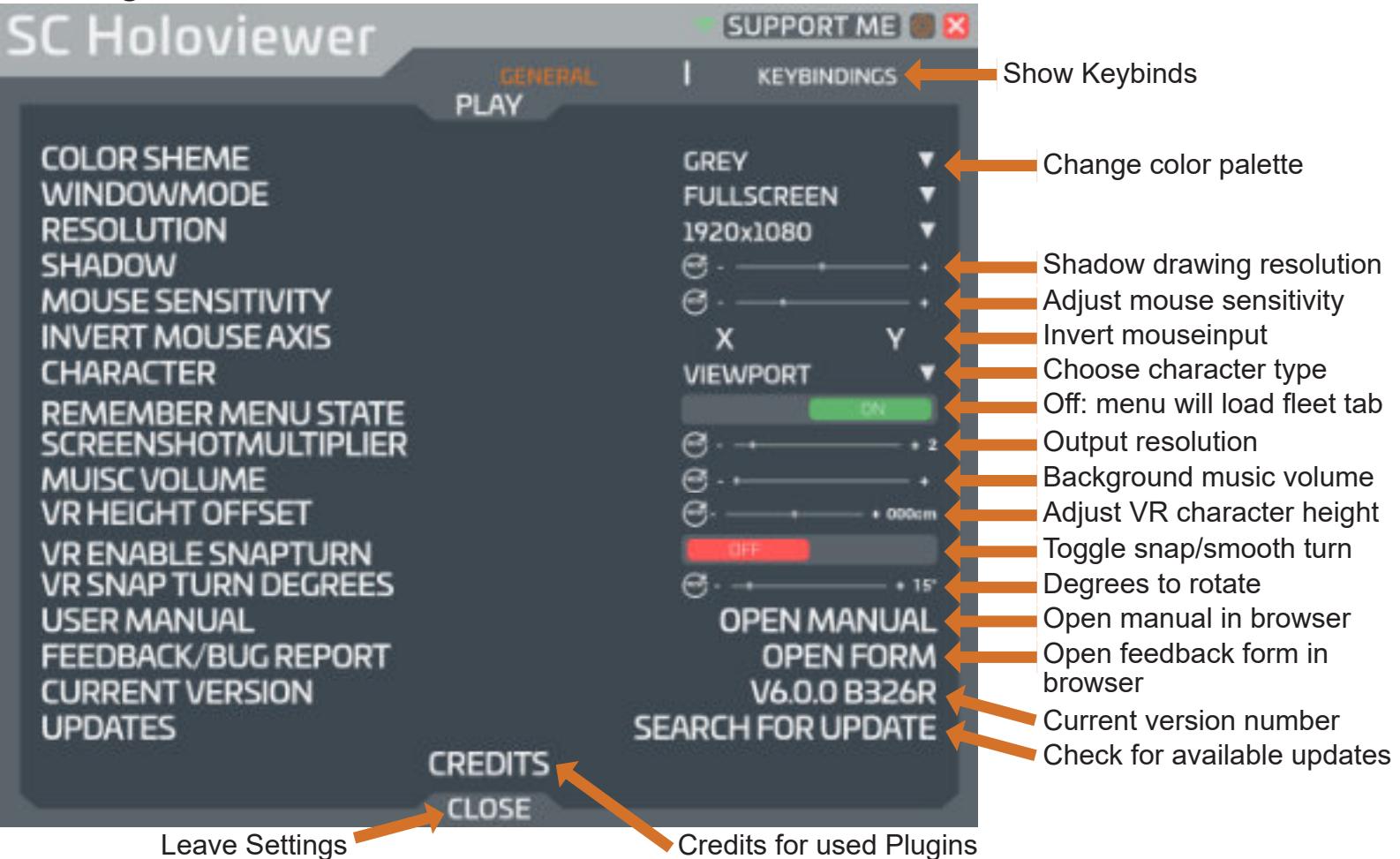


Settings



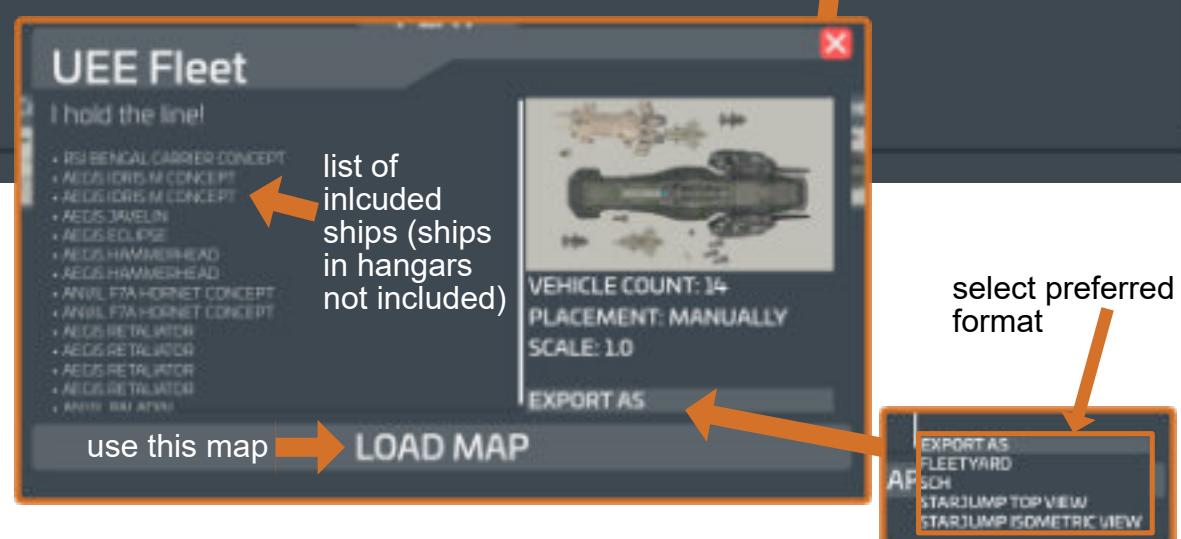


Predefined Layouts that automatically update when connected to the internet

USER DEFINED

ADD FLEET

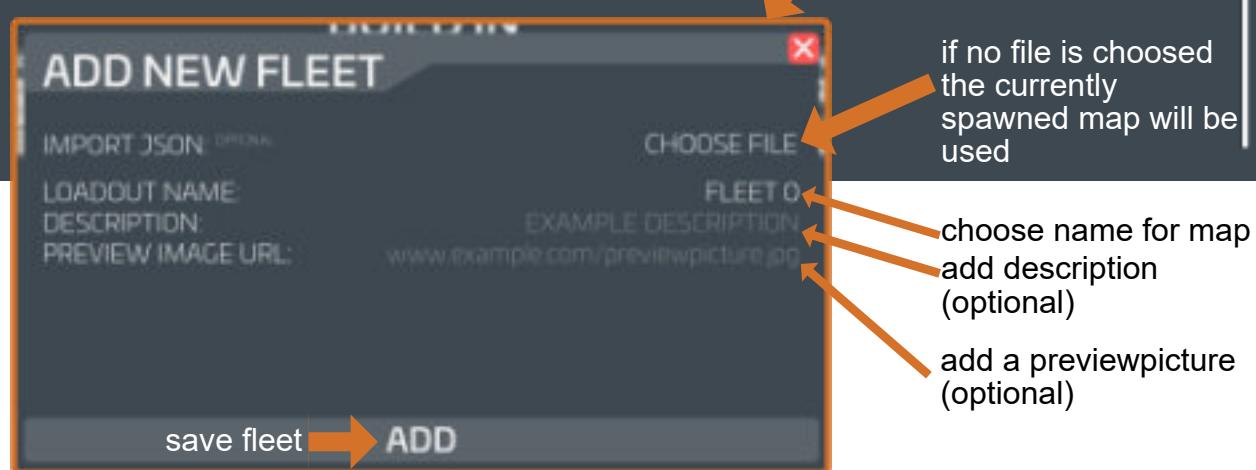
ADD



USER DEFINED

ADD FLEET

ADD



USER DEFINED

Demo Fleet 1



ADD
FLEET

Demo Fleet 1

This is a demo map

- AE05 VULCAN YELLOW - HAZARD
- AE05 VULCAN
- AE05 VULCAN BLUE - CTR LIVERY
- AE05 VANGUARD WARDEN
- AE05 VANGUARD SENTINEL
- AE05 VANGUARD HORLITE
- AE05 VANGUARD HARBINGER
- AE05 SABRE RAVEN
- AE05 SABRE PEREGRINE
- AE05 SABRE FIREBIRD
- AE05 SABRE COMET
- AE05 SABRE
- AE05 RETALIATOR
- AE05 RETALIATOR CRIMSON



