A Guide to Planetary Interaction

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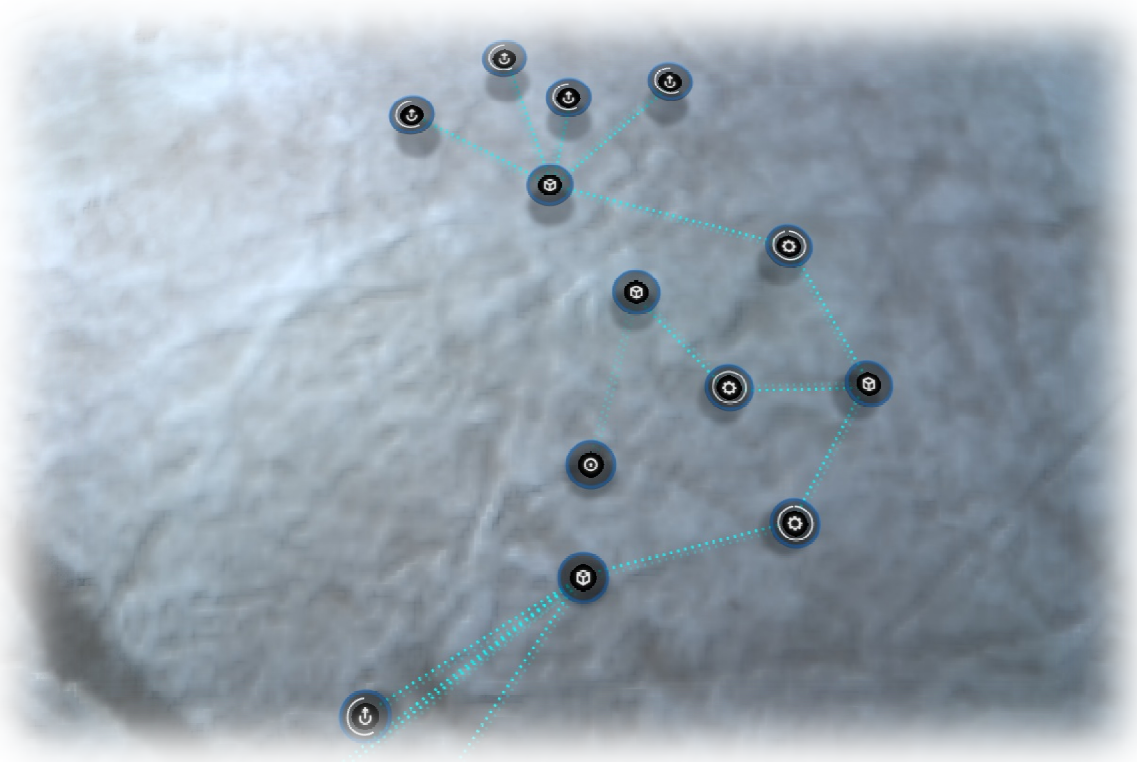


Overview

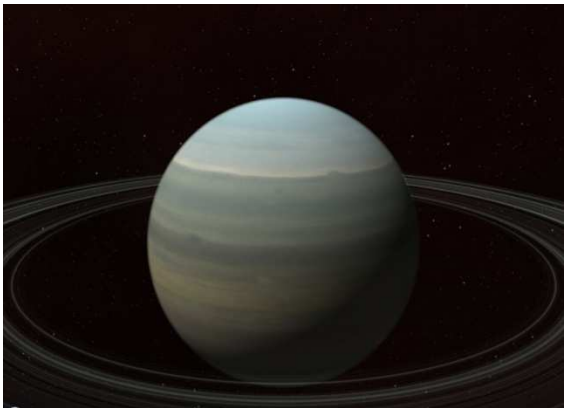
This guide is a very basic quick overview of Planetary Interaction the only source at the moment is from Sisi and all items and equipment have not been deployed yet , the Basic part of PI (planetary Interaction is to first find a planet with the recourses that you need scan the planet for the “Hot spots” and then drop your command centre nearby, then you need to drop the extractor pins as close as you can to the Hot spot, then you need to move the raw materials to a industry facility were depending on what you are making you may need to move the materials onto another industry facility, once you have the end product you need to launch it into space and collect you hard earned micro managed loot.

