

I'm not robot!

Pilot's GUIDE 1.13 Table of Contents	Devtracker	4 Wings	4 Interdiction	4 Drive Slaving	6 Social aspects	6 Ramming	6 Accessing game files	6 Silent Running	6 Capital ships	7 Bounties and ammunition cost	7 Shieldsless NPC's	7 Wanted Ships and Crimes	7 Crimes in anarchy systems	8 Pirates	8 Combat Rating	8 Kill Warrant scanner	8 Ship Modules	9 Asp cargo bay reduction	9 Ship Decals	9 Wear and tear	9 Rankings	10 Toggle for orbit line HUD	10 Blocking players	10 System Permits	10 Planetary nebulas	10 Outposts	10 NPC and power distribution	11 About shields	11 Factions and influence	12 Economy and terraforming	13 Factional field modifiers	13 Ore and Dropship	14 Combat Bond	14 Upcoming balancing	15 How many are Working on Elite	15 Hyperdrive	15 Crippled in space	15 Good news for explorers	16 Exploration	16 Route Planning	16 Expansion into an unpopulated system	16 System states	16 Collisions	17 Castles in the Sky	51 A Coriolis Space Station	52 The Ocellus Starport	53 Blaze Your Own Trail - Exploration	54 Stellar Forge	16 Expansion into an unpopulated system	16 System states	16 Places	57 Crime and Punishment	59 Transponder System	61 G-Force and Mac Lock	62 Flight Mechanics	63 Flight Assist	63 Managing Your Speed	64 Useful Links	18 Future-proofing Elite	20 From Developers	21 Elite Timeline	23 The HUD	66 Getting Started	26 Left User Interface Panel	73 Fictional Timeline	24 Combat Scenarios	27 Controls	30 Keyboard & Mouse	30 Thrustmaster Warthog	37 Saitek X52	38 Saitek X55	39 Bindings, Headlock, Rift	40 Six Degrees of Freedom	41 The Lore	43 Pilots Rankings	43 Galactic Portal Blobs	44 Sidewinder Concept to Model	45 Cobra MK7 Development	46 Time Crumb Philosophy	46 Time Crumb Philosophy	47 Expanding the Imperial Fleet	48 Conceptualising Life Support	49 Pils: Suits and Footed	50 Heat Management	50 Silent Running	68 Scanner and Compass	70 Power Management	71 About Interface	72 Navigation	73 Missions	74 Permits	75 Sub targets	76 Cargo	77 Right User Interface Panel	78 Status	78 Reputation	79 Finance	80 Statistics	81 Contracts	82 Modules	83 Fire Groups	84 Cargo	85 Functions	86 Stations	87 Outposts	88 Station Types	89 Landing Pad Locations	90 Outpost Types	92 Docking	94 Undocking	99 Starport services	100 Fuel, Munitions and Repair	100 Galnet	88 Station Types	89 Landing Pad Locations	102 Missions	103 Contacts	104 Outfitting	105 Shipyard	110 Commodities Market	111 Types	115 Shields	115 Weapons	116 Types	168 Federal Droptank	169 Orca	162 Aadder	163 Viper	171 Laka Cobra	172 Anacoda	173 Command	174 Flight Assist	175 Systems of Interest	178 Planet Economy Types	180 Trading	181 Bots	181 Smuggling	185 What to Smuggle	187	188 Software Help	197 Peds for Strafing	197 Setting x55 Stick	198 Custom X55 Bindings	199 Custom F.L.Y. 5, T Flight Hotas X	200 Outputting PC sound to 2 devices	201 Templates	202 Trading Stations and Outposts	202 Trading Notes by Goods	203 Trade Runs	204 Bounty Hunter's Log	205 Explorer's Log	206 Station Data	207 videos	208 Series about Elite: Dangerous	208	210 Places worth visiting	211 Ship Skins	212 My Gamma Story	213 Elite: Dangerous Pilot's Guide Wings Devtracker	Whilst I'm not going to deny that it would be great to get player wings for release, the development process we've been through means that it's not going to happen. But it is one of our top priorities for post-release; the interface, the mechanics and supporting gameplay. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.
--------------------------------------	------------	---------	----------------	-----------------	------------------	-----------	------------------------	------------------	-----------------	--------------------------------	---------------------	---------------------------	-----------------------------	-----------	-----------------	------------------------	----------------	---------------------------	---------------	-----------------	------------	------------------------------	---------------------	-------------------	----------------------	-------------	-------------------------------	------------------	---------------------------	-----------------------------	------------------------------	---------------------	----------------	-----------------------	----------------------------------	---------------	----------------------	----------------------------	----------------	-------------------	---	------------------	---------------	-----------------------	-----------------------------	-------------------------	---------------------------------------	------------------	---	------------------	-----------	-------------------------	-----------------------	-------------------------	---------------------	------------------	------------------------	-----------------	--------------------------	--------------------	-------------------	------------	--------------------	------------------------------	-----------------------	---------------------	-------------	---------------------	-------------------------	---------------	---------------	-----------------------------	---------------------------	-------------	--------------------	--------------------------	--------------------------------	--------------------------	--------------------------	--------------------------	---------------------------------	---------------------------------	---------------------------	--------------------	-------------------	------------------------	---------------------	--------------------	---------------	-------------	------------	----------------	----------	-------------------------------	-----------	---------------	------------	---------------	--------------	------------	----------------	----------	--------------	-------------	-------------	------------------	--------------------------	------------------	------------	--------------	----------------------	--------------------------------	------------	------------------	--------------------------	--------------	--------------	----------------	--------------	------------------------	-----------	-------------	-------------	-----------	----------------------	----------	------------	-----------	----------------	-------------	-------------	-------------------	-------------------------	--------------------------	-------------	----------	---------------	---------------------	-----	-------------------	-----------------------	-----------------------	-------------------------	---------------------------------------	--------------------------------------	---------------	-----------------------------------	----------------------------	----------------	-------------------------	--------------------	------------------	------------	-----------------------------------	-----	---------------------------	----------------	--------------------	---	---

So we are looking at:

- enhanced matchmaking for wingmen
- enhanced/clear feedback for who and where wingmen are
- shared information within the wing
- shared bounties and mission rewards
- on-going mission support for wing gameplay
- to be absolutely clear, this is not anything to do with NPC wingmen (though they do sound similar).
- And as an aside, for example, the Cobra, the Asp and the Asp hold are the only ships that are not going to be able to have a wing to them. I'm not sure if that's a good thing or not, but it's a good thing that they're not going to be able to have a wing to them.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.

Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk. It's probably a massive undertaking to say we're committed to carrying on development. Wings is the ability to mechanically group up with a small number of other players to share rewards and risk.















