

# Travellers' Aid Society



Access Terminal Software

## Credits

Design	Perry C Horner
Layout	Perry C Horner
Computer Source Code (C/C++)	Perry C Horner and others*
Source Data Files	Canon and non-Canon
Layout, Documentation, Artwork	Perry C Horner
Release Date	December, 2017
Applications used for development: Microsoft Visual Studio, DAZ 3D Studio, Bryce, Paint Shop Pro, LUX Render, Carrara, Hexagon, Irrlicht3D	

### \*Specific Source Code

- Navigation Library - Some portions of the sector-subsector generation is based on the code for the Unix program xSSV. The following is the owner information on the original code. Copyright 1990 by Mark F. Cook (markc@peak.org) and Hewlett-Packard, Interface Technology Operation Modified 6/1990 by Dan Corrin (dan@engrg.uwo.ca), Modified 7/1993 by Jonathan Sari (surge@cqs.washington.edu), and modified further by Perry C Horner.
- Navigation Library - planet mapping code (planet.c) by Torben AE. Mogensen (torbenm@diku.dk) and adapted for this application by Perry C Horner ([perry1@liberated-technologies.com](mailto:perry1@liberated-technologies.com))
- Navigation Library--system decoding code (fullupp.c) by Paul J. Netherwood (P.J.Netherwood@uk.ac.kingston) and adapted for this application by Perry C. Horner.
- Main Menu - Code by Perry C Horner ([perry1@liberated-technologies.com](mailto:perry1@liberated-technologies.com))
- Login Screen - Code by Perry C Horner ([perry1@liberated-technologies.com](mailto:perry1@liberated-technologies.com))
- News Service - Code by Perry C Horner ([perry1@liberated-technologies.com](mailto:perry1@liberated-technologies.com))
- Library Data - Code by Perry C Horner ([perry1@liberated-technologies.com](mailto:perry1@liberated-technologies.com))
- Account Services - Code by Perry C Horner ([perry1@liberated-technologies.com](mailto:perry1@liberated-technologies.com))
- Communications - Code by Perry C Horner ([perry1@liberated-technologies.com](mailto:perry1@liberated-technologies.com))
- Classifieds - Code by Perry C Horner ([perry1@liberated-technologies.com](mailto:perry1@liberated-technologies.com))
- Launchermenu and admin tools (config, user, fleet) - Code by Perry C Horner ([perry1@liberated-technologies.com](mailto:perry1@liberated-technologies.com))

### Navigation and Library Data

- Core Library - Joseph Heck ([ccjoe@showme.missouri.edu](mailto:ccjoe@showme.missouri.edu)) [http://www.missouri.edu/~ccjoe/traveller/library\\_data.html](http://www.missouri.edu/~ccjoe/traveller/library_data.html)
- TNE Library – Pete Gray ([ferrosmith@yahoo.com](mailto:ferrosmith@yahoo.com))
- Some sector and lib data was ftp'd from Sunbane server back in the days.
- Some sector data from <http://maps.grandsurvey.com>
- Gushemege Sector by Joe Fugate, David Burden([david@innocom.demon.co.uk](mailto:david@innocom.demon.co.uk)) and Leighton Piper.
- Source: Core [<http://members.nova.org/~sol/core/>]
- Additional rework done to consolidate trade routes, subsector names, and star inclusions by Perry Horner
- Foreven Sector – GypsyComet, Dylan Lee and BeRKA ([zho.berka.com/data/foreven](http://zho.berka.com/data/foreven))
- Afawahisa - BeRKA <http://zho.berka.com/>
- Arzul Sector - The star positions and the sector name are taken from Vilani and Vargr, Digest Group Publications; all other information, unless otherwise noted, is the work of Jeff Zeitlin ([jeff.zeitlin@execnet.com](mailto:jeff.zeitlin@execnet.com)).

- Canopus - This data was generated by Rupert Boleyn (rboleyn@paradise.net.nz) based on the starmap in DGP's 'Cats 'n Rats'.
- Magyar – Sunbane FTP site and Dakin Burdick [burdickd@indiana.edu](mailto:burdickd@indiana.edu)
- Phlask - Bari Z. Stafford Sr., The Core Route Project,  
[http://www.geocities.com/traveller\\_core\\_route/proj004/proj004.html](http://www.geocities.com/traveller_core_route/proj004/proj004.html)
- Crucis Margin - Crucis Margin is copyright 1981 by Judges Guild. The sector was written by Dave Sering, with artwork by Ken Simpson and Ed Perry. Bob Bledsaw (judgesguild@q-com.com) gave permission for this sector to be transcribed into Galactic. The transcription was done by Robin Ludbey (rludbey@ozemail.com.au) August 1998.
- Vanguard Reaches - data is by Chuck Kallenbach II <scoundrl@inlink.com>. The text for the Library Data was provided by Mr. Kallenbach.
- Zhodane - Original data by William Dover and Clay Bush
- Gateway - originally published by Digest Group Publications in \_The Megatraveller Journal\_, #4. It was apparently for Willian H. Keith's Lords of Thunder Campaign (circa 1120-1123). The sector was designed by Thomas A. Dundee. Jens Maskus (Jens.Maskus@stud.uni-hannover.de) converted the sector to Galactic format in 1997.
- Gvurrdon - Original data by Roger Myhre <starwolf@online.no>
- Gashikan - Jeff Zeitlin (jeff.zeitlin@mail.execnet.com) contributed on 21-Sept-98. The star positions are taken from the dot map in the Vargr section of \_Vilani\_and\_Vargr\_, DGP. Historical information and notes are generally based on the information included in Challenge\_ #49, GDW, concerning the Julian Protectorate and the Empires of Gashikan.
- Iwahfuah – Credits Created from sectorfile using sec2gal at 09:16 14/8-2001. sec2gal by BeRKA  
<http://zho.berka.com/>
- Tienspevnekr – Taken from compiled HIWG files. Apparently by James "Farstar" Kundert
- Usingou -- data was created by John G. Wood, except for subsectors O and P which were created by James Kundert. Star positions were taken (as closely as possible) from the dot map in Vilani & Vargr, as were allegiances; subsector names come from James Kundert. Data mostly by John Wood (John@elvw.demon.co.uk); see his website at <http://www.elvw.demon.co.uk/Traveller/> Subsectors O and P by James Kundert removed Vazia and Tanjchiadda, which are duplicate worlds.
- Tuglikki -- [http://members.aol.com/dedly/traveller/ref\\_aids.html](http://members.aol.com/dedly/traveller/ref_aids.html)
- Provence -- David Drazul ([dedly@aol.com](mailto:dedly@aol.com))
- Zhaiqrqiats -- John G. Wood <http://homepage.ntlworld.com/elvwood/Traveller/Sectors/>
- Windhorn Sector -- created by John G. Wood. Star positions were taken (as closely as possible) from the dot map in Vilani & Vargr, as were allegiances; subsector names come from Steve Bonneville's consolidated list generated by john wood. His web page for this is at <http://www.elvw.demon.co.uk/Traveller/Sectors/Windhorn.html>
- Neworld -- Created from sectorfile using sec2gal at 11:58 11/8-2001. sec2gal by BeRKA  
<http://zho.berka.com/>
- Far Frontiers - Dale Kemper; James Kundert. Ares Magazine, The Traveller Chronicle. Source file from <http://www.travellermap.com>
- The Beyond – additional system library data created by DarkStarr (<http://www.darkhstarr.com/>)
- Deneb – additional items: X-TEK (<http://webspace.webring.com/people/oc/cmdrx/main.htm>)
- Reaver's Deep- additional library data [Reaver's Deep Project by Brett Kruger] (<http://www.reaversdeep.com/>)
- 214th Fleet information – Peter Trevor (<http://sol.trisen.com/default.asp?topic=10&page=21>)
- Zhodani Fleet information – Ronald B. Kline, Jr.
- TAS Journal [JTAS] Games Designer's Workshop, Steve Jackson Games
- Challenge Magazine Games Designer's Workshop

- GDW Traveller modules
- Library Data compiled by Hyphen, HIWG Member #250 (<http://members.tip.net.au/~davidjw/libdata/libframe.htm>)
- Reavers' Deep Sector Sourcebook by Paul Sanders - Cargonaut Press 1999
- A Pilot's Guide To The Drexilthar Subsector
- A Pilot's Guide To The Caledon Subsector
- The Travellers' Digest #16
- The Travellers' Digest #17
- Traveller Chronicle #6
- Traveller Chronicle #7
- GURPS Traveller: Humaniti
- Alien - Solomani & Aslan
- The Travellers' Digest #18
- Ascent to Anekthor
- Into The Deep #1
- 101 Religions
- Supplement 8: Library Data (A-M)
- Supplement 11: Library Data (N-Z)
- Adventure 12: Secret of the Ancients
- The Travellers' Digest #19
- Into The Deep #2
- Duneraiders
- Alien Module 1: Aslan
- Imperial Encyclopedia
- Far Traveller #2
- Far Traveller #1
- Merchant Prince
- Into The Deep #3
- Into The Deep #4

#### TAS News Service

- TAS Journal [JTAS] Games Designer's Workshop, Steve Jackson Games
- Challenge Magazine Games Designer's Workshop
- GDW Traveller modules
- Galactic [jimv@uia.net](mailto:jimv@uia.net) Jim Vassilakos DOS program

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# Introduction

I have always wanted a Traveller® computer application that my players could use as they would use their character's ship computer and TAS terminals in starports. I began with a large outline of what such a program would consist of. The de-facto era I chose to design it around is the Classic/MegaTraveller period during the 4th and 5th Frontier War until around 1115. This is the era I normally run my campaigns in. After looking it over, I realized that it would take me years to write such a program (I started prototyping the program in GW-BASIC back in 1984, then Turbo-C 1989, then Microsoft C 1995, DirectX in 2000, then Visual C++ using SDL libraries in 2001, and finally Irrlicht3D using OpenGL in 2016 - lots of porting and rewriting code!). Instead, I decided to work on the most needed section first- the Navigation Library. Since this was my very first Windows-based computer program I ever wrote, it has resulted in what may not be considered very pretty or efficient code. But it is working for me and my players. Back in 2000, 24-bit 1024x758 screen resolution was standard. The entire framework of the application and resources was designed around this resolution. Hence, pretty dated graphics/resolution- no way am I rewriting all that. I also wanted the code to be as cross-platform as possible, so I selected the open source Irrlicht3D library for the graphics layer and ANSI C/C++ for the language. I do not have the time to make and distribute other OS versions so I opened up the project/source code for other Traveller® programmers and referees and made sure all code was released under the GPL. Thus, the Travellers' Aid Society Access Terminal was born. I would like to share the work I have done and the master schema. I hope others can add additional modules and modifications to make this program fully functional (tall request, I know.) Even the Navigation Library has still a lot of work to be done. Sectors need to be added for various eras, library data generated, addition of planetoid info, and other program modifications, or a new port to a newer operating system. It is now into version 3 and I am pleased that it can run under Windows 10.

Please enjoy, and thank you Marc Miller for creating this inspiring game!

*– Perry C Horner, December 2017*

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# Requirements and Setup



Although the Travellers' Aid Society Access Terminal (“TASAT”) source code is approximately 98% cross-platform compatible (Mac OS X, Linux, Windows) using the Irrlicht 3D engine, this instruction manual is for the Microsoft® Windows® operating system version of the TASAT.

## MINIMUM SYSTEM REQUIREMENTS

- 4GB+ RAM
- 1024x768 SVGA accelerated graphics card 2GB+ RAM (OpenGL 1.4 or higher capable)
- Microsoft DirectX 7 or later drivers (for Windows OS only)
- Irrlicht 1.8 library DLL (included during installation)
- Microsoft C++ 2013 Runtime Environment (included during installation)
- Microsoft .NET 4.5 Runtime (you download this from Microsoft if you do not have it)
- Mouse and Keyboard
- Microsoft Windows Win7/8.x/10
- Microsoft Paint (mspaint.exe) to be able to print from within the application
- 500MB hard drive space
- PDF viewer for documentation (this manual)

## SETUP

1. Download and install the Microsoft .NET 4.5 runtime from Microsoft
2. Download the TASAT installation file (`TASAT_3_setup.exe`) from <http://www.liberated-technologies.com>
3. Launch the `TASAT_3_setup.exe` setup application



During installation the C++ runtime libraries will be installed also.

# Getting Started



## STARTING THE TASAT APPLICATION

Start the TASAT Launcher [TASATLaunchMenu . exe] from the Windows application start menu to bring up a selection of options:



<b>TASAT Full Screen</b>	This button launches the application in borderless full-screen mode
<b>TASAT Window Mode</b>	This button launches the application as a “window” on your desktop allowing you access to other icons and items on your Windows desktop. You might want to use this mode if you are trying out the TASAT for the first time.
<b>Config Editor</b>	This button launches the TASAT configuration editor allowing you to change the default Traveller universe/era setting, Imperial calendar date, access level numbers for each TASAT menu type, etc. (see <i>Administration</i> section of this document)
<b>Member Editor</b>	This is the player/user account editor (including the admin account). Add/modify/delete/disable member accounts (see <i>Administration</i> section of this document)
<b>Fleet Editor</b>	This is an editor for sector creating and editing sector fleets
<b>Error Log</b>	This button brings up a separate window displaying the contents of the error.txt file. If the TASAT application encounters an error or issue, more than likely it will be logged here. This log is erased every time the TASAT application is run, so if you encounter an issue, exit the TASAT application and view the error log before you run the TASAT application again.
<b>Exit</b>	This button exits the Launcher application

# Traveller's Aid Society

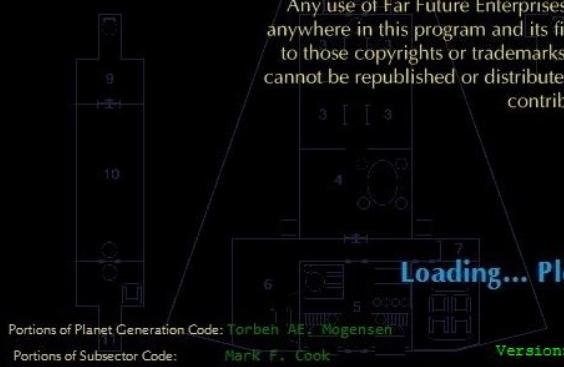
Travellers' Aid Society Access Terminal Program

Program by Perry C Horner

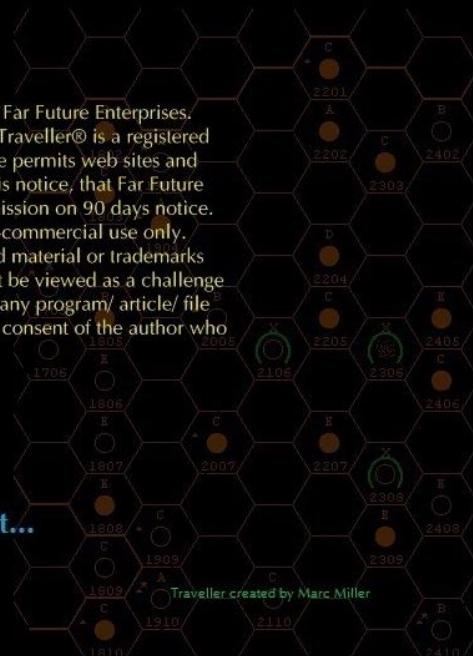
2001-

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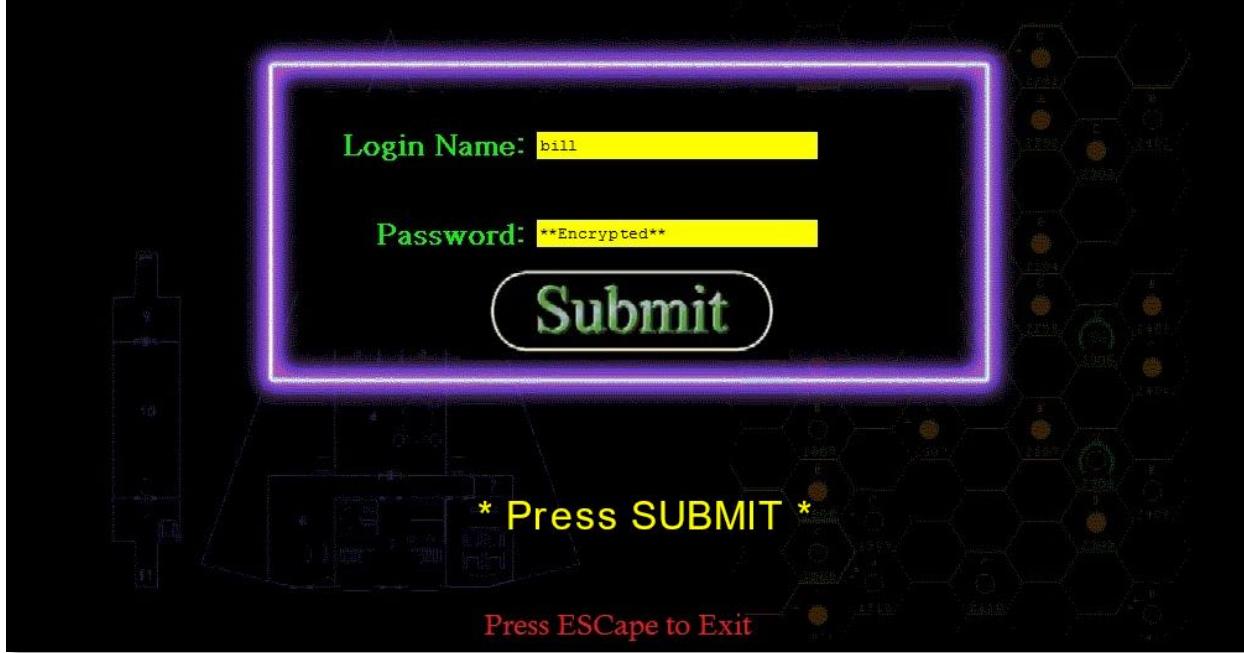
Loading... Please Wait...



Launch the TASAT (*window mode or full screen*) application. A splash screen fades in and displays copyright information and indicates the TASAT configuration files are “**Loading...**” This screen displays for just a few seconds.

# Travellers' Aid Society

## Access Terminal



### Logging In

1. Enter your login name and press the ENTER/RETURN key on your keyboard
2. Enter your password and press the ENTER/RETURN key. The password will change and state [*Encrypted*]
3. Mouse Left-Click on the **Submit** button to log in. You can press the ESCape key on your keyboard to exit the application from here also

**NOTE:** The sample login name *bill* and password *WOW* will work giving an access level of 4

**NOTE:** The sample administrator login name *admin* and password *cthulhu* will work giving an access level of 10

## MENU: Main Menu



**Travellers' Aid Society**

- **Account Services**      Banking, Loans, Personal Information
- **Classifieds**      Items for sale, Jobs, Missions, Etc.
- **Communications**      X-boat messages, Etc.
- **Library Data**      Search, Retrieve Information
- **Navigation Library**      View Sector and System Information
- **News Service**      Current News, Rumors, and Archive

Please Select      ● Sun Logo For Associated Service

*Go to NEWS SERVICE for Today's Hot New Headline!*

**LogOut**

Date: 1107-60

Printer OFF

Advertisement

From here, select the module you wish to use, (access level permitting), Account Services, Classifieds, Communications, Library Data, Navigation Library, News Service or LogOut to exit the menu back to the login screen.

### Menu Selection

Any menu item represented by a YELLOW Imperial Seal means you have access to that portion of the TASAT. A BLUE Imperial Seal indicates you do not have access (not high enough access level set on user account).

Mouse Left-clicking on the YELLOW Imperial Seal will take you to that menu item

### Printer On/Off

If Microsoft Paint (`mspaint.exe`) was detected on your system, the Printer On/Off button will be available. By turning the Printer button ON, anytime you select a "Save to Bitmap File" button, it will also print out the bitmap to the default printer. The button defaults to the OFF position.

## **Logout**

To log out, just left-click on the **LogOut** button

## **Additional Menu Items**

The Main Menu also displays the current date using the Imperial Calendar. If there is new news within the past six days, then an announcement will show on the Main Menu. Various random advertisements display to entice you to buy or do things. If there are any new/unread X-Boat messages, a notification will be displayed.



# Travellers' Aid Society

Account Services

- Classifieds
- Communications
- Library Data
- Navigation Library
- News Service

Banking, Loans, Personal Information

Items for sale, Jobs, Missions, Etc.

X-boat messages, Etc.

Search, Edit, Retrieve Information

View Sector and System Information

Current News, Rumors, and Archive

Printer OFF

Please Select ● Sun Logo For Associated Service

Go to NEWS SERVICE for Today's Hot New Headline!

LogOut

Date: 1107-60

TAS is where  
I stay up to date  
on Red Zones

Advertisement

Account services allows you to perform simple banking services, take out long-term loans, and review your TAS membership account status/standing.

# TAS ACCOUNT SERVICES

TAS Account Services provides you with an easy way to manage your personal and financial situation. From BANKING with loading/unloading credits from a CR device, requesting a line of credit or loan, to reviewing your personal information, the TAS Account Services helps make your spacefaring activities easier.