VEHICLE COUNT: 35
PLACEMENT: RECTANGLE
SCALE: 1.0

EXPORT AS

EDIT

LOAD MAP

EDIT FLEET

IMPORT JSON: (OPTIONAL) WRITE CURRENT MAP: (OPTIONAL) WRITE

CHOOSE FILE
USE CURRENT MAP

LOADOUT NAME:
DESCRIPTION:

Demo Fleet 1

This is a demo map

PREVIEW IMAGE URL: <https://media.robertsspaceindustries.com/suz>



save changes

→ SAVE CHANGE

REMOVE

remove fleet

SC Holoviewer

SUPPORT ME

FLEETS
PLAY

SHIPS

LAYOUT

VISUALS

MANAGE VEHICLE

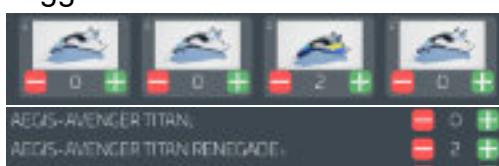
TILE▼



Add / remove current ships



Toggle between List and Tile View



CURRENTLY SPAWNED

TOTAL COUNT: 7



View currently spawned ships



The amount of currently spawned ships (not including ships that are spawned in Hangars)

MANAGE VEHICLE

PLAY

CURRENTLY SPAWNED

TOTAL COUNT: 7

TILE▼

REMOVE SELECTION

DECREASE SELECTION

INCREASE SELECTION

SORT BY: NAME



Remove all vehicles that match filter



Remove one of each vehicles that match filter



Add one of each vehicles that match filter

SC Holoviewer

SUPPORT ME

FLEETS
PLAY

SHIPS

LAYOUT

VISUALS

MANAGE VEHICLE

TILE▼

Sort list

CURRENTLY SPAWNED

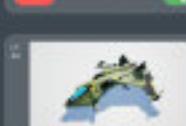
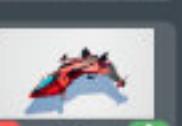
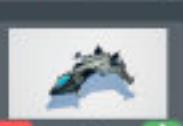
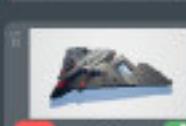
TOTAL COUNT: 7

REMOVE SELECTION

DECREASE SELECTION

INCREASE SELECTION

SORT BY: NAME



DIRECTION: ASCENDING

FILTER:

RESET FILTERS

SEARCH:

VEHICLE NAME

MANUFACTURER:

AEGIS	ANVIL	ADPOA	ARCO
BANU	CENDU	CRUSADER	DRAKE
ESPERIA	QATAC	GREYCAT	GREYS
KRUCER	MIRAI	MSC	ORIGIN
RSI	TUMBRIL	VANDUUL	STATIONS
VARIOUS	HANGAR		

PRODUCTIONSTATE: TYPE:

