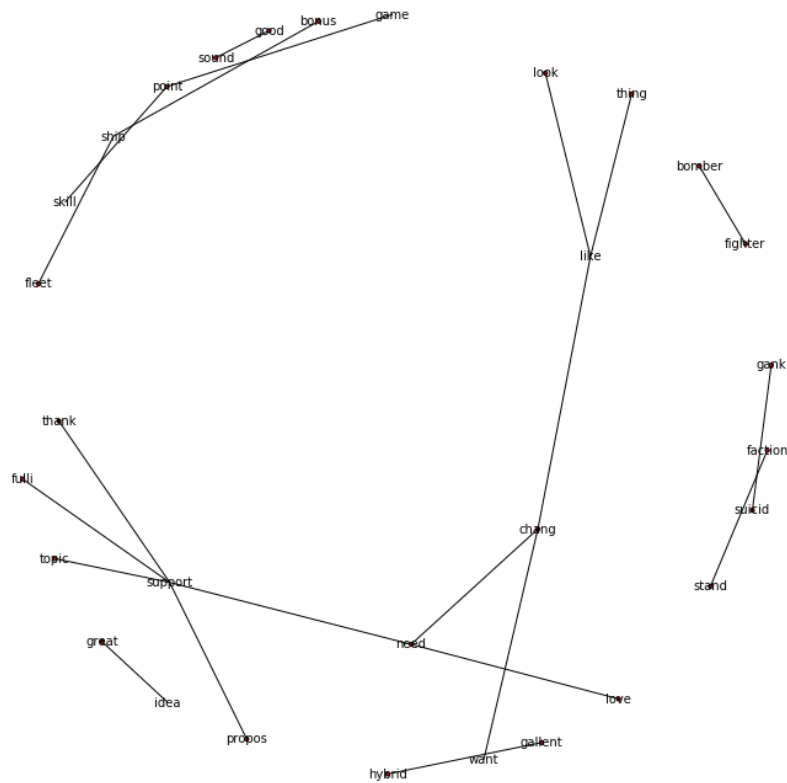



```
In [111]: clust_id = 1
sub_G=nx.from_pandas_dataframe(sub_community[clust_id], 'node_i', 'node_j', ['weights'])
sub_community[clust_id]
community_nodes = list(df[df['cluster']==clust_id]['term'])
in_community = pd.Series(sub_G.nodes()).isin(community_nodes)

df2 = pd.DataFrame({'term' : sub_G.nodes()})
df2['eigen centrality'] = 0
for idx in df2.index:
    term = df2.loc[idx,'term']
    df2.loc[idx,'eigen centrality'] = pagerank[term]
# df2.sort_values('eigen centrality',ascending=False)
# larger figure size
plt.figure(3,figsize=(12,12))
nx.draw(sub_G,with_labels=True,node_size=10*in_community,node_color=in_community*2,cmap=plt.get_cmap('jet'))
plt.show()
```



```
In [112]: # larger figure size
plt.figure(3,figsize=(12,12))
nx.draw(sub_G,with_labels=True,node_size=10*in_community,node_color=in_community*2,cmap=plt.get_cmap('magma'),
plt.show()
```



```
In [113]: clust_id
```

```
Out[113]: 1
```

```
In [ ]:
```

How many links? top 1000

```
In [122]: # top_pct = 0.10
          # top_N = top_pct*len(order)
          top_N = 1000# just pick 1000 arbitrarily
          top_links = order[:top_N]
          top_link_weights_df = link_weights_df.loc[top_links]
          # top_link_weights_df
```

```
In [123]: # need to split the links into separate columns after all
```

```
top_link_weights_df[['node_i', 'node_j']] = top_link_weights_df['links'].apply(pd.Series)
top_link_weights_df
```

Out[123]:

	links	weights	node_i	node_j
1473629	(item, vaniti)	16.370379	item	vaniti
861830	(idea, good)	15.836441	idea	good
745007	(game, play)	15.403066	game	play
272310	(idea, support)	13.402319	idea	support
97461	(like, idea)	12.895289	like	idea
724473	(game, player)	12.318373	game	player
669371	(skill, train)	11.446935	skill	train
108174	(micro, transact)	11.153592	micro	transact
382246	(make, sens)	10.653246	make	sens
1119776	(game, like)	9.454287	game	like
1500463	(account, trial)	9.168836	account	trial
186977	(ship, like)	8.849799	ship	like
370920	(game, want)	8.694100	game	want
47191	(peopl, game)	8.669223	peopl	game
1594456	(cloak, local)	8.606280	cloak	local
1442568	(ship, need)	8.605273	ship	need
941346	(great, idea)	8.214386	great	idea
804066	(propos, support)	7.829521	propos	support
878615	(game, item)	7.630971	game	item
1544973	(ship, spin)	7.415086	ship	spin
470272	(game, money)	7.379281	game	money
1062774	(cloak, ship)	7.258852	cloak	ship
590224	(suicid, gank)	7.053169	suicid	gank
107269	(time, game)	7.046581	time	game
393395	(think, like)	6.988594	think	like
197772	(game, ship)	6.864245	game	ship
112060	(peopl, want)	6.816304	peopl	want
796613	(game, think)	6.805067	game	think
1497881	(peopl, like)	6.777063	peopl	like
495132	(gallent, hybrid)	6.770270	gallent	hybrid
...
106360	(agre, think)	2.204732	agre	think
183355	(player, advantag)	2.204474	player	advantag
1033459	(mayb, think)	2.203555	mayb	think
143820	(thread, ship)	2.202975	thread	ship
558278	(like, issu)	2.201819	like	issu
655162	(strip, rack)	2.201509	strip	rack
1419963	(like, pirat)	2.200156	like	pirat
1588379	(think, item)	2.199382	think	item
848580	(null, space)	2.198642	null	space
602315	(peopl, spend)	2.196416	peopl	spend
441492	(better, player)	2.194503	better	player
317931	(better, know)	2.193834	better	know
1457146	(mine, bot)	2.193598	mine	bot
1312039	(happen, need)	2.192809	happen	need
329339	(year, train)	2.192412	year	train
1513193	(read, support)	2.192296	read	support
1197024	(stop, whine)	2.190181	stop	whine
1185642	(peopl, price)	2.190170	peopl	price
852112	(cloak, make)	2.189996	cloak	make

266793	(propos, need)	2.188436	propos	need
1452938	(drone, support)	2.187145	drone	support
195876	(faction, mission)	2.186061	faction	mission
1075291	(come, thing)	2.185452	come	thing
20015	(point, support)	2.184571	point	support
55924	(thing, skill)	2.181846	thing	skill
356720	(peopl, care)	2.181834	peopl	care
1154211	(support, gallent)	2.181733	support	gallent
105018	(ship, use)	2.181462	ship	use
1368386	(support, absolut)	2.180833	support	absolut
741929	(ship, lock)	2.180072	ship	lock

[1000 rows x 4 columns]

Creating a Graph

```
In [124]: import networkx as nx
```

```
In [125]: # Creating a Graph
```

```
G=nx.from_pandas_dataframe(top_link_weights_df, 'node_i', 'node_j', ['weights'])
```

```
In [ ]:
```

```
In [127]: # nx.draw_spectral(G)
```