**Banking**

**Loan/Credit**

**Account Information**

Select the service you would like to use or press **EXIT** to terminate session.



Software under license from  
General Products

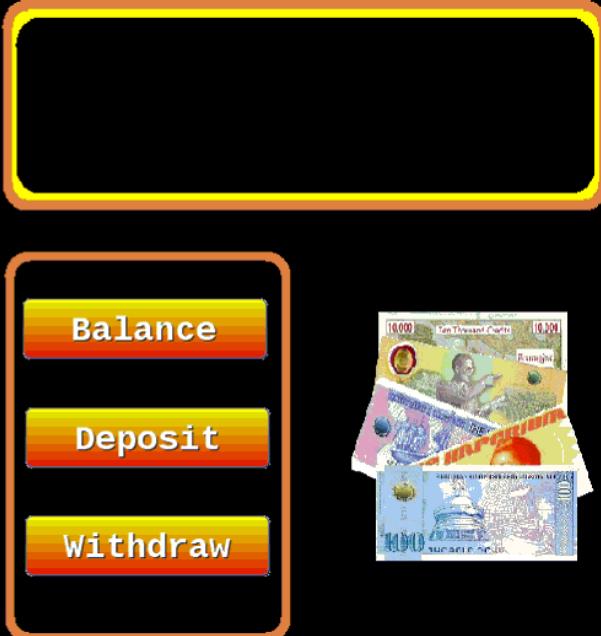
**Exit**

The main items available from the Menu are:

- Banking
- Loan/Credit
- Account Information
- Exit (to main menu)

# TAS Banking System

Cashless device must be attached for transaction



This system approved by the Imperial Banking System

Exit

## Banking

The TAS Banking System provides players with a means to deposit and withdraw credits from their account.

Since there are no faster-than-light communications in Traveller other than jump ships, there is no instant data transfer. Bank transfers and credit/debit cards cannot work, or at least not in a useful timeframe, and especially not outside major post routes.

Encrypted cashless money transfer devices (similar to Mondex) are used - if you lose the device, you lose the money, even if it may not be useful to anyone else. This device uses a short-range wireless standard (akin to Bluetooth), which may require a hard-wired connection (plug-in) for high value transfers that require more security. It communicates to the TAS terminal. This is NOT CANON. -Traveller Wiki [[http://wiki.travellerrpg.com/Imperial\\_Currency](http://wiki.travellerrpg.com/Imperial_Currency)]

When one selects the Banking menu option, they are presented with the banking menu.

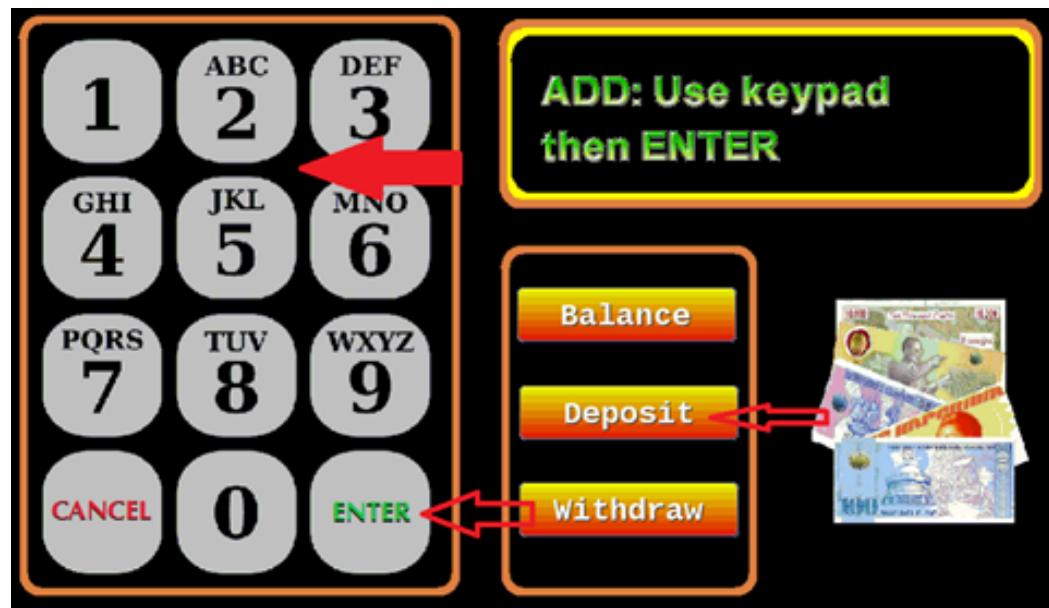


### Balance

Selecting the Balance button displays the current amount the account holder has in Cr credits. The above user is presented with the amount of 1000 credits when selecting Balance button.

This amount is stored in a file located in the /accounts/bank directory. The filename is the user's TAS Member number and .txt

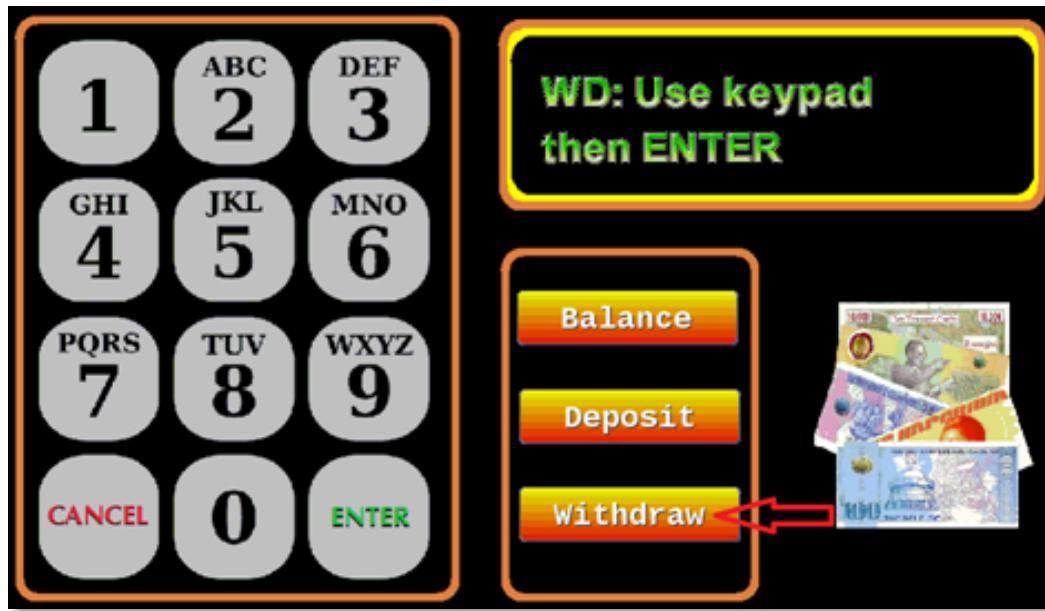
Example: /accounts/bank/5.txt



### Deposit

To deposit, select the Deposit button, enter the amount to deposit by clicking on the keypad, and click on the ENTER button on the keypad. Selecting CANCEL negates the transaction.

*NOTE: A bank account can hold up to 2 billion credits.*



### Withdraw

To withdraw, select the **Withdraw** button, enter the amount to withdraw on the keypad, and click on the **ENTER** button on the keypad. Selecting **CANCEL** negates the transaction.

Selection	Lender	Rate	Total Payoff
<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Spinward Credit Union Sternmetal Financial Bank of Sylea Imperial Loans		

All loans are based on creditworthiness. By applying for a loan, you grant us permission to validate your current bank account amount. The amount will inform us on how much of a risk you are for the lender.

1. Enter the amount you wish to borrow and press **ENTER**
2. Select your lender
3. Confirm by pressing **SUBMIT**

**Start Loan** 

**SUBMIT**

**Exit**

## Loan/Credit

The TAS makes it easy to obtain financing from four of the top institutions. To begin a loan query, click on the **START LOAN** button. The example below shows the user requesting a loan amount of 100,000 credits.

**TAS Credit Services**

Selection	Lender	Rate	Total Payoff
<input type="radio"/>	Spinward Credit Union		
<input type="radio"/>	Sternmetal Financial		
<input type="radio"/>	Bank of Sylea		
<input type="radio"/>	Imperial Loans		

All loans are based on credit worthiness. By applying for a loan, you grant us permission to validate your current bank account amount. The amount will inform us on how much of a risk you are for the lenders.

1. Enter the amount you wish to borrow and press ENTER  
2. Select your lender   
**100000|**

3. Confirm by pressing SUBMIT

**Start Loan**  **SUBMIT** **Exit**

The TAS Credit Services applies a formula to the loan request for each lender.

Bank balance to loan amount	Interest	Prime Rate	Adj
80%	0.2		x1
70%	0.9		x1
50%	1.8		x1
30%	3.3		x1
20%	6.2		x.1
>10%	11.1		x.2
<=10%	19.1		x.3

Final Interest Rate = Prime Rate + Adjustment Rate

# TAS Credit Services

Selection	Lender	Rate	Total Payoff
All loans are based on credit-worthiness. By applying for a loan, you grant us permission to validate your current bank account amount. The amount will inform us on how much of a risk you are for the lenders.	<input type="radio"/> Spinward Credit Union <input type="radio"/> Sternmetal Financial <input type="radio"/> Bank of Sylea <input type="radio"/> Imperial Loans		

1. Enter the amount you wish to borrow and press ENTER

2. Select your lender

3. Confirm by pressing SUBMIT

**100000|**

**Start Loan** 

**SUBMIT**

**Exit**

The interest rate for each lender changes daily. The amount the user has in their savings/bank account sets the credit worthiness of the user when requesting a loan. The example user has 1000 credits in the bank. Taking a 100,000 credit loan puts the user in the high-risk prime 19.1% bracket.

Selection	Lender	Rate	Total Payoff
<input checked="" type="radio"/>	Spinward Credit Union	19.9	119899 cr
<input checked="" type="radio"/>	Sternmetal Financial	27.6	127600 cr
<input checked="" type="radio"/>	Bank of Sylea	37.4	137399 cr
<input checked="" type="radio"/>	Imperial Loans	34.9	134900 cr

All loans are based on credit-worthiness. By applying for a loan, you grant us permission to validate your current bank account amount. The amount will inform us on how much of a risk you are for the lenders.

1. Enter the amount you wish to borrow and press ENTER

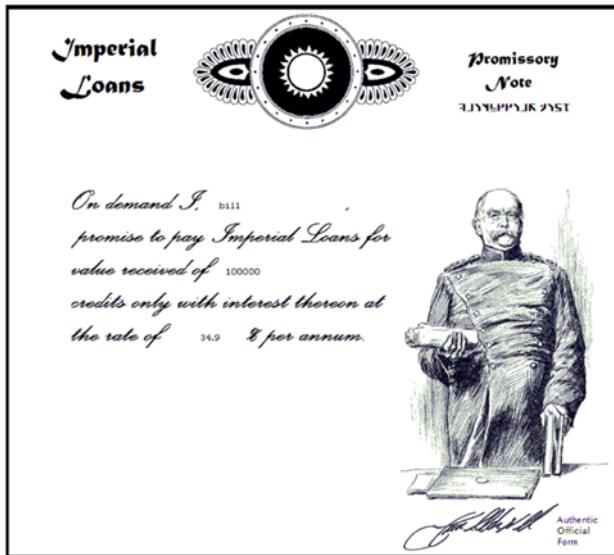
2. Select your lender

3. Confirm by pressing SUBMIT

**Start Loan**  **SUBMIT**

**Exit**

In the example above, even though the best rate was from Spinward Credit Union, the user selected Imperial Loans and pressed the **SUBMIT** button.

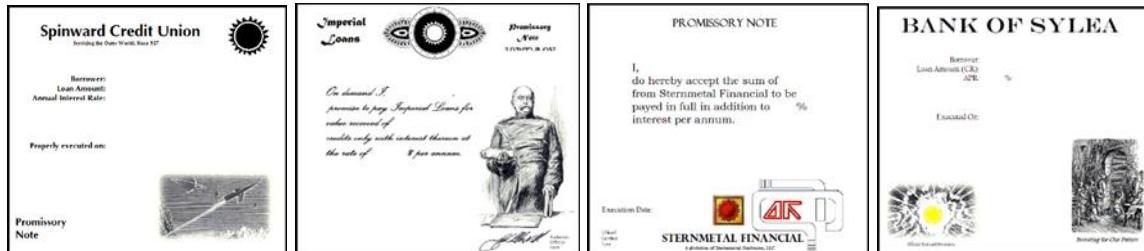


A bitmap image file is written to /saved/account using the filename format of the username+UPP+\_Lendername+loannumber.bmp

EXAMPLE: /saved/account/bill17A7B77\_ImperialLoan21236.bmp

The Referee can print the .bmp picture file out for the player/user.

Each lender has their own version of a Promissory Note. Below are representations of the four lenders:



### Account Information

The Account Information menu button selection presents the user with an overview screen displaying information specific to the user player character.

**ACCOUNT INFO**

**Member #:** 3  
**Name:** BILL  
**UPP:** 7A7B7B

**TAS Access Level:** 4    **TAS Silver Member**

**Social Rank:** Knight  
**Homeworld:** Regina  
**Race:** Aslan  
**Bank Balance:** 700

**Membership Benefits**

- Bi-Monthly High Passage
- Access to TAS Facilities
- Library Data Files
- Legal benefits
- Star Charts
- Language Translation
- Identification and Credit services
- Travellers' News Service (TNS)
- Conventions
- Secure communications
- System reviews
- Accomodations
- Background checks
- Career resources

**Exit**

If a player/user wants to know their TAS Access Level standing, the Account Information screen can provide it.

## REFEREE

# ACCOUNT INFO

Member #: 1

Name: ADMIN  
UPP: FFFFFJ

TAS Access Level: 10 **TAS Administrator**

Social Rank: Emperor  
Homeworld: Regina  
Race: Droyne  
Bank Balance: 0

**Year:**  **Set**

**Day:**

**Membership Benefits**

- Bi-Monthly High Passage
- Access to TAS Facilities
- Library Data Files
- Legal benefits
- Star Charts
- Language Translation
- Identification and Credit services
- Travellers' News Service (TNS)
- Conventions
- Secure communications
- System reviews
- Accomodations
- Background checks
- Career resources

**Exit**

If you are logged in as a user with Access Level 10 (administrator), then the Account Info screen will also allow you to change the Year and Day for everyone. After selecting the **Set** button, the tas.xml configuration file will be updated with the new date.



# Travellers' Aid Society

- Account Services
- Classifieds
- Communications
- Library Data
- Navigation Library
- News Service

Banking, Loans, Personal Information  
Items for sale, Jobs, Missions, Etc.  
X-boat messages, Etc.  
Search, Edit, Retrieve Information  
View Sector and System Information  
Current News, Rumors, and Archive  
**Printer OFF**

Please Select ● Sun Logo For Associated Service

**Go to NEWS SERVICE for Today's Hot New Headline!**

**LogOut**

Date: 1107-60

TAS is where  
I stay up to date  
on Red Zones

Advertisement

Classifieds provides an outlet for travellers to buy, sell, and find jobs. If one has the appropriate Access Level, then the Classifieds will be available to select.

# Classifieds



For Sale

For Hire

Missions

Great Deals  
On  
Items You Need!



Sponsored by:  
*The Traders Guild*



[Exit](#)

The Classifieds Main Menu presents three categories:

- **For Sale**- Deals of the day for sale
- **For Hire**- Jobs that are available to apply for
- **Missions**- Mercenary Tickets

## For Sale

The items available in the For Sale menu are “deals of the day”. This means they are all that are available until the imperial date has changed (the Referee can change the imperial date). The items available are broken into three categories- Spacecraft, Vehicles, and Items.

# Classifieds

**FOR SALE**

*Always new deals*

*Check daily!*

**Spacecraft**

**Vehicles**

**Items**

Select category to  
view local listing  
available today

## ***Buying & Selling Through TAS***

TAS protects both buyer and seller with its anonymous Classifieds listing service.

**BUYER:** Only items that are local within one star system are displayed. Contact TAS with the advertisement number to make a purchase. TAS will do the rest (make viewing arrangements, provide escrow account, logistics, etc.)

**SELLER:** Contact TAS for a selling broker to work with you and your listing.

Buy or sell with confidence through the TAS Classifieds!

**Exit**

By selecting one of the categories, an advertisement for the “Daily Deal” is presented. The player would let the Referee know if they wish to purchase an item.

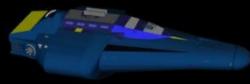
Example: Spacecraft

# Classifieds

Spacecraft

**Type A Free Trader**

TL10



This is a fairly standard Type A free trader, with the only changes to the basic package being the wedge form hull and the two dual turrets, each with a missile rack and a sandcaster.  
Only 12 years old and only 23 systems logged.  
Seller will stock all ship provisions and deliver to port of buyers choice within subsector.

**48.15 Mcr OBO**

556

**Classifieds Menu**

Example: Vehicles

# Classifieds

Vehicles

**Air/Raft**  
215,000 CR!!!



Max Speed: 120 kph | Cruise Range: 100 kph | Displace.: 4 tons  
 Armor: 6 | Passengers: 3 | Cargo: 4 tons  
 Crew: 1 | Major Turn: 400m  
 Minor Speed: 0

TL 10      V72

[Classifieds Menu](#)

Example: Items

# Classifieds

Items

**GAS GRENADE**  
Hand grenade/canister that produces a cloud of tranquilizer gas



20cr

Roll 10+ (add Endurance Bonus) or fall unconscious after 1d3 rounds, lasts for half an hour

I4

[Classifieds Menu](#)

At the bottom right corner of each Spacecraft, Vehicle, and Item advertisement there is a reference code. The codes are "S" for spacecraft, "V" for vehicle, and "I" for item. These are followed by a number from 1 to 100. A player could send an XBoat message to the TAS Classifieds Admin and reference this code for the purchase. The Referee would then log in as an Admin and read the XBoat request message. To view the advertisement in question, the referee would view the picture file with the associated advertisement code as the filename located in the \bmaps\classifieds\forsale directory folder.

## Missions

The Missions Menu is only available to those with the appropriate Access Level. If a player has the minimum access level, then they are presented with a Mercenary Ticket review screen:

**TICKET#:**1

TAS researched employer background:  
Honest details, including the employing agent's name and  
direct communication.

Service Type:Striker-First Strike  
Mission Length: Short mission- 6 weeks  
Target: Group  
Target Type: Military

TAS ASSESSED RISK LEVEL: Arduous. This mission is a  
nightmare. If anyone makes it back in one piece, they will  
have been pushed to the very limit.

Advances: Rearmament: The employer arranges for all  
power packs, fuel cells, and munitions for the units  
weaponry to be recharged, re-armed, or otherwise  
refreshed properly.

Post Ticket Support- None.

## **Missions**

Select FIND MISSION to see  
what is available.

Select ACCEPT MISSION to  
apply with employer.

TAS will do the rest for you!

Missions Available: 1



**Find Mission**

**Accept Mission**

**Exit**

By selecting the **FIND MISSION** button, tickets that are available will display on TAS Form 17. One can cycle through the available missions by pressing the **FIND MISSION** button. If more than one ticket is available, continue to press the **FIND MISSION** button to see them.