Like anything else on Sisi this is subject to change once it goes live on TQ.

Planets

There are **8** types of planets found within EVE, each type has its own raw material types (5 raw materials each) and there are some cross over's, this is a breakdown of the raw materials of each planet and other notes about them

Gas



Gas Planets contain

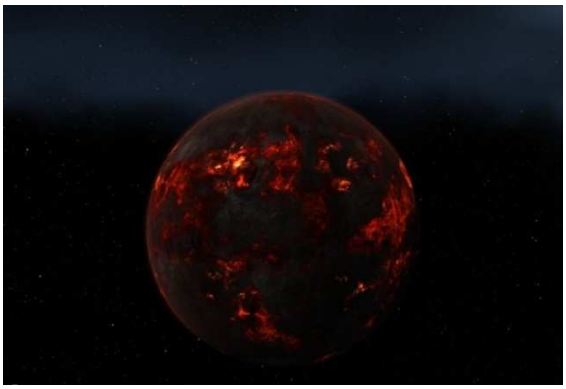
- Base Metals
- Aqueous Liquids
- Ionic Solutions
- Noble Gas
- Reactive Gas

Temperate

Temperate planets contain:

- Carbon Compounds
- Autorophs
- Aqueous Liquids
- Micro Organisms
- Complex Organisms

Lava



Lava planets contain:

- Heavy Metals
- Non-CS Crystals
- Felsic Magma
- Suspended Plasma
- Base Metals

Storm

Storm Planets Contain:

- Aqueous Liquids
- Base Metals
- Suspended Plasma
- Ionic Solutions
- Noble Gas

Ice

Ice planets contain:

- Heavy Metals
- Base Metals
- Aqueous Liquids
- Ionic Solutions
- Noble Metals

Barren

Barren Planets contain

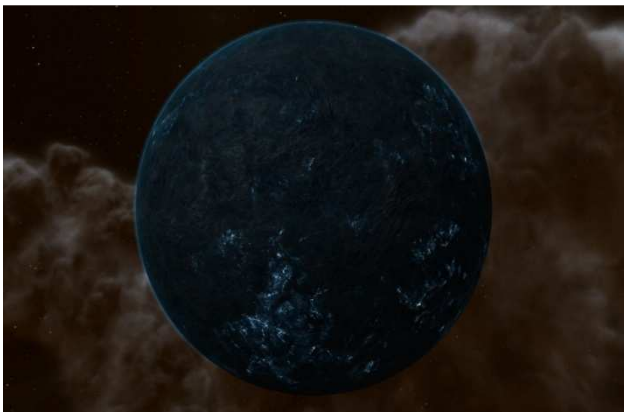
- Carbon Compounds
- Micro Organisms
- Base Metals
- Aqueous Liquids
- Noble Gas

Oceanic

Oceanic planets contain:

- Carbon compounds
- Micro Organisms
- Aqueous Liquids
- Planktic Colonies
- Complex Organisms

