8 - Changes from TC/AP

Along with all the main new features, alot of little changes have also been made to the game.

Below is a brief list of many of those changes.

Improved Ship Commands/Navigation

- Added global blacklist to prevent your ships from entering sectors
- All ship commands give feedback if their route is blocked by blacklist
- Many ship command menus have been improved
- Buy/Sell ware commands interface improved (plus added waiting until full cargo)
- Buy/Sell ware for best price improved, ships will no longer goto the same stations (included coordination with other player ships, ie Trade MK3 and Station Managed ships)
- Ship commands now display more and better information about what they are currently doing, IE in your Property Owned Menu
- Fetch and Deliver commands, these simple commands allow easily moving goods between your own stations instead of relaying on the Buy/Sell commands
- Trade Distribution command is a more complex command for moving goods between your stations and ships

User Interface improvements

- New search function in various menus
    - Hotkeys are assigned in the controls menu.
    - Hotkeys are then used to filter the menus.
    - A search button is also available in the top bar
    - Includes: Property Owned, Player Logbook, Sector list, Encyclopedia, Shipyard trade list + more
- SETA will continue to work while navigating menus (can be disabled in gameplay options)
- Mission icon filters added (allowing you to choose what mission types are displayed)
- Mission icon priority adjusted (depending on ship class you are in)
- Improvements for Triple monitor (moving radar, weapons and monitors to center screen)
- Added docking information for ships and stations. Splitting up the docking per port/type and including incoming ships
- Added clickable hyperlinks to link to other menus (mainly used for encyclopedia pages)
- Improved sorting in various menus
- Increased size of some additional menus (most menus will now increase their height based on screen size)

- **Property Owned Menu Enhancements**
    - Favorites Tab added, allowing you to assign any ships/stations to favorites and view in a separate tab
    - Stationary Tab added, splits the stationary objects, satellites, defense towers, beacons, etc, into a separate tab
    - Additional filters added to options, ie laser towers, player ship, etc
    - Profiles, allows you to save the current filter settings to a profile that you can then switch between.
    - The ship grouping have been split to group and sort options, to allow different sorting methods in each of the groupings
    - Additional Groupings added
    - Group/Sort options added to stations
    - Hide from property menu option added to stations
    - Custom Groupings, allows you to put ships/stations into custom groups you can define
    - Search feature, for filtering the list by a search string
    - Collapsible Groupings, allows you to collapse the individual groups, hiding any of the ships/stations
    - Added grouping of docked ships to carriers

- **Shipyard Trade Menu Enhancements**
    - Search added
    - Ships/stations separated into class groups
    - Class groups have been sorted alphabetically
    - S/M/L availability adjusted per ship (so some ships may have L while others may just have S)

- **Player Status Menu Enhancements**
    - Race Notoriety display improved, with visual representation of rank
    - Police Licence display replaced with Icon
    - Added change indicator, displaying which ranks have changed since last viewed

- **Galaxy Map Enhancements**
    - Adjusted Population display of planets
    - Display race rank with currently owner
    - Added docking rights (weather you can dock at the stations or not)
    - Added Facilities available (equipment/trade/shipyard/pirate base)
    - Added Supply and Demand wares (which wares are produced, which are required)
    - Improved Planets/Moon counts

- **Sector Map Enhancements**
    - Added Search Filter
    - Added Additional tab, split the asteroids/gates/etc to an other tab
    - Added separators between various ship/station types

- **Encyclopedia Enhancements**
    - Added Search Filter
    - Moved race owned pirate ships to pirates group (ie pirate versions of Argon/Teladi ships)
    - Added Additional production information to stations
    - Added production information on ware pages
    - Added Interlinks between encyclopedia pages
    - Added hyperlinks to objects from encyclopedia (ie pages showing stations that sell a ware)
    - Added Ware quantity display at stations (when you have a satellite in sector)
    - Added ship/station/wing commands to ware pages (what commands need that ware)
    - Various other menus can now link directly to Encyclopedia pages using info hotkey
    - Added additional information about bullets and behaviors
    - Added additional information for lasers (DPS, OOS Damage)
    - Added Friend/Foe lists in Race pages
    - Added Sectors
    - Added Notoriety required bar to various ware pages
    - Added common Abbreviations
    - Added docking information to station pages
    - **Ship Info Additions**
        - Ship type added (can see what the ship type is even if the ship as a unique/job name
        - Variant display added
        - Class display added (both short and long)
        - Maker race added (See who makes/sells the ship)
        - Added marines count/boarding ability
        - Added base sale price (actual price depends on your notoriety)
        - Added Headquarters cycle times (production/repair/reverse engineering)
        - Added Headquarters production resources needed
        - Added Total Guns count
        - Added S/M/L loadout display and price

