

# The EV Override Resource Bible

Last Revision:  
6/4/2000 by mcb

WARNING: This information is not guaranteed to be 100% accurate. Use  
at your own risk. Has been known to cause cancer in laboratory  
animals. Caveat lector.

by Matt Burch  
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## Part I - Game Constants

MaxShipsInSystem	36
MaxStellarObjects	1500
MaxSystems	1000
MaxShipClasses	64
MaxStellarClasses	64
JumpDistance	1000 pixels
MaxWeaponTypes	64
MaxOutfitItemTypes	128
MaxBeamsOnScreen	8
MaxDudeTypes	128
MaxGovts	128
MaxExplosionsOnScreen	16
MaxMissions	512
NumMissionBits	512
MaxCargoTypes	64
MaxPersonTypes	512
MaxShotsOnScreen	128
MaxAsteroids	10
MaxNebulae	4
MaxSimultaneousMissions	8
MaxDisasters	128
MaxFleets	128
MaxMovies	128

## Part II - Resource Descriptions

Note: Override's resources all start at ID number 128, but the internal storage for all data file info is zero-based. Therefore, when a field in the Override data file is said to refer to a government, stellar object, etc., it refers to it by its index number (starts at 0) unless it is specifically stated that it is referring to the ID number, which starts at 128.

Note: Some of Override's fields refer to other resource IDs or index numbers, but their values are offset by a certain amount to indicate type. For example, the `mšn` resource's `AvailStel` field refers to the index number of a `gövt` resource when its value is between 10000 and 10063. In cases like this, it is necessary to add to or subtract from the field in order to force the value into the proper range: in this instance, you'd subtract 10000 to find the index number of the `gövt`.

Note: Any resources in an Override plugin file automatically replace same-numbered resources in Override's main files. Additional graphics for the shipyard and outfit dialog menus (just individual menu items, not the whole menu!) are loaded from PICT ID's 5101 and up for shipyard and 6101 and up for outfit. (e.g. 5101 is the first ship type, 5105 is the fifth, etc., and the same goes for the outfit menu items) These menu items will replace the respective ones in the main menu resources, PICTs 5100 and 6100.

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## • The spin resource (stored in Override Graphics)

Spin resources contain sprite info. Whenever Override needs to load a set of sprites for a particular object, it looks at that object's spin resource, which in turn tells the game how to load the object's sprites. Override sprites are stored as paired sprite and mask PICT resources. The sprites in each PICT are arranged in a grid, which can be of any size. The spin resource tells Override what shape and size the sprites' grid is. Spin resources have the following fields:

SpritesID	ID number of the sprites' PICT resource
MasksID	ID number of the masks' PICT resource
xSize	Horizontal size of each sprite (should be a multiple of 8!)
ySize	Vertical size of each sprite
xTiles	Horizontal grid dimension
yTiles	Vertical grid dimension

Spin resources have certain reserved ID numbers, which correspond to different types of objects:

128-191	Ships
200-263	Weapons
300-363	Stellar objects
400-402	Explosions
500	Boxes

It is important to note that the ID numbers of the PICT resources are non-critical, as Override looks at the spin resources to find the sprites, and not at the actual PICT ID numbers themselves.

Note: The total number of sprites in the graphics file (used by Override to update the progress bar during startup time) is stored in 'spit' resource 128 in the Override Graphics file.

Note: Don't create a sprite grid that has more than 10 rows or columns (yTiles and xTiles both  $\leq 50$ ) because Override will puke. Similarly, don't create sprites that are wider or taller than the smallest screen size Override can use (640x480) because there's not enough offscreen buffer room to load it all in.

## • The desc resource

Desc resources store null-terminated text strings (descriptions) that are used by Override in a variety of places. For some desc resources, Override looks for a certain reserved ID number. Other desc resources are pointed to by fields in other resources, so their ID numbers are not necessarily fixed, and can be set to virtually anything by the scenario designer. The reserved desc ID numbers, along with the maximum length for each type, are below:

128-1628	Stellar object descriptions, shown when landed on a planet.
1900	Message shown after the player uses an escape pod.
2000-2063	Ship class descriptions, shown in the shipyard and requisition-escort dialog.
2100-2163	Ship pilot descriptions, shown in the hire-escort dialog.
3000-3127	Outfit item descriptions, shown in ship outfitting dialog.
4000-4511	Mission descriptions, shown in mission dialog.

## • The deqt resource

Deqt resources are used to supplement and/or replace mission text briefings with external QuickTime movies. When Override goes to load some text for a mission that would normally be displayed in the standard text-briefing dialog box, it also checks for a deqt resource with the same ID as the desc resource to be loaded. If it determines that a movie needs to be played, it looks in the Override Plug-Ins folder for a QuickTime 'Moov' file with the same name as the name of the associated deqt resource, and plays it on the screen. By using the Flags field of the deqt resource, you can set a movie to play either before or after the briefing is shown, or in place of it. The flag settings are:

0x0000	Show movie before text briefing (default)
0x0001	Show movie after text briefing
0x0002	Show movie instead of text briefing

There is a limit of 128 deqt resources total.

## • The dude resource

A dude resource can be thought of as a container for ships that share certain characteristics. Any ship of a given dude class will have that dude class's AI type and governmental affiliation, and will yeild the same types of booty when boarded. In a dude resource, up to four different ship classes can be pointed to, with a probability set for each ship class. The result of all this is that, in other parts of Override's data file, you can point to a dude class and know that Override will create a ship of the proper AI type and governmental alignment, and will pick the new ship's type based on the probabilities you set in the dude resource. The dude resource's fields are:

AIType	Which type of AI to use for ships of this dude class (see below). If you set this to 0, each ship will use its own inherent AI type.
ShipTypes (x4)	These fields contain the ID numbers of up to four different ship classes
% Prob (x4)	These fields set the probability that a ship of this dude class will be of a certain ship type
Govt	The ID number of the dude class's government, or -1 for independent.
Booty	Flags that define what you'll get when you board a ship of this dude class. (see below)

The five different AI types are:

1 - Wimpy Trader	Visits planets and runs away when attacked
2 - Brave Trader	Visits planets and fights back when attacked, but runs away when his attacker is out of range
3 - Warship	Seeks out and attacks his enemies, or jumps out if there aren't any.
4 - Interceptor	Seeks out his enemies, or parks in orbit around a planet if he can't find any. Buzzes incoming ships to scan them for illegal cargo. Also acts as "piracy police" by attacking any ship that fires on or attempts to board another, non-enemy ship while the interceptor is watching.
5 - Naval Fighter	Carried by another ship. Reserved for internal use - do not use!
6 - Escort	Flies with the player. Reserved for internal use - do not use!

You can set different combinations of booty to be had from ships of a certain dude class by ORing different bits into the dude's Booty field. If a dude class has a booty flag of 0x0000, then you can't get anything from the ship, and you're told that you were "repelled while attempting to board" it. The different booty flags are:

0x0001	Food
0x0002	Industrial goods
0x0004	Medical supplies
0x0008	Luxury goods

0x0010 Metal  
 0x0020 Equipment  
 0x0040 Money (depends on the ship's purchase price)

The next field tells Override what kind of text to display when you hail a ship of this dude type and send a greeting: (note that these values can be added together to have Override display multiple different types of information)

InfoTypes What kind of info to display  
 1000 Good prices  
 2000 Disaster info  
 4xxx Specific advice (the last three digits of this value are added to 7500 to get the ID of the SIR# resource from which to get the quote)

The MissionBit fields can be used to link the appearance of each ship type to the state of a given mission bit. If a ship type's MissionBit field is set to 0-511, that ship will only appear if the corresponding mission bit is set. 1000-1511 will cause the ship to only appear if the mission bit is not set, and -1 will cause it to appear as normal.