Spectral representation looks like it structures the nodes well. Maybe try spectral clustering on the network to find the key themes.

```
In [164]: from sklearn.cluster import SpectralClustering
          from sklearn import metrics
```

```
n_clusters = 50
```

```
# Get adjacency-matrix as numpy-array
```

```
adj_mat = nx.to_numpy_matrix(G, weight='weights')
```

```
# Cluster
```

```
sc = SpectralClustering(n_clusters, affinity='precomputed', n_init=100)
```

```
sc.fit(adj_mat)
```

```
//anaconda/lib/python3.5/site-packages/sklearn/manifold/spectral_embedding.py:234: UserWarning: Graph is not fully connected, spectral embedding"
warnings.warn("Graph is not fully connected, spectral embedding")
```

```
Out[164]: SpectralClustering(affinity='precomputed', assign_labels='kmeans', coef0=1,
                             degree=3, eigen_solver=None, eigen_tol=0.0, gamma=1.0,
                             kernel_params=None, n_clusters=50, n_init=100, n_jobs=1,
                             n_neighbors=10, random_state=None)
```

```
In [165]: adj_mat.max()
```

```
Out[165]: 16.370379266809486
```

```
In [166]: # plt.hist(sc.labels_, normed=True, bins=n_clusters); plt.title('spectral clustering')
```

```
In [167]: # Try another clustering algo
```

```
# from networkx.algorithms.community import greedy_modularity_communities
# import community
```

```

In [168]: #first compute the best partition
          # partition = community.best_partition(G)

In [169]: pagerank = nx.eigenvector_centrality_numpy(G)
          # k_pr = list(pagerank.keys())
          # v_pr = list(pagerank.values())
          # df_pr = pd.DataFrame({'term' : k_pr, 'eigen_centrality':v_pr})
          # pagerank

In [170]: df = pd.DataFrame({'term' : G.nodes(), 'cluster' : sc.labels_})
          df['eigen_centrality'] = 0
          for idx in df.index:
              term = df.loc[idx,'term']
              df.loc[idx,'eigen_centrality'] = pagerank[term]
          df.sort_values('eigen_centrality',ascending=False)

Out[170]:
```

	cluster	term	eigen_centrality
185	3	game	2.711540e-01
201	2	ship	2.691124e-01
70	6	like	2.565368e-01
153	20	player	2.434211e-01
4	33	peopl	2.295991e-01
126	22	time	2.163185e-01
20	6	think	2.140264e-01
189	22	want	2.127060e-01
243	40	need	2.017454e-01
281	24	chang	1.701307e-01
104	5	support	1.567315e-01
204	7	idea	1.520124e-01
233	24	thing	1.440825e-01
203	24	know	1.361905e-01
57	24	play	1.339133e-01
72	8	thread	1.217506e-01
14	9	skill	1.194793e-01
273	24	point	1.178525e-01
130	1	go	1.152126e-01
248	24	good	1.143111e-01
220	11	make	1.108055e-01
263	1	work	1.078280e-01
249	1	look	1.071355e-01
163	4	item	1.060033e-01
122	12	plex	1.052923e-01
184	9	charact	1.008305e-01
205	1	come	1.004470e-01
166	1	actual	9.794062e-02
76	13	cloak	9.379456e-02
38	14	corp	9.115014e-02
..
151	49	pod	5.551137e-05
139	49	booster	5.551137e-05
195	45	bomber	5.435445e-05
149	16	gain	4.972500e-05
176	16	ganker	1.555363e-05
292	34	camp	1.419593e-05
253	16	strip	6.589041e-18

218	16	internet	6.077166e-18
83	16	question	6.040664e-18
260	16	rack	3.339547e-18
54	16	answer	2.909222e-18
30	16	highsec	1.156547e-18
127	17	enabl	9.920296e-19
18	16	assembl	8.614432e-19
5	16	spaceship	3.909265e-19
55	47	quarter	-1.816250e-18
288	35	transact	-1.858464e-18
154	17	visit	-1.867154e-18
196	16	self	-2.624809e-18
271	17	set	-3.477424e-18
152	17	user	-4.097390e-18
235	16	hall	-4.135809e-18
219	16	lowsec	-4.153150e-18
227	17	imag	-5.590348e-18
283	16	mine	-5.840383e-18
148	47	captain	-6.347022e-18
105	16	miner	-6.594697e-18
10	35	micro	-6.629923e-18
164	16	destruct	-6.802513e-18
147	16	bot	-7.529210e-18

[304 rows x 3 columns]

In [171]: *# Create-subgraphs and visualize each one.*

```
top_link_weights_df[['node_i', 'node_j']]
```

```
# df.sort_values(by='cluster')
```

```
sub_community = {}
```

```
for clust_id in range(n_clusters):
```

```
    community_nodes = list(df[df['cluster']==clust_id]['term'])
```

```
    sub_community[clust_id] = top_link_weights_df[top_link_weights_df['node_i'].isin(community_nodes)]
```

```
    print(df[df['cluster']==clust_id].sort_values('eigen centrality', ascending=False))
```

```
    print()
```

```
# for each term, get the top weighted link
```

```
# for each link, get a comment with that link in it (this might take more time, should do ahead of time)
```

cluster	term	eigen centrality
217	0 gallent	0.030283
161	0 hybrid	0.015311

	cluster	term	eigen centrality
130	1	go	0.115213
263	1	work	0.107828
249	1	look	0.107136
205	1	come	0.100447
166	1	actual	0.097941
282	1	abl	0.089121
111	1	reason	0.083570
15	1	say	0.082610
155	1	mean	0.079232

186	1	year	0.078375
93	1	better	0.073956
90	1	right	0.070629
135	1	long	0.070028
78	1	propos	0.063377
222	1	allow	0.059327
50	1	space	0.056612
91	1	start	0.056374
26	1	dont	0.053404
64	1	month	0.048664
162	1	agre	0.047205
302	1	level	0.027015
8	1	sound	0.013895
cluster term eigen centrality			
201	2	ship	0.269112
cluster term eigen centrality			
185	3	game	0.271154
cluster term eigen centrality			
163	4	item	0.106003
cluster term eigen centrality			
104	5	support	0.156731
cluster term eigen centrality			
70	6	like	0.256537
20	6	think	0.214026
cluster term eigen centrality			
204	7	idea	0.152012
cluster term eigen centrality			
72	8	thread	0.121751
172	8	post	0.079160
cluster term eigen centrality			
14	9	skill	0.119479
184	9	charact	0.100831
251	9	train	0.088975
cluster term eigen centrality			
58	10	drone	0.038662
117	10	rang	0.023233
295	10	target	0.022849
47	10	bonus	0.022576
272	10	damag	0.013248
cluster term eigen centrality			
220	11	make	0.110805
cluster term eigen centrality			
122	12	plex	0.105292