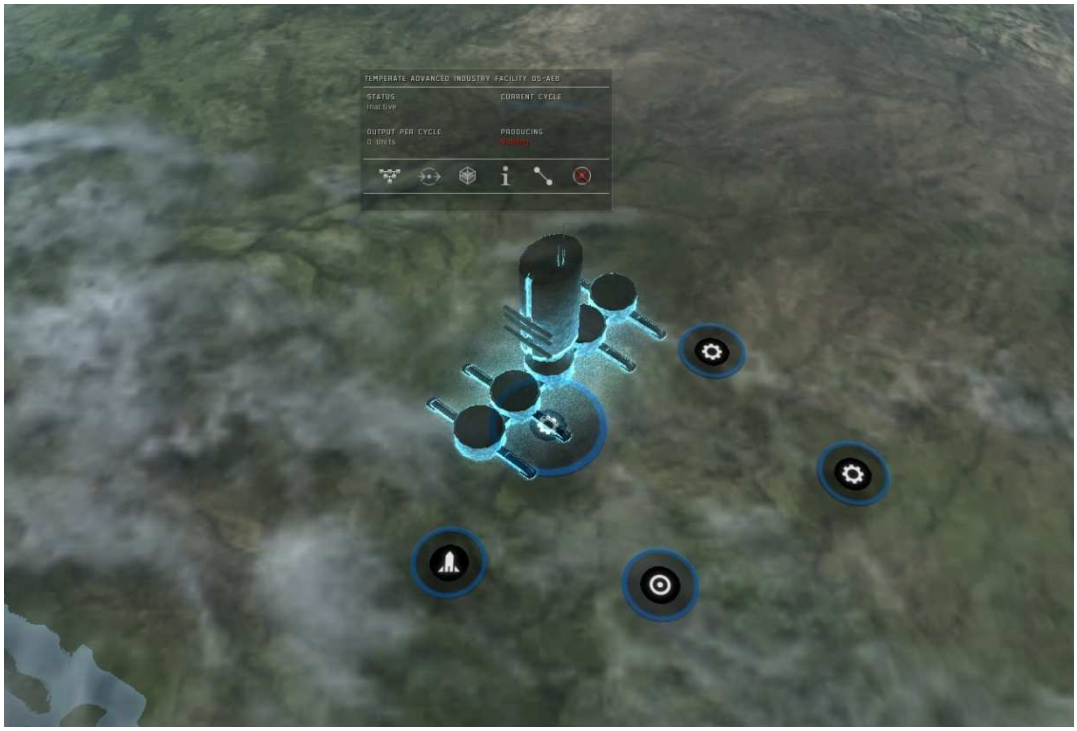
Plasma



Plasma Planets contain:

- Heavy Metals
- Non-CS Crystals
- Base Metals
- Suspended Plasma
- Noble Metals

Planetary Facilities



There are 5 types of planetary facilities each have their own part to play with your planets infrastructure, depending on the type of planet you are on the their name will change slightly (i.e. Barren storage facility)

Command Centres

This is what you need to kick your planet off; there is one type for each type of planet that can only be used on that planet (I.e. you can't use a Ice command centre on a Temperate planet),

Command centres have and amount of CPU and power that each facility and link uses. (So you can't build a never ending chain)

They can also launch your items into space.

Extractors

There is a specific type of Extractor for each type of raw material you want to "mine".

Processors

There are three types of Processors in planetary Production.

- Basic Industry - these make tier 1 &2 items
- Advanced Industry – These make tier 3 & 4 Items
- High-tech production plant – these make? (there are no schematics for these yet)

There seems to be a planet timer (20 minutes at best estimation) that the Processor will look it its storage for the materials needed to make its item, so it's not uncommon for the processor to sit there doing nothing for a while even when there is enough raw materials in its storage.

Storage Facilities

These do what they say on the tin, its best to use them to store up the materials needed by the processors from the extractors sending them there to make a batch straight away. (I.e. Extractor → 30 unit's →storage facilities →6000 units' →production plant)

Spaceports

When you build one of these, you will get a cargo link floating above your planet; these can be used to send you items down to the planet, needed for multi-planet production.

Links

Used to move your production around the planet, depending on what planet and distance it is depends on how much CPU and Power it will use.