One thing to remember when setting up a dude resource is that Override will choke if any of the ShipType fields are filled incorrectly (i.e. less than 128 or greater than 159) or any of the probabilities are not between 1 and 100. Therefore, if you want a dude type to point to only one ship class, you'd set all four ShipType fields the same and put 25% in each Prob field. (see the "Confed Liner Only" dude class for an example of this)

## • The flët resource

A flët resource defines the parameters for a fleet, which is a collection of ships that can be made to appear randomly throughout the galaxy. Fleets can also be made to appear by including them in dude resources.

LeadShipType	ID of the fleet's flagship's ship class
EscortType (x4)	IDs of the flagships escorts' ship classes. If you don't want to use four different escort types, you should still set the unused fields to a valid ship class ID. (you can set the min & max fields to 0 and just have the extra ships not appear)
Min (x4)	The minimum number of each type of escort to put in the fleet.
Max (x4)	The maximum number of each type of escort to put in the fleet.
Govt	ID of the fleet's government, of -1 for none.
LinkSyst	Which systems the fleet can be created in -1 Any system 128-1127 ID of a specific system 10000-10063 Any system belonging to this specific government 15000-15063 Any system belonging to an ally of this govt 20000-20063 Any system belonging to any but this govt 25000-25063 Any system belonging to an enemy of this govt
MissionBit	-1 Ignored 0-511 The fleet will only appear when this mission bit is set 1000-1511 The fleet will only appear when this mission bit is not set

Note: The MissionBit field is ignored when the fleet is pointed to by a dude resource.

Note: When setting up misn resources, you shouldn't make reference to a dude resource which contains pointers to fleets, as this will cause Override to behave strangely. Use only normal, single-ship dude resources in missions.

## • The gövt resource

A govt resource defines the parameters for a government, which is in turn defined as "any collection of ships and planets that react collectively to the actions of the player and other ships." Governments keep track of how they feel toward you, and they can also have set enemies and allies. The govt resource's fields are:

InherentJam	Flags for the government's inherent jamming technology. Works similarly to 'oütf' resource ModType 10 flags, with the addition that flag bit 0x0100 causes freighters (i.e. AiTypes 1 and 2) for a particular government to have 50% of the standard InherentJam value for warships (AiType 3) of the same government.
Flags	Sets a variety of characteristics (see below)
Ally	The ID number of the govt's ally.
Enemy	The ID number of govt's enemy.
CrimeTol	The maximum amount of evilness the player can accumulate before warships of this govt start to beat on him.
SmugPenalty	The amount of evilness a player gains for being detected smuggling illegal cargo (defined in a misn resource) past this government's ships.
DisabPenalty	The amount of evilness for disabling one of this govt's ships.
BoardPenalty	Evilness from pirating one of this govt's ships
KillPenalty	Evilness from killing this govt's ships
ShootPenalty	Evilness from shooting one of this govt's ships (currently ignored)
InitialRec	The player's initial legal record in systems controlled by this govt (0 is neutral, positive is good, negative is bad)

The different bits that can be set in a govt's Flags field are:

0x0001	Xenophobic (Warships of this govt attack everyone except their allies. Useful for making pirates and other nasties.)
0x0002	Ships of this govt will attack the player in non-allied systems if he's a criminal there (useful for making one govt care only about the player's actions on its home turf, while another is nosy and enforces its own laws everywhere it goes)
0x0004	Always attacks player
0x0010	Warships of this govt will retreat when their shields drop below 25% - otherwise they fight to the death
0x0020	Ignore ships of this govt in the DoGoodSamaritan function
0x0040	Never attacks player (also, player's weapons can't hit them)
0x0100	'pers' ships of this govt won't use escape pod, but will act as if they did
0x0200	Warships will take bribes.
0x0400	Can't hail ships of this govt
0x0800	Ships of this govt start out disabled (derelicts)
0x1000	Warships will plunder non-mission, non-player enemies before

destroying them  
0x2000 Freighters will take bribes.  
0x4000 Planets of this govt will take bribes  
0x8000 Ships of this govt taking bribes will demand a larger percentage of  
your cash supply, and their planets will always take bribes (useful  
for pirates)

Doing evil deeds to one government will improve your rating with its enemies, and vice versa. Allied governments also communicate your actions, so attacking one government will make its allies hate you too.

One important thing to note is that two governments don't both have to have the other defined as their ally to have them be friendly toward one another. As an example: John says "I like Cajun," and Cajun says "John? Who's that?" Cajun and John are automatically allies, because Cajun's love for John is implied in John's statement of undying devotion to Cajun. :) This way, governments can have multiple allies. Enemies work in a similar fashion, except that any government not allied with a xenophobic government is automatically considered its enemy.

## • The jünk resource

Junk resources store info on specialized commodities that can be bought and sold at only one location (each). The fields are:

SoldAt	ID number of the stellar object where the commodity is sold
BoughtAt	ID number of the stellar object where the commodity is purchased (or -1 for none)
BasePrice	The average price of the commodity (works much like the base prices for "regular" commodities)
Flags	Misc control bits (all but one unused)
0x0001	Tribbles flag - When in your cargo bay, the commodity multiplies like tribbles.

## • The misn resource

Missions are the crown jewel of the Override datafile, as well as the largest and most complex resources in the game. Each misn resource corresponds to a single mission that the player can undertake, with the name of the mission (which the player sees in the mission list) being the name of the associated misn resource. The first six fields in a misn resource help Override determine where and when the mission is available:

AvailStel	Which stellar objects (i.e. planets) the mission is available at
-1	Any inhabited stellar
128-1627	ID number of a specific stellar
5000-5999	Stellar in a system adjacent to specific system
9999-10127	Specific govt's stellar
15000-15127	Specific govt's ally's stellar
20000-20127	Stellar of anybody but this specific govt
25000-25127	Specific govt's enemy's stellar
AvailBitSet	Which one of the mission flag bits, (see below) if any, must be set for this mission to become available
-1	ignored
0-511	this mission bit must be set
1000-1511	this mission bit must be clear (functions similarly to AvailBitClear, described below)
AvailLoc	Where on a planet this mission is available
0	From the mission computer
1	In the bar
2	Offered from ship (must set up associated pers resource as well)
AvailRecord	What your legal record in this system must be for this mission to become available
0	ignored
pos. value	record must be at least this high
neg. value	record must be at least this low
-32000	when the player has dominated the stellar in question
-32001	when the player has dominated at least one stellar
AvailRating	What your combat rating must be for this mission to be available
-1	ignored
0+	rating must be at least this high
AvailRandom	A randomization factor, to ensure that some missions aren't available all the time. Mission randomizing values are recalculated each time you warp into a system.
100	always available
1-99	available this % of the time

A quick word on mission bits: Override stores 256 flags that can be set by your missions when they fail or succeed. The mission bits can then be checked to see whether a mission is allowed to be available. There are three uses for this:

1. Ensuring that a mission is only available once.
2. Creating branching plotlines, in which the types of missions offered depend on your past successes and failures.
3. Creating a number of missions that are available at the same time, but which are mutually exclusive. (e.g. you wouldn't want the player to go on more than one of a set of three missions) These missions could be made unavailable if bit 37 was set, for example, and then would set bit 37 on completion.