132	12	market	0.051086
124	12	price	0.046461
115	12	vaniti	0.030351

	cluster	term	eigen centrality
76	13	cloak	0.093795

	cluster	term	eigen centrality
38	14	corp	0.09115

	cluster	term	eigen centrality
65	15	great	0.025011

	cluster	term	eigen centrality
157	16	get	5.510045e-02
28	16	mayb	5.458256e-02
275	16	issu	5.455442e-02
150	16	sell	4.631336e-02
71	16	mechan	4.434122e-02
86	16	current	3.897595e-02
74	16	give	3.897595e-02
25	16	have	3.897595e-02
280	16	lose	3.796663e-02
225	16	leav	3.796663e-02
106	16	take	3.796044e-02
145	16	person	3.787456e-02
175	16	littl	3.787456e-02
160	16	happen	3.645179e-02
179	16	differ	3.622984e-02
206	16	pirat	3.476907e-02
256	16	remov	3.117660e-02
6	16	kill	3.066658e-02
192	16	spend	2.994789e-02
109	16	balanc	2.780228e-02
287	16	stuff	2.774178e-02
67	16	advantag	2.630577e-02
24	16	love	2.609829e-02
232	16	activ	2.428639e-02
294	16	cost	2.384224e-02
61	16	warp	2.211173e-02
59	16	buy	2.185480e-02
174	16	complet	2.141128e-02
240	16	nice	2.118039e-02
238	16	hard	2.024313e-02
..
254	16	track	8.705080e-04
96	16	cap	7.623757e-04
285	16	bridg	7.118908e-04
77	16	fuel	7.118908e-04
123	16	whine	7.040009e-04
270	16	secur	6.001308e-04
80	16	timer	5.584646e-04
87	16	battlecruis	4.079062e-04
159	16	friend	3.915135e-04

129	16	armor	3.783408e-04
188	16	neural	2.930627e-04
35	16	sieg	6.229742e-05
82	16	locat	6.157142e-05
149	16	gain	4.972500e-05
176	16	ganker	1.555363e-05
253	16	strip	6.589041e-18
218	16	internet	6.077166e-18
83	16	question	6.040664e-18
260	16	rack	3.339547e-18
54	16	answer	2.909222e-18
30	16	highsec	1.156547e-18
18	16	assembl	8.614432e-19
5	16	spaceship	3.909265e-19
196	16	self	-2.624809e-18
235	16	hall	-4.135809e-18
219	16	lowsec	-4.153150e-18
283	16	mine	-5.840383e-18
105	16	miner	-6.594697e-18
164	16	destruct	-6.802513e-18
147	16	bot	-7.529210e-18

[179 rows x 3 columns]

	cluster	term	eigen centrality
127	17	enabl	9.920296e-19
154	17	visit	-1.867154e-18
271	17	set	-3.477424e-18
152	17	user	-4.097390e-18
227	17	imag	-5.590348e-18

	cluster	term	eigen centrality
182	18	local	0.03244

	cluster	term	eigen centrality
137	19	problem	0.076206

	cluster	term	eigen centrality
153	20	player	0.243421

	cluster	term	eigen centrality
246	21	account	0.041848

	cluster	term	eigen centrality
126	22	time	0.216318
189	22	want	0.212706

	cluster	term	eigen centrality
23	23	station	0.060043

	cluster	term	eigen centrality
281	24	chang	0.170131
233	24	thing	0.144083
203	24	know	0.136190

57	24	play	0.133913
273	24	point	0.117852
248	24	good	0.114311

cluster	term	eigen centrality
92	25	jump
		0.019

cluster	term	eigen centrality
257	26	option
		0.065271
279	26	view
		0.015270
191	26	hangar
		0.013120
21	26	button
		0.000492

cluster	term	eigen centrality
293	27	mission
		0.029407
97	27	stand
		0.014388
239	27	faction
		0.013027
66	27	agent
		0.001643

cluster	term	eigen centrality
269	28	super
		0.020347
298	28	carrier
		0.011380
103	28	capit
		0.011334
200	28	dread
		0.001663
171	28	titan
		0.001251

cluster	term	eigen centrality
173	29	sens
		0.004152

cluster	term	eigen centrality
297	30	gank
		0.011063
27	30	suicid
		0.000415

cluster	term	eigen centrality
120	31	cosmet
		0.032587

cluster	term	eigen centrality
209	32	money
		0.082204
276	32	real
		0.054998

cluster	term	eigen centrality
4	33	peopl
		0.229599

cluster	term	eigen centrality
85	34	gun
		0.010098
207	34	gate
		0.000379
292	34	camp
		0.000014

cluster	term	eigen centrality
288	35	transact
		-1.858464e-18
10	35	micro
		-6.629923e-18

cluster	term	eigen centrality
284	36	dock
		0.014905

	cluster	term	eigen centrality
49	37	small	0.010476
114	37	gang	0.010476
	cluster	term	eigen centrality
187	38	probe	0.014526
39	38	scan	0.014142
9	38	combat	0.010628
	cluster	term	eigen centrality
193	39	fleet	0.045790
146	39	fight	0.028412
46	39	fair	0.001065
	cluster	term	eigen centrality
243	40	need	0.201745
	cluster	term	eigen centrality
45	41	sure	0.037928
	cluster	term	eigen centrality
181	42	high	0.084778
79	42	risk	0.016798
289	42	reward	0.000629
	cluster	term	eigen centrality
230	43	turret	0.010523
101	43	icon	0.000394
	cluster	term	eigen centrality
221	44	fit	0.011315
138	44	save	0.000424
	cluster	term	eigen centrality
48	45	fighter	0.001451
195	45	bomber	0.000054
	cluster	term	eigen centrality
169	46	nerf	0.023156
199	46	buff	0.019645
19	46	frigat	0.010539
237	46	dramiel	0.001262
	cluster	term	eigen centrality
55	47	quarter	-1.816250e-18
148	47	captain	-6.347022e-18
	cluster	term	eigen centrality
242	48	black	0.010229
180	48	covert	0.003898
	cluster	term	eigen centrality
214	49	implant	0.001482

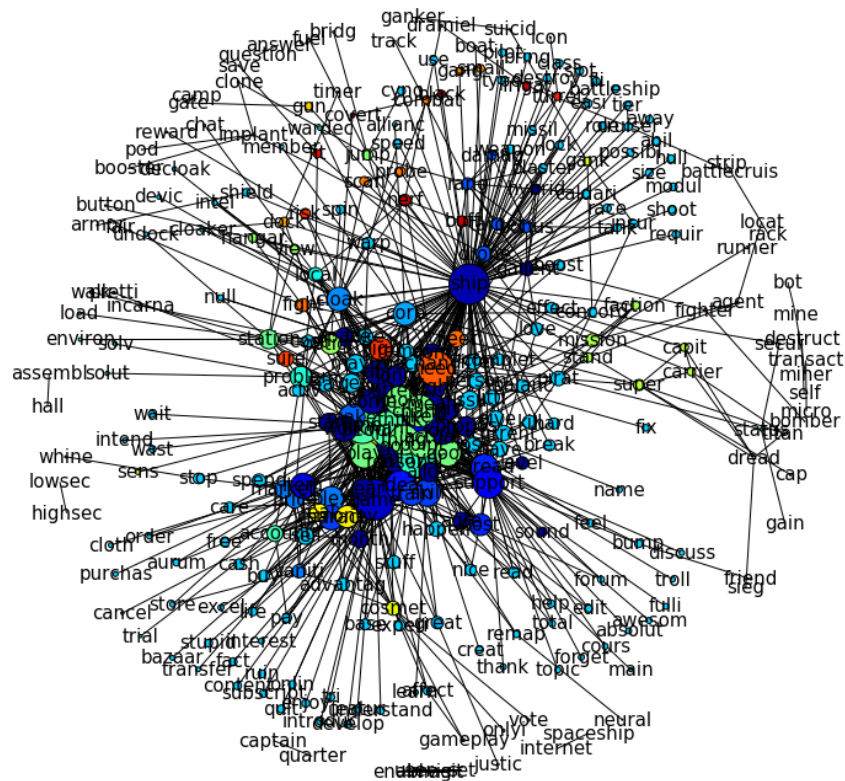
259	49	clone	0.000767
151	49	pod	0.000056
139	49	booster	0.000056

```
In [172]: plt.figure(3,figsize=(12,12))
          nx.draw(G,with_labels=True,node_size=4000*df['eigen_centrality'],node_color=sc.labels_,font_s
```

```

//anaconda/lib/python3.5/site-packages/matplotlib/collections.py:806: RuntimeWarning: invalid value encountered in sqrt
scale = np.sqrt(self._sizes) * dpi / 72.0 * self._factor