How to

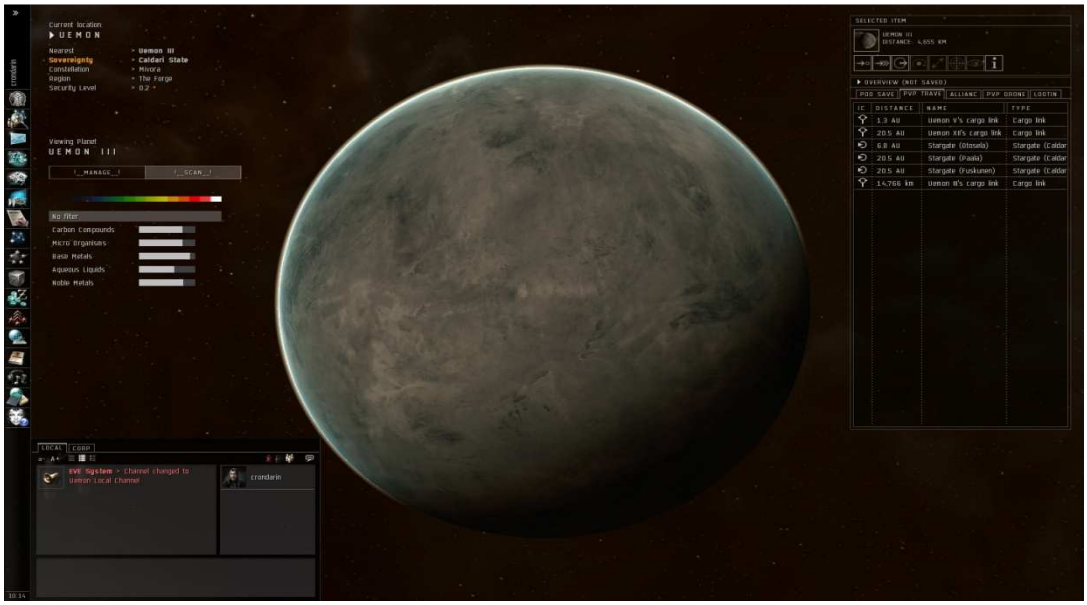
Single planet production

Before you even place that first Command centre down you will have to decide what you want to make and what planet you will have to use to do it, as each planet only contains 5 types of raw materials it is no good trying to make Coolant (needs Ionic solutions and Aqueous liquids) on a plasma planet.

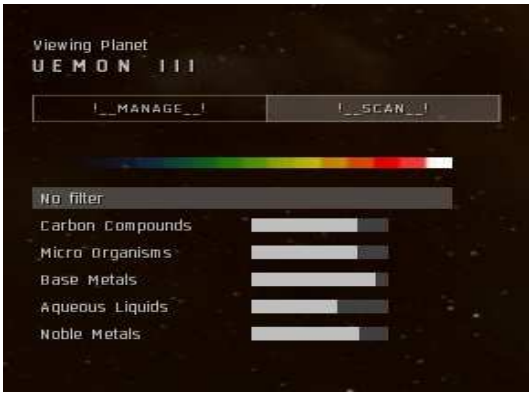
I have chosen to make Mechanical Parts on a Barren planet to demonstrate how to set up and use a single planet for production.

Step 1

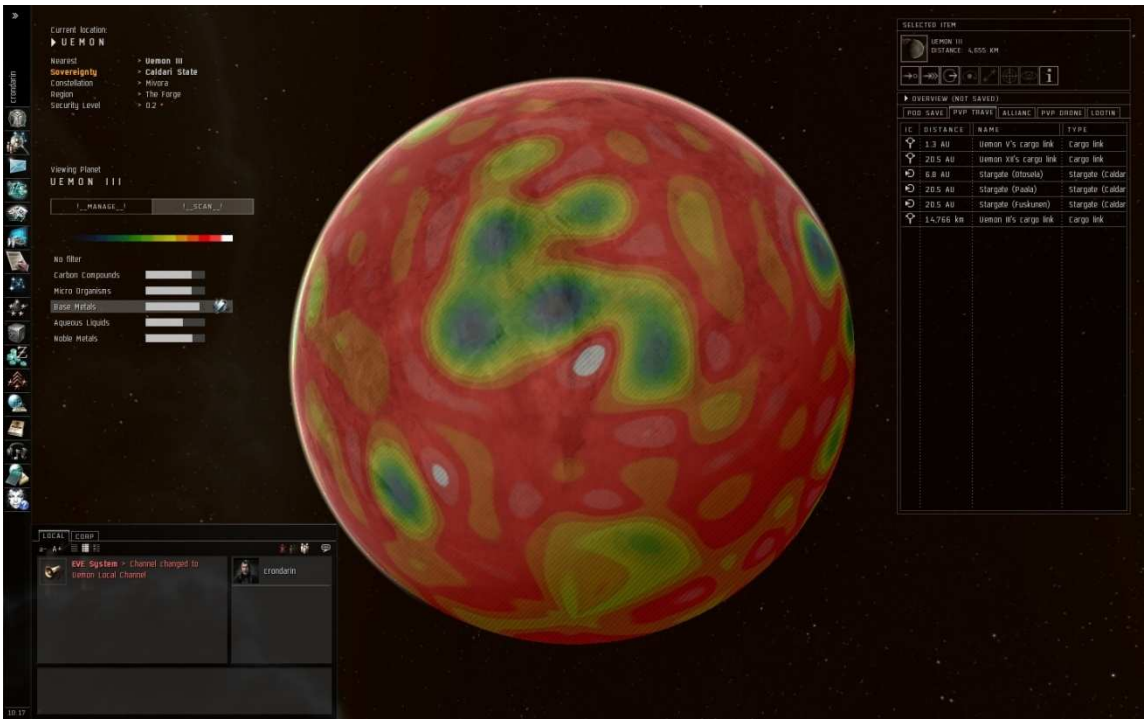
Finding that perfect planet, like most things in Eve the lower the sec status of the system the better the resource gathering potential and planet interaction is no different, you can enter planet view mode by right clicking on the planet or using the overview, once in planet View you will get a screen like this.