<p>TICKET#: TAS researched employer background: Private Ticket: employer is honest, but is willing to pay extra to keep the information secret.</p> <hr/> <p>Service Type: Guerrilla-Assassination Mission Length: Short mission - 7 weeks Target: Individual Target Type: Political</p> <p>TAS ASSESSED RISK LEVEL: Worthy Test. This is a fantastic place to test the applicant's skills, even some of the obscure ones. They might suffer some wounds or even casualties.</p> <p>Advances: None.</p> <p>Post Ticket Support- Legal Counsel: The employer agrees to retain an attorney for the mercenary unit (if needed) with Admin 1, Advocate 2, Broker 1 and language 1.</p> <p>COMPENSATION- Payment: 150,000 Cr. Prime Ticket: The employer will grant the equivalent to the Prime Ticket benefit to the unit for their next sanctioned ticket together.</p>
--

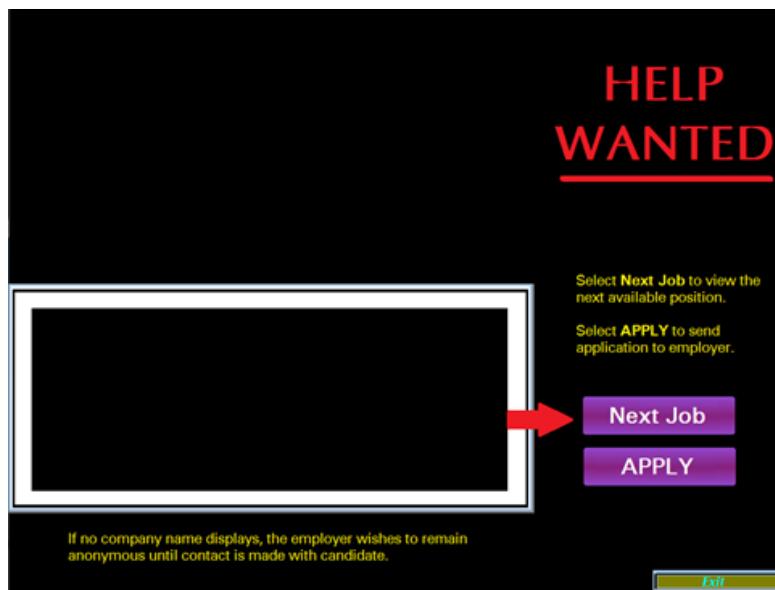
TAS Form 17

Mercenary Ticket

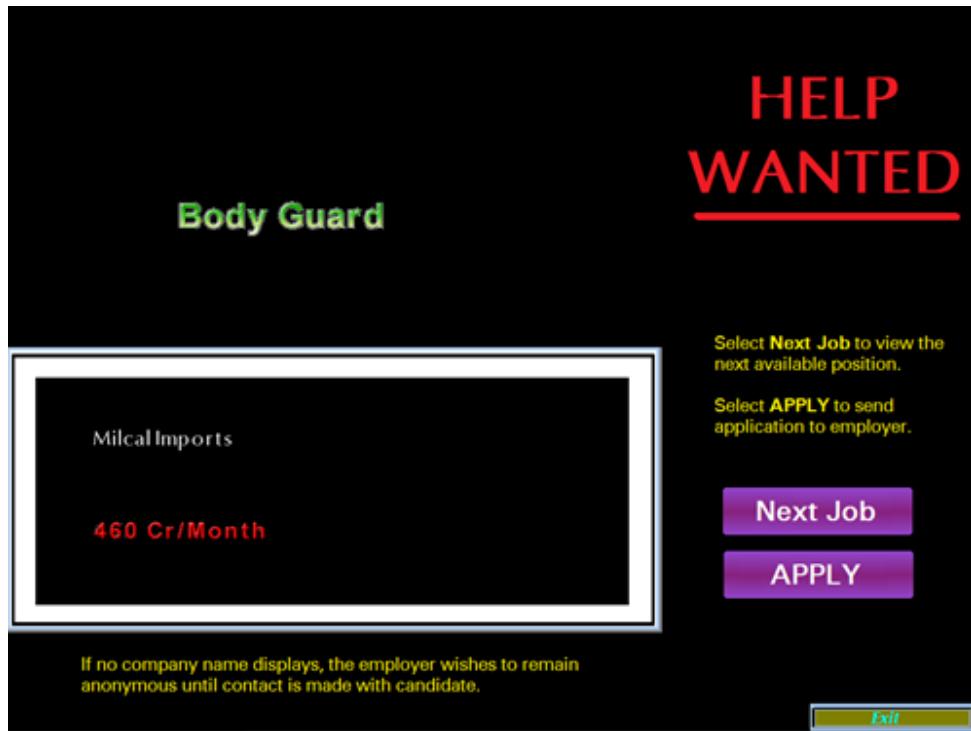
If one finds a Ticket that they want to interview for, then they would press the **ACCEPT MISSION** button. A copy of the ticket will be saved in the /saved/missions folder using a filename convention of the applicants TAS member number, day, and year. This is a running-tally/appended file. An X-Boat mail message will be sent to the TAS administrator account notifying the Referee of the mission.

### For Hire

There are almost limitless employment opportunities throughout the footprint of TAS. A player can use the For Hire section to find employment for regular income.



Select the **Next Job** button to view available positions. Every time the **Next Job** button is pressed, a new job is presented. To reset back to the first job, one must exit the CLASSIFIEDS menu and reselect CLASSIFIEDS/FOR HIRE to view.



If a player wants to apply for a job, they just need to press the **APPLY** button. This generates a running-tally appended text file located in the / saved/ jobs directory using a filename convention of the applicants TAS member number, day, and year. The **Referee** can view this file to see the necessary job information.

A mail message will be sent to the TAS administrator account notifying the **Referee** of the application.

# MENU: Communications



# Traveller's Aid Society

- Account Services
- Classifieds
- ➡ Communications
- Library Data
- Navigation Library
- News Service

Banking, Loans, Personal Information

Items for sale, Jobs, Missions, Etc.

X-boat messages, Etc.

Search, Edit, Retrieve Information

View Sector and System Information

Current News, Rumors, and Archive

Printer OFF

Please Select ● Sun Logo For Associated Service

*Go to NEWS SERVICE for Today's Hot New Headline!*

**LogOut**

Date: 1107-60



TAS is where  
I stay up to date  
on Red Zones

Advertisement

The Communications Menu facilitates X-Boat communications between player-player, player-referee, and referee-player. Each message has 5000 characters in the body of the message to use. Message mailboxes have a limit of 2000 messages. Once a message is read, it is moved to the old message archive for historical viewing.

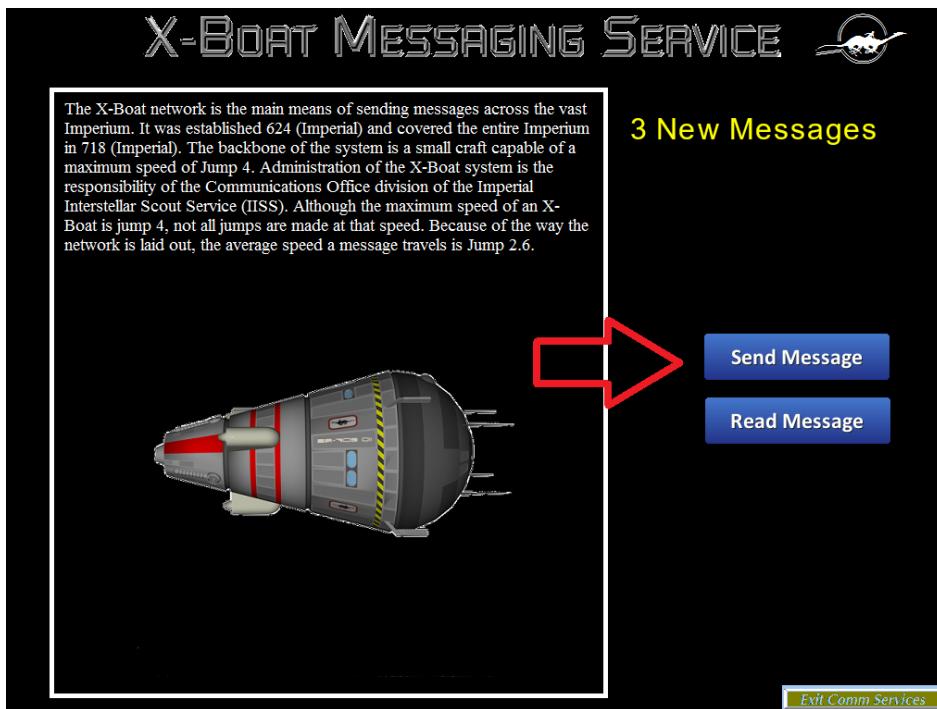
## New Message Alert

If there are new unread messages, an alert will show on the main menu:



## X-Boat Messaging Service Menu

The X-Boat Messaging Service menu has two options: Send Message and Read Message.

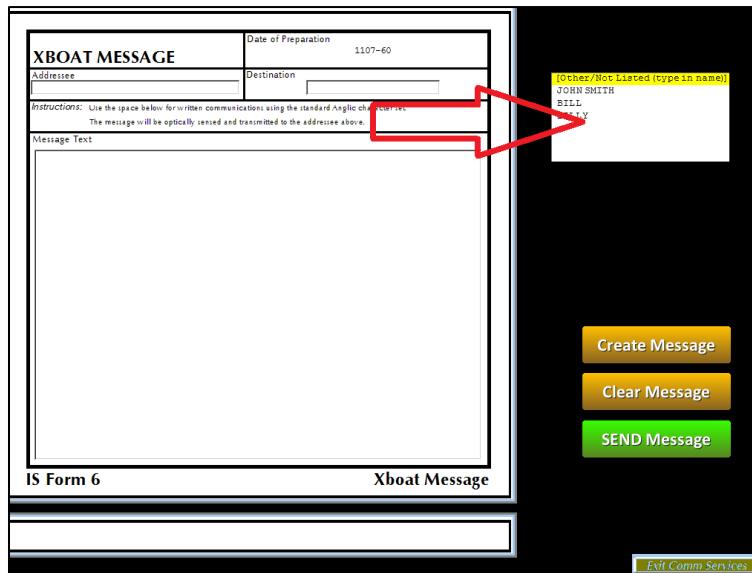


## Send Message

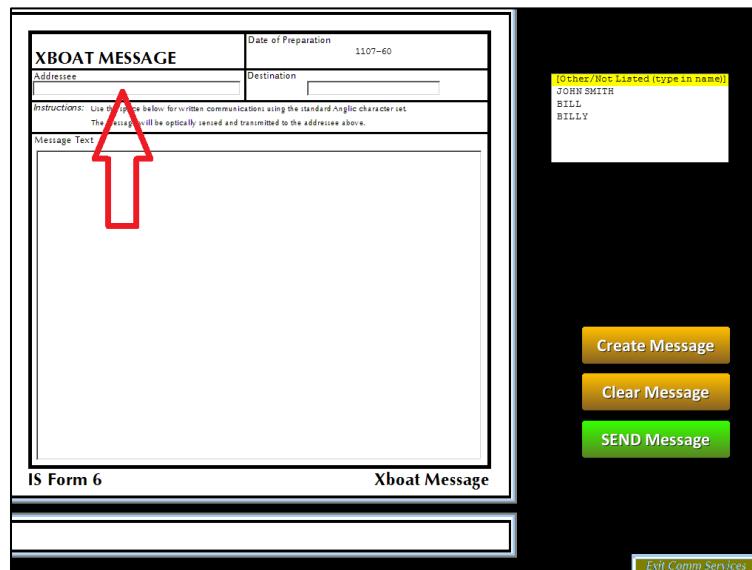
The Send Message menu allows one to create a new message, clear the current draft message, and send the drafted message.

Create and Send a new message:

1. Select the Create Message button. This will present various entry fields to fill in
2. Select the recipient's name from the list on the right



If the name is not listed, select [Other/Not Listed] and enter the name in the Addressee field on Form 6



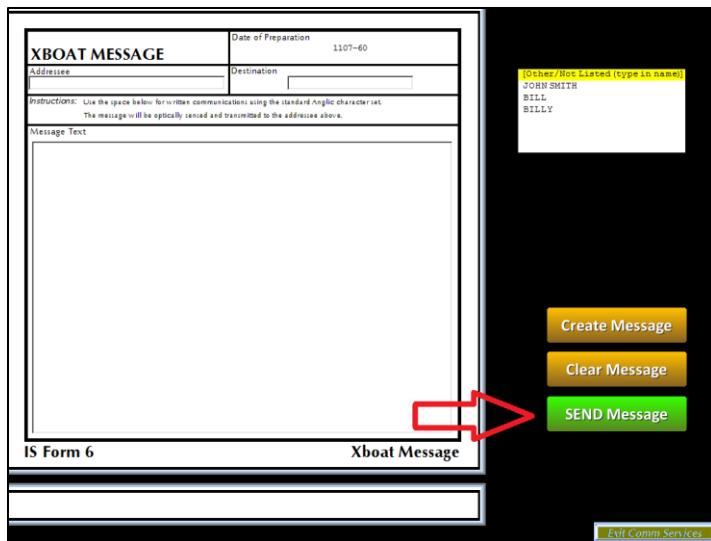
3. Enter the destination of the message (ex: Regina, or Moon Station 12) into the Destination field

The screenshot shows the Xboat Message software interface. On the left, there is a form titled "XBOAT MESSAGE" with fields for "Addressee" and "Destination". A red arrow points from the "Addressee" field towards the recipient list on the right. The recipient list is a small window titled "[Other/Not Listed (type in name)]" containing three entries: JOHN SMITH, BILL, and BILLY. On the right side of the interface, there are several buttons: "Create Message" (yellow), "Clear Message" (yellow), and "SEND Message" (green). Below these buttons is a link labeled "Exit Comm Services".

4. Now input your message into the Message Text field [Maximum 5,000 characters for the message body].

This screenshot is similar to the previous one, showing the Xboat Message software interface. A red arrow points from the "Message Text" area towards the center of the screen, indicating where the user should input their message. The rest of the interface, including the recipient list and buttons, remains the same.

5. When you are finished. Select the green **SEND Message** button to send the message



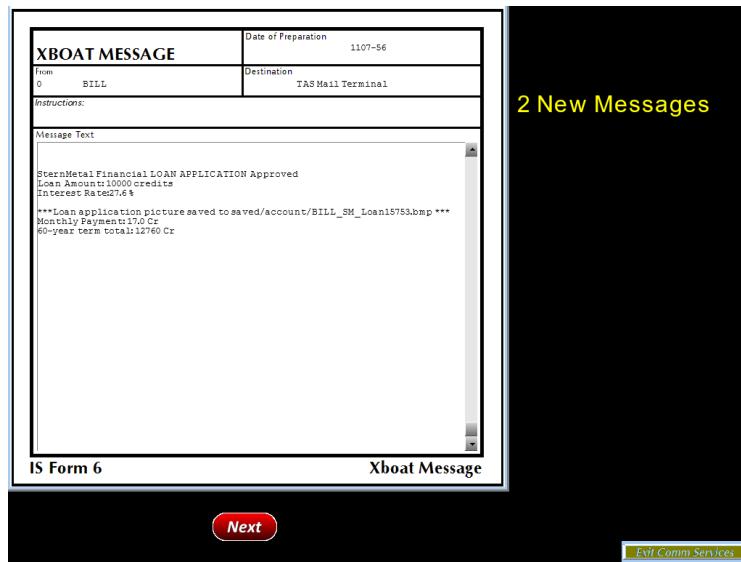
You can **clear** the message, **exit** the menu, or send your message by pressing **Send Message**.

### Read Message

The Read Message menu present two options: **Read New Message** and **Read Old Message**.



## Read New Message



Selecting **Read New Message** button will present you with the 1<sup>st</sup> new message onto a Form 6 display on the left. On the right side of the screen it will indicate how many remaining unread messages there are. If there was more than 1 new message, the **NEXT** button will be available at the bottom to press to read the next new message.

Every time a new message is presented to the screen, once you **Exit** the screen or press the **NEXT** button, the message is moved to your archived/old messages mailbox and removed from your New Messages mailbox.

## Read Old Message



Selecting the Read Old Messages button brings up the archive mailbox of all previously read messages.

<b>XBOAT MESSAGE</b>	Date of Preparation 1107-56
From 0 BILL	Destination TAS Mail Terminal
Instructions:	
Message Text	
SternMetal Financial LOAN APPLICATION Approved Loan Amount: 10000 credits Interest Rate: 27.6 %  ***Loan application picture saved to saved/account/BILL_SM_Loan15753.bmp *** Monthly Payment: 17.0 Cr 60-year term total: 12760 Cr	

IS Form 6      Xboat Message

[Back](#)    [Next](#)

[Exit Comm Services](#)

8 Messages  
Message #:7

Here you can read your old messages by pressing the Back and Next buttons to read the previous or next message. Remember, the total number of messages, read and unread, has a maximum of 2000 messages. If a new message is read and needs to move to the Old Messages Mailbox, the oldest mail message is deleted to make room for the new message.

# MENU: Library Data



**Travellers' Aid Society**

- Account Services
- Classifieds
- Communications
- ➡ **Library Data**
- Navigation Library
- News Service

Banking, Loans, Personal Information

Items for sale, Jobs, Missions, Etc.

X-boat messages, Etc.

Search, Edit, Retrieve Information

View Sector and System Information

Current News, Rumors, and Archive

**Please Select**  Sun Logo For Associated Service

**LogOut**

Date: 1107-60

*Go to NEWS SERVICE for Today's Hot New Headline!*

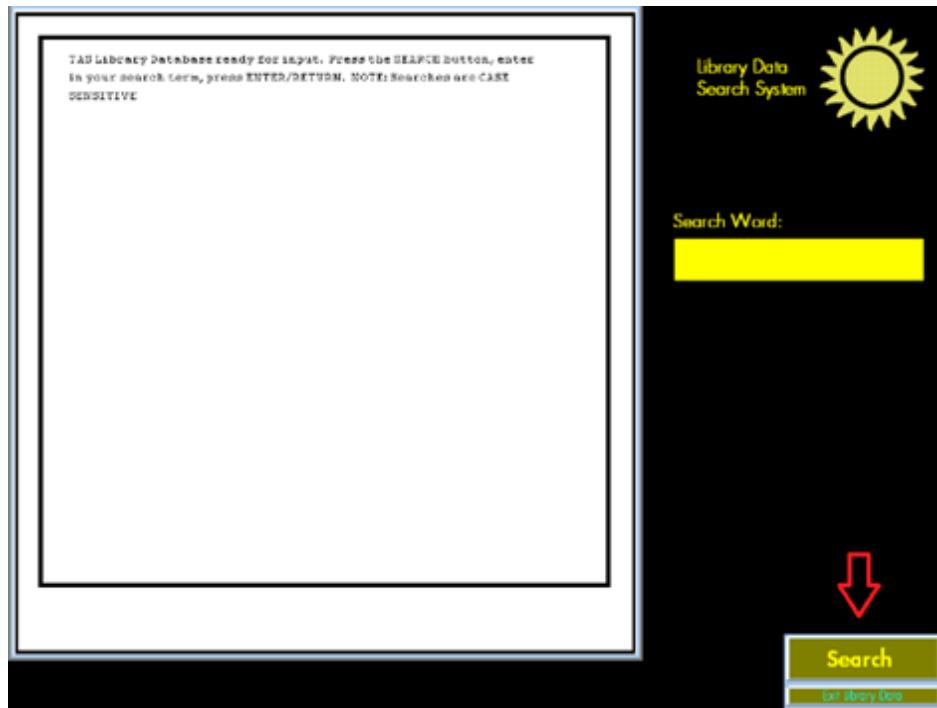
**Printer OFF**

TAS is where  
I stay up to date  
on Red Zones

Advertisement

The Library Data menu option provides the user with the ability to search the Library Data archive. The search is not case-sensitive. So if one is to search for "Ancients", the search word could be "Ancients" or "ancients". Each era has its own library data files to allow for era-specific information.

## Search



Click the **Search** Button to enter a search word or phrase (max 100 characters, case does not matter) and press the ENTER/RETURN key.

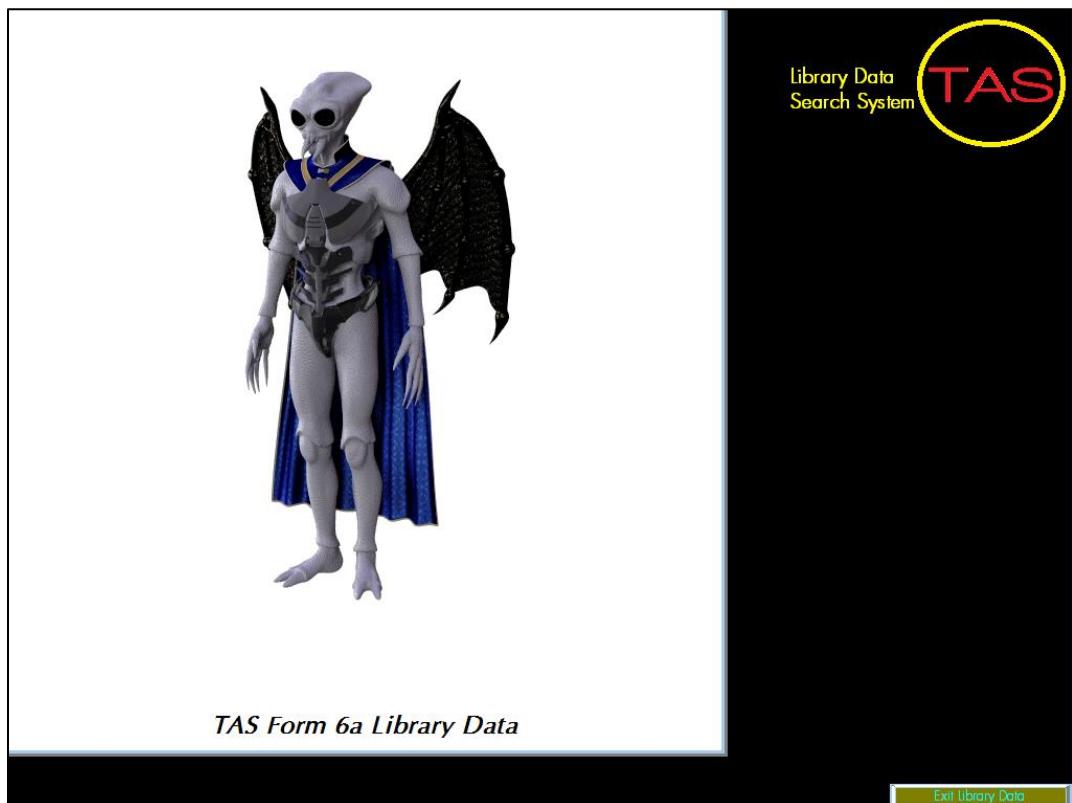
For Example: Droyne

The screenshot shows the 'Library Data Search System' interface. On the left is a white search results window with a black border. At the top of the window, it says 'Andory(Spinward Marches 0236 C695735-9)' and 'Prime candidate for the Droyne homeworld. Discovered in 802 and placed under interdiction by Imperial Interstellar Scout Service.' Below this, it says 'See also Droyne.' followed by a horizontal line. Further down, it says 'Droyne' and provides a detailed description: 'Intelligent major race inhabiting scattered worlds within an area larger than the region of the current Third Imperium. The Droyne are a small race derived from winged omnivore gatherers.' At the bottom of the window, it says 'They vary in size depending on caste but generally stand one metre tall (large workers and warriors can be larger than humans). The history of their evolution remains a puzzle because their homeworld is not known with any certainty.' At the very bottom of the search results window, it says 'Search words: droyne'. To the right of the search results window is a dark blue sidebar with a yellow sun icon at the top. Below the icon, the text 'Library Data Search System' is displayed. In the center of the sidebar is a yellow rectangular input field labeled 'Search Word:' above it. To the right of the input field is a text box containing instructions: 'To search for a topic, press the SEARCH button, type in your search word or phrase, and press ENTER/RETURN'. At the bottom of the sidebar are three buttons: a blue 'Display Image' button, a yellow 'Search' button, and a blue 'Exit Library Data' button.