```

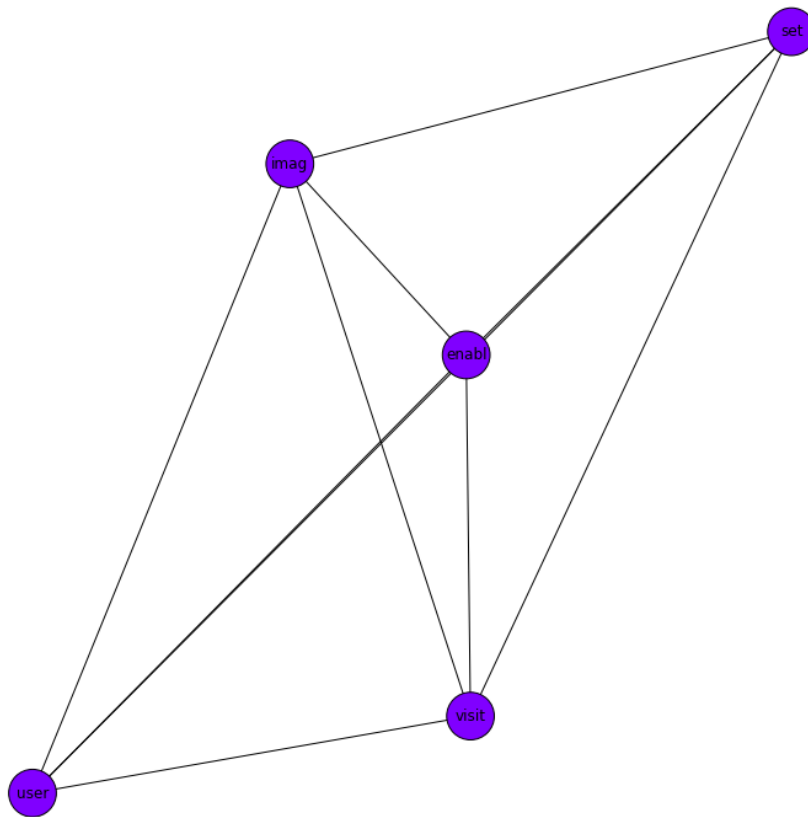


```
In [182]: clust_id = 17
sub_G=nx.from_pandas_dataframe(sub_community[clust_id], 'node_i', 'node_j', ['weights'])
sub_community[clust_id]
community_nodes = list(df[df['cluster']==clust_id]['term'])
in_community = pd.Series(sub_G.nodes()).isin(community_nodes)
```

```

df2 = pd.DataFrame({'term' : sub_G.nodes()})
df2['eigen centrality'] = 0
for idx in df2.index:
    term = df2.loc[idx,'term']
    df2.loc[idx,'eigen centrality'] = pagerank[term]
# df2.sort_values('eigen centrality',ascending=False)
# larger figure size
plt.figure(3,figsize=(12,12))
nx.draw(sub_G,with_labels=True,node_size=1500*in_community,node_color=in_community*2,cmap=plt.g
plt.show()

```



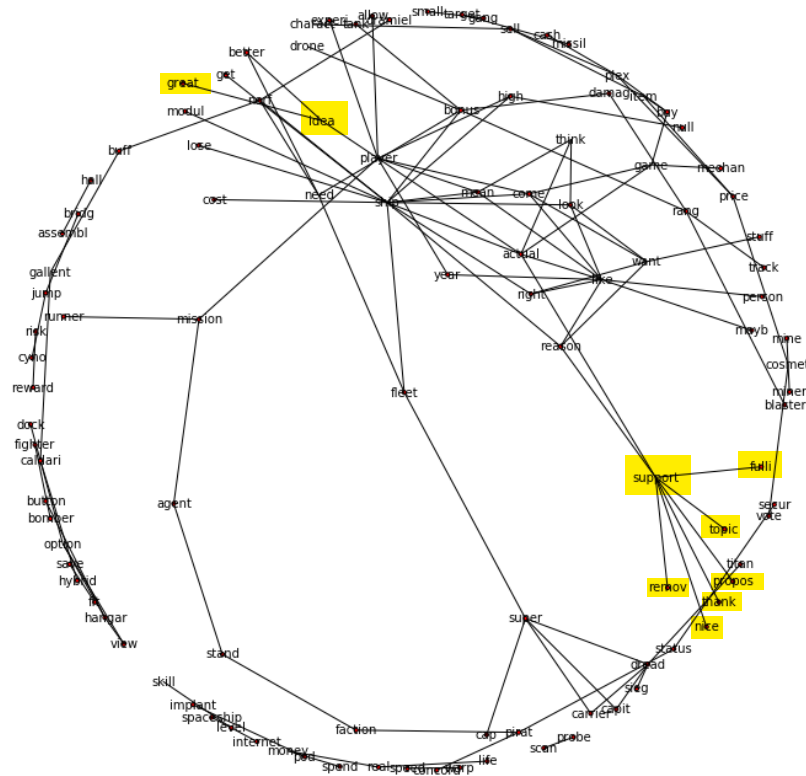
```

In [153]: # get sub-clusters from cluster 0
          clust_id = 0
          sub_G=nx.from_pandas_dataframe(sub_community[clust_id], 'node_i', 'node_j', ['weights'])

In [93]: # larger figure size
          plt.figure(3,figsize=(12,12))

```

```
nx.draw(sub_G,with_labels=True,node_size=10*in_commnity,node_color=in_commnity*2,cmap=plt.get_
plt.show()
```