You will then need to scan for deposits of the raw matirials you will be after (base Metals and Noble Metals in my case), to do this click on the scan tab.



You can then see what the planet can produce and the average amount of each type it can produce (more white is better), then click on the raw material you want to scan for.

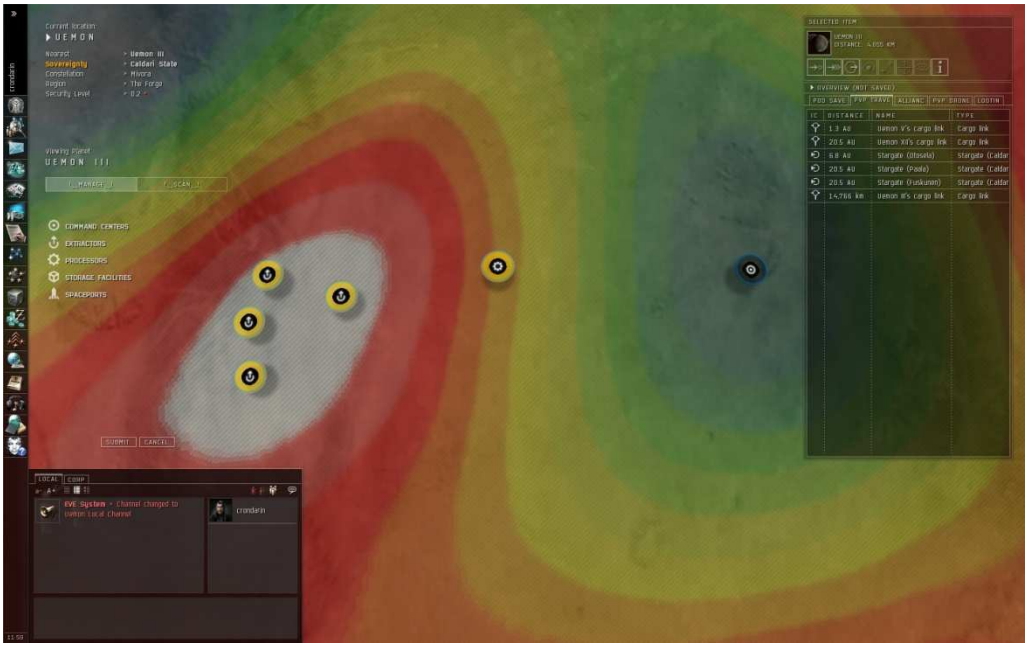


This will show you the raw material concentrations' with blue/clear being the lowest and white being the highest (think of it as if you are looking at a thermal image) and that is where you will want to place the extractors and command centre.

