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Elite Dangerous: The Complete Guide

Elite dangerous surface scanner switch mode

Fast Links: Brokk Home Useful Key Bindings Game Mode Launch ing Supercruise Station and Hyperspace Approaching destination in superacruca coupling at a station landing on a planetary base platform map route plotting fuel collection ship equipping Wake Scanner Fire Groups Finding Latitude/Longitude on a Planet Initiating Engineering Material Collection using the full spectrum system scanner using the detailed surface scanner for other advice and links thinking about how I started playing Dangerous Elite. This is a list of topics that I had difficulty finding out and my initial solutions for them. I hope it's useful to others. I made the list basically trying to remember the things that frustrated me or wasted too much time. Elite Dangerous is different from many other games where the learning curve is really, really steep. In the early stages, your ship can be destroyed by things you haven't heard of in ways you don't understand. It's very important to do the training exercises (although Advanced Combat is quite difficult and you may not need to beat it, just understand). There are also good training videos on YouTube for many specific topics. Advice can be obtained in many online communities, such as the official games forum and Facebook groups. In the Controls menu there are a large number of possible key links and to start with the options are overwhelming. People use different controllers and can have a joystick with a few buttons; what should they be assigned to? I'm not going to give a detailed plan here, just suggest some general principles. For general flight, you'll want buttons or control moves for roll, pitch, yaw and forward/backward, left/right and up/down thrust. The exact configuration depends on your controller. If you assign axes like left/right or yaw to secondary joystick movements like I did, be careful that there are two ways to do it in the menu. If you assign left to one control movement and right to another, you will achieve only one on/off impulse control with a large dead zone in the center. Assigning the control to an axis on a line in the Control menu gives a better and proportional response. Other controls that will be used frequently and are beneficial to link to keys or buttons are: Boost Select target ahead Next target Next target launch launch heat sink Launch chaff Less used, but still useful: Next group of fire Map Open Galaxy map Open supercruise and hyperspace jump to different keys. They are inexplicably linked to the same key by default. Until you are sure about silent running, tie it to a key that you will never press by accident or unlink it. The silent race turns off your shields and causes your ship to warm up quickly. As part of the initial, go through the accessible menu screens by pressing 1,2,3,4 and switching tabs with Q,E and get a good idea of the options in each of them. Selecting Start from the main menu gives you a choice of which mode to play. Play, it's quite simple: Open means you know other players, Solo means you don't, and Private Group means you only play with friends. Opinions about the Open vary; I would only mention that unfortunately there are players on powerful ships who like to blow up new players. Solo is therefore a good option for an initial raid once you are out of the starting area. There are private groups run by Mobius whose members are forbidden to attack each other; one of them is a good option if your preferred game is PvE. To perform an initial launch from within a station, select Start from the main screen menu. Your ship will be transported to the platform if it's in the hangar and then cleared. Once released, push up to leave the pad and retract the landing gear. (The landing gear restricts its speed so that some people leave it down to the station exit.) Move vertically upwards until you are almost level with the station exit. (Cushions near the back of the station may have a central peak of the station's rear wall above them). Scroll until the station output slot is horizontal. Push forward until your speed is in the range of 70-90m/s. Always keep the speed below 100m/s until you are well away from the station. Above this speed, SPEEDING will be shown in red in the lower right corner and any collisions will attract fines or, if the other ship is destroyed, death. Note that the slot has green lights on one side and red on the other. Using roll, throw and yaw, try to get out on the green side with your horizontal nave in the groove. This works well for small ships. Larger ships require knowledge of where their cockpit is situated on the ship and careful positioning in the slot. For example, an Anaconda has the cockpit right on top and there's a lot of ship beneath you. These aren't the same, but they're strangely connected. After taking off from a station, your ship is in normal space. Supercruise allows you to travel much faster within a system. Hyperspace allows you to jump to another system. The strange link arises from the facts that: Both are linked to the same key by default. The same frame change unit load countdown occurs for input for anyone. After making a hyperspace jump to another system you emerge in superscruising, even if you were in normal space to begin with. Then travel away from the station at less than 100m/s until you have left the area without fire. Then increase the speed to the maximum (maybe boost) and continue until the lock mass light is lit. If you haven't selected a destination on the system map or galaxy map, do so. Then align your ship with the destination and select supercruiser hyperspace. Keep the throttle at 100% until the charging countdown begins. To Hyperspace jump is a good practice to reset the accelerator during the countdown so you don't arrive and immediately accelerate in supercruiser on a star. Don't be tempted to use time during a jump minimizing the game and looking for something on a website. When the has no focus, it does not receive control inputs, so if you zeroed the accelerator during the countdown or jump this will go unnoticed! Approaching a destination without wasting time or overtaking can be done by making use of the automatic speed control provided in superscruising. The target must be selected. With the ship aligned with the selected destination there are three main stages of arrival. (1) Next to the selected destination symbol, the distance to the destination and the arrival time are shown. Arrival time may seem confusing as it often doesn't count at one second per second. This is because the speed of the supercruiser is automatically varied by your ship and the arrival time expresses only instantaneous speed. By accelerating, you see time slowing down rapidly; while slowing down can stop changing or even increase. (The slowdown can be caused by the passage near a planet. The Slow Down message will then be displayed; this is a description of what's going on, not an instruction). A good basic strategy is to apply full acceleration during the trip, until the arrival time appears in 10 seconds. Then go to (2). (2) The throttle adjustment bar to the right of the radar has a blue region. In many modes, this shows the optimal accelerator configuration for what is happening. Having the finish time dropped