The next two fields in the misn resource define where the player needs to go to complete the mission:

TravelStel	Which stellar object the player must go to during the mission
-1	No specific stellar destination
-2	A random inhabited stellar
-3	A random uninhabited planet
128-1627	ID number of a specific stellar
9999-10127	Random stellar of a specific govt
15000-15127	Random stellar of a specific govt's ally
20000-20127	Random stellar of anybody but this specific govt
25000-25127	Random stellar of specific govt's enemy
ReturnStel	Where the player must return to in order to complete the mission and receive payment
-1	No specific stellar destination
-2	A random inhabited stellar
-3	A random uninhabited stellar
-4	The initial stellar, where the mission was accepted
128-1627	ID number of a specific stellar
10000-10127	Random stellar of a specific govt
15000-15127	Random stellar of a specific govt's ally
20000-20127	Random stellar of anybody but this specific govt
25000-25127	Random stellar of specific govt's enemy

The next five fields tell Override about any special cargo associated with a mission:

CargoType	What type of cargo must be carried
-1	No special cargo for this mission
0-63	Specific cargo type
1000	Random cargo of types 0-5 (the standard types)
CargoQty	What amount of cargo must be carried
-1	Ignored (no cargo)
0 and up	This many tons of cargo
-2 and below	abs(CargoQty) tons, ± 50%
PickupMode	Where the cargo is to be picked up
-1	Ignored

- 0 Pick up at mission start
- 1 Pick up at TravelStel
- 2 Pick up when boarding special ship

DropOffMode Where the cargo is to be dropped off [Note: don't set your cargo to be picked up and dropped off at the same place, as it may cause Override to behave strangely]

- 1 Ignored
- 0 Drop off at TravelStel
- 1 Drop off at mission end (ReturnStel)

ScanGovt Which government considers your cargo illegal

- 1 Ignored
- 128-255 ID number of a government that considers this cargo illegal. If you're scanned by a ship of this government, or any government that's not its enemy (important!) you'll get that government's SmugglePenalty added to your record.

FailIfScanned Sets whether the mission fails if you're detected carrying the cargo

- 0 Mission doesn't fail if scanned
- Nonzero Mission fails if you're scanned

The next field tells Override what to give you if you're successful in your mission:

PayVal What you get if you're successful and you return to ReturnStel

- 0 No pay
- 1 and up This number of credits
- 10128 to -10255 Clean legal record with the govt with this ID
- 20128 to -20255 Give the player an item with this ID
- 30128 to -30255 Give the player an item with this ID at the start of the mission
- 40001 to -40099 Take away this % of the player's cash (-40001 = 1%, -40002 = 2%, etc.)

The next six fields contain information on the special ships associated with this mission, if any:

ShipCount The number of special ships for this mission

- 1 Ignored (no special ships)
- 0-31 This number of special ships

ShipSyst Which system the special ships will appear in

- 1 The initial system where the mission is begun
- 2 Any random system
- 3 TravelStel's system
- 4 ReturnStel's system
- 5 System adjacent to initial system
- 6 Whatever system the player is in (i.e. follow him around)
- 128-1127 ID number of a specific system
- 9999-10127 Specific govt's system

15000-15127 Specific govt's ally's system  
 20000-20127 System of any govt but this specific one  
 25000-25127 Specific govt's enemy's system

ShipDude What dude resource to use to determine the special ship's types and characteristics  
 -1 Ignored (no special ships)  
 128-255 ID number of a specific dude class

ShipGoal The mission goal associated with the special ships  
 -1 Ignored (no specific goal for the special ships)  
 0 Destroy all the ships  
 1 Disable but don't destroy them  
 2 Board them  
 3 Escort them (keep them from getting killed)  
 4 Observe them (you just have to be in the same system with them)  
 5 Rescue them (they start out disabled, and you must board them)  
 6 Chase them off (either kill them or scare the into jumping out of the system)

ShipBehav Defines any special actions you want the ships to take  
 -1 Ignored (they use their standard AI routines)  
 0 Special ships will always attack the player  
 1 Special ships will protect the player  
 9 Special ships will hyper in all together after a short delay  
 10 Special ships will hyper in and attack the player  
 11 Special ships will hyper in and protect the player

ShipNameID Tells Override how to name the special ships  
 -1 Ignored (special ships have normal names)  
 128 and up Pick a name from this STR# resource

The next three fields determine what will happen when you successfully complete the mission:

CompBitSet Which mission bit will be set on completion  
 -1 Ignored  
 0-511 Set this mission bit  
 1000-1511 Clear this mission bit

CompGovt Which government to use in determining how your record changes on completing this mission  
 -1 Ignored (no reward other than pay)  
 0-127 Increase record with this govt

CompReward How much to increase your record with CompGovt (any value) Increase record by this much (note: if you have a CompGovt and reward defined and you fail the mission, that govt will take it personally and decrease your record by 1/2 the amount specified in CompReward. This is useful

for making missions whose success is considered vital by a certain party.)

The next field determines what happens when you fail the mission:

FailBitSet	Which mission bit to set upon failure
-1	Ignored
0-511	Set this mission bit on failure
1000-1511	Clear this mission bit on failure

The next seven fields tell Override which desc resources to display at various times during the mission: (see below for more info on mission descriptions)

BriefText	The desc to show in the dialog that comes up when you accept a mission. (formats are the same for all seven fields)
-1	No special mission briefing
128 and up	ID number of the desc resource to use (ID numbers of 5000 and up are usually the safest)

QuickBrief	The desc to show when the user hits the "Mission Briefing" (I) key.
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LoadCargText	The desc to show when special mission cargo is loaded from a planet
--------------	---

DumpCargoText	The desc to show when special mission cargo is offloaded (not jettisoned into space as the name would suggest!)
---------------	---

CompText	The desc to show when you go to ReturnStel and the mission has been successful.
----------	---

FailText	The desc to show when you go to ReturnStel and the mission has been a failure
----------	---

The next field tells Override how long you have to complete the mission:

TimeLimit	Like it says
-1	Ignored (no time limit)
1 and up	This number of days

The next field tells Override whether or not the mission can be aborted. (currently ignored!)

CanAbort	0	Mission can't aborted, you must go to ReturnStel in order for it to "go away" and become inactive
	Nonzero	Mission can be aborted at any time, by simply selecting another mission. Also, the mission "goes away" and becomes inactive at the moment it fails (e.g. you're scanned when you aren't supposed to be, etc.).

The next field is unused, and the next field after that is another piece of info on how and when Override should offer the mission. (sorry, I had to add this field to the template after many of the missions were already done)

AvailBitClr	-1	Ignored
	0-511	Mission is available only if this mission bit is not set.

The next few fields tell Override about any auxiliary ships you want to be placed in the universe for this mission. Auxiliary ships cannot be given specific instructions, and no goals can be set for them; they simply are "normal" ships that are placed into the universe for the purpose of adding atmosphere to a mission.