Step 2

Once you have found a high resource planet it is time to place your first Command Centre, to do this select the Manage tab then select the Command Centre and place it close to the "Hot spots" of the two materials you will need.

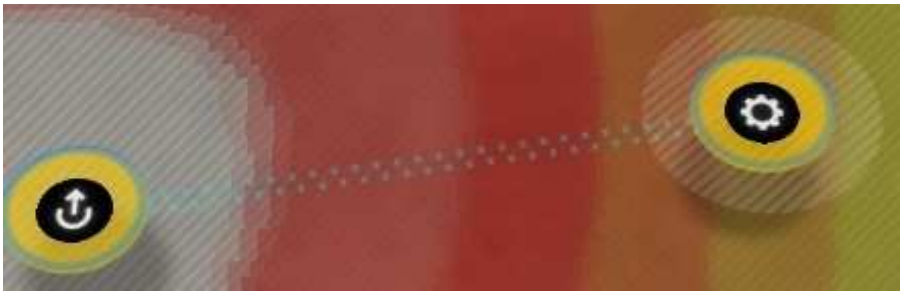
Place the Command Centre Pin down and hit the submit button. Then it is time to set up your Infrastructure on the planet, first you will need to place down your extractors pins (Base Metal Extractor for me), as many as your Command Centre Power and CPU can handle, not forgetting you will need both types of raw materials and industry facilities and also the links combining them, then you need to link them to a Industry facility, build your Basic Industry Facility towards your Command Centre.



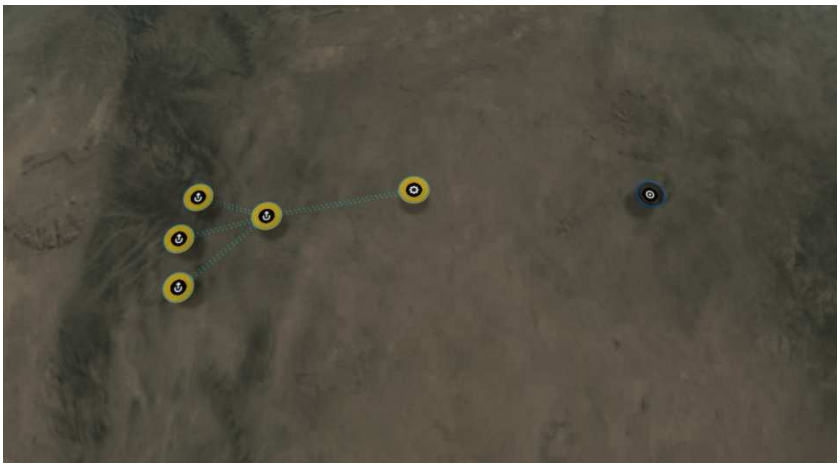
Then right click on an extractor and create link.

When you move to the Pin you want to link you will see the distance and Power/CPU usage of the link.

Completed Link



Then do this for all the extractors to the Facility, don't forget you want the shortest route and the least amount of links as this will save the Power and CPU of your Command Centre, you can route thru other Pins. When you have finished this you should have something that will look like this.

