

TECHNOLOGY FLOWCHART FOR STOCK FILES (v1.05)

Notes

TECH FLOW CHARTS

LAST UPDATED: 10/2/2006 files used: Script_Main_Intelligence.txt 7/13/2006
 Cultural/Achievements.txt 7/25/2006
 Intelligence/Achievements.txt 5/17/2006
 TechAreas.txt 8/24/2006
 Components.txt 9/29/2006
 Facilities.txt 3/14/2006
 VehicleSizes.txt 3/11/2006
 ComponentEnhancements.txt 5/31/2006

GOAL: To track the current version of the beta SE5 stock tech tree and use as a tool for fine-tuning the tree and programming better AI files.

KEY FOR EACH TECH DATA BOX: [group tech reference code] - [tech name]
 [start level]: [max. level]/[cost: per level]
 [prerequisite tech. reference code]/[required tech level]
 ↳[LEVEL REQUIRED]] [RESEARCH RESULT TYPE]: DESCRIPTION

NOMENCLATURE:

- Key for Tech Group Code:** TS Theoretical Science
 AS Applied Science
 WT Weapon Technology
 CA Cultural Advancement
- Key for Research Results:** FAC Facility
 COM Component
 VEH Vehicle
 MNT Weapon Mount
 CULT Cultural Achievement
 IPR Intelligence Project/Achievement

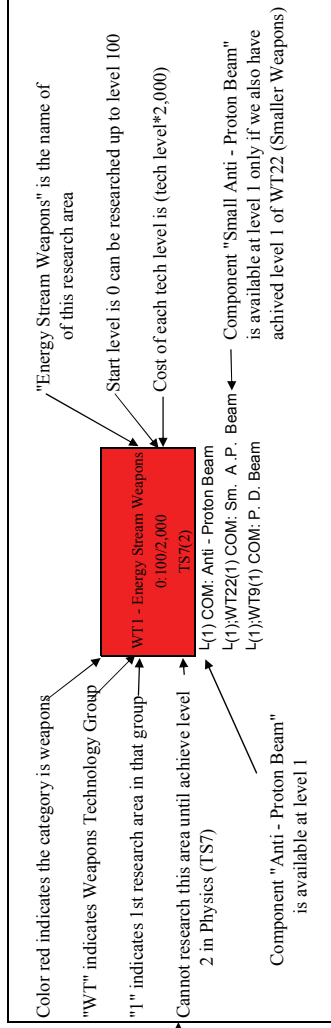
Color Coding for Categories:

| | |
|----------------------|---------------------|
| Colonization | Ship Capture |
| Construction | Stellar |
| Cultural Advancement | Storage |
| General | Theoretical Science |
| Intelligence | Unique |
| Medical | Unique Weapons |
| Planetary Industry | Unit Weapons |
| Planetary Resources | Units |
| Planetary Weapons | Vehicle Systems |
| Racial Technologies | Vehicle Weapons |
| Racial Weapons | Warheads |

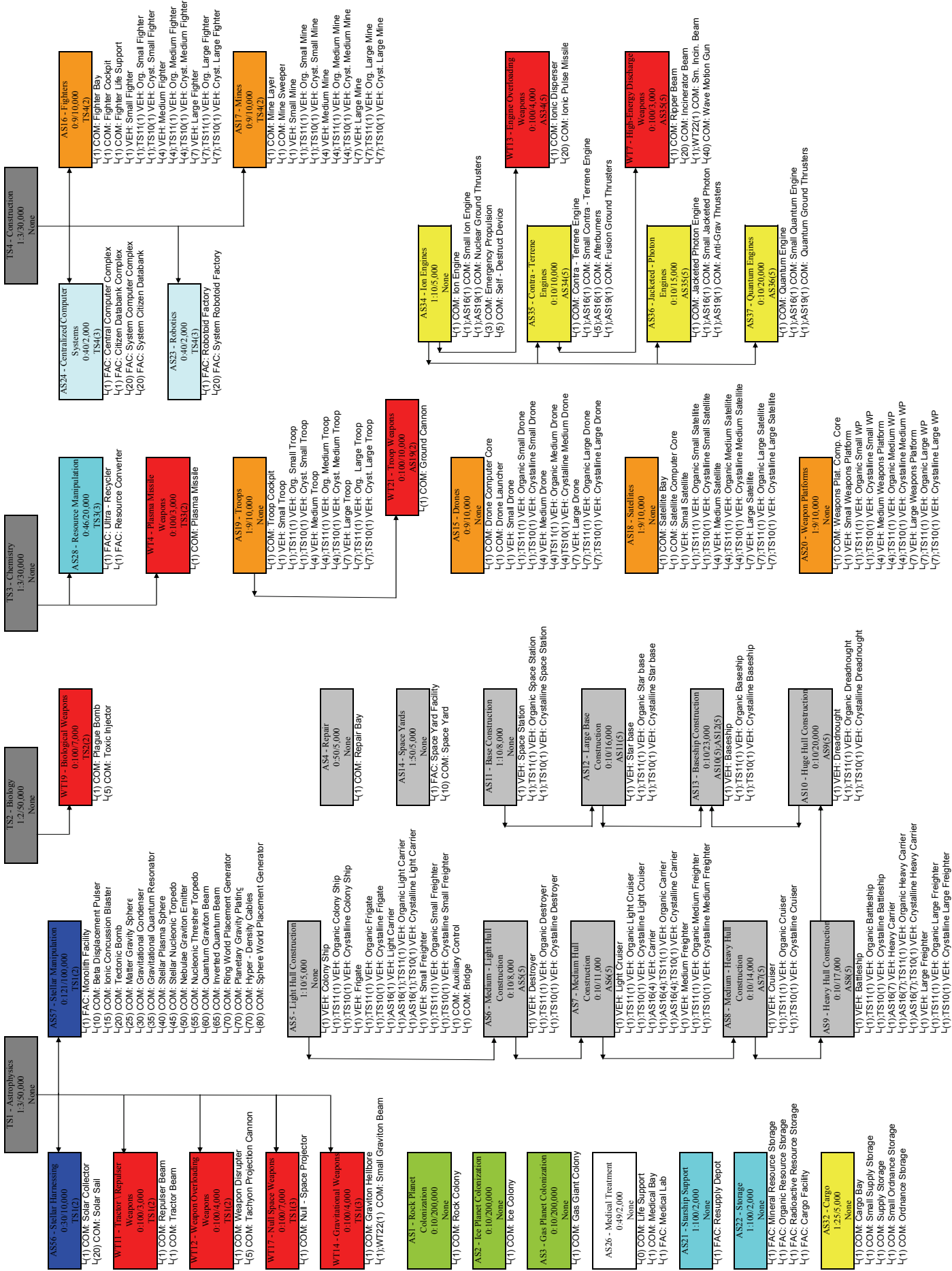
GENERAL NOTES: (1) Colored boxes indicate AI spending groups/categories for AI author programming purposes (subject to additional testing)
 (2) Cultural Achievements result in empire-wide effects/bonuses (which are listed)
 (3) Intelligence Achievements simply give the empire bonus in the designated focus area - all projects are available from the start