AuxShipCount	How many aux ships, if any, to activate for this mission:
	-1 No aux ships
	1-31 Place this many aux ships in the universe

AuxShipDude	ID number of the specific dude resource to use to set up the aux ships
-------------	--

AuxShipSyst	What systems to place the aux ships in:
	-1 Any system the player is in
	-2 TravelStel's system
	-3 ReturnStel's system
	128-1127 ID number of a specific system
	5000-5999 In this system, or any systems adjacent to it
	9999-10127 Any system belonging to this govt
	15000-15127 Any system belonging to this govt or its allies
	20000-20127 Any system not belonging to this govt
	25000-25127 Any system belonging to enemies of this govt

Then there are some more fields we had to append to the end because we didn't think of them until later:

CompBitSet2	Another completion bit field, which performs identically to the other one.
-------------	--

Flags	Some misc. flag bits
	0x0001 Marks the mission as an auto-aborting mission, which will automatically abort itself after it is accepted. (sometimes useful to create special ships) Any mission bits pointed to by the mission's CompBitSet fields will be automatically set when the mission aborts. Note: there must be special ships associated with the mission to trigger the auto-abort.
	0x0002 Don't show the red destination arrows on the map
	0x0004 Can't refuse the mission
	0x0010 Infinite auxShips
	0x0020 Remove pre-paid outfit item on mission failure or

	abort
0x0040	Apply -5x CompReward reversal on abort
0x0080	Global penalty when jettisoning mission cargo in space (currently ignored)
0x0100	Show green arrow on map in initial briefing
0x0200	Show an additional arrow on the map for the ShipSyst
0x1000	Critical mission (will be offered before all others in the bar)
0x2000	Mission unavailable if player's ship is of inherentAI type 1 or 2 (cargo ships)
0x4000	Mission unavailable if player's ship is of inherentAI type 3 or 4 (warships)
CompBitSet2 CompBitSet4	Two more completion bits for your scenario-writing pleasure.
FailBitSet2	A second fail bit, used in the same way as above.
RefuseText	The desc, if any, to show when mission offered in a bar or from a passing ship is refused.
AvailShipType	Defines what class of ship you must have for this mission to be made available: 0 or -1 Ignored 128-255 Must be flying a ship of this type 1128-1255 Must not be flying a ship of this type 2128-2255 Must be flying a ship of this inherent govt 3128-3255 Must not be flying a ship of this inherent govt
RefuseBitSet	Which mission bit will be set on refusal of this mission -1 Ignored 0-511 Set this mission bit 1000-1511 Clear this mission bit
StartBitSet	Which mission bit will be set when this mission is accepted -1 Ignored 0-511 Set this mission bit 1000-1511 Clear this mission bit

Whenever Override displays a desc resource related to a mission, such as the initial mission description (desc ID 4000-4255) or one of the special mission briefings (e.g. CompText and QuickBrief) it performs one other special operation on the text. It searches through the text and replaces a few special "wildcard" symbols with pertinent mission information. This is extremely useful in setting up mission briefings that include random information that wouldn't be known when the description is written. These special symbols and their expansions are:

<DSY> The name of the destination system  
 <DST> The name of the destination stellar

<RSY> The name of the return system  
<RST> The name of the return stellar  
<CT> The name of the type of cargo to be carried  
<CQ> The quantity of cargo to be carried  
<DL> The date of the mission deadline, if any  
<PN> The player's name  
<PSN> The player's ship's name  
<OSN> The offering ship name (only works when offering a mission from a ship)  
<SN> Special ship name (Note: Override will screw up if you use this in the initial mission description, as it doesn't pick the special ship names until you actually accept the mission.)

## • The nēbu resource

Nēbu resources contain info on the nebulae (or other space phenomena) which are displayed in the background of the star map. These images don't actually have any effect on events in the game, they're just there to look pretty. You can, however, combine nēbu background images with custom asteroid or interference data in the sÿst resources for cool localized effects. The PICT resources associated with the four available nēbu resources are numbered 9500-9511, and the effects of the nēbu resource's fields are as follows:

XPos      The image's position on the star map. These coordinates are  
YPos      expressed in the scale of the "normal" map zoom level (not zoomed  
            in or out) and are relative to the upper-left corner of the image.

XSize     The image's size on the star map. These values are expressed in  
YSize     the scale of the "normal" map zoom level (not zoomed in or out) and  
            tell Override how big to make the image when the map is at normal  
            zoom.

## • The öops resource

Ops resources contain info on planetary disasters. Actually, the term "disasters" is a misnomer, as these occurrences simply affect the price of a single commodity at a planet or station, for good or bad. Override uses the name of the resource in the commodity exchange dialog box to indicate that a disaster is currently going on at a planet. The fields of an ops resource are:

Stellar	The stellar object this disaster is linked to
128-1628	ID of a stellar object
-1	Any planet or station (use sparingly)
-2	Nothing (used for mission-related news)
Commodity	Which commodity to affect the price of (0 = food, 1 = industrial, etc.)
PriceDelta	How much to raise or lower the price. (negative numbers lower it)
Duration	How many days the disaster lasts.
Freq	Percent chance per day that the disaster will occur.
MissionBit	Tells Override how to relate mission bits and disasters. (see misn for more info)
-1	Ignored
0-511	Activate the disaster when this mission bit is set
1000-1511	Don't allow this disaster to occur unless this mission bit is set
2000-2511	Allow this disaster to occur only if this mission bit is cleared
3000-3511	Activate the disaster when this mission bit is cleared

## • The outf resource

Outf resources store information on the items that you can buy when you choose "Outfit Ship" at a planet or station. The first field tells Override whether or not the item's availability is linked to the completion of a mission:

MissionBit	Tells Override whether to offer this item only if a certain mission bit is set. (see misn for more info)
-1	Ignored
0-511	Offer the item only if this mission bit is set
1000-1511	Offer the item only if this mission bit is not set

The next field contains info on the item's mass:

Mass	The mass in tons of the item (0 = no appreciable mass)
------	--

The next field tells Override where the item is available:

TechLevel	What the technology level of the item is. This item will be available at all spaceports with a tech level of this value or higher. (The exception to this rule involves the SpecialTech fields of the spöb resource; see the section on spöb resources for more information.)
-----------	---

The next two fields tell Override what kind of modification this item performs:

If ModType is:	Then it's:	And ModVal refers to:																
1	a weapon	The ID number of the associated wëap resource																
2	more cargo space	The number of tons of cargo space to add																
3	ammunition	The ID number of the associated wëap resource																
4	more shield capacity	The number of shield points to add																
5	faster shield recharge	How much to speed up (-30 = one more point per second)																
6	armor	The number of armor points to add																
7	acceleration booster	Amount of accel to add (see ship for more info)																
8	speed increase	Amount of speed to add (see ship for more info)																
9	turn rate increase	Amount of turn increase (1 = 30°/sec)																
10	ECM (missile jammer)	<table border="0"> <tr> <td>0x0001</td> <td>Weak Type I jamming</td> </tr> <tr> <td>0x0002</td> <td>Weak Type II jamming</td> </tr> <tr> <td>0x0004</td> <td>Weak Type III jamming</td> </tr> <tr> <td>0x0008</td> <td>Weak Type IV jamming</td> </tr> <tr> <td>0x0010</td> <td>Strong Type I jamming</td> </tr> <tr> <td>0x0020</td> <td>Strong Type II jamming</td> </tr> <tr> <td>0x0040</td> <td>Strong Type III jamming</td> </tr> <tr> <td>0x0080</td> <td>Strong Type IV jamming</td> </tr> </table>	0x0001	Weak Type I jamming	0x0002	Weak Type II jamming	0x0004	Weak Type III jamming	0x0008	Weak Type IV jamming	0x0010	Strong Type I jamming	0x0020	Strong Type II jamming	0x0040	Strong Type III jamming	0x0080	Strong Type IV jamming
0x0001	Weak Type I jamming																	
0x0002	Weak Type II jamming																	
0x0004	Weak Type III jamming																	
0x0008	Weak Type IV jamming																	
0x0010	Strong Type I jamming																	
0x0020	Strong Type II jamming																	
0x0040	Strong Type III jamming																	
0x0080	Strong Type IV jamming																	

