



In here I will attempt to explain to you how to define Cruise Speeds and Max Warp Speeds.

### 1st a rundown of things you need to do this:

1. A text editor, preferably *notepad* unless you have IDLE
2. A valid ship foundation plug-in which is usually made using *BCMP*
3. A brain and a general BC knowledge

Now that you've made sure that you've got all those 3 things let's move on.

- You'd want to go to your BC installation folder then go in the following directory, '*scripts\Custom\Ships*'
- Next you should locate the plug-in py file of the ship that you want to modify
- Open the py file using a text editor (In my example I'm using IDLE)
- When you open the file you should see something like this (I opened Sovereign's plug-in):

```

#####
# Custom Ship Plugin
# Created by BC - Mod Packager
# Date: 7/20/2003
#####
#
import Foundation
import App
#
#####
#
abbrev = 'Sovereign'
iconName = 'Sovereign'
longName = 'Sovereign'
shipFile = 'Sovereign'
menuGroup = 'Fed Ships'
playerMenuGroup = 'Fed Ships'
species = App.SPECIES_GALAXY
#
#####
#
# Mod Info. Use this as an opportunity to describe your work in brief. This may
# have use later on for updates and such.
#
credits = {
    'modName': 'Sovereign',
    'author': '',
    'version': '1.0',
    'sources': [ 'http://' ],
    'comments': ''
}
#
#####
#
# This is the ShipDef that adds the Ship to the game... BC-Mod Packager has
# automatically generated the proper ShipDef Line for you.
#
Foundation.ShipDef.Sovereign = Foundation.FedShipDef(abbrev, species, { 'name': longName, 'iconName': iconName, 'shipFile': shipFile })
#
#####
#
# Uncomment these if you have TGL
#
# Foundation.ShipDef.Sovereign.hasTGLName = 1
# Foundation.ShipDef.Sovereign.hasTGLDesc = 1

```

- Note the *Foundation.ShipDef.Sovereign* part
- Now we are going to add 2 lines which are going to define cruising speeds and max warp speeds
- 1<sup>st</sup> we are going to do the max warp line
- Below *Foundation.ShipDef.Sovereign = Foundation.FedShipDef(abbrev, species, { 'name': longName, 'iconName': iconName, 'shipFile': shipFile, in my example, I'm adding *Foundation.ShipDef.Sovereign.fMaxWarp = x* (x representing any number of your liking. You can't cheat btw anything above 9.99 is automatically set to 9.99)*
- Now to return to the special note I pointed out above, *Foundation.ShipDef.Sovereign*. If you're modifying a galaxy class then this line will be something like this: *Foundation.ShipDef.Galaxy*. So you should copy this part always and you can't go wrong then add *.fMaxWarp = x* in the end.
- Now we are going to define Cruise Speed
- It's defined in the same manner as Max Warp Speed only by adding a different line.
- Our 2<sup>nd</sup> line to add in Sovereign's ex. *Foundation.ShipDef.Sovereign.fCruiseWarp = x* where x represents any number of your liking. Of course this number is set to 9.99 if it's set to anything above it, so again no cheating.
- You should add this line below the Max Warp line
- The special note also applies for this line too. So again if this was a galaxy class this line would be *Foundation.ShipDef.Galaxy*. You copy this line and add *.fCruiseWarp = x* in the end.
- Here are the end results I've done in my Sovereign's plug-in:

```

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# Date: 7/20/2003
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#
abbrev = 'Sovereign'
iconName = 'Sovereign'
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shipFile = 'Sovereign'
menuGroup = 'Fed Ships'
playerMenuGroup = 'Fed Ships'
species = App.SPECIES_GALAXY
#
#####
#
# Mod Info. Use this as an opportunity to describe your work in brief. This may
# have use later on for updates and such.
#
credits = {
    'modName': 'Sovereign',
    'author': '',
    'version': '1.0',
    'sources': [ 'http://' ],
    'comments': ''
}
#
#####
#
# This is the ShipDef that adds the Ship to the game... BC-Mod Packager has
# automatically generated the proper ShipDef Line for you.
#
Foundation.ShipDef.Sovereign = Foundation.FedShipDef(abbrev, species, { 'name': longName, 'iconName': iconName, 'shipFile': shipFile })
Foundation.ShipDef.Sovereign.fMaxWarp = 9.99
Foundation.ShipDef.Sovereign.fCruiseWarp = 9.0
#
#####
#
# Uncomment these if you have TGL
#

```

- Note the final result. If you followed this tutorial to the letter you can't go wrong.

### **Few Critical Notes:**

- Python is case sensitive and don't you forget it.
- Mathematical formula for calculating Warp Degradation goes like this:  

$$(\text{Current Speed} - \text{Cruise Speed}) * \text{Time Spent in Warp} / 100$$

This result is deducted from the actual condition of warp engines. So be sure to balance max warp speeds and cruise speeds carefully or you could end up in having your warp engines disabled in a single travel. Your warp engines cannot be destroyed by warp degradation, the can only get disabled.
- When defining warp speeds such as warp 4, 5, 6, 7... You need to define them in decimal form: 4.0, 5.0, 6.0, 7.0... If you don't you're going to encounter into some serious issues. Don't come to me for help for those issues as it's already mentioned over here how to fix it.