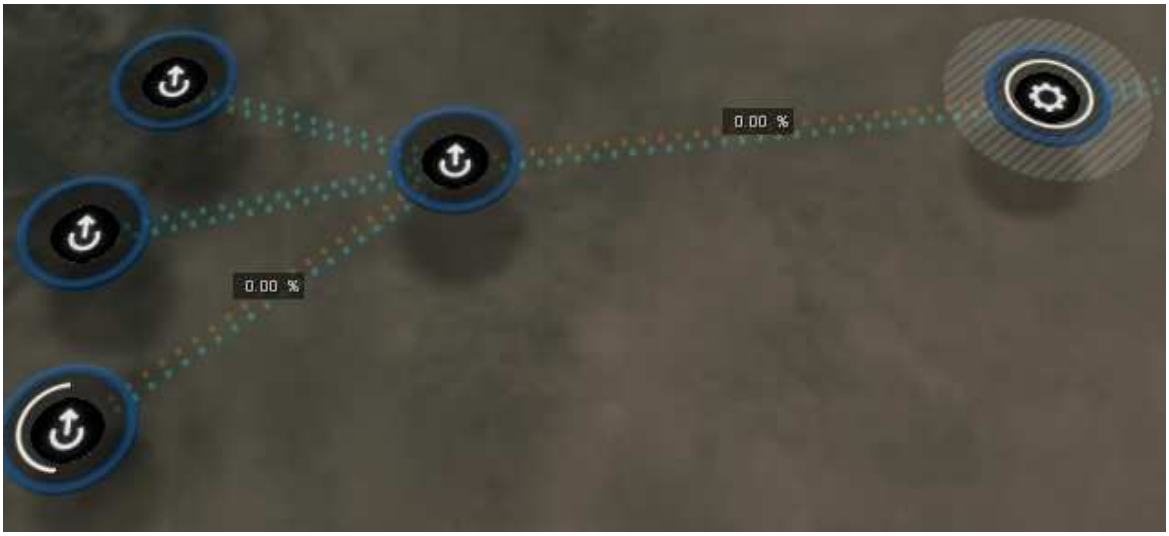


Hit the submit button and you pins will turn blue showing you there now built, do the same for the other raw material you will need (in my case it is Noble Metals), then you need to set up your Basic production Facility to make the Tier 1 item that you will need (Reactive Metals for me), you do this by selecting the right Schematic for the item you need, that will give you the list of required materials.

Step 3

Now it is time to gather the raw materials and send them to the Basic Production Facility and make you first tier 1 item, fist thing first you will have to scan for available materials at the Extractor.

Select the Deposit you want to “mine” and hit select, do this for all your extractors. Now you need to move the extracted raw materials to the Basic Production Facility, to do this you need to click on the extractor and the products tab, select the product and create route, double click on the desired destination and enter how much you want to send there (all that the extractor produces) and then click on the submit button.



Do this with all your Products and your good to go.

Step 4

Now it is onto the final Item (the tier 2), this is similar to the above process all you need to do is move your Tier 1 items to the Production facility that is going to make your item. Once you have made your final item it is time to collect your micro managed goods, so send your creations to your Command Centre and launch them into space, you will see your Journal blink and find a new tab called Planetary Launches and you will see your launched goods there and how long you have until the can goes pop. Also there is an option to warp to the can (it sits in a un-warp able place on the planet by normal means).

Multi-Planet Production

Guide for multi planet Production will go here. (Basically you use 2-3 high yield planets to produce the raw materials and then a poor low yield planet for your production facility and item creation; this will require a lot more time to manage your production system)

Hints and tips

- Storage facilities are handy for string up materials before moving them onto the next part or if you can't micro manage the planet 100% of the time it will save excess going to waste
- If you're getting to the limit of what your links can handle you can upgrade them
- You only need to be at the planet to place the Command Centre down and collect the launched goods, the rest can be done 100 jumps away sat in a station using the Science & Industry tab on your Necom to enter planet view mode.

Skills

There are currently no skills on Sisi, but like most people I'm expecting them to be some. Once there is I will provide a complete list of them here and how they affect your Planet Interaction.

Schematics

The following is the complete list of items that can be made with Planetary Interaction. (* used as POS fuel)

Basic Industry Facility

Schematic	Material A	Material B	Tier
Bacteria	Micro Organism	-	1
Biofuels	Carbon Compounds	-	1
Biomass	Planktic Colonies	-	1
Chiral Structures	Non-CS Crystals	-	1
Electrolytes	Ionic Solutions	-	1
Industrial Fibers	Autotrophs	-	1
Oxidizing Compound	Reactive Gas	-	1
Oxygen *	Noble Gas	-	1
Plasmoids	Suspended Plasma	-	1
Precious Metals	Noble Metals	-	1
Proteins	Complex Organisms	-	1
Reactive Metals	Base Metals	-	1
Silicon	Felsic Magma	-	1
Toxic Metals	Heavy Metals	-	1
Water	Aqueous Liquids	-	1
Biocells	Biofuels	Precious Metals	2
Construction Blocks	Reactive Metals	Toxic Metals	2
Consumer Electronics	Toxic Metals	Chiral Structures	2
Coolant*	Electrolytes	Water	2
Enriched Uranium*	Precious Metals	Toxic Metals	2
Fertilizer	Bacteria	Proteins	2
Genetically Enhanced Livestock	Proteins	Biomass	2
Livestock	Proteins	Biofuels	2
Mechanical Parts*	Reactive Metals	Precious Metals	2
Microfiber Shielding	Industrial Fibers	Silicon	2
Miniature Electronics	Chiral Structures	Silicon	2