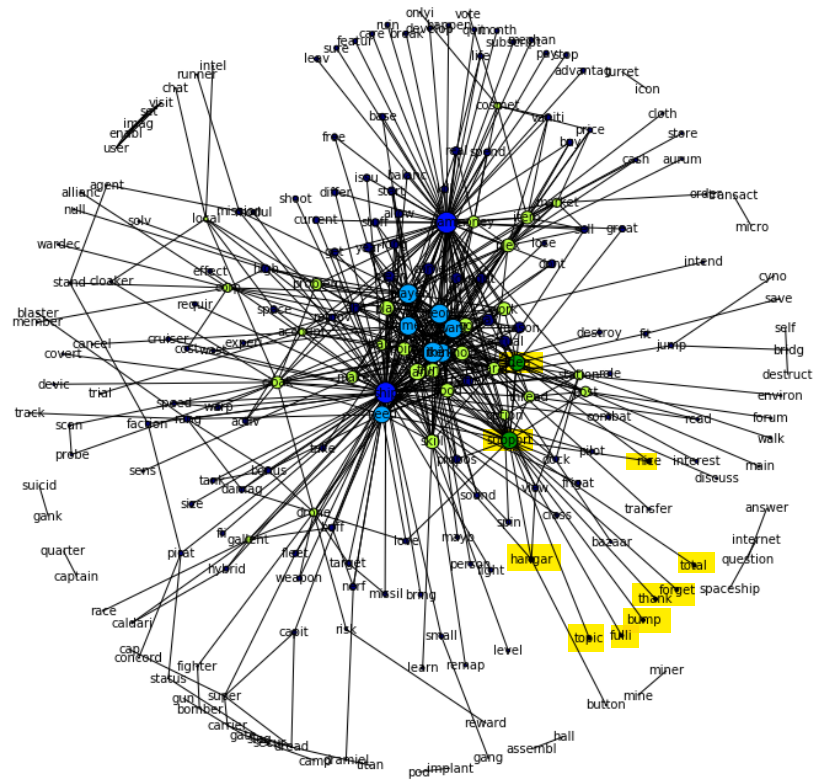
```
In [76]: clust_id
```

Out[76]: 0

In []:

```
In [97]: plt.figure(3,figsize=(12,12))
         nx.draw(G,with_labels=True,node_size=1000*df['eigen_centrality'],node_color=sc.labels_,font_si
```

```
//anaconda/lib/python3.5/site-packages/matplotlib/collections.py:806: RuntimeWarning: invalid value encountered in sqrt
scale = np.sqrt(self._sizes) * dpi / 72.0 * self._factor
```



How many links? top 600

```
In [62]: # top_pct = 0.10
# top_N = top_pct*len(order)
top_N = 600# just pick 1000 arbitrarily
top_links = order[:top_N]
top_link_weights_df = link_weights_df.loc[top_links]
# top_link_weights_df

In [63]: # need to split the links into separate columns after all

top_link_weights_df[['node_i','node_j']] = top_link_weights_df['links'].apply(pd.Series)
top_link_weights_df
```

```
Out[63]:
```

	links	weights	node_i	node_j
1473629	(item, vaniti)	16.370379	item	vaniti

861830	(idea, good)	15.836441	idea	good
745007	(game, play)	15.403066	game	play
272310	(idea, support)	13.402319	idea	support
97461	(like, idea)	12.895289	like	idea
724473	(game, player)	12.318373	game	player
669371	(skill, train)	11.446935	skill	train
108174	(micro, transact)	11.153592	micro	transact
382246	(make, sens)	10.653246	make	sens
1119776	(game, like)	9.454287	game	like
1500463	(account, trial)	9.168836	account	trial
186977	(ship, like)	8.849799	ship	like
370920	(game, want)	8.694100	game	want
47191	(peopl, game)	8.669223	peopl	game
1594456	(cloak, local)	8.606280	cloak	local
1442568	(ship, need)	8.605273	ship	need
941346	(great, idea)	8.214386	great	idea
804066	(propos, support)	7.829521	propos	support
878615	(game, item)	7.630971	game	item
1544973	(ship, spin)	7.415086	ship	spin
470272	(game, money)	7.379281	game	money
1062774	(cloak, ship)	7.258852	cloak	ship
590224	(suicid, gank)	7.053169	suicid	gank
107269	(time, game)	7.046581	time	game
393395	(think, like)	6.988594	think	like
197772	(game, ship)	6.864245	game	ship
112060	(peopl, want)	6.816304	peopl	want
796613	(game, think)	6.805067	game	think
1497881	(peopl, like)	6.777063	peopl	like
495132	(gallent, hybrid)	6.770270	gallent	hybrid
...
33196	(drone, weapon)	2.723421	drone	weapon
553272	(concord, pirat)	2.721871	concord	pirat
220427	(ship, view)	2.715638	ship	view
1137773	(time, right)	2.712811	time	right
1138058	(ship, issu)	2.712601	ship	issu
217991	(ship, shoot)	2.712313	ship	shoot
957868	(bonus, tank)	2.711040	bonus	tank
184835	(fleet, need)	2.707764	fleet	need
1283506	(ship, mission)	2.705539	ship	mission
712682	(stuff, want)	2.704167	stuff	want
244404	(game, option)	2.701446	game	option
212871	(remov, support)	2.699147	remov	support
333500	(play, thing)	2.697946	play	thing
1593058	(station, environ)	2.695787	station	environ
1427807	(peopl, market)	2.692717	peopl	market
435803	(chang, say)	2.686096	chang	say
1535102	(ship, take)	2.684876	ship	take
1395291	(ship, requir)	2.684511	ship	requir
104468	(go, item)	2.684229	go	item
872269	(ship, long)	2.683347	ship	long
1133202	(local, problem)	2.682914	local	problem
1421633	(work, want)	2.682574	work	want
786816	(time, get)	2.682493	time	get
357455	(cloak, think)	2.680912	cloak	think

310715	(ship, train)	2.675427	ship	train
913130	(item, cash)	2.673994	item	cash
892157	(gallent, race)	2.668999	gallent	race
989259	(cloak, chang)	2.668742	cloak	chang
1133238	(peopl, real)	2.665470	peopl	real
209430	(internet, spaceship)	2.661654	internet	spaceship

[600 rows x 4 columns]

Creating a Graph

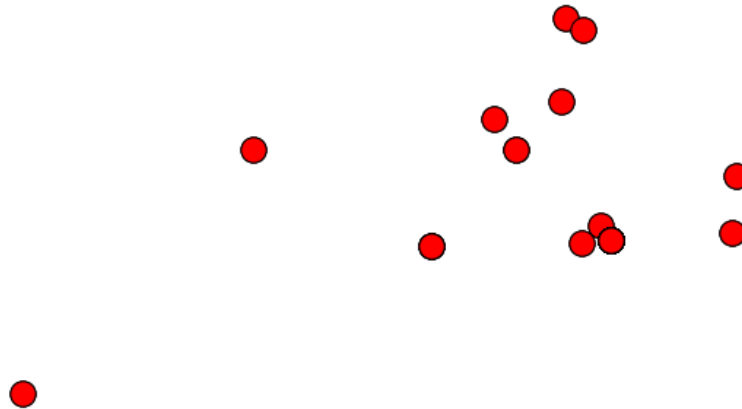
```
In [64]: import networkx as nx
```

```
In [65]: # Creating a Graph
```

```
G=nx.from_pandas_dataframe(top_link_weights_df, 'node_i', 'node_j', ['weights'])
```

```
In [ ]:
```

```
In [66]: nx.draw_spectral(G)
```