11	escape pod	ignored
12	fuel capacity increase	Amount of extra fuel (100 = 1 jump)
13	density scanner	ignored
14	IFF (colorized radar)	ignored
15	afterburner	ignored
16	map	How many jumps away from present system to explore
17	cloaking device	The hue to scale the screen to while cloaked 1 = red, 2 = green, 3 = blue, 4 = cyan, 5 = magenta, 6 = yellow
18	fuel scoop	How many frames per 1 unit of fuel generated. Enter a negative value to perform the same function in "fuel sucking" mode
19	auto-refueller	ignored
20	auto-eject	ignored (requires escape pod to work)
21	clean legal record	ID of govt to clear legal record with, or -1 for all
22	hyperspace speed mod	Number of days to increase or decrease ship's hyperspace travel time (still can't go below 1 day/jump)
23	hyperspace dist mod	Amount to increase or decrease the no-jump zone's radius by (the standard radius is 1000)
24	interference mod	Subtracts the value in ModVal from the current star system's Interference value when calculating how "fuzzy" to make the radar scanner
25	marines	Adds the value in ModVal to your ship's effective crew complement when calculating capture odds
26	alter mission bit	If ModVal is 0-511, sets this mission bit when purchased. If ModVal is 1000-1511, clears this mission bit when purchased.

The next two fields tell Override how many of this item you can possibly have at once:

Max           How many you can have (not counting weapon limitations)

Flags       Miscellaneous info:

- 0x0001     This item is a fixed gun
- 0x0002     This item is a turret
- 0x0004     This item stays with you when you trade ships
- 0x0008     This item can't be sold
- 0x0010     Remove any items of this type after purchase (useful for permits and other intangible purchases)

The next field, Cost, tells Override how much to charge you for the item.

The last two fields (ModType2 and ModVal2) are for you to specify "alternate" functions for an outfit item - e.g., a weapon could also reduce the ship's turning speed. The

only restriction on ModType2 is that you shouldn't use it for weapons or ammo (modtypes 1 or 3).

Note: The large (100x100 pixel) outfit dialog pictures are stored using PICT resource IDs 6000 and up. Unfortunately, due to lack of planning, the master outfit menu pict is stored at ID 6100, so the large outfit picts with IDs that would normally be 6100 and above are offset forwards by one. So, the large outfit picts are stored from PICT IDs 6000-6099 and 6300-6327. (note that this has changed in version 1.0.2, and is different from previous versions of Override!)

## • The pers resource

The pers resource defines the characteristics of an AI personality - that is, a specific person the player can encounter in the game. These AI-people have their names (which are also the names of the associated pers resource) displayed on the target-info display in place of the name of their ship class. When ships are created, there is a 5% chance that a specific AI-person will also be created. (obviously, as AI-people are killed off, they cease to appear in the game.) The first field tells Override where a certain person can be encountered:

LinkSyst	Which systems the person can be created in	
	-1	Any system
	128-1127	ID of a specific system
	9999-10127	Any system belonging to this specific government
	15000-15127	Any system belonging to an ally of this govt
	20000-20127	Any system belonging to any but this govt
	25000-25127	Any system belonging to an enemy of this govt

The next four fields define the person's character traits:

Govt	The person's governmental affiliation	
	-1	Ignored (person is independent)
	128-255	ID of a specific government
AI Type	The person's AI type (see the section on düde resources)	
	1	Wimpy trader
	2	Brave trader
	3	Warship
	4	Interceptor
Agress	The person's aggression, i.e. how close ships have to be before the person will attack them, on a scale of 1 to 3.	
Coward	At what percent of total shield capacity will the person run away from a fight? e.g. a value of 25 would cause the person to retreat when his shields dropped to 25%.	

The next fields tell Override more about the ship that a person uses:

ShipType	ID number of the person's ship class	
WeapType (x4)	ID numbers of weapon types	
	-1 or 0	No weapon
	128-191	Add this weapon type
WeapCount (x4)	How many of each of the above weapons to add (Note: This is in addition to the standard weapons already included with the ship. Standard weapons can be "removed" by entering their ID numbers in the WeapType fields and entering the negative of	

their standard load for the given ship class in the WeapCount field.)

-1 or 0 None  
1 and up Add this many

AmmoLoad (x4) The standard ammo load for weapons that need it, or ignored for those that don't  
-1 or 0 No ammo  
1 and up Include this many rounds of ammo

Credits How many credits the person carried  
0 ignored (no credits)  
1 and up This many credits, ± 25%

ShieldMod How much to increase/decrease the person's shield capacity, in percent. For example, a value of 130 entered here would make the person's ship have shields that are 30% stronger than if he were flying a stock ship. Similarly, a value of 70 would make his shields 30% weaker.

MissionBit Which mission bit this person is linked to.  
0-511 Only have this person show up if this mission bit is set  
-1 Ignored

The next fields tell Override about any special quotes or missions to link to this ship:

CommQuote Index number of an entry in STR# resource 7100, to be displayed in the communications dialog

HailQuote Index number of an entry in STR# resource 7101, to be displayed at the bottom of the game screen (i.e. over the radio)

LinkMission What mission to activate when the ship is boarded or hailed

Flags Some control bits  
0x0001 The special ship will hold a grudge if attacked, and will subsequently attack the player wherever the twain shall meet.  
0x0002 Uses escape pod & has afterburner  
0x0004 HailQuote only shown when ship has a grudge against the player  
0x0008 HailQuote only shown when ship likes player  
0x0010 Only show HailQuote when ship begins to attack the player  
0x0020 Only show HailQuote when ship is disabled  
0x0040 When LinkMission is accepted with a single SpecialShip, replace it with this ship while removing this one from play (only useful for escort missions)  
0x0080 Only show quote once  
0x0100 Deactivate ship (i.e. don't make it show up again) after accepting its LinkMission  
0x0200 Offer ship's LinkMission when boarding it instead of when hailing it

0x0400 Don't show quote when ship's LinkMission is not available  
0x0800 Make ship leave after accepting its LinkMission  
0x1000 Don't offer if player is flying a wimpy freighter (aiType 1)  
0x2000 Don't offer if player is flying a beefy freighter (aiType 2)  
0x4000 Don't offer if player is flying a warship (aiType 3)  
0x8000 Show disaster info when hailing

## • The ship resource

Spaceships are the heart of Override, so the ship resource contains a lot of info. The name of a ship class, which is seen in the targeting display, corresponds to the name of the ship resource. The first nine fields give Override some general performance info on each ship type:

Hold	Cargo capacity, in tons. Put a negative sign in front of this value if you want to prevent the player from purchasing mass expansions. (e.g. a value of -100 would mean 100 tons of hold space but no mass expansions allowed)
Shield	Shield strength. (Player's shield is a bit stronger than this)
Accel	Acceleration magnitude. 300 is considered an average value.
Speed	Top speed. 300 is also an average value here.
Maneuver	Turn rate. 1 ≈ 30°/sec.
Fuel	Fuel capacity. 100 = 1 jump.
FreeMass	Space available to add additional items and upgrades. Note that this is in addition to the space taken up by the ship's stock weapons. (e.g. a ship with 20 tons listed in FreeMass and 10 tons of stock weapons will actually have 30 tons of expansion space, with 20 available.)
Azor	Azor strength. Azor takes damage when shields go down, and when a ship's is 2/3 gone it becomes disabled.
ShieldRe	Shield recharge speed, in number of frames per shield percentage point regenerated; bigger numbers here make for slower recharging. 30 ≈ 1% per second.