Nanites	Bacteria	Reactive Metals	2
Oxides	Oxygen	Oxidizing Compound	2
Polyaramids	Oxidizing Compound	Industrial Fibers	2
Polytextiles	Biofuels	Industrial Fibers	2
Rocket Fuel	Plasmoids	Electrolytes	2
Silicate Glass	Oxidizing Compound	Silicon	2
Super Conductors	Plasmoids	Water	2
Supertensile Plastics	Oxygen	Biomass	2
Synthetic Oil	Electrolytes	Oxygen	2
Test Cultures	Bacteria	Water	2
Transmitter	Plasmids	Chiral Structures	2
Viral Agent	Bacteria	Biomass	2
Water Cooled CPU	Reactive Metals	Water	2

Advanced Industry Facility

Schematic	Material A	Material B	Material C	Tier
Camera Drone	Silicate Glass	Rocket Fuel	-	3
Condensates	Oxides	Coolant	-	3
Data Chips	Supertensile Plastics	Microfiber Shielding	-	3
Guidance Systems	Water Cooled CPU	Transmitter		
Hermetic Membranes	Polyaramids	Genetically Enhanced Livestock	-	3
High-Tech Transmitters	Polyaramids	Transmitter	-	3
Industrial Explosives	Fertilizer	Polytextiles	-	3
Neocoms	Biocells	Silicate Glass	-	3
Nuclear Reactors	Microfiber Shielding	Enriched Uranium	-	3
Robotics*	Mechanical Parts	Consumer Electronics	-	3
Smartfab Units	Construction Blocks	Miniature Electronics	-	3
Synthetic Synapses	Supertensile Plastics	Test Cultures	-	3
Transcranial Microcontroller	Biocells	Nanites	-	3
Ukomi super Conductor	Synthetic Oil	Super Conductors	-	3
Vaccines	Livestock	Viral Agent	-	3
Biotech research reports	Nanites	Livestock	Construction Blocks	4
Cryoprotectant Solution	Test Cultures	Synthetic Oil	Fertilizer	4
Gel-Matrix Biopaste	Oxides	Biocells	Super Conductors	4
Hazmat detection Systems	Polytextiles	Viral Agent	Transmitter	4
Planetary Vehicles	Supertensile Plastics	Mechanical Parts	Miniature Electronics	4
Super Computers	Water Cooled CPU	Coolant	Consumer Electronics	4
Biotech Prototype	Camera Drone	Nuclear Reactors	Hermetic Membranes	5
Cerebrographic Composites	Gel-Matrix Biopaste	Hazmat detection Systems	Planetary Vehicles	5
Cybernetic Catalyst	Condensates	Robotics	Bacteria	5

Medtekk Recursion Pump	Water	Smartfab Units	Vaccines	5
Neural Interface	Synthetic Synapses	Guidance Systems	Transcranial Microcontroller	5
Nano-Factory	Industrial Explosives	Ukomi super Conductor	Reactive Metals	5
Psychosocial Telemetrics	Neocoms	Data Chips	High-Tech Transmitters	5
Wetware Mainframe	Super Computers	Biotech research reports	Cryoprotectant Solution	5

Version History and wish list

Still to do-

- Multi-Planet Use
- Skill Lists when CCP decide to release them
- Full production lists (just High-Tech Production Facility to go but there are no schematics yet)
- Some number crunching
- Bulk out the Planetary Facility part and include some handy hints for uses in there
- write a better intro

V0.5.00 – Main Bulk of guide complete

V0.00.000000000001 – first basic draft