Spectral representation looks like it structures the nodes well. Maybe try spectral clustering on the network to find the key themes.

```
In [67]: from sklearn.cluster import SpectralClustering
         from sklearn import metrics
```

```
n_clusters = 8
```

```
# Get adjacency-matrix as numpy-array
```

```
adj_mat = nx.to_numpy_matrix(G, weight='weights')
```

```
# Cluster
```

```
sc = SpectralClustering(n_clusters, affinity='precomputed', n_init=100)
sc.fit(adj_mat)
```

```
//anaconda/lib/python3.5/site-packages/sklearn/manifold/spectral_embedding_.py:234: UserWarning: Graph is not fully connected, spectral embedding"
warnings.warn("Graph is not fully connected, spectral embedding")
```

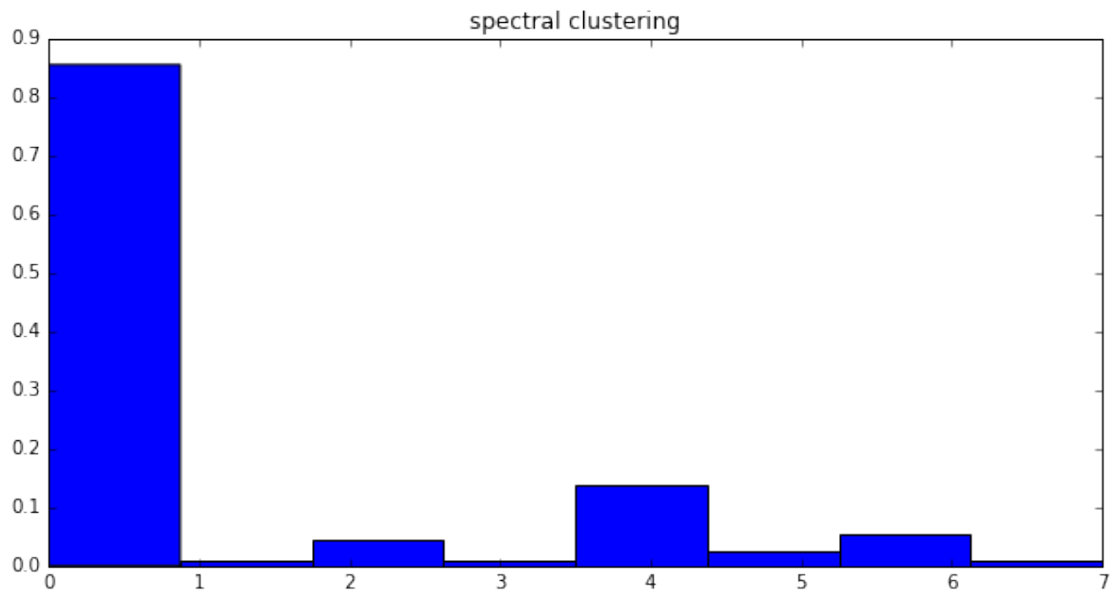
```
Out[67]: SpectralClustering(affinity='precomputed', assign_labels='kmeans', coef0=1,
                             degree=3, eigen_solver=None, eigen_tol=0.0, gamma=1.0,
                             kernel_params=None, n_clusters=8, n_init=100, n_jobs=1,
                             n_neighbors=10, random_state=None)
```

```
In [68]: adj_mat.max()
```

```
Out[68]: 16.370379266809486
```

```
In [69]: plt.hist(sc.labels_,normed=True,bins=n_clusters); plt.title('spectral clustering')
```

```
Out[69]: <matplotlib.text.Text at 0x1a6d85c4a8>
```



```
In [70]: # Try another clustering algo
         # from networkx.algorithms.community import greedy_modularity_communities
         # import community
```

```
In [71]: #first compute the best partition
         # partition = community.best_partition(G)
```

```
In [72]: pagerank = nx.eigenvector_centrality_numpy(G)
         # k_pr = list(pagerank.keys())
         # v_pr = list(pagerank.values())
         # df_pr = pd.DataFrame({'term' : k_pr, 'eigen_centrality':v_pr})
         # pagerank
```

```
In [73]: df = pd.DataFrame({'term' : G.nodes(), 'cluster' : sc.labels_})
         df['eigen_centrality'] = 0
         for idx in df.index:
             term = df.loc[idx,'term']
             df.loc[idx,'eigen_centrality'] = pagerank[term]
         df.sort_values('eigen_centrality',ascending=False)
```

```

Out[73]:
  cluster      term  eigen centrality
137      1      game  2.986072e-01
152      1      ship  2.938412e-01
 51      2      like  2.744833e-01
  2      2     peopl  2.446273e-01
114      2    player  2.413995e-01
140      2      want  2.349586e-01
 95      2      time  2.242177e-01
 13      2     think  2.239254e-01
185      2      need  1.907627e-01
 77      2   support  1.842057e-01
213      4     chang  1.756736e-01
154      2      idea  1.631268e-01
177      4     thing  1.402232e-01
 98      4        go  1.390438e-01
 41      4      play  1.355538e-01
153      4      know  1.335457e-01
  9      4     skill  1.321101e-01
188      4      good  1.266064e-01
205      4     point  1.215974e-01
198      4      work  1.179208e-01
 92      4     plex  1.106846e-01
120      4      item  1.046534e-01
136      4   charact  1.032864e-01
167      4      make  9.795564e-02
 56      4     cloak  9.658203e-02
159      4     money  9.027791e-02
 10      0       say  8.980231e-02
155      0      come  8.919464e-02
104      4   problem  8.316173e-02
123      0    actual  8.282952e-02
  ..      ...      ...      ...
128      0     titan  4.062090e-05
202      0    secur  3.714350e-05
203      6       set  2.106360e-17
172      6     imag  2.102642e-17
157      5     gate  9.360240e-18
  7      3     micro  8.175470e-18
163      0   implant  7.966425e-18
 60      7   question  7.420534e-18
174      6     turret  7.346546e-18
  3      0 spaceship  6.256732e-18
121      6   destruct  3.810957e-18
 40      5    quarter  3.680071e-18
228      6      gank  3.577141e-18
166      0   internet  3.336162e-18
179      0      hall  2.693241e-18
 96      6     enabl  2.120350e-19
147      6      self -5.969684e-19
115      6     visit -6.335652e-19
 39      7    answer -1.215014e-18
215      0      mine -1.470852e-18
 62      5       gun -1.668061e-18
113      6      user -2.164346e-18

```

78	0	miner	-4.513762e-18
112	0	pod	-5.616186e-18
19	6	suicid	-6.231215e-18
220	3	transact	-6.816828e-18
11	0	assembl	-6.862219e-18
110	5	captain	-7.015450e-18
74	6	icon	-8.660659e-18
223	5	camp	-1.474189e-17