All results show up on the display screen. If there are multiple results (like the example above), the result data will be separated by a horizontal line (dashes). If the result is larger than what can display on the screen, a vertical navigation bar is available with clickable arrows for moving up and down the result.

## Images

If a library entry has an image associated with it, a **Display Image** button will appear to view the image. If there are multiple search results with images, you will have to narrow down to doing an exact search (specific wording or phrase) on text within the specific entry to view the image for that entry.



By selecting the **Display Image** button, the associated image will appear. Click anywhere to exit back to the search result text.

Andory(Spinward Marches 0236 C695735-9)

Prime candidate for the Droyne homeworld. Discovered in 802 and placed under interdiction by Imperial Interstellar Scout Service.

See also Droyne.

---

Droyne

Intelligent major race inhabiting scattered worlds within an area larger than the region of the current Third Imperium. The Droyne are a small race derived from winged omnivore gatherers.

They vary in size depending on caste but generally stand one metre tall (large workers and warriors can be larger than humans). The history of their evolution remains a puzzle because their homeworld is not known with any certainty.

Search words: droyne

Search Word:

Display Image

Search

Exit Library Data

You can EXIT the Library Data service by clicking on the Bottom-Right button- Exit Library Data.

# MENU: Navigation Library



**Travellers' Aid Society**

- Account Services      Banking, Loans, Personal Information
- Classifieds      Items for sale, Jobs, Missions, Etc.
- Communications      X-boat messages, Etc.
- Library Data      Search, Edit, Retrieve Information
- News Service      View Sector and System Information
- Navigation Library      Current News, Rumors, and Archive

Please Select     Sun Logo For Associated Service

**Logout**

Date: 1107-60

**Go to NEWS SERVICE for Today's Hot New Headline!**

**TAS is where I stay up to date on Red Zones**

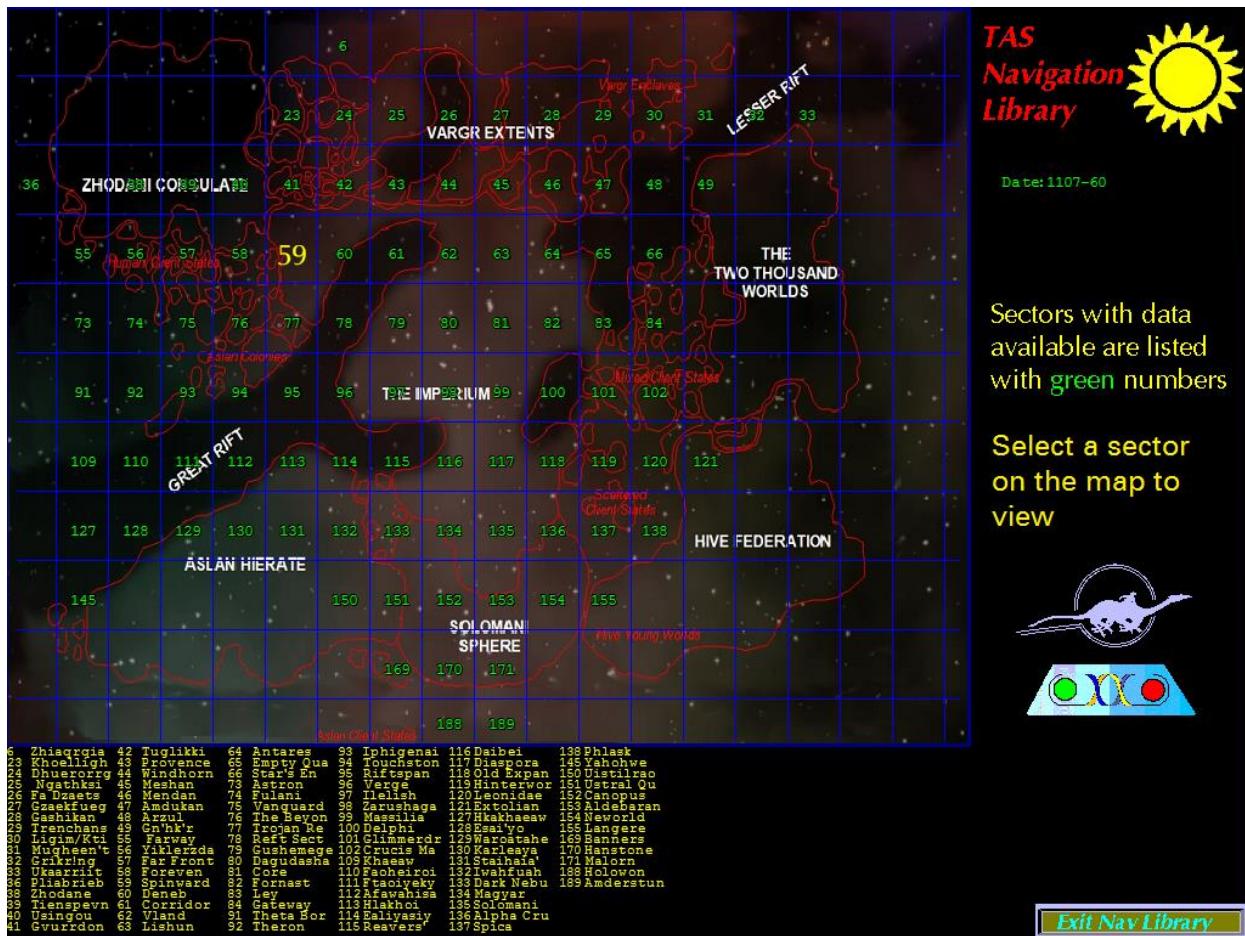
Advertisement

Printer OFF

The Navigation Library provides TAS members with star chart information based on various scout and expedition surveys of space. Users can examine various sectors, subsectors, and systems for needed information. If there is any Library Data available for the sector or system, users can view the data. The ability to save and print the charts generated to bitmap picture files lets users modify the information for their own needs. Additional credit information may be located inside the `all.sec` sector file and/or sector number directory.

## Known Space Menu

The Known Space menu displays a map divided into 198 sectors. If data is available on a sector, it will be displayed with the sector number in the appropriate sector division. Numbering starts in the upper left corner with 0 and increments horizontally across the map (the very bottom-right is sector 197). Moving the mouse cursor over a sector will display the sector name. The current Imperial Calendar date is also displayed in year/day format on the right side. If the account you logged in with has set a *Location Marker*, then the sector where that location is in will be in large yellow numbers (example below is sector 59, Spinward Marches).

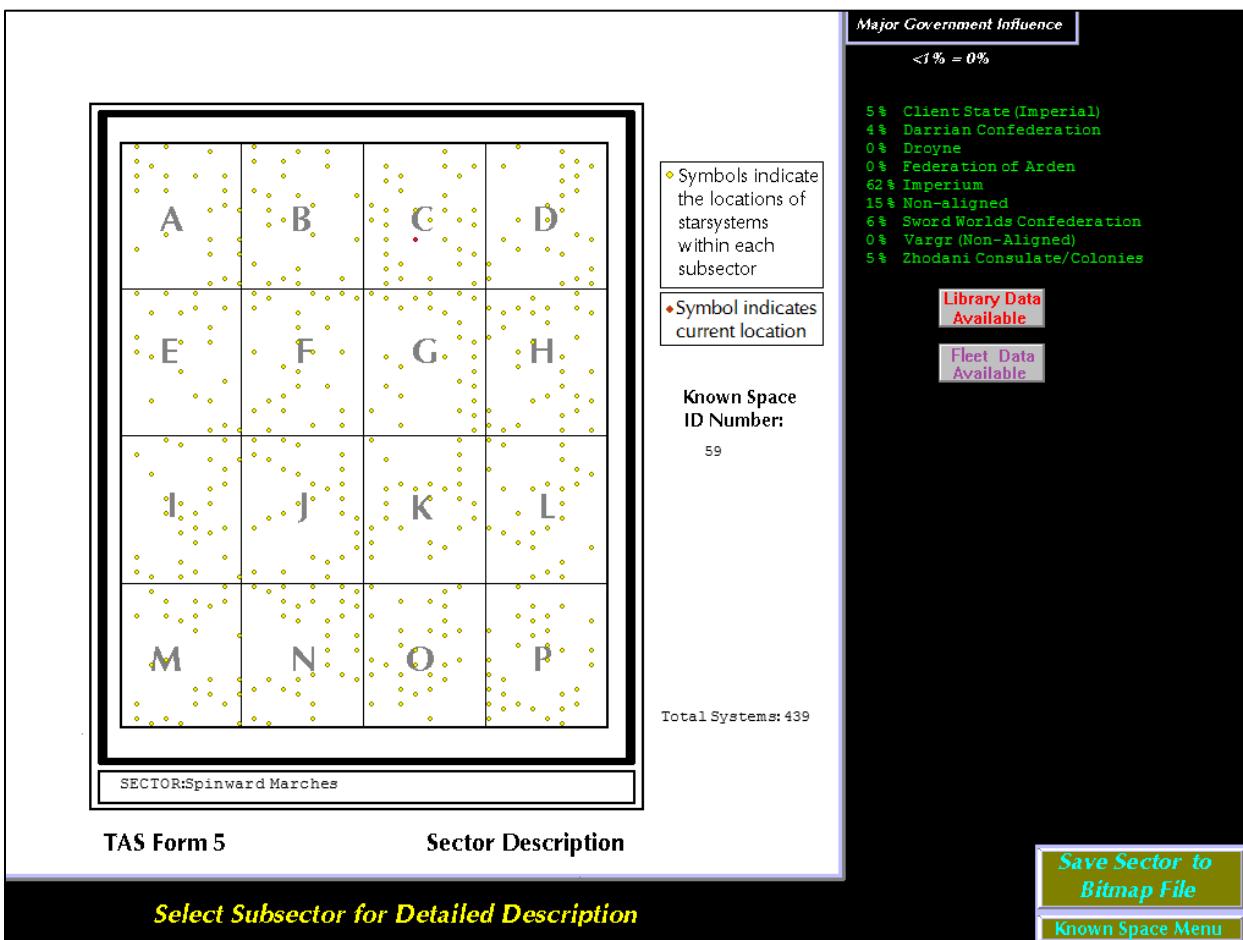


There is a list on the bottom of the screen identifying the sector number to the sector name.

Move the mouse over an available sector (one with a number displayed) and click the LEFT mouse button to view the sector (sector screen page).

Move the mouse over the **Exit Nav Library** button and click the LEFT mouse button to exit the Navigation Library.

## Sector Menu



The Sector Menu displays a map on the left side representing the 16 subsectors which occupy it. The right side displays the statistical breakdown of political influences within the sector (alliance and allegiance.) If there is **Library Data Available** describing the sector, a clickable button will show indicating such (as in the picture above). If there are fleet sightings, then the **Fleet Data Available** button will be to the right also (if you have the appropriate access level to view).

In addition, if the currently logged in account has a *Location Marker* set in the sector, it will show up as a red dot on the sector map.

Move the mouse over a particular subsector (A through P) and click the LEFT mouse button. This will open the Subsector screen.

### Save Sector to Bitmap

Move the mouse over the Save Sector to Bitmap File button and click the LEFT mouse button to save this sector map to a bitmap picture file in the /SAVED/SECTOR directory of your TAS application installation location on the hard drive. If you have **PRINTING** enabled on the Main Menu screen, then the sector will also print out on your default printer.

## Known Space Menu

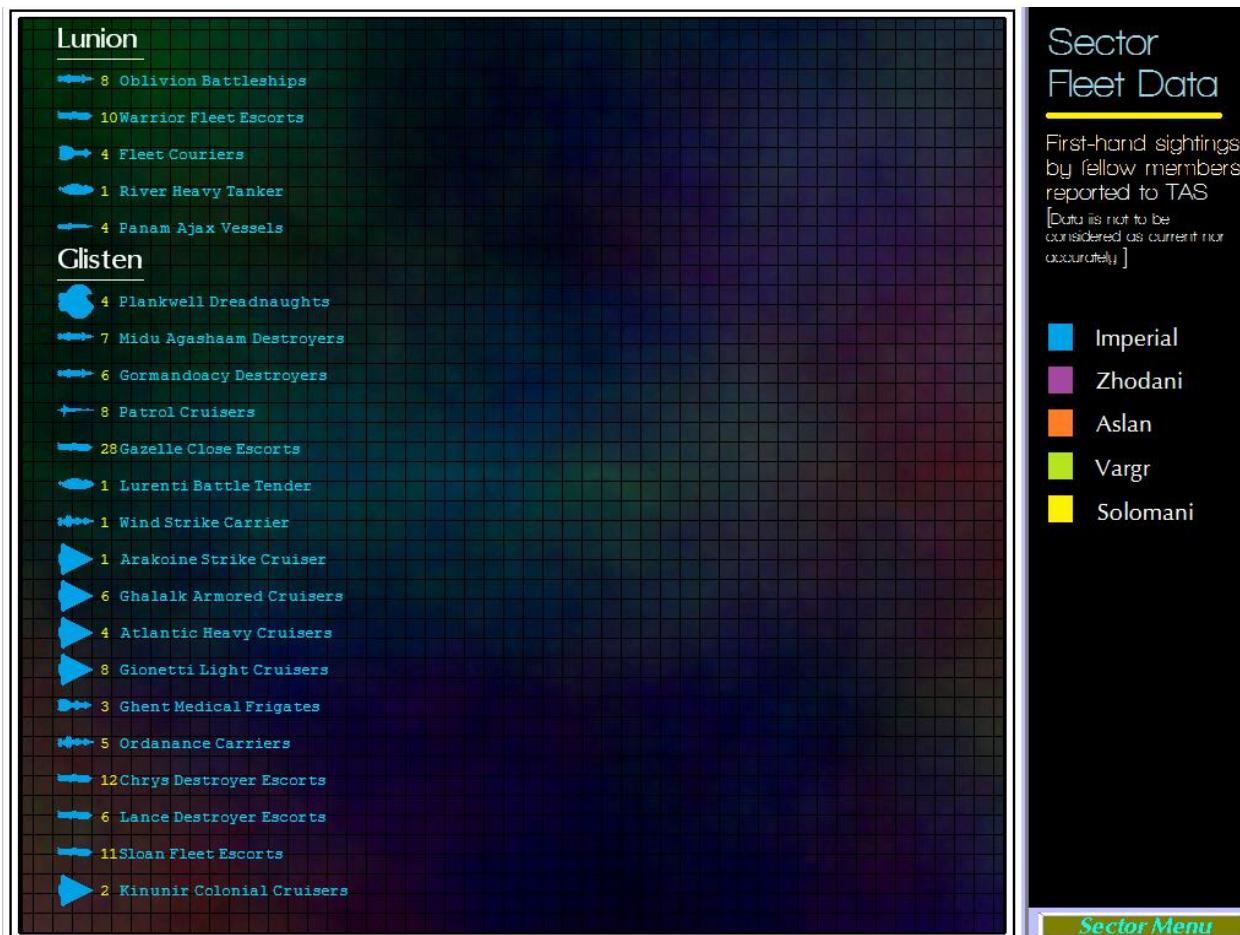
Move the mouse over the Known Space Menu and click the LEFT mouse button to go back to the Known Space screen.

## Library Data Available

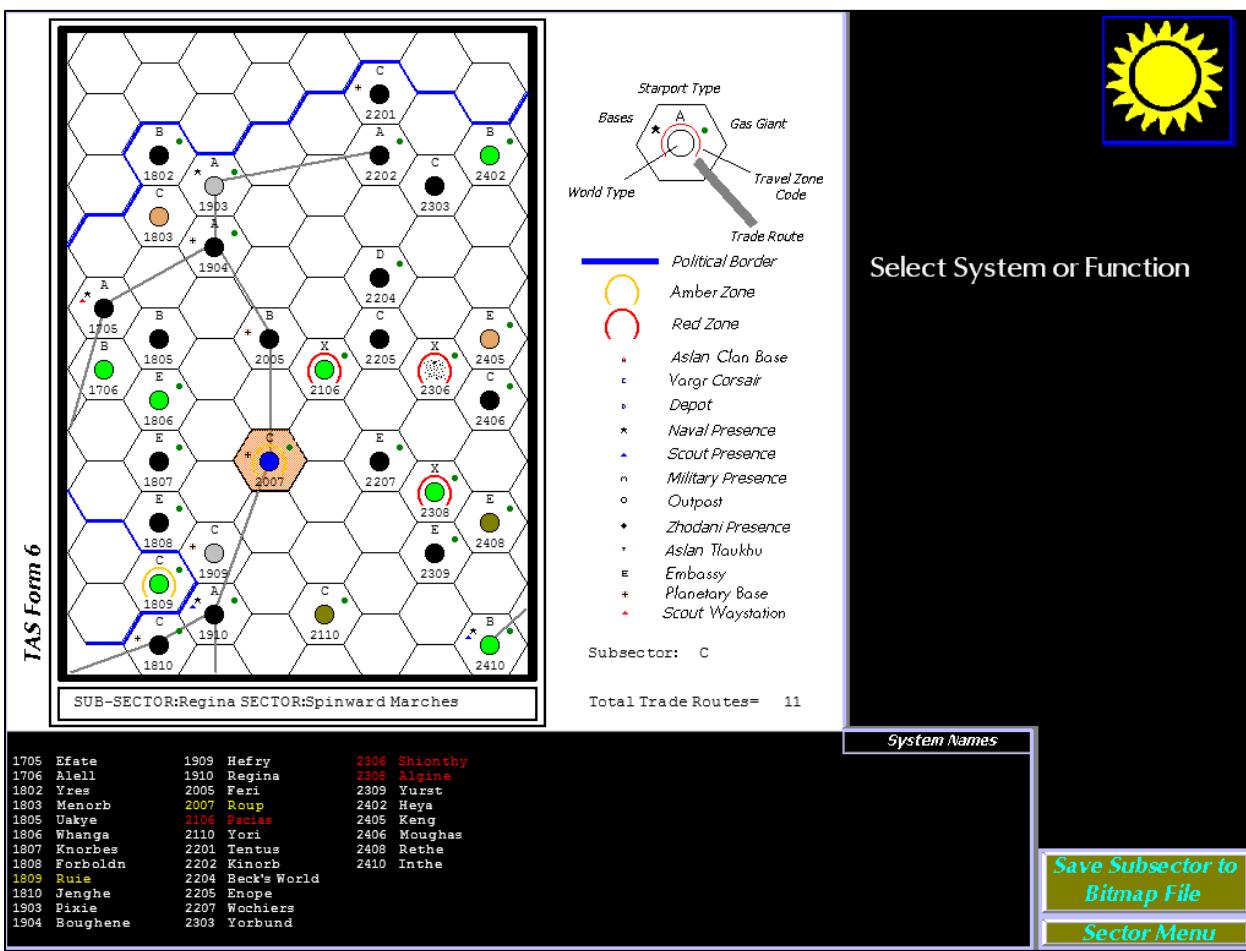
If available, a Library Data Available button will appear. Clicking this will display the associated library data. You can click on the UP/DOWN arrows to scroll through the library data. Select the Return to Map button to exit the library data.

## Fleet Data Available

If there are fleet sightings, the Fleet screen will indicate what subsectors have what types and quantities of ships. The silhouettes of the ship types have colors representing major alignments.



## Subsector Menu



The Subsector Menu is divided up into three sections:

### TAS Form 6 Map

The subsector map displays each star system, trade route, and political boarder. The class of starport, bases, and TAS zone classification are also represented.

### System Names

A list displaying the hex number and system name is displayed for quick reference. If a system is classified as an amber or red zone, then the color of the listed system will reflect the classification.