- **Best Buys/Best Sells**
    - Now correctly highlights wares when viewed via Advanced satellite
    - Added selection in best sells to display all wares in sector (not just in your ship)
    - Added Merchants (Barter) and blackmarket goods
    - Added option to extend the range to include multiple sectors with Satellites

- **Trade Menu Enhancements**
    - Added icon to display what weapons/shields can be equipped on your ship
    - Added display to show what wares are currently equipment
    - Added Notoriety graphical display, to easily compare the ranks
    - Added additional information if items cant be bought/sold

Improved piracy gameplay

- Cargobay hacking.
- Blackmarket, allowing you to buy illegal wares and weapons/equipment usually restricted to race notoriety
- Race ranks for pirates and Yaki.
- Working Cargobay Shielding to protect against police scans
- Pirate Shipyards and Equipment docks
- Purchasable pirate ships and stations
- More economy for pirates, they now have more factories to produce wares and can even build more with thier own Supply TL's

Improved Station Building and Complexes

- Better feedback for placing stations
- Change to how complexes are built, allowing multiple stations to linked at the same time
- Allowing easy adding of stations to existing compelxes
- Allowing easy removal of stations from complex, without breaking the existing complex
- Stations can have their production upgraded to XXL
- New ship commands for moving goods between player owned stations (deliver and fetch)
- Trade distribution command for moving wares around multiple stations
- Station Manager, automatically manages all assigned ships to buy/sell wares for factories/complex
- Control over your stations serial code, alpha, beta, etc
- Docks/Headquarters have control over each ware (Buy, Sell, Trade, Storage)

Boarding Improvements

- Marines will now use the Advanced spacesuit when boarding (faster + shielded)
- Spacewalking marines better connect to hull when boarding, no more bouncing around.
- Order of marines that die is now predetermined at beginning
- Hacking defense is now predetermined at beginning
- HQ (and docks) can now store marines

- Marine price adjusted to better reflect their training
- Freight exchange now prevents moving Cargo life support when marines are onboard (prevents killing them)
- Marine training barracks is available to the player to train their own marines
- Terran Marines and training barracks are available
- Modding:
  - Various boarding values can be changed dynamically via scripts
  - Additional stats/skills can be added to marines
  - Training time/cost can be adjusted
  - Script commands available for control marine training
  - Script commands available for better moving marines between ships/stations

New or Improved Hotkeys

- Enemy targeting hotkeys updated to include separate hotkeys for missiles and ships
- Target nearest missile hotkey added
- Counter Missile hotkey, for launching counter missiles are incoming missiles (without needing to select missile type, or switch target to incoming missile)
- Search hotkey, to open search bar in various menus
- Compare hotkey, to add ships to compare against each other at the shipyards
- Boarding Hotkey, for launching your marines at your target
- Missile Barrage hotkeys, for firing of barrage from your Missile Frigate
- Select Profile hotkey, to quickly switch between profiles in your property owned menu
- Various menu hotkeys added for opening each menu

Minor Fixes/Improvements

- Drones are launched from docking bays if ships have them (instead of just appearing in space)
- SETA now effects the jump time when ordering ships to jump
- Your spacesuit comes preinstalled with SETA
- Added ability to un-deploy wares like laser towers/satellites for easy retrieval

New Upgrades

- Jumpdrive Installation Kits, these can be carried in bulk and install a Jumpdrive and Navigation Command Software MK1 to a ship.
- Single-Use Jump Beacon, Cheaper jump beacons that are temporary, they only last a short time, and cant be collected
- Mining Command Software, adds automated mining and trading commands to you ship
- Piracy Command Software, this software is used to automate plundering of ships
- Build Command Software MK1, allows you to connect complexes together
- Build Command Software MK2, allows you to repack and move existing stations
- Build Command Software MK3, allows automated building of complexes
- Missile Defence System, for automatic launching of counter missiles

Graphs and Reports

- Trade report on all ships/stations added. Records all trade transactions
- Global Trade reports displays all wares bought and sold by ship/station
- Empire Trade Report, displays all wares bought and sold across your empire (including your trades)
- Account Transaction Report, displays all money transactions where money goes into or out of your main account
- Station Transaction Report, displays all money transactions where money goes into or out of your station account
- Net Worth, menu details your current net worth, including a break down of each category (ships, stations, wares, etc)
- Added Net Worth graph, show you whole net worth over time
- Added Station net worth, shows the total net worth of a station over time (including wares on ships)
- Added Station Profitability, shows the profit made per hour of your station
- Added Station Compare graphs, allows you to select multiple stations and compare their net worth and profitability