

# X Rebirth Wiki



## Welcome to the X Rebirth Wiki! (which everybody can edit)



### Welcome to the X Rebirth Wiki.

This wiki allows you to share and update X Rebirth-related content with the rest of the community. We hope you find the wiki useful and ask that the spirit of Egosoft's [General Forum Rules](#) be followed here on the wiki.

▼ [Show more...](#)

You can modify existing content or create new one. Please note that removing pages is not possible. If you think that a page should be removed, please add the page to the list on the [Page Deletion Requests](#) page.

Some initial information about how to post your own content in this wiki can be found [here](#) and there's a [testground](#) set-up you can freely use without fear to break anything.

If you want to discuss the Wiki, have questions or suggestions, please use the threads set up in the Egosoft forums: [support thread](#)



Please note that while you can use the wiki without having to login, there is no way for users to login. Login is restricted to Egosoft employees and moderators.

Unfortunately, it's outside our capabilities to provide accounts to all our players, since the software running the wiki doesn't provide a suitable license at the moment.

Each wiki page has a "Comment" box for short-term communication (e.g. to query something, or request a little more info). For discussion of a more detailed/permanent nature, the [Egosoft forum](#) should be used. Wiki comments will occasionally be move to the [Comment archive](#) to keep things tidy and focus content-sharing on page creation/updating.

## Navigation

### Maps

- [Secret Locations \(Spoilers\)](#)

### Factions

- [Reputation](#)
- [Licences](#)

### Missions and Campaign (Spoilers)

### NPC skills and roles

### Combat

#### Ship Boarding and Piracy

#### Player Ship (Albion Skunk)

- [Albion Skunk Weapons](#)

#### NPC Ships

- [Capital ship weapons](#)

### Official Guides

#### Video tutorials

#### Patch notes

#### Bugs

#### DLCs

#### Key bindings and controllers

- Stations available to player

- Player Mods and Extensions

## Background






X Rebirth is the sixth instalment in the [X Universe](#) video game series developed by [Egosoft](#). Released in November 2013, gameplay involves single-player combat, exploration, trading and building in an open-ended futuristic outer space environment.

The game is available for Linux, macOS and Microsoft Windows and has 2 optional [DLC](#) expansions in the form of [The Teladi Output \(TO\)](#), and [Home of Light \(HoL\)](#).

In December 2017 a stand-alone Virtual Reality (VR) version of X Rebirth was released for Microsoft Windows

Egosoft software is available to purchase via [Steam](#), [GoG](#), the [MAC Appstore](#) or directly from the [Egosoft online shop](#).

## Recently Updated Pages

-  [Lua function overview](#)  
Feb 13, 2020 • updated by [Stefan Hett](#) • [view change](#)
-  [FFI function overview](#)  
Feb 13, 2020 • updated by [Stefan Hett](#) • [view change](#)
-  [Section 1: The Structure](#)  
Dec 31, 2019 • updated by [Anonymous](#) • [view change](#)
-  [Module 1: Knowing the File Structure](#)  
Dec 31, 2019 • updated by [Anonymous](#) • [view change](#)
-  [Module 2: XML](#)  
Dec 31, 2019 • updated by [Anonymous](#) • [view change](#)

## Moderators

[Sparky Sparkycorp](#) (Coordinating Moderator)  
[DrSuperEvil](#)  
[Ironbucket](#)  
[Snafu](#)  
[solntcev](#)

## Popular Topics

albion drone **fighter** guide kb-how-to-a  
rticle manual **miner** missile missions mo  
disolation mods npc patch-notes pmc  
profiles **size-l size-xl** skun  
k **trader** weapon