The next twelve fields tell Override which stock weapons to put on your ship when you first buy it:

WeapType (x4)	ID numbers of weapon types -1 or 0 No weapon 128-191 Add this weapon type
WeapCount (x4)	How many of each of the above weapons to add -1 or 0 None 1 and up Add this many
AzmoLoad (x4)	The standard azmo load for weapons that need it, or ignored for those that don't

- 1 or 0 No ammo
- 1 and up Include this many rounds of ammo

The next two fields tell Override what this ship's maximum loadout of fixed guns and turreted weapons is. Each ship has an inherent upper limit on fixed guns and turrets, in order to keep them from becoming absurdly powerful. (e.g. a bulk freighter has lots of room to add weapons, but is limited to a single turret for defense) The fields are:

MaxGun The ship's maximum number of fixed guns, which are flagged in the WeapFlag field of the outf resource.

MaxTur The ship's maximum number of turrets, which are flagged in the WeapFlag field of the outf resource.

The next field tells Override where this ship is available for purchase:

TechLevel What the technology level of the ship is. This ship will be available at all shipyards with a tech level of this value or higher. (The exception to this rule involves the SpecialTech fields of the spöb resource; see the section on spöb resources for more information.)

The next field, Cost, tells Override how much to charge you when you buy this ship. The cost of buying a ship is always the cost of the new ship minus 25% of the original cost of your current ship and upgrades. (i.e. you always "trade up" to a new ship)

The next field stores info on how the ship explodes:

- DeathDelay The number of frames the ship "disintegrates" before finally exploding.
- 0-59 The ship disintegrates for this number of frames and then disappears in a single fireball.
- 60+ The ship disintegrates for this number of frames and then disappears in a huge explosion. The exact size of the resulting fireball is proportional to the ship's mass. (see below)

The next four fields tell Override where the ship's turrets should fire from:

- TurretYDisp (x4) Exactly where on the Y-axis of the ship the turrets should fire from. Override cycles through each of these four values in turn as the turrets are fired.
- 0 Fire from exact center of the ship graphic
- 1 and up Fire from this many pixels forward of center
- 1 and below Fire from this many pixels aft of center

The next two fields store info on the physical dimensions of the ship:

Mass The mass of the ship, in tons. This doesn't affect acceleration

or speed at all, but it does affect travel time in hyperspace and the display on the density scanner. Also, the blast radius and impact strength when the ship explodes is proportional to its mass.

- 1-99 1 day per jump, small blip on density scanner
- 100-199 2 days per jump, large blip on density scanner
- 200 and up 3 days per jump, large blip on density scanner

Length The ship's length in meters. Currently unused in any calculations, but it's kinda cool, so it's displayed in the "detailed ship info" dialog.

The next field tells Override what kind of AI the ship will have if it's not created in connection with a dude resource. The only place this field is useful is when a ship is created as an escort ship; otherwise, it's ignored:

- InherentAI What AI the ship uses when it's escorting the player.
- 1-3 Use this kind of AI. (see the AI descriptions above)

The next field contains the number of crew members that are on each type of ship, and the field after that tells Override whether or not the item's availability is linked to the completion of a mission:

- MissionBit Tells Override whether to offer this ship only if a certain mission bit is set. (see mdsn for more info)
- 1 Ignored
- 0-511 Offer the ship only if this mission bit is set
- 1000-1511 Offer the ship only if this mission bit is not set

The next field tells Override what government is associated with a ship type:

- InherentGovt -1 No inherent govt for this ship
- 128-255 ID of a government to link to this ship

The next field is for some miscellaneous flags:

- Flags 0x0001 Slow jumping (75% normal speed)
- 0x0002 Semi-fast jumping (125%)
- 0x0004 Fast jumping (150%)
- 0x0008 Player ship takes advantage of FuelRegen property
- 0x0010 Ship is disabled at 10% armor instead of 33%
- 0x0020 Ship has afterburner when player has an advanced combat rating
- 0x0040 Ship always has afterburner
- 0x0080 Unguided-weapon x-offset should be used
- 0x0100 Show % armor on target display instead of "Shields Down"
- 0x1000 Ship's turrets have a blind spot to the front
- 0x2000 Ship's turrets have a blind spot to the sides
- 0x4000 Ship's turrets have a blind spot to the rear

ShotXOffset The side-to-side x-offset of unguided projectiles and unguided beam weapons, in pixels. Note that the Flags field must also be

configured to make this work.

- DefaultItems Up to four default items with which to equip this ship when the player buys or captures one. Note that AI-controlled ships will ignore these fields; also, don't put anything in here that isn't a physical item - i.e. afterburners, shield boosters, and the like are okay, but no fake IDs, maps, etc.
- 128-255 Ship comes stock with this item
- 1 Ignored
- ItemCount The number of each DefaultItem with which to equip the player.
- FuelRegen This ship type's inherent fuel regeneration property. Works exactly the same as the fuel scoop ModVal property - useful for making ships with built-in fuel replenishment. Note that for the player to be able to use this field, the 0x0008 flag must also be set. (this allows you to give enemy ships built-in fuel scoops but still make the player have to buy his own)
- SkillVar The amount (in percent) to which this ship's pilots' skill varies. This affects acceleration and turn rate for each ship - i.e. a skill variance of 10% would make each ship of a given type up to 10% slower or faster than "stock". Values from 1 to 50% are valid.

### • The spöb resource

Spob resources describe stellar objects, such as planets and space stations. (spob stands for space object) Each spob resource represents one stellar object, whose name is the name as the name of the resource. The first three fields tell Override where to put the stellar and what graphics to use for it:

xPos & yPos      The stellar's X and Y positions in the system (0, 0) is centered  
 Type              Which graphic to use, from 0 to 63.