### System Details

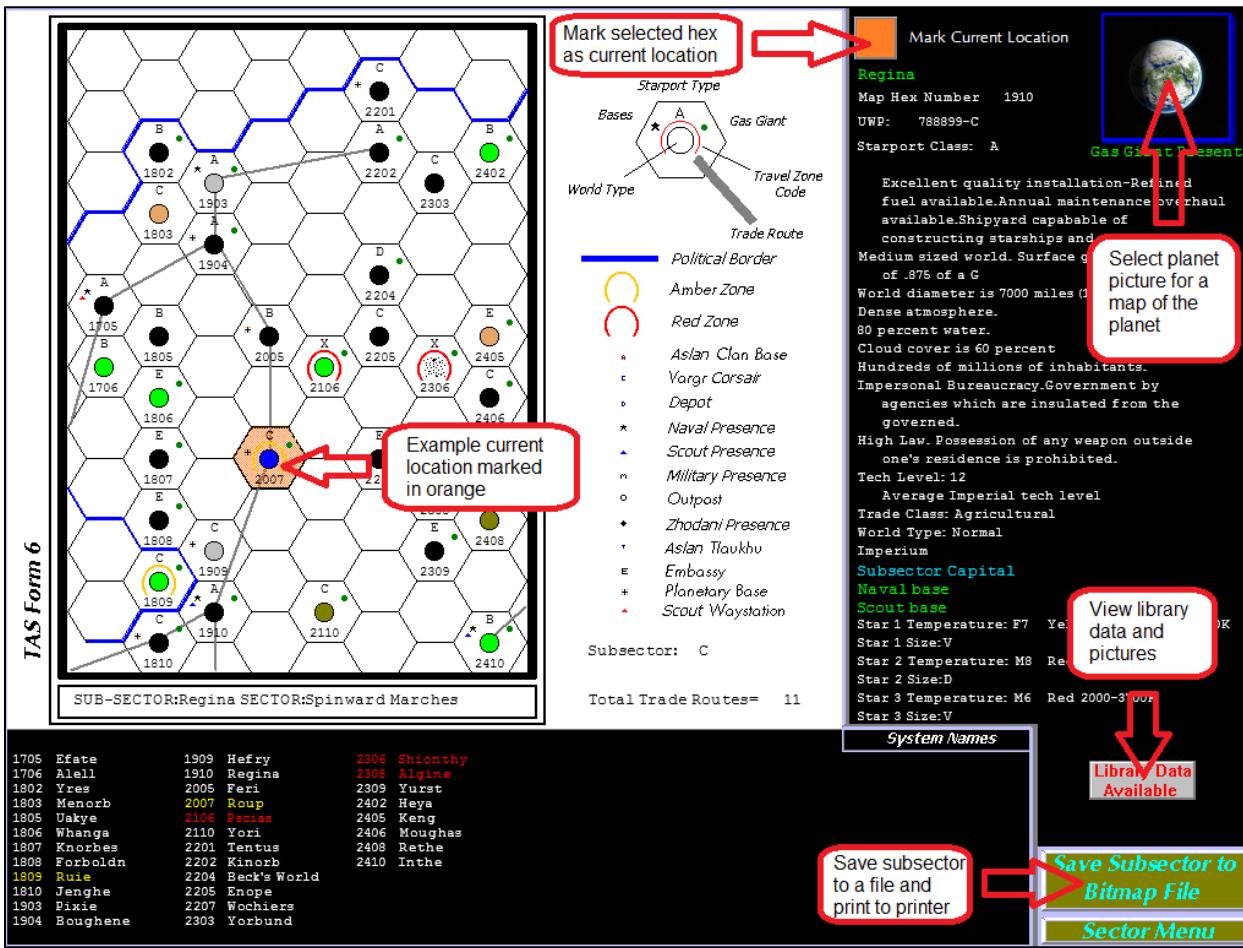
The right side of the screen displays details on a selected system.

### Actions

The following list identifies the various actions you can do in the subsector screen:

- Move the mouse over the **Save Subsector to Bitmap File** button and press the LEFT mouse button to save this subsector map to a bitmap file in the /SAVED/SUBSECTOR directory on the hard drive. If printing was turned on, then the image will print to the default printer.

- Move the mouse over the **Sector Menu** button and press the LEFT mouse button to go back to the Sector Menu screen
- If available, a **Library Data Available** button will appear. Pressing this will display the associated library data.
- Move the mouse overtop a system hex on the map and press the LEFT mouse button. This brings up the system details.
- Move the mouse overtop of the system planet picture (upper right corner of the screen) and press the LEFT mouse button. This brings up an icosahedral map of the main planet.
- Move the mouse overtop a system hex on the map and press the LEFT mouse button. This brings up the system details. Select the box next to the system planet picture to mark your current position.



## Sector and Subsector Library Data

If there is library data available, the availability button will appear on the right pane. By left mouse clicking on the button, the library data will appear in the left pane.

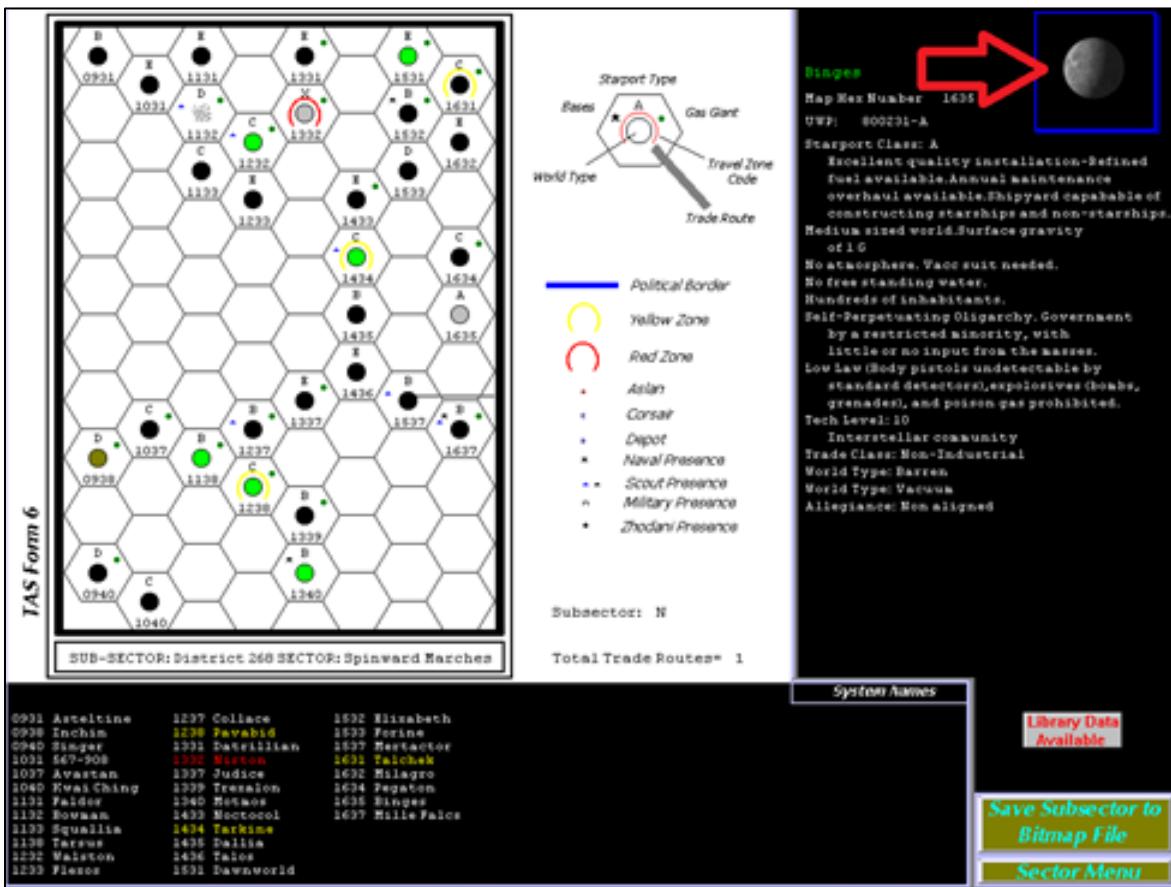
While library data is being displayed, move the mouse overtop either the top or bottom arrow on the scroll bar and press the LEFT mouse button to scroll through the text of the data.

## Picture

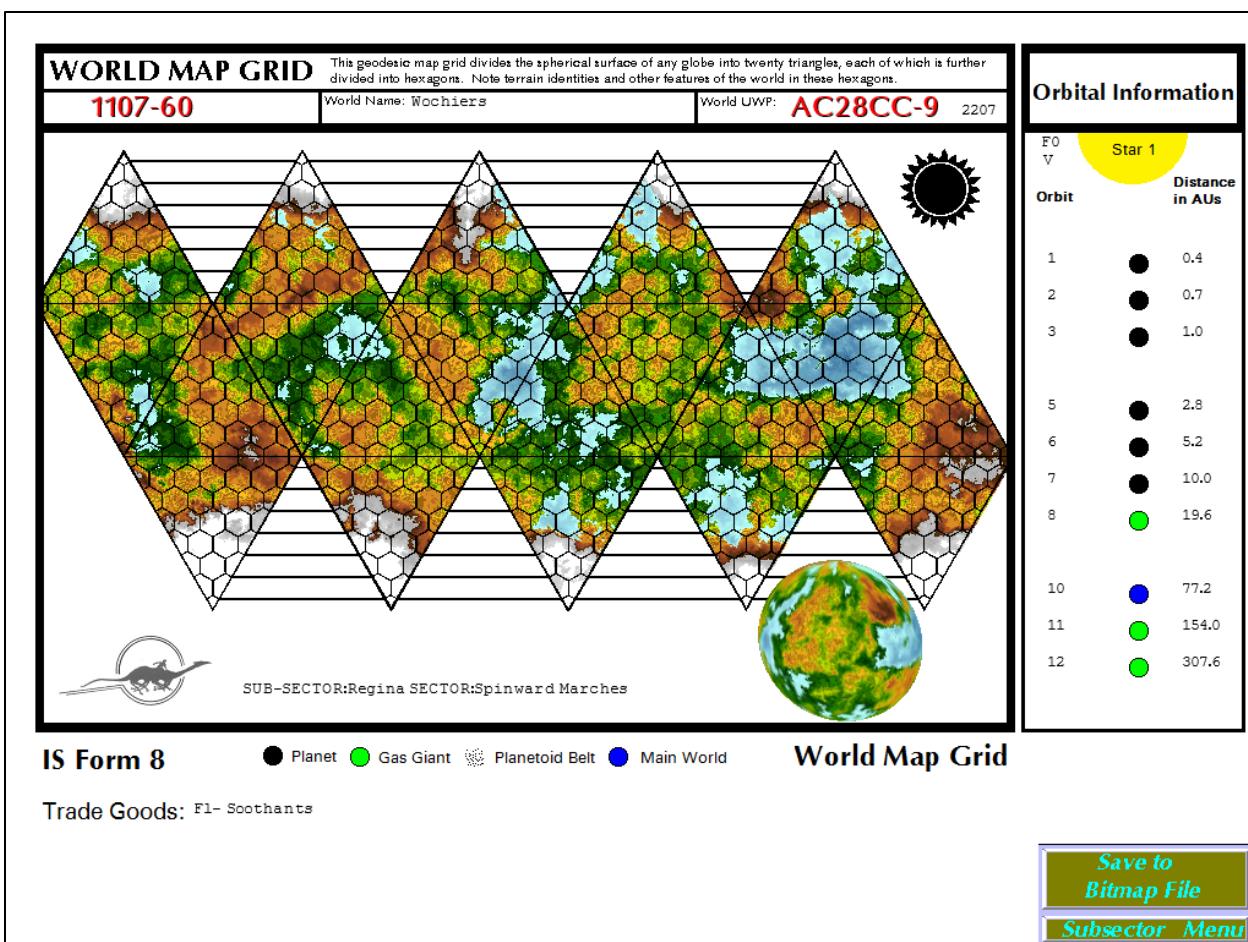
If the library data has an image associated with it, then a **Display Image** button will appear to the right that you can click on to display the picture.

After viewing the picture, click anywhere to get back to the library data display.

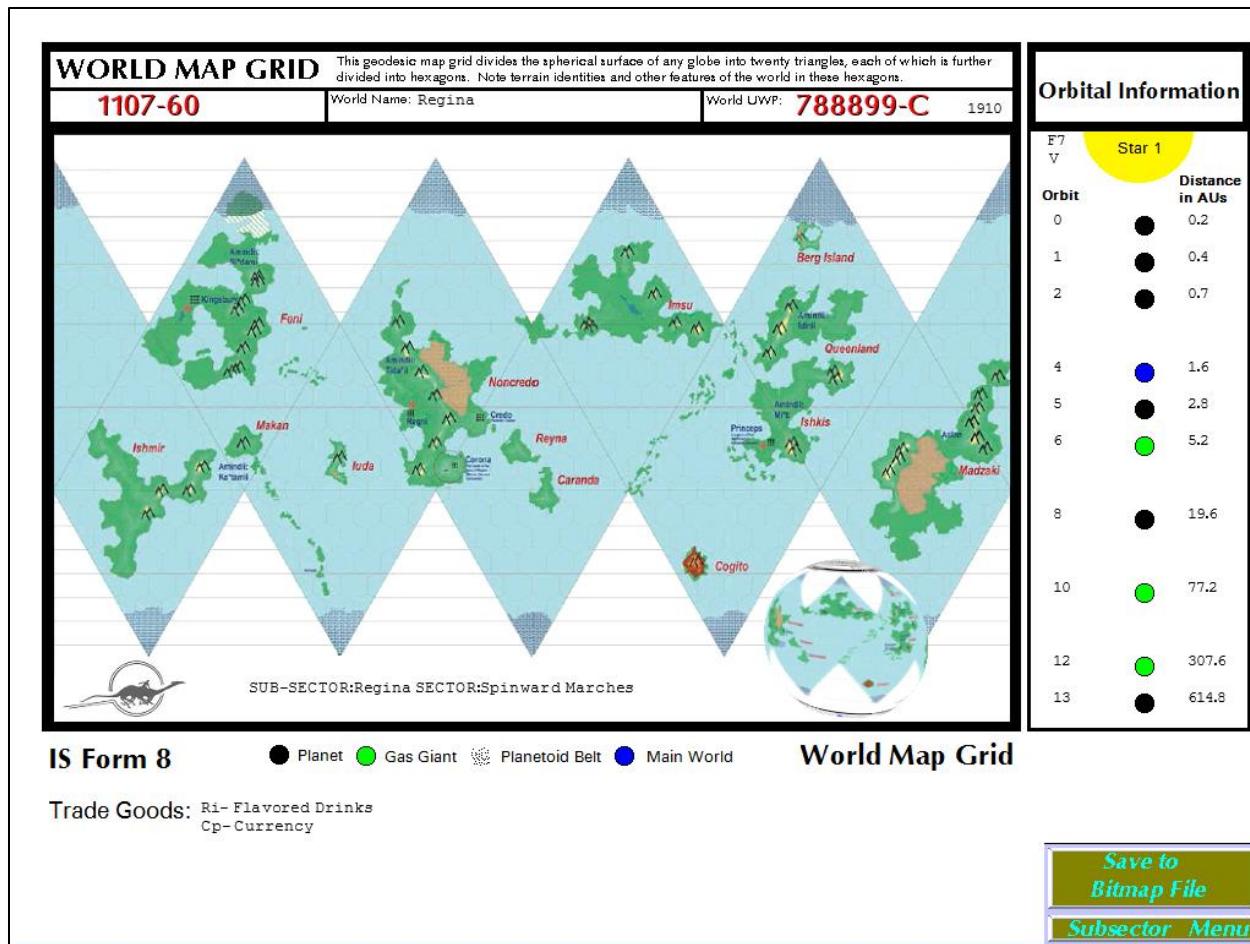
## Planet Map and System Orbits



Move the mouse overtop of the system planet picture (upper right corner of the screen) and press the LEFT mouse button. This brings up an icosahedral map of the main planet using Imperial Scout Form IS 8 based on the classic/MT rules plus trade goods based on T5 rules.



The example above for Wochiers in the Regina subsector displays the icosahedral planetary map, solar system orbital bands and distances, trade goods, and orbiting planetary map. The map is computer generated based on the UWP and location. If there is a custom map, such as a scan from an adventure module, then the custom map will show up instead (see Administrator section of this document on how to add custom maps) as displayed below for the capital world Regina:



By clicking on the Save to Bitmap File button, you can save (and print) the planet map to the /saved/planet directory or Exit back to the subsector menu screen.

In addition to IS Form 8 required fields, the addition of Sector, Subsector, and Hex number are included. The *colormap* used for the various maps are based on *elevation* and *worldtype*. They are not exact and may not truly represent the world. The random seed used to generate each map is the world's UWP number + Hex location. This allows the display of the same map every time one selects the particular world.

## Orbital Information

Orbital placement information for the solar system is located on the right side of the map. This information displays the various bodies located within an orbital band. This information is generated from the system UWP file entry using the PBG (Planets, Belts, Gas Giants) data field. *Note: The "P" is based on the Classic Traveller rules where it represents the number of rocky planets in a system. It is NOT used as a population multiplier as used in later rule sets.* The orbit and planet placement is based on the MegaTraveller™ System Generation rules and tables for Stellar Classification and Orbits. Orbital Information will only be displayed for the primary star in the system. If there is a discrepancy in the source data file (usually PBG data is not compatible), no information will display. The key below shows the various bodies displayed:

● Planet ● Gas Giant ● Planoid Belt ● Main World

Orbital Information	
F7	Star 1
V	Distance in AU's
Orbit	
0	● 0.2
1	● 0.4
2	● 0.7
4	● 1.6
5	● 2.8
6	● 5.2
8	● 19.6
10	● 77.2
12	● 307.6
13	● 614.8



# Travellers' Aid Society

- Account Services      Banking, Loans, Personal Information
- Classifieds      Items for sale, Jobs, Missions, Etc.
- Communications      X-boat messages, Etc.
- Library Data      Search, Edit, Retrieve Information
- Navigation Library      View Sector and System Information
- News Service      Current News, Rumors, and Archive

Please Select       Sun Logo For Associated Service

[Go to NEWS SERVICE for Today's Hot New Headline!](#)

**LogOut**

Date: 1107-60

**Printer OFF**

MAASIRKA  
PNAPECNA

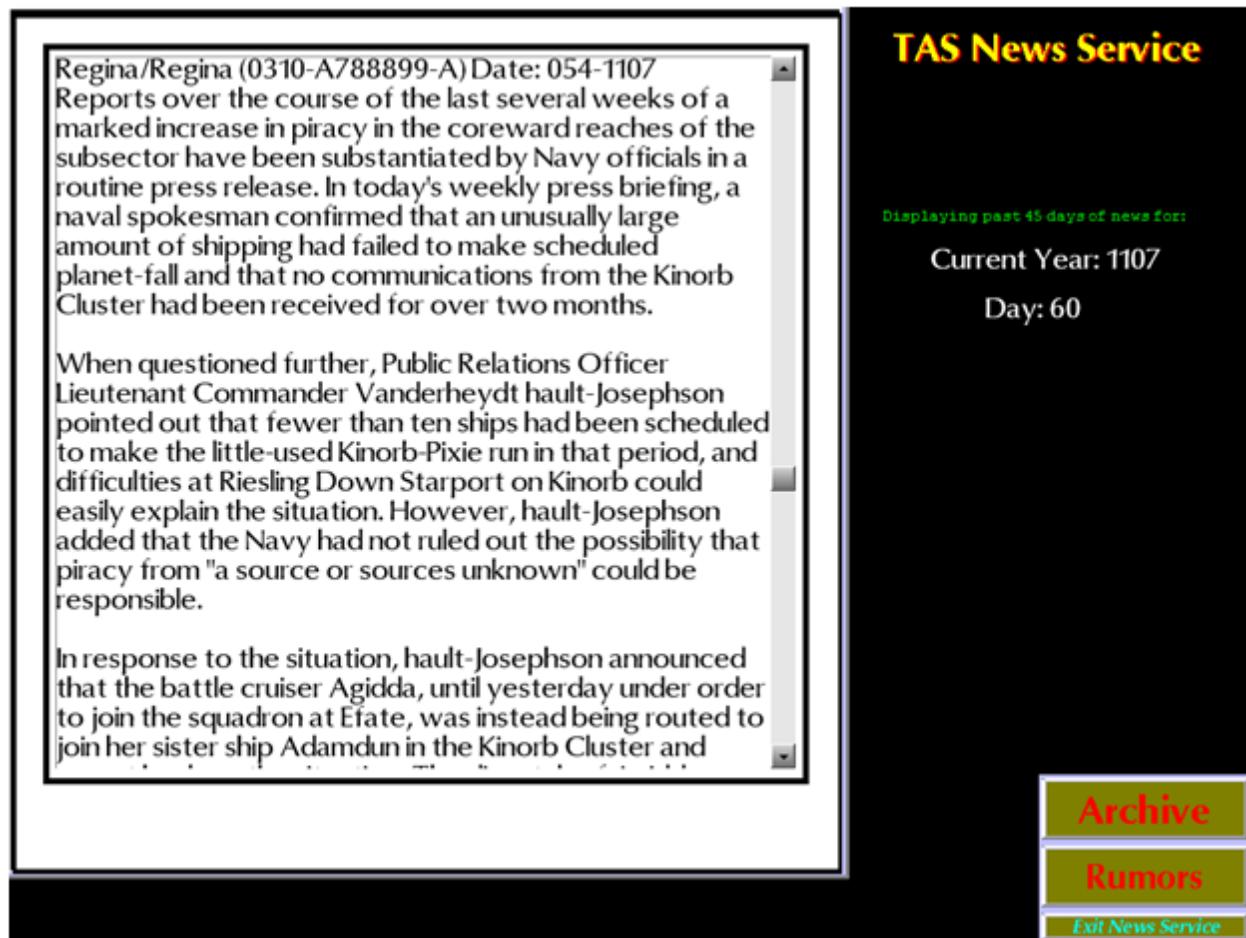
Quality Matters

Book Passage Today!