FLYING	GROUND	STATION	MISC
--------	--------	---------	------

Remove one

Add one

The amount currently spawned

Filter

FILTER:																										
SEARCH:	[RESET FILTERS] VEHICLE NAME																									
MANUFACTOR:	[DESELECT ALL] [SELECT ALL]																									
<table border="1"><tr><td>AEGIS</td><td>ANVIL</td><td>AOPOA</td><td>ARGO</td></tr><tr><td>BANU</td><td>CNOU</td><td>CRUSADER</td><td>DRAKE</td></tr><tr><td>ESPERIA</td><td>GATAC</td><td>GREYCAT</td><td>GREY'S</td></tr><tr><td>KRUGER</td><td>MIRAI</td><td>MISC</td><td>ORIGIN</td></tr><tr><td>RSI</td><td>TUMBRIL</td><td>VANDUUL</td><td>STATIONS</td></tr><tr><td>VARIOUS</td><td>HANGAR</td><td></td><td></td></tr></table>			AEGIS	ANVIL	AOPOA	ARGO	BANU	CNOU	CRUSADER	DRAKE	ESPERIA	GATAC	GREYCAT	GREY'S	KRUGER	MIRAI	MISC	ORIGIN	RSI	TUMBRIL	VANDUUL	STATIONS	VARIOUS	HANGAR		
AEGIS	ANVIL	AOPOA	ARGO																							
BANU	CNOU	CRUSADER	DRAKE																							
ESPERIA	GATAC	GREYCAT	GREY'S																							
KRUGER	MIRAI	MISC	ORIGIN																							
RSI	TUMBRIL	VANDUUL	STATIONS																							
VARIOUS	HANGAR																									
PRODUCTION STATE:	[ALL] [NOT INGAME] [INGAME]																									
TYPE:	[DESELECT ALL] [SELECT ALL]																									
<table border="1"><tr><td>FLYING</td><td>GROUND</td><td>STATION</td><td>MISC</td></tr></table>			FLYING	GROUND	STATION	MISC																				
FLYING	GROUND	STATION	MISC																							
SIZE CLASS:	[DESELECT ALL] [SELECT ALL]																									
<table border="1"><tr><td>OBJECT</td><td>TOY</td><td>LIFEFORM</td><td>VEHICLE</td></tr><tr><td>SNUP</td><td>SMALL</td><td>MEDIUM</td><td>LARGE</td></tr><tr><td>CAPITAL</td><td>STATION</td><td></td><td></td></tr></table>			OBJECT	TOY	LIFEFORM	VEHICLE	SNUP	SMALL	MEDIUM	LARGE	CAPITAL	STATION														
OBJECT	TOY	LIFEFORM	VEHICLE																							
SNUP	SMALL	MEDIUM	LARGE																							
CAPITAL	STATION																									
ACTUALITY:	[ALL] [OUTDATED] [UP TO DATE]																									
CREW:	[RESET]																									
0 ≤ Min ≤ 10000		0 ≤ Max ≤ 10000																								
CARGO CAPACITY:	[RESET]																									
0 ≤ SCU ≤ 100000																										
SIZE (IN M):	[RESET]																									
0 ≤ Length ≤ 100000		0 ≤ Width ≤ 100000																								
0 ≤ Height ≤ 100000																										
DOES INCLUDE AN INTERIOR MODEL:																										
[ALL] [NO] [YES]																										
INTERIOR MODEL SOURCE:																										
[ALL] [CIG] [SELFMADE]																										
INDUSTRY:	[DESELECT ALL] [SELECT ALL]																									
<table border="1"><tr><td>COMBAT</td><td>TRANSPORT</td></tr><tr><td>GROUND</td><td>COMPETITION</td></tr><tr><td>INDUSTRIAL</td><td>EXPLORATION</td></tr><tr><td>MULTI</td><td>VARIOUS</td></tr><tr><td>SUPPORT</td><td></td></tr></table>			COMBAT	TRANSPORT	GROUND	COMPETITION	INDUSTRIAL	EXPLORATION	MULTI	VARIOUS	SUPPORT															
COMBAT	TRANSPORT																									
GROUND	COMPETITION																									
INDUSTRIAL	EXPLORATION																									
MULTI	VARIOUS																									
SUPPORT																										
FOCUS:	[DESELECT ALL] [SELECT ALL]																									
<table border="1"><tr><td>TRANSPORT</td><td>LIGHT FREIGHT</td></tr><tr><td>INTERDICTION</td><td>LIGHT FIGHTER</td></tr><tr><td>STEALTH BOMBER</td><td>STEALTH FIGHTER</td></tr></table>			TRANSPORT	LIGHT FREIGHT	INTERDICTION	LIGHT FIGHTER	STEALTH BOMBER	STEALTH FIGHTER																		
TRANSPORT	LIGHT FREIGHT																									
INTERDICTION	LIGHT FIGHTER																									
STEALTH BOMBER	STEALTH FIGHTER																									

Reset every Filter to default values

Search for vehicle by name

Filter for manufacturers

Filter based on current state of

Filter based on object type

Filter based on size category

Filter based on the up-to-dateness of 3D model

Filter based on crew size

Filter based on cargo capacity

Filter based on the vehicle size

Filter based on the availability of an interior model

Filter based on the source of the interior model

Filter based on the industry the vehicle operates in

Filter based on the specific vehicle focus

MANAGE VEHICLE

SORT BY: NAME



ASCENDING

CURRENTLY SPAWNED

TOTAL COUNT: 7

AEGIS-AVENGER TITAN RENEGADE
 AEGIS-AVENGER TITAN RENEGADE
 AEGIS-GLADIUS
 AEGIS-GLADIUS
 AEGIS-GLADIUS DUNLEVY
 AEGIS-GLADIUS VALIANT
 AEGIS-IDRIS M