The next field stores the flag bits that tell Override what many of the characteristics of the stellar are. Perform an OR operation on the following flags to get the final flag value:

- 0x00000001      Can land/dock here
- 0x00000002      Has commodity exchange
- 0x00000004      Can outfit ship here
- 0x00000008      Can buy ships here
- 0x00000010      Stellar is a station instead of a planet
- 0x00000020      Stellar is uninhabited (no traffic control)
- 0x00000040      Has bar
- 0x00000000      Won't trade in food
- 0x10000000      Low food prices
- 0x20000000      Medium food prices
- 0x40000000      High food prices
- 0x00000000      Won't trade in industrial goods
- 0x01000000      Low industrial prices
- 0x02000000      Medium industrial prices
- 0x04000000      High industrial prices
- 0x00000000      Won't trade in medical supplies
- 0x00100000      Low medical prices
- 0x00200000      Medium medical prices
- 0x00400000      High medical prices
- 0x00000000      Won't trade in luxury goods
- 0x00010000      Low luxury prices
- 0x00020000      Medium luxury prices
- 0x00040000      High luxury prices
- 0x00000000      Won't trade in metal
- 0x00001000      Low metal prices
- 0x00002000      Medium metal prices
- 0x00004000      High metal prices
- 0x00000000      Won't trade in equipment
- 0x00000100      Low equipment prices
- 0x00000200      Medium equipment prices
- 0x00000400      High equipment prices

The next field, System, contains the ID number of the star system that the stellar object is in. The four flags after that tell Override what items and ships are available for purchase at this stellar:

- TechLevel        What the base tech level of the stellar is. Only items and ships with TechLevels at or below this value will be available.
  
- SpecialTech (x3)    Holds the special tech levels of this stellar. Unlike the previous field, only items and ships with exactly this TechLevel will appear here. This is useful for making low-tech worlds that also have a few high-tech items, or for flagging an item with an absurdly high TechLevel (say 15000) and then setting one of the SpecialTech fields of a particular stellar to that same value, thus making that item appear at that stellar and nowhere else.

The next two fields contain info on the stellar's governmental affiliation:

- Govt            What government controls this stellar
  - 1                ignored (stellar is independent)
  - 128-255        ID number of the stellar's government
  
- MinCoolness    The point on your record in the current system that you'll be denied landing clearance on this stellar.
  - 1 and below    You can be this evil before they shun you
  - 0 and up        They have to like you this much before they let you land

The next pair of fields tells Override which special landscape to show and which ambient sound to play.

- CustPicID        Which custom landscape (333x271 PICT resource) to show
  - 1                No custom landscape
  - Anything else    ID number of PICT to load instead of the standard landscape display
  
- CustSndID        Which ambient sound to play
  - 1                No ambient sound effect
  - Anything else    ID number of snd resource to load (must be 11kHz)

The last two fields tell Override what kind of ships, if any, to create for the planet's defense fleet:

- DefenseDude     Which type of dude to use for the defense fleet:
    - 1                Ignored (no defense ships)
    - 128-255        ID number of the dude resource to use to determine the defense ships' characteristics
  
  - DefCount        The number of ships in the defense fleet. If you set this number to be above 1000, ships will be launched from the planet or station
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in waves. The last number in this field is the number of ships in each wave, and the first 3-4 numbers (minus 1 from the first digit) are the total number of ships in the planet's fleet. For example, a value of 1082 would be four waves of two ships for a total of eight. A value of 2005 would create waves of five ships each, with 100 ships total in the planet's defense fleet.

## • The syst resource

Syst resources store information on star systems, in which all combat, trading, and spaceflight take place. Each system can be linked to up to 16 other systems, and the player can make hyperspace jumps back and forth between them. System ID #128 also has a special significance: that system is where the player starts out when first beginning the game and if he subsequently ejects and is rescued. This system should always be made neutral, so the player isn't pursued by big beefy ships when he's just starting out.

The first two fields in the syst resource tell Override where on the map to place it:

xPos & yPos      The system's X and Y positions on the map

The next five fields store the hyperspace links to 5 other systems (the other 11 are at the bottom of the resource)

Con1-Con5      Link to another system  
 -1              No link  
 128-1127      ID of a system to link to

The next fields store the stellar navigation defaults (F1-F4) for the system. It is important to always set navigation defaults for stellar objects in your systems, because that's how Override's AI routines and status display keep track of stellar objects; if you don't set a planet as a nav default, the AIs won't "see" it, it won't show up on the radar, and you can't select it.

NavDef (x4)      Navigation defaults (F1-F4)  
 -1              No nav default for this key  
 128-1627      ID number of the stellar object to set as a default

The next nine fields tell Override how many ships, and of what kind, to put in the system:

DudeTypes (x4)      Which type of dude to place (best not to set this to an out-of-range value)  
 128-255          ID number of the dude type to place

% Prob (x4)          Probability that a given ship placed is of each of the above dude types  
 1-99              This percent probability

AvgShips              The average number of AI ships in the system  
 0                  No ships, empty system  
 1 and up          This number of ships, ± 50%

One special note: If you want a syst resource's DudeType field to point to a fleet type (see above) instead of a dude type, set its value to the negative of the fleet's resource ID. This will force Override to include that specific fleet type in the system a definite percentage of the time, instead of haphazardly as it normally does.

The next field tells Override who controls the system:

Govt	Which government owns the system
-1	Ignored (system is independent)
128-255	ID number of the controlling govt

The next tells Override which string, if any, to display as the message buoy's message when you enter a system:

Message	Which message buoy string to display
-1	Ignored (no special message)
1 and up	Use this entry in STR# resource 1000 as the text of the message buoy

The next two fields tell Override what kinds of navigation hazards to put in the system:

Asteroids	How many asteroids to put in the system, from 0 to 10
Interference	How thick the static in the system should be. 0 is no static, 100 is complete sensor blackout.

The next field controls how and when to make the system visible or invisible. You can pull off some cool tricks with this field, including presenting the illusion that system has changed in some way by hiding the original system and replacing it with a copy that is identical except for the desired changes.

VisBit	Which mission bit controls the system's visibility
-1	Ignored (system is always visible)
0-511	Make the system visible only when this mission bit is set
1000-1511	Make the system visible only when this mission bit is cleared

The next eleven fields store the hyperspace links to the other 11 systems that we didn't decide to add until EV 1.0.2 came out:

Con6-Con16	Link to another system
-1	No link
128-1127	ID of a system to link to

Want to make a 'pers' type ship always appear? Put its ID into one of the AlwaysPers fields that appear at the end of the syst resource.

## • The weap resource

The weap resource, surprisingly, stores info on Override's weapons. The name of the weap resource is used as the weapon name in the weaponry section of the status display. The first two fields control the duration of different aspects of the weapon:

Reload                      The number of frames it takes for one of this weapon to reload. 30 = 1 shot/sec. Smaller numbers yield faster reloads.

Count                      The number of frames the weapon's shots travel for before they peter out. 30 = 1 second of life.

The next two fields, MassDmg and EnergyDmg, tell Override how much damage to do when one of this weapon's shots hits something:

If the ship's shields are down:    damage = MassDmg    + (EnergyDmg/4)

If the ship's shields are up:      damage = (MassDmg/4) + EnergyDmg

However, the weapon will always do at least one point of damage, regardless of the calculation above.