Advertisement

The TAS News Service provides TAS members with current news (as of 6 days ago) from around the known space. In addition to "current" news (past 45 days recent), a TAS member can view the archive of past news articles and also view various rumors.

## News Service Menu



The News Service Menu displays the current Year and Day as well as a reverse-order list of news for the past 45 days (with the minimum 6 days lag). *Note: The current year and day can be set only by the Administrator account or through the Configuration Editor.* There are also buttons to view the **archives** of news files, **rumors**, and to return to the Main Menu by **exiting** the News Service.

If there is a substantial amount of news information, UP and DOWN arrows will be present. Move the mouse over the appropriate arrow and LEFT CLICK to jump forward or backward through the news articles.

Move the mouse over the **Exit News Service** button and press the LEFT mouse button to exit the News Service Menu.

Regina/Regina (0310-A788899-A) Date: 054-1107

Reports over the course of the last several weeks of a marked increase in piracy in the coreward reaches of the subsector have been substantiated by Navy officials in a routine press release. In today's weekly press briefing, a naval spokesman confirmed that an unusually large amount of shipping had failed to make scheduled planet-fall and that no communications from the Kinorb Cluster had been received for over two months.

When questioned further, Public Relations Officer Lieutenant Commander Vanderheydt hault-Josephson pointed out that fewer than ten ships had been scheduled to make the little-used Kinorb-Pixie run in that period, and difficulties at Riesling Down Starport on Kinorb could easily explain the situation. However, hault-Josephson added that the Navy had not ruled out the possibility that piracy from "a source or sources unknown" could be responsible.

In response to the situation, hault-Josephson announced that the battle cruiser Agidda, until yesterday under order to join the squadron at Efate, was instead being routed to join her sister ship Adamdun in the Kinorb Cluster and

**TAS News Service**

Displaying past year of news for:

Select Year:

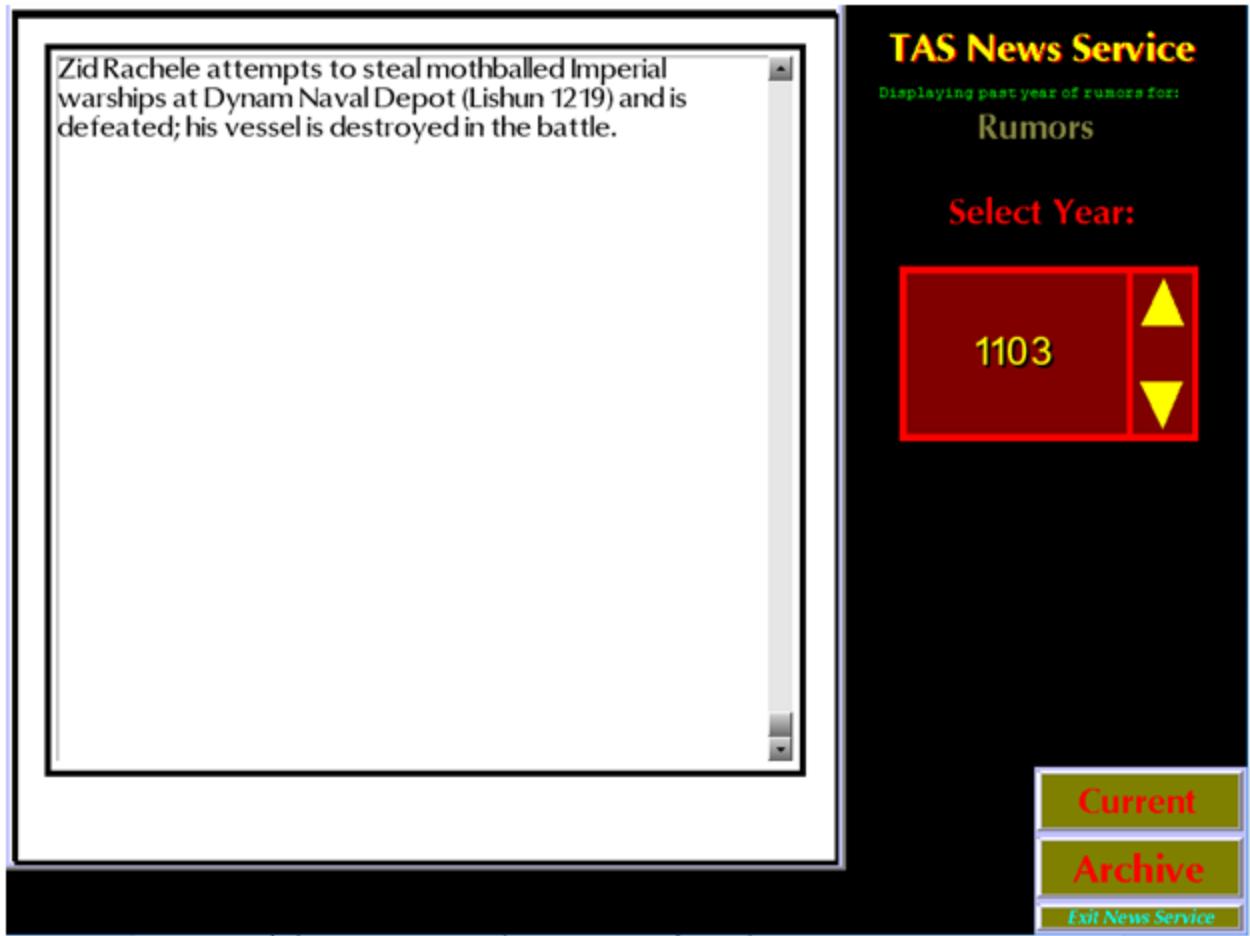
1107

Current

Rumors

Exit News Service

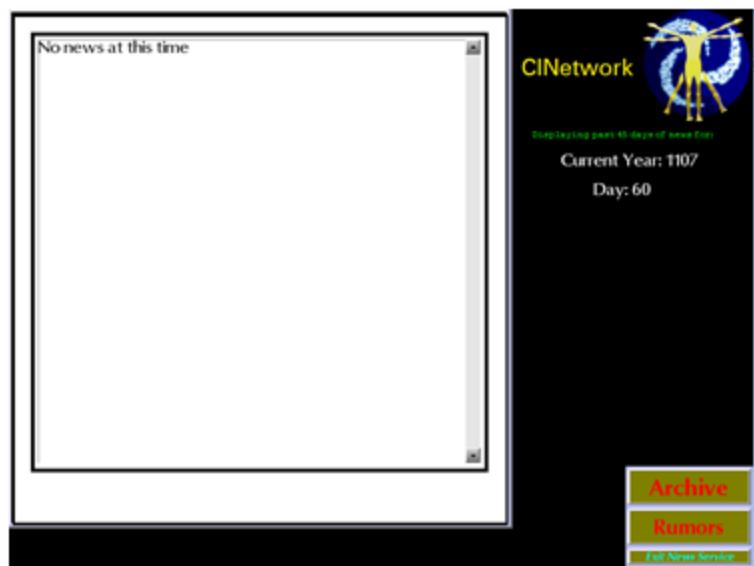
Selecting the ARCHIVE menu selection will bring up a display reflecting the entire year of news for the displayed year. If the displayed year is the current game year, then the year to date will be displayed. You can click on the yellow arrows to view previous years' news archives.



Selecting the **RUMORS** menu selection will bring up a display reflecting the entire year of rumors (news from non-legitimate sources) for the displayed year. If the displayed year is the current game year, then the year to date will be displayed. You can click on the yellow arrows to view previous years' rumors archives.

#### News Era

The default menu graphics are set for TNS (Travellers' News Service). If the ERA is set to **TNE**, the graphics change to the *Coalition Information Network*.

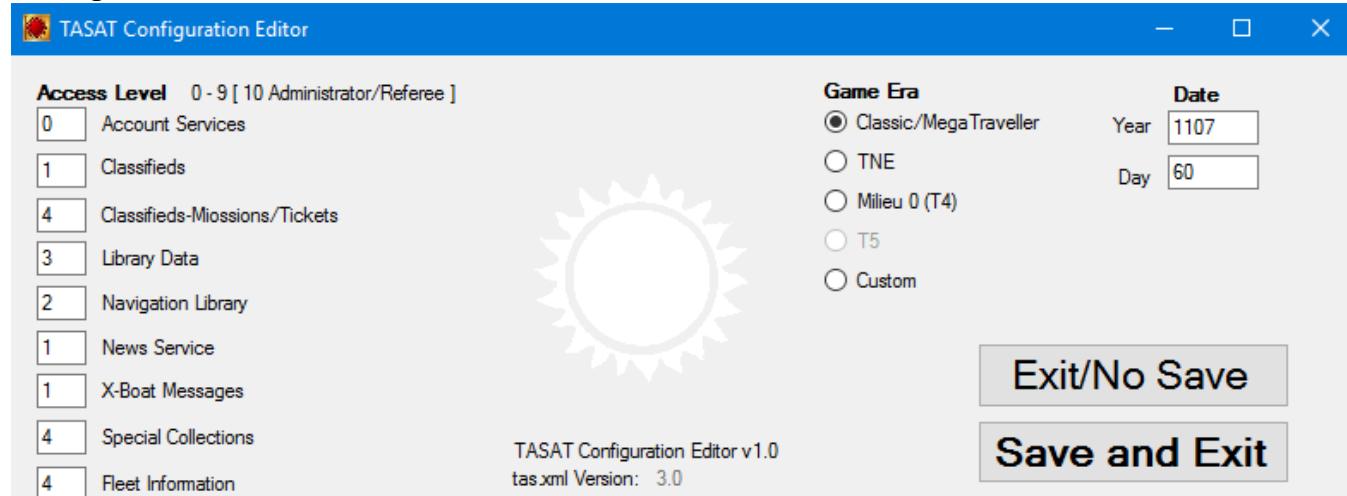


# Administration of the TASAT



To make the TASAT application usable for your gaming campaign, you should customize it for your players. The TASAT Launcher Menu offers a few tools to customize and maintain your TASAT.

## Config Editor



The **Config Editor** manages the `tas.xml` file located in the application's root directory. From here you can set the access levels for each section of the TASAT. If a TAS member has an access level equal to or higher than the level set in the **Config Editor**, the member will have the section available in the TASAT.

For reference, below is an example of the `tas.xml` contents:

```
<?xml version="1.0"?>
<!-- Travellers' Aid Society Access Terminal
TAS.XML initialization file

Set era for resources
1=Classic/MegaTraveller 1070-1116
2=Traveller the New Era 1116+ (1200)
3=Milieu 0 (T4)
4=Custom
5=T5 (not implemented yet - 09/2016)
Set Current Year (ie 1085)
Set Current Day (1-365)

Access levels range from 0 to 10
0=basic user
1=TAS charter membership
2-9 are members with access to special areas
10=Administrator (Referee)
Set access level number for each area for access

ALNAVLIB= Navigation Library
ALNAVFLEET= Sector Fleet Information
ALNEWS= TAS News Service
ALLIBDATA= Library Data
ALACCT= Account Services
ALCLASS= Classifieds
ALMERC= Classifieds-Missions/Mercenary tickets
ALXBT= Xboat Communication Message Services
ALSPECCOLL= Special Collections Library access -->

<attributes version="3.0" era="1" year="1107" day="60" ALNAVLIB="2" ALNAVFLEET="4"
ALNEWS="1" ALLIBDATA="3" ALACCT="0" ALCLASS="1" ALMERC="4" ALXBT="1"
ALSPECCOLL="4" />
</xml>
```

### Version, Era, and Date

The VERSION number is used in conjunction with the version number encoded in the compiled binary application. When you install a newer version of the binary executable, the `tas.xml` file version # needs to be set to the same version as the binary. Otherwise the program will not run. This is a safeguard for keeping your `tas.xml` file up-to-date with the latest functionality and settings requirements.

The above example shows three settings: *ERA*, *YEAR*, and *DAY*. The values can be modified by a Referee. This allows the Referee to set the Traveller era, year, and Imperial Calendar day. Each application section which needs to know the date will use the date specified for the *YEAR* and *DAY*. The *ERA* lets the application draw upon resources from the Era-specific directories and files, including “custom” for your own campaign.

For Example:

If the *ERA* is set to equal 1 (**classic/MT**), then the Navigation Library will use the sector files located in the `/sectors/classic` subdirectories. Other TASAT applications will also draw from the `/librdata/classic` and `/news/classic` directories for its resources. If a Referee needs a resource that is available in one era to be also available in another era, then the Referee will have to copy the files from one era directory to the other.

### Member Editor

The screenshot shows a Windows application window titled "Form1". On the left, there is a list box titled "Select User Account" containing four entries: "ADMIN", "JOHN SMITH", "BILL", and "BILLY". Below the list box are two buttons: "Add New User" (green background) and "Delete User" (red background). In the center, there is a form with fields for "User Name" (ADMIN), "Password" (CTHULHU), "UPP" (FFFFFJ), "Homeworld" (Regina), "Race" (Droyne, with a dropdown arrow), "Access Level (0-10)" (10), and a "Hide User" checkbox (unchecked). To the right, there is a section titled "Service Minimum Access Levels" with a sun icon. It lists various services with their required access levels: Navigation Library (2), Sector Fleet Information (4), TAS News Service (1), Library Data (3), Account Services (0), Classifieds (1), Mercenary Tickets (4), Xboat Communication (1), and Special Collections (4). At the bottom right are two buttons: "Cancel/Exit" and "Save/Exit".

The Member Editor is used to add or remove your players to the system. One could add all their players and only give those who are actually TAS members the access level to use TAS members-only services.

NOTE: There should always be an “admin” account with access level 10 to allow for in-app maintenance.

For reference, the access levels set in the **Config Editor** are displayed.

In the example above, we see that a user must have an access level of 2 or greater to access the Navigation Library but only an access level of 1 or greater to access the News Service.

If you delete a user, all mail, bank, and account information is deleted. You can “Hide” a user. The user will not be able to log in and will not show up on the user list in the X-boat messaging service. Un-hiding the user brings access and display back.

Access Level	Membership	Notes
0	none	Account Svcs Only
1	TAS Charter Member	
2-3	TAS Bronze Member	
4-7	TAS Silver Member	
8	TAS Gold Member	
9	TAS Lanthanum Member	
10	TAS Administrator	

## Accounts

There are two types of accounts for each user. One is a *bank* account, the other is the *login* account. The login account file is found in the /accounts/users directory using the file account.xml. The Member Editor manages these files, as-well-as mailboxes. For reference, an example of the account.xml file is listed below:

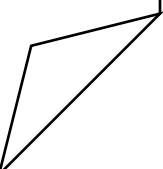
### Account.xml

```

<?xml version = "1.0"?>
<!--Travellers' Aid Society Access Terminal
ACCOUNT.XML initialization file

NOTE : Each record / account entry must follow the below order and format :
MEMNUM = TAS Membership number 1 - 199
NAME = user name [up to 15 characters]
PW = password [up to 15 characters]
UPP = UPP of the character [ex: 777777]
HW = Homeworld
RA = Race
CURRSEC = Current sector number
CURRHEX = Current hex location
CURRSUBSEC= Current subsector letter
AL = access level [number]
MARKERX = X coordinates for hex marker
MARKERY = Y coordinates for hex marker
HIDDENTASMEMBER = flag to hide account 0 = not hidden 1 = hidden
-->

<users>
<membership MEMNUM = "1" NAME = "ADMIN" PASSWORD = "CTHULHU" UPP = "FFFFFJ" HOMeworld =
"Regina" RACE = "Droyne" CURRSEC = "-2" CURRHEX = "0" CURRSUBSEC="" AL = "10" MARKERX =
"0" MARKERY = "0" HIDDENTASMEMBER = "0" />
<membership MEMNUM = "2" NAME = "JOHN SMITH" PASSWORD = "BONK" UPP = "777777" HOMeworld =
" " RACE = " " CURRSEC = "-2" CURRHEX = "0" CURRSUBSEC="" AL = "3" MARKERX = "0" MARKERY =
"0" HIDDENTASMEMBER = "0" />
<membership MEMNUM = "3" NAME = "BILL" PASSWORD = "WOW" UPP = "7A7B7B" HOMeworld =
"Regina" RACE = "Aslan" CURRSEC = "59" CURRHEX = "2007" CURRSUBSEC="C" AL = "4" MARKERX =
"189" MARKERY = "341" HIDDENTASMEMBER = "0" />
<membership MEMNUM = "4" NAME = "BILLY" PASSWORD = "NOG" UPP = "7A7B7B" HOMeworld =
"Regina" RACE = "Droyne" CURRSEC = "-2" CURRHEX = "0" CURRSUBSEC="" AL = "1" MARKERX =
"0" MARKERY = "0" HIDDENTASMEMBER = "0" />
</users>
</xml>
```



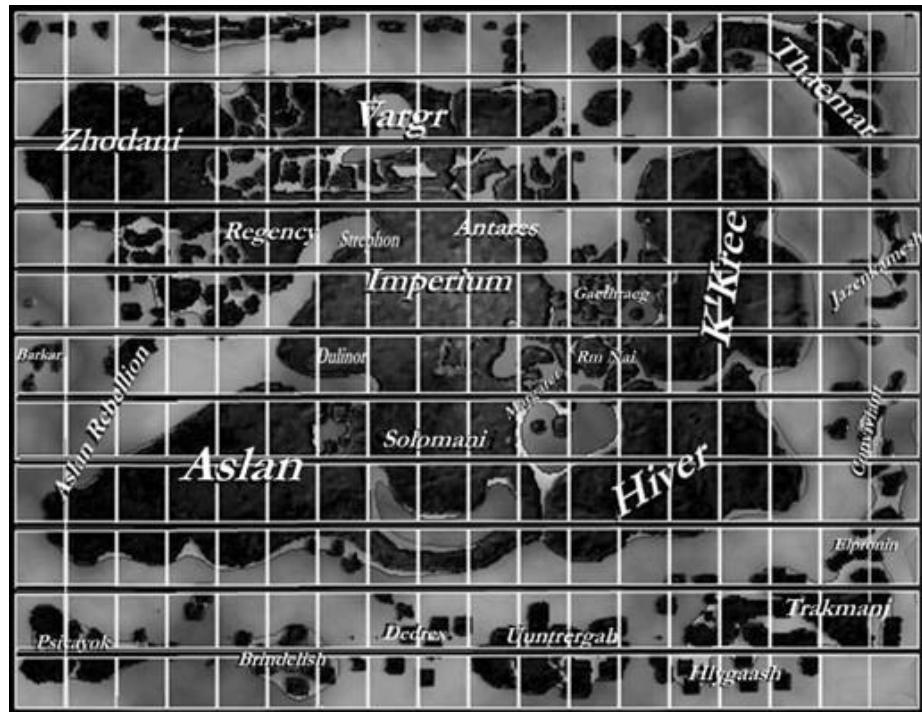
The bank account files (/accounts/bank/) are text files named with the TAS member number of the player and contains the player's current credit balance.

## Sector Files

The TASAT allows up to a total of 198 unique sectors for viewing (known space). Each sector is located in its own file system directory named by its location number. The following map describes the numbers associated with its proximity location in space.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71
72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107
108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125
126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161
162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179
180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197

As a reference point, sector 59 is the Spinward Marches, and sector 81 is Core



The sector files are broken into four unique types:

- System Library Data
- Sector Library Data
- Sector Data
- Subsector Data

#### System Library Data

Library data information on a particular system is stored in the `/sectors/era/sectornumber/data` directory. The *filename* is identified by the letter “**h**” prefix followed by the four digit hex location for the system. Here is an example:

`H0415.txt`

This file would contain text describing the system located in hex 0415. The library data files for systems do not need to contain a carriage return at the end of each line. The text will be word-wrapped in the TASAT application. This allows you to easily associate library data to a system (just create the text file and name the filename using the above format).

As with normal library data images (see *Custom Picture Image association with a Library Data entry* later in this section), you can add an associated bitmap jpeg image to an entry (616x594 24-bit bitmap jpg). Just put `@@@filename.jpg` on its own line (usually at the end of the entry) followed by a carriage return. Put a copy of the `.jpg` file, named whatever you named it, in the `/sectors/era/sectornumber/data` directory.

#### Sector Library Data

Library data information describing a sector is stored in the `/sectors/era/sectornumber/data` directory. The filename is `ALL.txt`

Like the system library data, the sector library data can be a word-wrapped text file. Sector library data does not use the bitmap picture option/function.

#### Sector Data

The sector data files are located in the `/sectors/era/sectornumber/` directory with the filename `ALL.sec`

This is a compilation of all 16 subsector data files. It is used to display the whole sector screen in *TAS Form 5* format.