PRINTING NOTES: Setup to print on letter sized paper (8.5x11) 4 pages wide by 1 page high (including this Notes page)

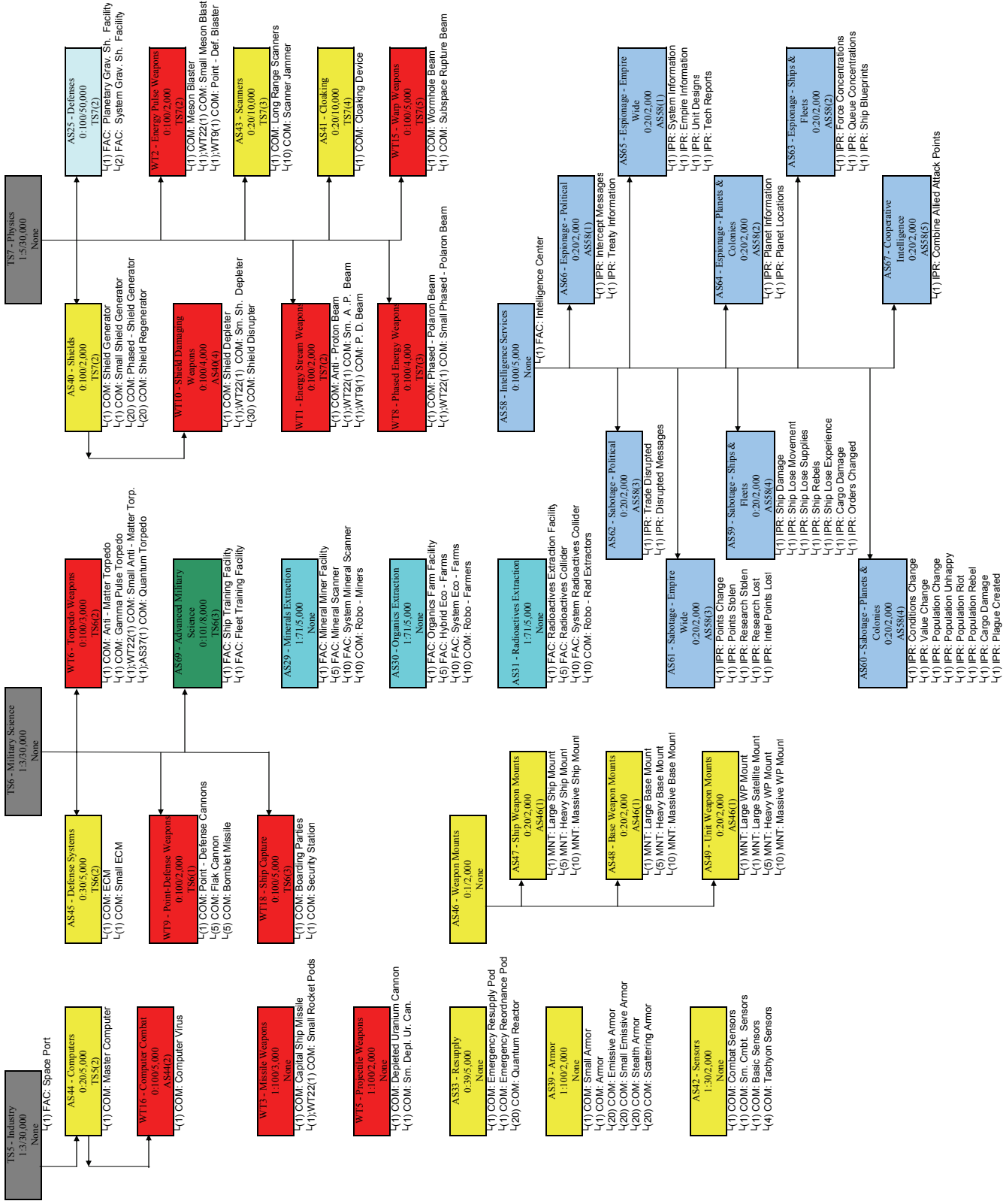
CREDITS: Many thanks to se54, Suicide Junkie, Markavian, Fyron and others who tirelessly pushed the "old tech mod" for use as stock.
 More thanks to Captain Kwok who is extensively re-balancing the stock tech tree for release purposes



Stock Tech v105 Flowchart



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