The next two fields tell Override how the weapon should behave in flight:

Guidance                  The weapon's guidance mode

- 1      Unguided projectile
- 0      Beam weapon (see below)
- 1      Homing weapon (see Seeker field below)
- 2      (unused)
- 3      Turreted beam
- 4      Turreted, unguided projectile
- 5      Freefall bomb (launched at 80% [in 1.0.2] of the ship's current velocity, "weathervanes" into the "wind.")
- 6      Freeflight rocket (launched straight ahead, accelerates to its maximum velocity)
- 7      Front-quadrant turret, (can fire ±45° off the ship's nose) fires straight ahead if no target
- 8      Rear-quadrant turret (can fire ±45° off the ship's tail)
- 99     Carried ship (AmmoType is the ID of the ship class)

Speed                      The weapon's speed (pixels per frame \* 100)

The next field tells Override how to handle the ammunition for this weapon, assuming it's not a fighter bay:

AmmoType                  What kind of ammo the weapon uses

- 1                          Ignored (unlimited ammo)

0-63                    Draws ammo from this type of weapon. (Usually, if your Hector Cannon was of ID 131, you'd set the AmmoType to 3 so it'd use Hector Birdseed Pellets or whatever. However, you could conceivably set it to use ammo from another weapon's supply by setting the AmmoType to something else.)

-999                    Ship is destroyed when weapon is fired

-1000 & below        Weapon uses abs(AmmoType+1000) units of fuel per shot.

The next three fields tell Override which graphic and sound to use for this weapon, and how to launch it:

Graphic                What graphic set to use for this weapon

0-63                    Use this graphic set (i.e. spin resources 200-263)

Inaccuracy            The weapon's inaccuracy as it leaves the ship

0                        Fires straight

1 and up               Fires with up to this amount of inaccuracy (in degrees)

Sound                  Which sound to play when the weapon fires

-1                        Silent but deadly

0-63                    Play this sound (snd ID 200-263)

The next four fields store info on how the weapon behaves when it hits something:

Impact                 The magnitude of the impact when the shot hits something

0                        No impact

1 and up               This amount of impact, which is inversely proportional to the ship's mass. (e.g. Missile = 30)

ExplodType            What kind of explosion to show when the weapon hits.

-1                        No explosion

0                        Small, sparkly explosion

1                        Bigger explosion

2                        Friggin' huge explosion + little sparks

ProxRadius            The radius of the weapon's proximity fuse (useful for unguided missiles and bombs)

0                        Weapon requires direct hit to do damage

1 and up               This number of pixels of proximity radius

BlastRadius           The radius of the weapon's blast effect

0                        No blast effect

1 and up               This number of pixels of blast radius

The next field contains some miscallenous flag info:

Flags	0x0001	Spin the weapon's graphic continuously
	0x0002	Weapon fired by second trigger
	0x0004	For cycling weapons, always start on the first frame of the animation
	0x0008	For guided weapons, don't fire at fast ships (ships with turn rate > 3)
	0x0010	Weapon's sound is looped rather than played repeatedly
	0x0020	Weapon acts as a decoy for missiles
	0x0040	Multiple weapons of this type fire simultaneously
	0x0080	This weapon ignores the carrying ship's weapon x-offset setting
	0x0100	Weapon's blast doesn't hurt the player
	0x0200	Weapon generates small smoke
	0x0400	Weapon generates big smoke
	0x0800	Weapon's smoke trail is more persistent
	0x1000	Turreted weapon has a blind spot to the front
	0x2000	Turreted weapon has a blind spot to the sides
	0x4000	Turreted weapon has a blind spot to the rear
	0x8000	Shot detonates at the end of its lifespan (useful for flak-type weapons)

The next field contains flags that control how a guided weapon (Guidance = 1) behaves, and is ignored for other weapon types:

Seeker	0x0001	Passes over asteroids
	0x0002	Decoyed by asteroids
	0x0004	Decoyed by flares
	0x0008	Confused by sensor interference
	0x0010	50% susceptible to Type I jamming
	0x0020	50% susceptible to Type II jamming
	0x0040	50% susceptible to Type III jamming
	0x0080	50% susceptible to Type IV jamming
	0x0100	100% susceptible to Type I jamming
	0x0200	100% susceptible to Type II jamming
	0x0400	100% susceptible to Type III jamming
	0x0800	100% susceptible to Type IV jamming
	0x1000	Turn speed += 30°/second (cumulative)
	0x2000	Turn speed += 60°/second (cumulative)
	0x4000	Loses lock if target not directly ahead
	0x8000	May attack parent ship if jammed

...the default behavior for a guided weapon is for it to hit asteroids, to not be jammed by anything, and to turn at 30°/second.

SmokeSet Which cicon set to use for this weapon's smoke trail, if any. 0 = cicon's 1000-1007, 1 = 1008-1015, etc. Note that the smoke icons themselves can be any size, but if you use ResEdit's cicon editor to make each icon only as large as it needs to be, game performance will likely improve.



### • **The yää® resource**

This resource simply contains the offset that is added to the current calendar year when creating a new pilot, thus allowing you to change the starting year of the game. Override will load and use year resource 128 only.

## Appendix I - Combat Ratings

Your combat rating is based on the number of kills you have made, which is the sum of the crew complements of all the ships you have destroyed. The scale is as follows:

Kills:	Rating:
0	Harmless
1	Mostly Harmless
100	Fair
200	Average
400	Above Average
800	Competent
1,600	Noteworthy
3,200	Excellent
6,400	Dangerous
12,800	Deadly
25,600	Ultimate

## Appendix II - Legal Status

Your legal status in a system is based on the crime tolerance of that system's government. (if the system is independent, it is based on the first government's [ID 128] crime tolerance) On this scale, enough "good" or "evil" points to equal the government's crime tolerance is given a value of 1:

Good Scale:	Legal Status:
0	Clean
4	Decent Individual
16	Good Egg
64	Upstanding Citizen
256	Role Model
1024	Pillar of Society
4096	Honored Leader

Evil Scale:	Legal Status:
0	Clean
1	Offender
4	Criminal
16	Felon
64	Fugitive
256	Public Enemy
1024	Prime Evil
4096	Galactic Scourge

## Appendix III - Patching STR# Resources

The STR# resource format used to store many of the strings in Override may seem to be incompatible with the flexible nature of plugin files. For example, a plugin for a new ship would have to replace several of the built-in STR# resources to incorporate its new name into the game. The problem arises when you want to use two plugins that try to modify the same STR# resource.

The solution is not to change the STR# resources at all, but to use Override's handy string patching functionality by updating only select strings in a STR# resource by providing Override with a properly-numbered 'STR ' resource. For example, to change the first cargo type from food to something else, you'd simply create a 'STR ' resource with the ID 9000 and type in the name of your new commodity. A chart of 'STR ' resource numbers is provided below:

String Type:	Replacement 'STR ' ID range:
Message buoys	1000-2500
Short outfit names	3000-3127
Lowercase outfit names	3200-3327
Lowercase plural outfit names	3400-3527
Short shipyard names	3600-3663
Long shipyard names	3700-3763
Really short ship names for communications dialog	3800-3863
Independent ship names for communications dialog	3900-3963
Government abbreviations for target display	4000-4127
Government short names for comm dialog	4200-4327
Hail quotes	5000-5511
Disaster news	6000-6127
Stellar types	7000-7063
junk abbreviations	8000-8127
Lowercase junk names	8200-8327
Generic cargo names	9000-9063
Lowercase cargo names	9100-9163
Cargo abbreviations for status display	9200-9263
Base prices of commodities	9300-9305
Commodity abbreviations for status display	9400-9405
Govt-specific greetings for comm dialog	10000-11289 (first 10 for govt -1, second 10 for govt 0, third 10 for govt 1, etc.)
përs-resource CommQuotes	12000-12511

(A similar function exists for updating the graphics for the shipyard and outfit menus - see the note at the top of this document for details.)