#### Subsector Data

The subsector data files are located in the `/sectors/era/sectornumber/` directory with the filenames `SEC_A.sec` through `SEC_P.sec`. Sector I and Sector O are valid and are required with TASAT. These files are used to display each subsector screen for *TAS Form 6* format.

#### Sector File Template

In the `/Templates` directory there is a text file called `template.txt` which can be used to keep the formatting of new sector files in accordance with the Genie format that the TASAT applications use.

The following is what template.txt includes:

```
@SUB-SECTOR:Mapepire SECTOR:Beyond
#
# Trade routes within the subsector
#src. dst. X Y dst. offsets
# $1840 1841 0 1
#
#Political Borders
#hexnumber hexside (0-5)
#^1840 0
#^1840 1
#-----1-----2-----3-----4-----5-----6-----7-----
#PlanetName Loc. UPP Code B Notes Z PBG Al. Star(s)
#----- ----- - - - - - - -
```

The ALL.sec file also follows the same format.

- @ The data following the @ symbol should use the following schema:

For subsector files-

```
@SUB-SECTOR:subsectorname SECTOR:sectorname
```

For sector files-

```
@SECTOR:sectorname
```

Each line is read from the file in turn. The first character of the file (the tag) determines what the data on that line represents. Make sure there is no space between the colon and subsector or sector name.

- # Is used to put any comments after.

Example: #this is a test

- @ Names the SECTOR/SUB-SECTOR for the file.

Example: @SUBSECTOR:A SECTOR:Vland

- \$ This symbol is used to denote a single trade route. The first 2 fields are the beginning and ending hex locations. The last 2 fields are offsets for the end location if it is outside the border of the sector currently being displayed. If this type of segment is entered, the segment end that is INSIDE the subsector must always be listed first. The offsets indicate in which direction the destination is off the map, but are not required to indicate how far. For the X coordinate, -1 is to the left and 1 is to the right. For the Y coordinate, -1 is up (this is X Windows, remember?) and 1 is down. Segments with both ends outside the subsector cannot be used. All 4 fields MUST appear in the columns shown.

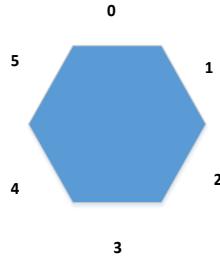
Example: \$1005 1307 0 0

- ^ This symbol denotes a segment of a political, military, or cultural boundary/border. The first field is the hex location and the second field is the edge of the hex. Hex edges are numbered from 0 to 5, clockwise, starting with location 0 at the top of a hex. Additional information on the use of this symbol is described under Political Boarders below.

Example: ^0112 4

Any line in the file starting with a character other than those listed above is assumed to be an entry for a star system within that subsector and must be in the format shown above. Each star system entry contains (from left to right) name, hex location, UPP code, Base code, system notes, TAS zone code, # of solid planets, # of asteroid belts, # of gas giant data (PBG), allegiance code, and star types. These field **MUST** appear in the columns shown.

These values are the 6 points of each hex, arranged in a 6-point format. The points are ordered as follows:



Each segment listed in the subsector file has the following format (starting in column 0):

`^nnnn m`

Following the carat (^), the *nnnn* value is the hex number and the *m* value is the 6-point side number of the hex. Valid values for *n* are 0 through 5, with the top edge of the hex as the 0 edge, and the other edges numbered clockwise.

An example showing both trade routes and political boarders can be found in the `/sectors/classic/59/sec_a.sec` file.

## Systems

Systems within a sector or subsector file are described on a single line entry followed by a carriage return. Each line is 80 characters long and contains system information in the following space locations:

Line Cell Location	Description
1-13	Planet or system name
14-17	4-digit system hex location number
19-27	System UPP
30	Base type
32-46	System notes
48	Zone (R=red A=amber)
51-53	Number of (P)lanets (B)elts (G)as giants
55-56	Allegiance code
58-78	Stellar information

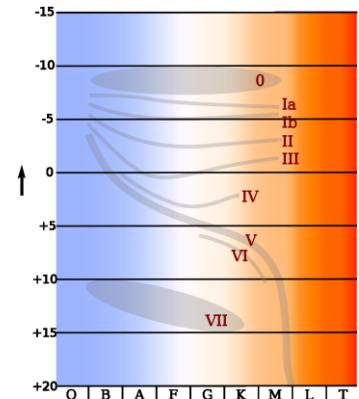
Here is an example entry line:

Quar            0808 B532720-B N Na Po            A 401 Im M2 V

If we examine this line with the cell key above, the information location and method becomes more apparent-

1	2	3	4	5	6	7
#	PlanetName	Loc.	UPP	Code	B	Notes
#					Z	PBG Al. Star(s)
	Quar	0808	B532720-B	N	Na	Po
					A	401 Im M2 V

Stellar star data will support up to four stars per system. The format follows the star data outlined in MegaTraveller™ System Generation rules and tables for Stellar Classification and Orbits. Also included is classification Q (neutron star) and X (black hole).



Stellar Morgan-Keenan (MKK) classification heat and size chart for stars

### Custom Planet Maps

You can add your own planetary maps to substitute what the program generates. Copy the planet bitmap template file (*planetmaptemp.bmp*) located in the /templates directory to the sector/era/sectornumber/data directory. Edit your map with a paint program. Rename the bitmap file to the system hex number (eg: 1811.bmp) Those with a leading zero, like in 0127 remove zero and name it 127.bmp. Now every time someone clicks on the system and wants to view the planet map, your custom map is what is displayed. Several of these have been pre-populated with the program distribution.

Example: /sectors/classic/59/data/1628.bmp

If you want the application to generate its own map instead, just delete your custom bitmap file and the program will revert to generating the map on its own.

### Classifieds Advertisements

The classifieds section for *spacecraft*, *groundcraft*, and *items* are 500x480 24-bit bitmap jpeg files. The sale of the day for each category is randomly generated when the TAS program starts based on the Imperial Calendar date. The ad and filename numbers do not need to be sequential. There can be a maximum of 100 files of each ad type. These files are located in the /bmaps/classifieds/forsale directory.

Spacecraft filenames range from 1 to 100 and are prefixed with an "S". Example: S23.jpg

Vehicle filenames range from 1 to 100 and are prefixed with a "V". Example: V100.jpg

Item filenames range from 1 to 100 and are prefixed with an "I". Example : I2.jpg

## Main Menu Advertisements

The main menu randomly displays advertisements from various companies, TAS, and official governments. These are 24-bit bitmap picture files located in the /bmaps/advertisements directory. Each picture advertisement file is 200x250 pixels. There can be a total of **100** advertisement files. They are named ad1.jpg through ad100.jpg. Some sample advertisements have been included while the remainder are blank ad space for you to edit with your own.



200x250 24-bit color sample advertisement



200x250 24-bit color blank ad space

## Library Data

The source for the Library Data service is a standard text file named library.txt located in the appropriate Era's directory:

```
librdata/classic  
librdata/M0  
librdata/TNE  
librdata/custom
```

### **library.txt**

This file is where official and/or published library data should be entered (cannon).

The separator for data within the text file library.txt is four carets ^^^^ . Below is a sample snippet of data reflecting this:

Adair

Archduke of Sol, Grand Admiral of the Rim. Adair's great grandmother held the post of Grand Admiral of the Rim during the Solomani Rim War, and was rewarded with the Archduchy.

^^^^

Addaxur

Intelligent minor race of six-legged carnivores from a high gravity world 40 parsecs from Zhdant ( Gavel / Zhdant 2719). This world is in Subsector-G of Tienspevnekr sector.

The Addaxur had established an empire of 37 worlds, with communications maintained by sublight ships, by the time the Zhodani discovered them in -5110. The Zhodani observed the fringes of the empire for about ten years before making open contact in -5120. Carefully planned overtures established friendly relations and reserved 10 of the Addaxur's 37 worlds for the Addaxur without restricting Zhodani expansion.

^^^^^

Notice the terms **Adair** and **Addaxur** each have a definition terminator of ^^^^ at the end of their definition.

#### Library Data - Special Collections

There is another file named `speccoll.txt` that is used for the “special collections” library. This has an additional Access Level restriction set. TAS Members with an access level equal to or greater to what is set for Special Collections will be able to have the Library Data Search include the special collections data file. Special collections results will show up at the bottom of the search results display box. **Edit this file with your secret stuff!**

#### Custom (non-canonical, your own) Library Data

There also is a file named `mydata.txt` which can be edited and contain your own unique library data. Both files are searched together to produce a result. The separator for data within the text file `mydata.txt` is four carets ^^^^.

Below is a sample snippet of data reflecting this:

Wheatgrass

Strange plant in the Glimmerdrift Reaches.

^^^^^

Bogol

Ancient Aslan dice game.

^^^^^

Notice the terms **Wheatgrass** and **Bogol** each have a definition terminator of ^^^^ at the end of their definition.

#### Custom Picture Image association with a Library Data entry

You can add images to Library Data by creating a 616x594 24-bit bitmap jpeg file and placing it in the appropriate library data folder.

Let's say you have a picture of an Aslan for the Classic Traveller Era. You can create a 616x594 jpeg file, name it aslan.jpg and place it in the librdata/classic folder.

Now within the mydata.txt, speccoll.txt, or library.txt file, you would go to your entry for Aslan. Within the body of the text on its own line (preferably before the data end terminator ^^^^) you would add @@@@ with the filename immediately following:

@@@aslan.jpg

Now when you do a search for Aslan, the image will be available to view.

Example: /librdata/classic/IISS.jpg

Imperial Interstellar Scout Service

The Imperial Interstellar Scout Service (ISSL) is the exploratory arm of the Imperium.

It has its origins in the initial explorations of the Imperium's frontiers. Long ago, however, the Scout Service expanded its responsibilities to cover more than mere exploration. It now maps the territory it once explored, and it is responsible for providing navigational charts and maps to the ships that now travel through that territory. In addition, the Scout Service provides long distance courier or postal services between points within the empire.

@@@ISSL.jpg

^^^^^

### News File Format

News files are located in the /news directory off of the root directory. In the news directory there are the various eras for campaigns. Within an era directory, there are directories for each year in the era. Within the year directory there can exist standard carriage-return text files. These files contain the actual news articles. These files are named by the day followed by .txt as in the following example:

327.txt

This file contains the news for the day 327 in whatever year directory it is located in.

Rumors are identified by adding a lower-case letter r as a prefix to the filename:

r327.txt

This file contains rumors announced on day 327.

## Fleet File Format

The fleet definition file, `fleet.xml`, must be placed in the associated sector directory. For example, `fleet.xml` goes into the `sectors/classic/59` directory.

Below is an example `fleet.xml` file that explains the format and codes:

```
<?xml version="1.0"?>
<!-- Sector Fleet Data
MAXIMUM Number of entries: 40
FILENAME: fleet.xml
FILE LOCATION: in the same directory as the sector's all.sec file

Sector Letter Grid Locations    A B C D
                                         E F G H
                                         I J K L
                                         M N O P

Ship Types (for icons)
IMPERIAL
1 Close Escort
2 System Defense Boat
3 Patrol Cruiser
4 Mercenary Cruiser
5 Dreadnought
6 Destroyer
7 Corvette
8 Tender
9 Cruiser
10 Carrier
11 Frigate

Aslan
12 Close Escort
13 System Defense Boat
14 Patrol Cruiser
15 Mercenary Cruiser
16 Dreadnought
17 Destroyer
18 Corvette
19 Tender
20 Cruiser
21 Carrier
22 Frigate

Vargr
23 Close Escort
24 System Defense Boat
25 Patrol Cruiser
26 Mercenary Cruiser
27 Dreadnought
28 Destroyer
29 Corvette
30 Tender
31 Cruiser
32 Carrier
33 Frigate
34 Corsair

Zhodani
35 Close Escort
36 System Defense Boat
37 Patrol Cruiser
38 Mercenary Cruiser
39 Dreadnought
40 Destroyer
41 Corvette
42 Tender
43 Cruiser
44 Carrier
45 Frigate
```

```

Solomani
46 Close Escort
47 System Defense Boat
48 Patrol Cruiser
49 Mercenary Cruiser
50 Dreadnought
51 Destroyer
52 Corvette
53 Tender
54 Cruiser
55 Carrier
56 Frigate

```

FORMAT with max # of characters:

```
<fleet grid="GRIDLETTER[1]" shiptype="[number]" shipcount="[number]" shipdesc="xxxxxxxxx[25]" />
```

EXAMPLE:

```

<?xml version="1.0"?>
<sectorfleet>
<fleet grid="A" shiptype="1" shipcount="3" shipdesc="Close Escort" />
... more entries up to 40 max
</sectorfleet>
</xml>

```

214th Fleet by Peter Trevor

```

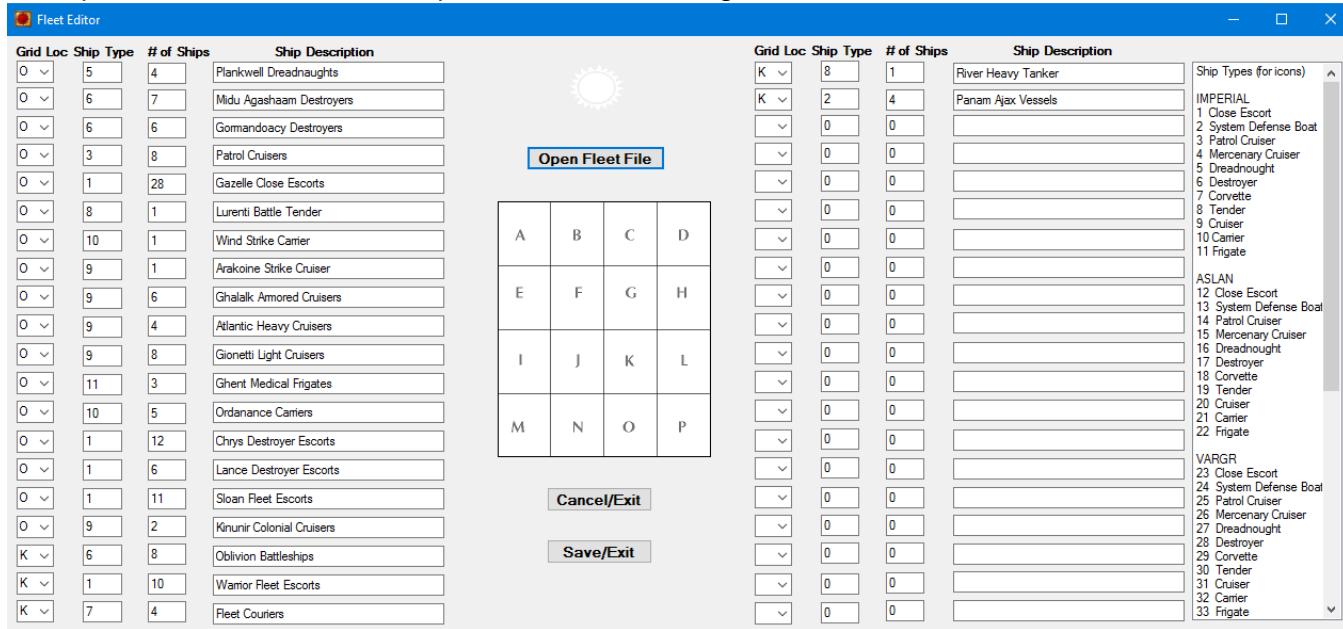
-->
<sectorfleet>
<fleet grid="O" shiptype="5" shipcount="4" shipdesc="Plankwell Dreadnaughts" />
<fleet grid="O" shiptype="6" shipcount="7" shipdesc="Midu Agashaam Destroyers" />
<fleet grid="O" shiptype="6" shipcount="6" shipdesc="Gormandoacy Destroyers" />
<fleet grid="O" shiptype="3" shipcount="8" shipdesc="Patrol Cruisers" />
<fleet grid="O" shiptype="1" shipcount="28" shipdesc="Gazelle Close Escorts" />
<fleet grid="O" shiptype="8" shipcount="1" shipdesc="Lurenti Battle Tender" />
<fleet grid="O" shiptype="10" shipcount="1" shipdesc="Wind Strike Carrier" />
<fleet grid="O" shiptype="9" shipcount="1" shipdesc="Arakoine Strike Cruiser" />
<fleet grid="O" shiptype="9" shipcount="6" shipdesc="Ghalalk Armored Cruisers" />
<fleet grid="O" shiptype="9" shipcount="4" shipdesc="Atlantic Heavy Cruisers" />
<fleet grid="O" shiptype="9" shipcount="8" shipdesc="Gionetti Light Cruisers" />
<fleet grid="O" shiptype="11" shipcount="3" shipdesc="Ghent Medical Frigates" />
<fleet grid="O" shiptype="10" shipcount="5" shipdesc="Ordnance Carriers" />
<fleet grid="O" shiptype="1" shipcount="12" shipdesc="Chrys Destroyer Escorts" />
<fleet grid="O" shiptype="1" shipcount="6" shipdesc="Lance Destroyer Escorts" />
<fleet grid="O" shiptype="1" shipcount="11" shipdesc="Sloan Fleet Escorts" />
<fleet grid="O" shiptype="9" shipcount="2" shipdesc="Kinunir Colonial Cruisers" />
<fleet grid="K" shiptype="6" shipcount="8" shipdesc="Oblivion Battleships" />
<fleet grid="K" shiptype="1" shipcount="10" shipdesc="Warrior Fleet Escorts" />
<fleet grid="K" shiptype="7" shipcount="4" shipdesc="Fleet Couriers" />
<fleet grid="K" shiptype="8" shipcount="1" shipdesc="River Heavy Tanker" />
<fleet grid="K" shiptype="2" shipcount="4" shipdesc="Panam Ajax Vessels" />
</sectorfleet>
</xml>

```

## Fleet Editor

The Fleet Editor makes it easier to edit and create the `fleet.xml` files for sectors.

Example of the 214<sup>th</sup> fleet in the Spinward Marches using the Fleet Editor:



You can load an existing sector fleet file or create and save a new fleet file for a sector.

You **MUST** use the Ship Type number identifiers shown in the [ship type guide](#) on the right side of the Fleet Editor.

The file must be named `fleet.xml` and reside in the numbered sector folder/directory. See the classic sector 59 Spinward Marches folder for an example:

```
/sectors/classic/59/fleet.xml
```

If you wanted to create a fleet file for Deneb, you would save the `fleet.xml` file to:

```
/sectors/classic/60/fleet.xml
```

# System Troubleshooting

---



If the system is not behaving correctly, the first thing to do is read what was written to the `error.txt` file. This file is located in the main directory where you installed the TASAT application and accessible by selecting the Error Log button from the TASAT Launcher Menu. This file erases itself every time the TASAT application starts so it reflects your last use of the application.

Make sure you have used the Config Editor and Member Editor to set up your environment.

Please send an email to [perry1@liberated-technologies.com](mailto:perry1@liberated-technologies.com) with any issue.

# Allegiance Codes



The following is a list of all allegiance codes recognized by the TASAT application located in the `allegiance_codes.txt` file that exists in each `/sectors/era` directory. These codes are usually represented within sector files and extended UWPs. You can customize the codes you want for each era by editing the `allegiance_codes.txt` text file.

