

# Suggestion for Ship&Station Database in this Wiki

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## Introduction

Hi,

I work in a company where thousands of people use this wikis software (Confluence) to work together and share findings etc. With this page and its subpages I want to show how a community built database, based on confluence, could work (in my opinion). I am no expert but have used confluence for about a year now.

Greetings from a die hard fan,

Stefan H.

## How it (could) work

- Each Object in the game would get its own page. BUT on each page would be a table called "[Page Properties](#)" (this is a confluence macro) - [see my example](#)
- These tables contain attributes describing this object (name, object type, velocity, shields etc, location to buy, race).
- And there is a macro called "[Page Properties Report](#)" which can then display all the objects in a table like at the bottom of this page, giving an overview which can be sorted as desired.
  - This macro can also be set to just display specific attributes. So there could be a table showing all ships and their defense stats. Or a table showing ships and their offensive or trade stats.
- Whats really nice about the makro is that each entry in the table contains a link to the objects page (ship,station, or other object like a craftable engine etc.) - and on that page could be various information about this object - like how to best board it, where to buy etc.

In order to make it easy for people to create a new database entry (create a page for an object) we would need a template page to be set up by the admins. Once you have a template you can create a button which automatically creates a page with the page properties tables already there and all a user has to do is fill it in. Heres an example of such a button which creates a new page which is already populated, as it uses a template set by the admins (in this example a template called troubleshooting): [Sparks DrSuperEvil Ironbuket Snafu Ivan Soltsev](#)

Create from template



Usually one can set the path where this new page is created and also automatically give it a label. I assume I cant do that because I am a user without an account. BUT i am sure the admins could do this ( I know I can at the place I work at).

## Ships

Title	max velocity	shields	size
<a href="#">Ship3</a>	203	shield1	L
<a href="#">Ship2</a>	150	shield1	XL
<a href="#">Ship1</a>	203	shield1	L

## Stations

Title	max velocity	shields	size
Station2	0	shield2	S
Station1	0	shield1	S

## All

Title	Object Name	Object Type	Property 3	max velocity	shields	size
Station2	Station2	Station	Placeholder2	0	shield2	S
Station1	Station1	Station	Placeholder1	0	shield1	S
Ship3	Ship 3	Ship	Placeholder	203	shield1	L
Ship2	Ship 2	Ship	Placeholder2	150	shield1	XL
Ship1	Ship 1	Ship	Placeholder	203	shield1	L