[234 rows x 3 columns]

```
In [74]: # Create-subgraphs and visualize each one.
top_link_weights_df[['node_i','node_j']]
```

```
# df.sort_values(by='cluster')
```

```
sub_community = {}
```

```
for clust_id in range(n_clusters):
```

```
    community_nodes = list(df[df['cluster']==clust_id]['term'])
```

```
    sub_community[clust_id] = top_link_weights_df[top_link_weights_df['node_i'].isin(community_nodes)]
```

```
    print(df[df['cluster']==clust_id].sort_values('eigen centrality',ascending=False))
```

```
    print()
```

```
# for each term, get the top weighted link
```

```
# for each link, get a comment with that link in it (this might take more time, should do ahead of time)
```

cluster	term	eigen centrality
10	say	8.980231e-02
155	come	8.919464e-02
123	actual	8.282952e-02
116	mean	7.761542e-02
189	look	7.729839e-02
84	reason	7.534336e-02
69	better	7.111152e-02
214	abl	7.087158e-02
66	right	6.527204e-02
138	year	5.779804e-02
102	long	5.207879e-02
208	real	4.389360e-02
57	propos	4.224559e-02
169	allow	4.104262e-02
133	high	4.103820e-02
117	get	4.019692e-02
67	start	4.008981e-02
219	stuff	3.977279e-02
18	dont	3.977279e-02
111	sell	3.292414e-02
143	spend	3.017738e-02
63	current	2.916076e-02
207	issu	2.916076e-02
82	balanc	2.916076e-02
131	differ	2.916076e-02
4	kill	2.916076e-02
193	remov	2.910925e-02
35	bonus	2.904736e-02

38	0	space	2.856436e-02
88	0	vaniti	2.659819e-02
..
178	0	onlyi	1.301425e-03
8	0	vote	1.301425e-03
49	0	blaster	1.297587e-03
192	0	track	1.297587e-03
181	0	dramiel	1.241215e-03
14	0	button	9.370205e-04
151	0	dread	8.252800e-04
97	0	status	7.546308e-04
122	0	concord	7.528026e-04
217	0	bridg	7.153501e-04
222	0	cyno	7.153501e-04
105	0	save	7.136128e-04
87	0	gang	7.136128e-04
173	0	intel	5.909994e-04
184	0	chat	5.909994e-04
221	0	reward	2.345558e-04
229	0	carrier	1.365736e-04
146	0	bomber	1.066928e-04
71	0	cap	9.595274e-05
26	0	sieg	4.062090e-05
128	0	titan	4.062090e-05
202	0	secur	3.714350e-05
163	0	implant	7.966425e-18
3	0	spaceship	6.256732e-18
166	0	internet	3.336162e-18
179	0	hall	2.693241e-18
215	0	mine	-1.470852e-18
78	0	miner	-4.513762e-18
112	0	pod	-5.616186e-18
11	0	assembl	-6.862219e-18

[175 rows x 3 columns]

	cluster	term	eigen centrality
137	1	game	0.298607
152	1	ship	0.293841

	cluster	term	eigen centrality
51	2	like	0.274483
2	2	peopl	0.244627
114	2	player	0.241400
140	2	want	0.234959
95	2	time	0.224218
13	2	think	0.223925
185	2	need	0.190763
77	2	support	0.184206
154	2	idea	0.163127

	cluster	term	eigen centrality
7	3	micro	8.175470e-18
220	3	transact	-6.816828e-18

	cluster	term	eigen centrality
213	4	chang	0.175674
177	4	thing	0.140223
98	4	go	0.139044
41	4	play	0.135554
153	4	know	0.133546
9	4	skill	0.132110
188	4	good	0.126606
205	4	point	0.121597
198	4	work	0.117921
92	4	plex	0.110685
120	4	item	0.104653
136	4	charact	0.103286
167	4	make	0.097956
56	4	cloak	0.096582
159	4	money	0.090278
104	4	problem	0.083162
53	4	thread	0.078364
191	4	train	0.077264
194	4	option	0.070180
129	4	post	0.069255
16	4	station	0.060082
28	4	corp	0.051870
100	4	market	0.051676
42	4	drone	0.043932
187	4	account	0.041315
165	4	gallent	0.028280
91	4	cosmet	0.026441
134	4	local	0.012007

	cluster	term	eigen centrality
157	5	gate	9.360240e-18
40	5	quarter	3.680071e-18
62	5	gun	-1.668061e-18
110	5	captain	-7.015450e-18
223	5	camp	-1.474189e-17

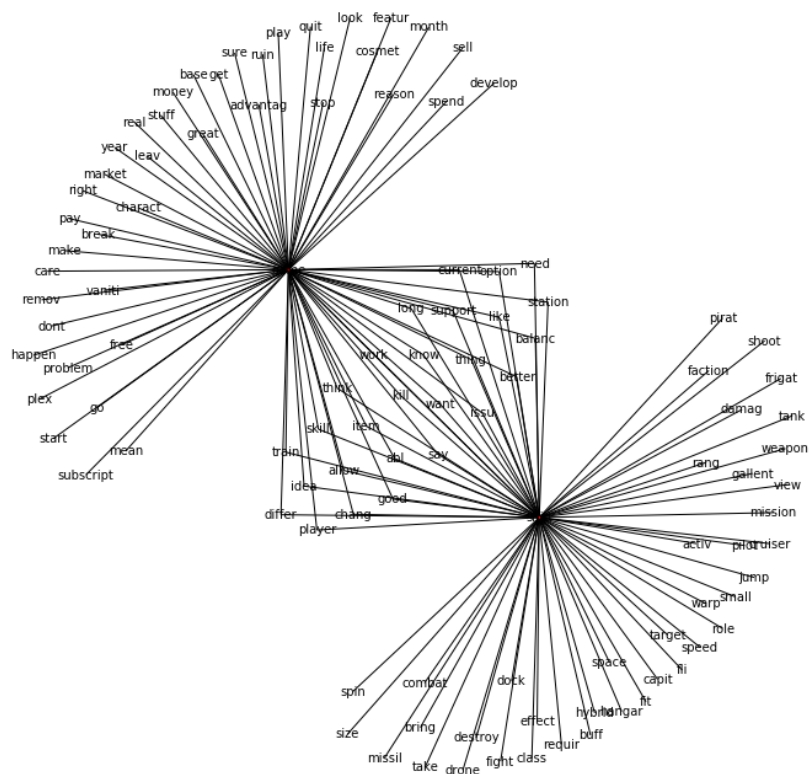
	cluster	term	eigen centrality
203	6	set	2.106360e-17
172	6	imag	2.102642e-17
174	6	turret	7.346546e-18
121	6	destruct	3.810957e-18
228	6	gank	3.577141e-18
96	6	enabl	2.120350e-19
147	6	self	-5.969684e-19
115	6	visit	-6.335652e-19
113	6	user	-2.164346e-18
19	6	suicid	-6.231215e-18
74	6	icon	-8.660659e-18