--	Barren World in the Wilds	Da	Darrian Confederation
A	Domain of Alntzar	Dc	Delsun Comagistrant
A0	Yerlyaruwiwo Tlaukhu Bloc	Dd	Domain of Deneb
A1	Khaukeairl Tlaukhu Bloc	Dg	Dienabach Gru\pen
A2	Syoisuis Tlaukhu Bloc	Dh	Descarothe Hegemony
A3	Tralyeaeawi Tlaukhu Bloc	Dj	Daprolix Juncture of Suns
A4	Eakhtiyho Tlaukhu Bloc	DL	Dingir League
A5	Hlyueawi/Isoitiyro Tlaukhu Bloc	Dn	Demos of Nobles
A6	Uiktawa Tlaukhu Bloc	Dp	Duchy of Pendang
A7	Ikhtealyo Tlaukhu Bloc	Dr	Droyne
A8	Seieakh Tlaukhu Bloc	Dt	Duchy of Trelyn
A9	Aokhalte Tlaukhu Bloc	Du	Duwamish League
Ac	Anubian Trade Coalition	Ec	Ecclesiasty of Narquel
Ae	Aellelaek Ksafi	En	En Liverech
Ak	Akeena Union	Es	Eslyat
Am	Amondiage	Es	Esperanza
Ar	Aoiftu Roakh	Et	Etra
As	Aslan Hierate/Colonies	Fa	Federation of Arden
AU	Akigura Union	Fd	Federation of Daibei
Au	Amalgamation Union (Gold Union)	Fg	Federation of Garrone
Av	Avalar Consulate	Fh	Federation of Heron
Aw	Yehaso Clan (Aslan)	Fi	Federation of Illelith
B	The Biumvirate	Fl	Florian League
Ba	Confederation of Bammesuka	Fo	Fteiheiel Oih
Bc	Backman Cluster	Fr	Frontier
Bs	Belgardian Sojourn	Fs	Federation of Alsas
Bv	The Biumvirate	Ga	Gralyn Assemblage
Bw	Border Worlds	GC	Gram Confederation
C	Colonade Administration District	Gc	Gotsdzo Uerra Client State
CA	Carillon Harmonies	Gd	Grand Duchy of Douglas (Caledonian)
Ca	Confederation of Antares	Gf	Glimmerdrift Spread
Cb	Carrillian Assembly	Gi	Gniivi
Cc	Carillon Client State	Gk	Khan World League
Cd	Confederation of Duncinae	Gl	Glorious Empire
Ch	Union of Chapet	Go	Gerontacry of Ormine/Gyj-nuah 'Oew
CH	Hiver Client State	Gr	Gazala Cooperative/Colony
Cl	Corellian League/Colony	Gs	Glenauran Signatorate
Cn	Creation of Nonpareil	Gt	Great Terbah
Cp	Principality of Caledon	GU	Gotsdzo Uerra
Cr	Corona Regnum (Imperial Cs)	Gu	Gralyn Union
Cs	Client State (Imperial)	H	Haladon Cooperative
Ct	Carter Technocracy	Hb	Hub Worlds
Cu	Cytrialin Unity	Hc	Council of Heads
D	Descarothe Hegemony	Hd	Hewes Dyad

Hf	Hive FDA Uplift/Observation Site	Mp	Munsonian Principality
Hi	Hegemony of Lorean	Mu	Murian
Ho	Hochiken People's Assembly	Na	Non-aligned
Hs	Lishun Suuguki (Vilani Nomads/Hiver C	Nb	Neubayern
Hv	Hive Federation	Nc	New Colchis
Hy	Hreahiyouea	Nh	New Home
Ia	Ithklur Aexzz (People's Empire)	No	New Order Vigilance Alliance
Ic	Izrats Kriehlas Unity Client State	NS	New Sacnoth Dominate
Id	Islaiat Dominate	NU	Narsil Union
le	Iltharan Empire	Oc	(Oceanus?)
If	Iyeaaofte	Of	Oleaiy'fte
Im	Imperium	Ok	(? Kolath?)
Iz	Izrats Kriehlas Unity	Ou	Outlands
Ja	Asimikigir Confederation	Ow	Outcasts of the Whispering Sky
Jc	Constellation of Koekhon	Oz	Ozymic Heliad
Jd	Joie De Vivre	P	The Protectorate
Jf	Jonson-Bowes Federation	Pb	Parity of Brothers
Jh	Hhkar Sphere	Pl	Plavian League
Jl	Lumda Dower	Po	Portine League
Jm	Commonwealth of Mendar	Pr	The Protectorate
Jn	Jurisdiction of Nadon	Pr	Unity of Promise
Jo	Joyeuse	Pu	Purity
Jp	Pirbarish Starlane	Ra	Ral Ranta
Jr	Julian Protectorate	RC	Reformation Coalition
Ju	Vassalry Judiciare	Rc	Reformation Coalition Client State
Jv	Vugurar Dominion	Re	Regency of Deneb
Jz	Zuugabish Tripartite (see Zu)	Rm	Regency of Muirimi
Ka	Kidunal Abeyance	Rp	The Platonic Republic
Ke	Katanga Empire	Rs	Rintarna Economic Sphere
Kh	Khavle Accordment (see Ac)	Rv	Ziru Sirka
Kk	The Two Thousand Worlds (K'kree)	Sa	Saul Empire
Kl	Khuur League	Sb	Serendip Belt
Ko	Khosarliyh	SC	Salinaikin Concordance
Kr	Krotan Primacy	Sc	Sarkan Constellation
Kt	Ktouho'as	Se	Steaak'heafra
L	The League of Suns	Sf	Senlis Foederate
La	League of Antares	Sh	Steaakh Hlaia
Li	Lucan's Imperium	SI	Slovenian Protectorate
Lp	Council of Leh Perash	So	Solomani Confederation
Ls	The League of Suns	Sp	The Spartan Empire
Lv	Lords of Vision	Sr	S'raak Empire
Lx	Losan Xkeerikulookree	St	Strephon's Imperium
Ly	Lanyard Colonies	Su	Covenant of Sufren
M	Mnemosyne Principality	SW	Sword Worlds Union
Ma	Margaret	Sw	Sword Worlds Confederation
Mc	Meichntid Ibl Client State	Sy	Sylean Federation
Me	Megusard Corporate	T	The Trelyn Domain
Mh	Grand Duchy of Marlheim	Ta	Taskaeri Nation
Mi	Meichntid Ibl	Tb	Trita Brotherhood
Mk	Marrakesh Trade Association	Tc	Terran Republic Client State

TC	Talpaku Community Client State	Vk	Commonality of Kedzudh
Td	The Trelyn Domain	VK	Koenotz Empire
TL	Talpaku Communality	VL	League Alliance
TR	Terran Republic	VI	Rroerz Uerra
Tr	Toh Republic	VM	Mazaroegh Dominion
TV	Voskl Trade Alliance	Vm	Members of Knaeleng
Tw	Theocracy of Weltschmerz	VN	Drr'lana Network
U	The Union of Garth	Vn	Rukh Aegz (Worlds of Leader Rukh)
Ug	The Union of Garth	Vo	Opposition Alliance
Uh	Ulane Hierate (Union of Harmony)	VP	Kechk Pact
Um	Union of Melzirn	Vp	Thirz Uerra (Thirz Empire)
Un	Union of Sufren	VQ	Union of Yoetyqq
Up	United Pact	Vq	Society of Equals
Ur	Uris League	VR	Kechk Reversion
V0	Akhorgh Seperate	Vr	Worlds of Leader Rukh
V1	First Fleet of Dzo	Vs	Saeknoth Dependency
V2	Windhorn Pact of Two	VS	Jarrgh Subjugate
V3	Third Empire of Gashikan	Vt	Thoengling Empire
V4	40th Sqaudron	VT	Trae Aggregation
V5	Ruler of Five	VU	Union of Seekers
V6	Assemblage of 1116	Vu	Urukhu (Nation of Urukhu)
V7	17th Disjuncture	Vv	Voekhaeb Society
V8	Council of the Four-Pair	Vw	People of Wanz
V9	Infinity League	Vx	Antares Pact
Va	Vargr (Non-Aligned)	VX	Vaoekghirkhr Exchange
VA	Alliance of Tju	Vy	Yfagg Congress
VB	Brzech Council	Vz	Worlds of Master Zer
Vb	Bakne Alliance	VZ	Ruzz Confederation
VC	Hezeraek Connective	W	The Four Worlds
Vc	Anti-Rukh Coalition	Wc	Counsel of the Wise
VD	Delegation of Targhae	Wd	Winston Democracy
Vd	Dzen Aeng Kho (Society of Equals)	Wi	Wilds
VE	Agents of Eloeghoe	Ww	Woal Warliylr
Ve	Vegan Autonomous District	X	Emulan Treaty World
VF	Far Stars Unanimity	Xh	Hive FDA extra-Federation operation
Vf	Ongue Republic	Yc	Yeskoth Corporate
VG	Glorious Sons of Raek	Z	The Zelphic Primacy
Vg	Allez	Za	Domain of Alntzar
Vg	Glory of Taarskoerzn	Zc	Lenj - Zhodani client state
VH	Tyryk Hegemony	Zf	The Four Worlds
Vh	Gvaeknoks Trade Union	Zh	Zhodani Consulate/Colonies
Vh	Irrgh Manifest	Zl	Pa'an (Zhodani Client)
Vi	Viyard Concourse	Zm	Mnemosyne Principality
Vj	Jihad of Faarzgaen	Zp	The Zelphic Primacy
VJ	Authority of Joekghr	Zu	Zuugabish Tripartite

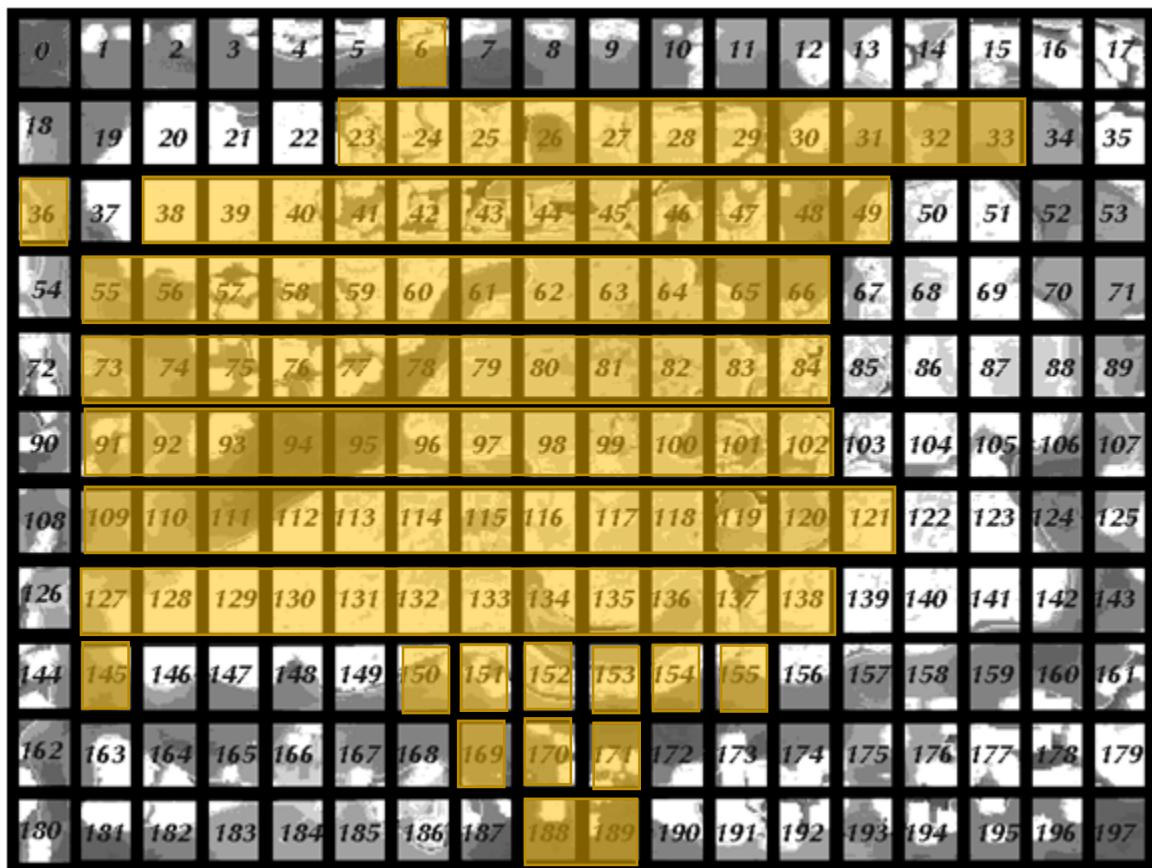
**Base Codes Used:**

- |  |  |
|--|--|
| - No Bases                               | H Naval Base and Corsair Base          |
| 0 No Bases                               | J Planetary Base and Minor Naval Base  |
| 1 Trading Post                           | K Naval Base and Planetary Base        |
| 2 Trading Post & Naval Base              | L Minor Naval Base                     |
| 3 Trading Post & Scout Base              | M Military Base and Minor Naval Base   |
| 4 Reserved                               | N Naval Base                           |
| 5 Reserved                               | O Naval Outpost                        |
| 6 Reserved                               | P Planetary Base                       |
| 7 Reserved                               | Q Planetary Base and Corsair Base      |
| 8 Reserved                               | R Scout Base and Planetary Base        |
| 9 Reserved                               | S Scout Base                           |
| A Naval Base and Scout Base              | T Aslan Tlauku base                    |
| B Naval Base and Scout Way Station       | U Aslan clan base and Tlauku           |
| C Corsair Base                           | V Scout exploration base               |
| D Naval Depot                            | W Scout Way Station                    |
| E Embassy Center                         | X Scout Way Station and Planetary Base |
| F Scout Way Station and Minor Naval Base | Y Zhodani depot                        |
| G Minor Naval Base and Corsair Base      | Z Zhodani base                         |

# Mapped Sectors



## Sector Locations (CLASSIC)



**Bold** are sectors with data completed (might not be completely completed but good enough) Yellow color on the map indicates completed sector.

Sec#	Sector Name	Stars	Subsector Names	Trade Routes	Political Borders	Library Data
On map above		Does it have star data	Does each subsector have a name	Are trade routes designated	Are borders designated	Are there system-specific library data files

Sec #	Sector Name	Stars	Subsector Names	Trade Routes	Political Borders	Library Data
1	Bleblqansh					
2	Driaser					
3	Dalchie Jdatl					
4	Chit Botshti					
5	Ghoekhnael					
6	Zhiaqrqats	X				
7	Zao Kfeng IG Grilokh					
8	Knaeleng					
9	Kharrthon					
10	Oeghz Vaerrghr					
11	Kfazz Ghik					
12	Angfutsag					
13	Rfigh					
14	Tar'G'kell'p					
15	Kteex!					
16	Koog					
17	Xeeleer					
18	Brieplanz					
19	Sidiadl					
20	Zdiedeiant					
21	Stiatlchepr					
22	Itvikiastaf					
23	<b>Khoellighz</b>	X	X			
24	<b>Dhuerorrg</b>	X	X			
25	<b>Ngathksirz</b>		X			X
26	<b>Fa Dzaets</b>	X	X			
27	<b>Gzaekfueg</b>					
28	<b>Gashikan</b>		X			X
29	<b>Trenchans</b>		X			X
30	<b>Ligim / Ktiin'gzat</b>	X	X			X
31	<b>Mugheen't</b>	X				X
32	<b>Grikrlng</b>		X		X	X
33	<b>Ukaarriit!!b</b>		X			
34	Kring Noor					
35	Mbil!!gh					
36	<b>Pliabriebl</b>	X				
37	Eiapliai					
38	<b>Zhodane</b>	X	X			X
39	<b>Tienspevnekr</b>		X			X
40	<b>Usingou</b>	X	X			X
41	<b>Gvurrdon</b>	X	X	X		X
42	<b>Tuglikki</b>		X			X
43	<b>Provence</b>		X			X
44	<b>Windhorn</b>	X	X			X

Sec #	Sector Name	Stars	Subsector Names	Trade Routes	Political Borders	Library Data
45	<b>Meshan</b>	X	X			
46	<b>Mendan</b>	X	X	X		X
47	<b>Amdukan</b>	X	X	X		X
48	<b>Arzul / Ingukrax</b>		X	X		X
49	<b>Gn'hk'r</b>	X	X			X
50	Gur					
51	Un'k!!k'ng					
52	Xaagr					
53	Eekrookrigz					
54	Tsadra Davr					
55	<b>Farway/Tsadra</b>	X	X			
56	<b>Yiklerzdanzh</b>		X	X	X	X
57	<b>Far Frontiers</b>	X	X			X
58	<b>Foreven</b>		X	X		X
59	<b>Spinward Marches</b>	X	X	X	X	X
60	<b>Deneb</b>	X	X	X	X	X
61	<b>Corridor</b>	X	X	X		X
62	<b>Vland</b>	X	X	X		X
63	<b>Lishun</b>	X	X	X		X
64	<b>Antares</b>	X	X	X	X	X
65	<b>Empty Quarter</b>	X	X	X		X
66	<b>Star's End</b>		X	X		X
67	Gh!hken					
68	Ruupiin					
69	Raakaan					
70	Uuk					
71	Gnaa Limb'kr					
72	Chiep Zhez					
73	<b>Astron</b>	X	X			
74	<b>Fulani</b>		X	X	X	
75	<b>Vanguard Reaches</b>		X			X
76	<b>The Beyond</b>		X			X
77	<b>Trojan Reach</b>	X	X	X		X
78	<b>Reft Sector</b>	X	X	X		X
79	<b>Gushemeg</b>	X	X			X
80	<b>Dagudashaag</b>	X	X			X
81	<b>Core</b>	X	X			X
82	<b>Fornast</b>	X	X	X		X
83	<b>Ley</b>		X	X		X
84	<b>Gateway</b>	X	X	X		X
85	Luretiir!girr					
86	X'kug					
87	Kilong					
88	Bar'kakr					
89	Mighabohk					

Sec #	Sector Name	Stars	Subsector Names	Trade Routes	Political Borders	Library Data
90	Mavuzog					
91	<b>Theta Borealis</b>	X	X			
92	<b>Theron</b>		X			
93	<b>Iphigenaia</b>	X	X			
94	<b>Touchstone</b>	X	X		X	X
95	<b>Riftspan Reaches</b>	X	X	X	X	X
96	<b>Verge</b>	X				
97	<b>Illelish</b>	X	X			X
98	<b>Zarushagar</b>		X			
99	<b>Massilia</b>	X	X	X		X
100	<b>Delphi</b>	X	X			
101	<b>Glimmerdrift Reaches</b>		X	X		X
102	<b>Crucis Margin</b>		X	X		X
103	Kaa G!kul					
104	Gzirrlk'l					
105	K'trekreer					
106	Nuughe					
107	N!!krumbiix					
108	Harea					
109	<b>Khaeaw</b>	X	X			
110	<b>Faoheiroi'iyhao</b>	X	X			
111	<b>Ftaoiyekyu</b>	X	X			
112	<b>Afawahisa</b>		X			
113	<b>Hlakhoi</b>	X				
114	<b>Ealiyasiyw</b>	X	X	X	X	
115	<b>Reavers' Deep</b>	X	X	X		X
116	<b>Daibei</b>	X	X			X
117	<b>Diaspora</b>	X	X			X
118	<b>Old Expanses</b>	X	X	X		X
119	<b>Hinterworlds</b>	X	X	X		X
120	<b>Leonidae</b>		X			X
121	<b>Extolian</b>	X	X			X
122	Ricenden					
123	Blaskon					
124	Nooq					
125	Gzektixk					
126	Tlyasea					
127	<b>Hkakhaeaw</b>	X	X			
128	<b>Esai'yo</b>	X	X			
129	<b>Waroatahe</b>		X			
130	<b>Karleaya</b>		X			
131	<b>Staihaia'yo</b>	X	X			
132	<b>Iwahfuah</b>	X	X			
133	<b>Dark Nebula</b>		X	X		X
134	<b>Magyar</b>	X	X	X		X

Sec #	Sector Name	Stars	Subsector Names	Trade Routes	Political Borders	Library Data
135	<b>Solomani Rim</b>	X	X	X		X
136	<b>Alpha Crusis</b>	X	X	X	X	X
137	<b>Spica</b>	X				
138	<b>Phlask</b>		X			
139	Centrax					
140	Wrenton					
141	Folgore					
142	Avereguar					
143	Kolire					
144	Khuaryakh					
145	<b>Hkakhaeaw / Yahohwe</b>		X			
146	Kefiykhta					
147	Heakhafaw					
148	Etakhasoa					
149	Aktifao					
150	<b>Uistilrao</b>	X	X			
151	<b>Ustral Quadrant</b>	X	X	X		X
152	<b>Canopus</b>		X			
153	<b>Aldebaran</b>					
154	<b>Neworld</b>	X	X			
155	<b>Langere</b>	X	X			X
156	Drakken					
157	Lorspane					
158	Porlock					
159	Kidunala					
160	Treece					
161	Genfert					
162	Aftailr					
163	Ohieraoi					
164	Fahreahluis					
165	Hfiywitir					
166	Irlaftalea					
167	Teahloaritu					
168	Ahkiweahi'					
169	<b>Banners</b>	X	X			X
170	<b>Hanstone</b>		X			
171	<b>Malorn</b>	X	X			X
172	Hadji					
173	Storr					
174	Mikhail					
175	Darret					
176	Ataurre					
177	Katoonah					
178	Uytal					
179	Sporelex					

Sec #	Sector Name	Stars	Subsector Names	Trade Routes	Political Borders	Library Data
180	Tahahroal					
181	A'yosea					
182	Usoirarloiau					
183	Oiah					
184	Eahyaw					
185	Ftyer					
186	Elyetleisiyea					
187	Eose'o					
<b>188</b>	<b>Holowon</b>		X			
<b>189</b>	<b>Amderstun</b>		X	X	X	X
190	RimReach					
191	Phlange					
192	Tracerie					
193	Wrence					
194	Muarne					
195	Lancask					
196	Tensk					
197	Aphlent					
198						

## Sector Locations (TNE)

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	<b>56</b>	57	58	<b>59</b>	<b>60</b>	61	62	63	64	65	66	67	<b>68</b>	<b>69</b>	70	71
72	73	74	75	76	77	78	79	80	81	82	83	<b>84</b>	<b>85</b>	86	87	88	89
90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107
108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125
126	127	128	129	130	131	132	133	134	135	<b>136</b>	137	138	139	140	141	142	143
144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161
162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179
180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197

**Bold** are sectors with data completed (might not be completely completed but good enough)

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<b>56</b>	<b>Yiklerzdanzh</b>
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<b>59</b>	<b>Spinward Marches</b>
<b>60</b>	<b>Deneb</b>
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<b>136</b>	<b>Alpha Leonis</b>
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## Sector Locations (Milieu 0)

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36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71
72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107
108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125
126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161
162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179
180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197

**Bold** are sectors with data completed (might not be completely completed but good enough)

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<b>62</b>	<b>Vland</b>
<b>63</b>	<b>Lishun</b>
<b>64</b>	<b>Antares</b>
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