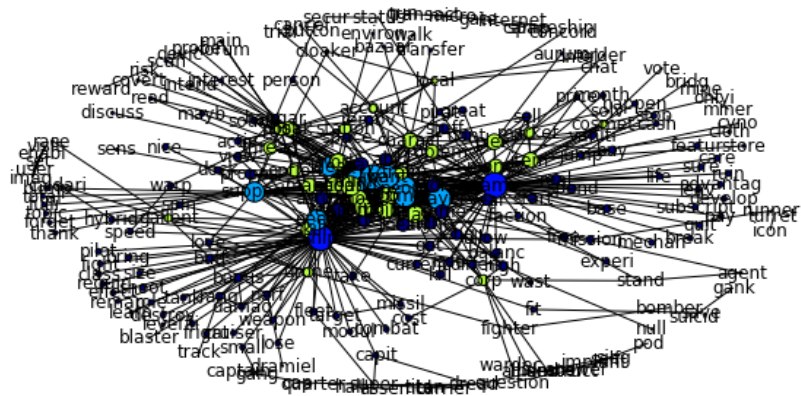
	cluster	term	eigen centrality
60	7	question	7.420534e-18
39	7	answer	-1.215014e-18

```
In [ ]:
```

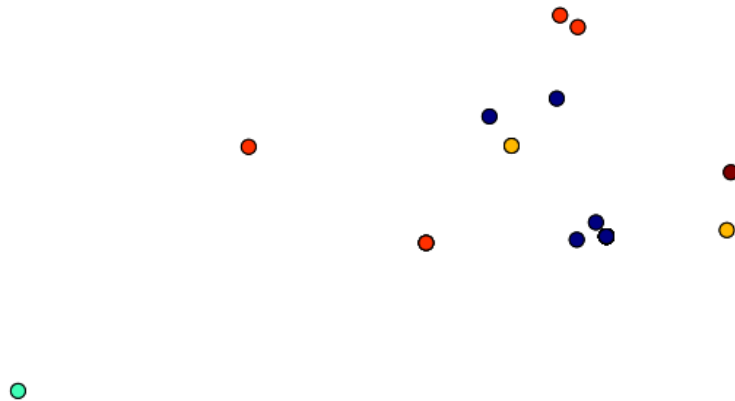
```
In [95]: clust_id = 1
sub_G=nx.from_pandas_dataframe(sub_community[clust_id], 'node_i', 'node_j', ['weights'])
sub_community[clust_id]
community_nodes = list(df[df['cluster']==clust_id]['term'])
in_community = pd.Series(sub_G.nodes()).isin(community_nodes)

df2 = pd.DataFrame({'term' : sub_G.nodes()})
df2['eigen centrality'] = 0
for idx in df2.index:
    term = df2.loc[idx,'term']
    df2.loc[idx,'eigen centrality'] = pagerank[term]
# df2.sort_values('eigen centrality',ascending=False)
# larger figure size
plt.figure(3,figsize=(12,12))
nx.draw(sub_G,with_labels=True,node_size=10*in_community,node_color=in_community*2,cmap=plt.get_cmap('jet'))
plt.show()
```





```
In [79]: nx.draw_spectral(G,node_size=100,node_color=sc.labels_)
```



```
In [80]: # given: list of nodes (N), and list of edges E=(u,v), get the list of edges that intersects w
top_link_weights_df[top_link_weights_df['node_i'].isin(community_nodes)]
```

```
Out[80]:
```

	links	weights	node.i	node.j
941346	(great, idea)	8.214386	great	idea
804066	(propos, support)	7.829521	propos	support
1433763	(fulli, support)	6.249609	fulli	support
1479413	(price, cosmet)	6.089631	price	cosmet
1501933	(look, like)	6.055077	look	like

186801	(bonus, ship)	5.986405	bonus	ship
1496514	(carrier, super)	5.581904	carrier	super
1578113	(fleet, ship)	5.444872	fleet	ship
741542	(faction, stand)	5.096717	faction	stand
1543134	(topic, support)	4.964602	topic	support
153008	(thank, support)	4.870294	thank	support
635789	(bomber, fighter)	4.797212	bomber	fighter
982403	(level, skill)	4.756591	level	skill
1195973	(vote, cosmet)	4.667778	vote	cosmet
109196	(mechan, game)	4.633523	mechan	game
1229979	(price, item)	4.604986	price	item
296000	(price, plex)	4.601123	price	plex
1221581	(small, gang)	4.576503	small	gang
313272	(buy, plex)	4.546859	buy	plex
705437	(mean, ship)	4.281695	mean	ship
1007866	(actual, idea)	4.246920	actual	idea
1578867	(mine, miner)	4.196848	mine	miner
938883	(sell, item)	4.175501	sell	item
844431	(dread, sieg)	4.165858	dread	sieg
499631	(nerf, ship)	4.149632	nerf	ship
1068446	(status, pirat)	4.120948	status	pirat
627658	(look, ship)	4.094958	look	ship
289978	(sell, plex)	4.092211	sell	plex
881092	(real, life)	4.055062	real	life
172381	(hangar, view)	4.004845	hangar	view
...
45120	(come, ship)	2.954954	come	ship
1389611	(come, want)	2.947677	come	want
971700	(mean, player)	2.943098	mean	player
1163129	(warp, speed)	2.925531	warp	speed
902596	(dread, capit)	2.917351	dread	capit
348530	(cash, plex)	2.915565	cash	plex
1079545	(look, think)	2.908728	look	think
1349876	(mission, runner)	2.905493	mission	runner
1447947	(nerf, buff)	2.889397	nerf	buff
1539327	(dock, option)	2.837956	dock	option
918329	(dread, titan)	2.831074	dread	titan
1221112	(experi, player)	2.828820	experi	player
289442	(buff, gallent)	2.819952	buff	gallent
839656	(bonus, need)	2.808733	bonus	need
1506262	(mean, think)	2.804420	mean	think
283294	(buy, item)	2.803124	buy	item
1536292	(come, player)	2.792690	come	player
113032	(target, missil)	2.788801	target	missil
593235	(right, want)	2.773427	right	want
65412	(person, like)	2.756797	person	like
117629	(mayb, like)	2.740133	mayb	like
617435	(jump, bridg)	2.738228	jump	bridg
893816	(nerf, dramiel)	2.734701	nerf	dramiel
747716	(reason, like)	2.731610	reason	like
553272	(concord, pirat)	2.721871	concord	pirat
957868	(bonus, tank)	2.711040	bonus	tank
184835	(fleet, need)	2.707764	fleet	need
712682	(stuff, want)	2.704167	stuff	want

```

212871      (remov, support)  2.699147      remov      support
209430      (internet, spaceship)  2.661654      internet      spaceship

```

```
[119 rows x 4 columns]
```

```
In [81]: which = lambda lst:list(np.where(lst)[0])
```

```

# community_nodes = ['transact', 'micro']
# ni = top_link_weights_df['node_i']
# nj = top_link_weights_df['node_j']
# matches = [True for x in ni if x in community_nodes]
# matches

```

```
In [82]: documents.loc[idx][0]
```

```
Out[82]: 'supported.'
```

1 Next Steps

1. Look more at the forums / stuff qualitatively
2. Develop a qualitative nomological network
3. perhaps use some emergent constructs from the findings above (e.g. types of posts, themes, etc.) but be very open to seeing new constructs that cannot be seen directly from the vocab (e.g. power, old-guard, crowd, etc.)
4. Think about how to integrate emerging ideas & constructs with this text analysis.
 1. Filtering (e.g. by key-word)
 2. By Negativity?
 3. Modeling? PCA - negativity?

```
In [ ]:
```