X: 0.025 Y: 0.25 Z: 0.20



X: 0.975 Y: 0.25 Z: 0.20



X: 0.900 Y: 1.000 Z: 0.20



X: 0.850 Y: 1.000 Z: 0.20



X: 0.950 Y: 1.000 Z: 0.20



X: 1.050 Y: 1.200 Z: 0.20



X: 0.800 Y: 1.000 Z: 0.20



The amount of currently spawned ships (including ships that are spawned in Hangars)



AEGIS AVENGER TITAN RENEGADE

LOAD RS1 WEBSITE IN BROWSER

DIMENSIONS:

LENGTH: 22.5m

WIDTH: 16.5m

HEIGHT: 5.5m

TRANSPORT

LIGHT FREIGHT

FLYING

SMALL

85CU

Vehicle name

Position in map

Remove ship

Layout

PLACEMENT: MANUALLY



Place vehicles by hand



Place vehicles in a line



Place vehicles in a rectangle



Place vehicles in a (half) circle

PLACEMENT: STRAIGHT LINE

ORDER BY: NAME
 -> DIRECTION: ASCENDING
 DISTANCE: 0.0m

PLACEMENT: RECTANGLE

ORDER BY: NAME
 -> DIRECTION: ASCENDING
 DISTANCE: 0.0m
 WIDTH: 0.0m

PLACEMENT: CIRCLE

ORDER BY: LENGTH
 -> DIRECTION: ASCENDING
 DISTANCE: 5.0m
 RADIUS: 75.0m
 ANGLE: 180°

MAP ZOOM:



CUTAWAY HEIGHT:



SHOW PLAYER MARKER



Toggle marker on player position

Zoom map

X: 28407 Y: 32146

IMPORT EXPORT AS

Overwrite current fleet with .json file

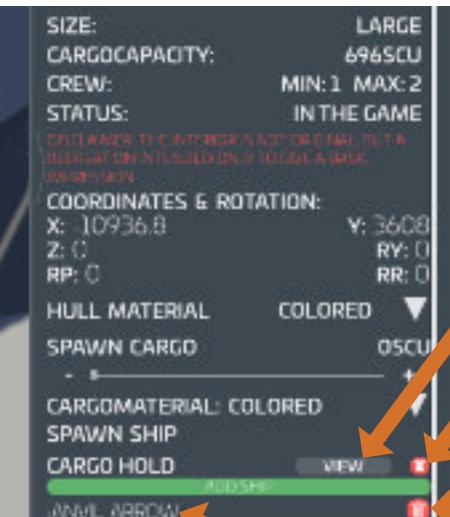
Export current fleet as .json file

Adjust the height of camera to see the inside of ships

Select vehicle



- Remove ship
- Open the RSI ship page in browser
- Basic ship information
- Change location / rotation
- Change appearance of ship (selected only)
- Spawn cargo boxes inside the cargo bay
- Change appearance of cargo boxes

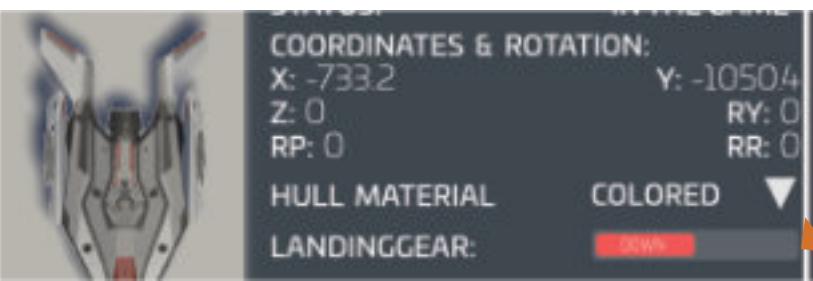


- Set cutaway height to show the hangar
- Remove all vehicle from this hangar
- Remove vehicle from hangar
- Select named vehicle



- Filter whether vehicle should fit -
 - > red: should not fit
 - > yellow: should only fit in landed or flying configuration but not both
 - > green: should fit

Spawn selected vehicle in hangar



- Toggle the landing gear up / down

SC Holoviewer

SUPPORT ME

FLEETS
PLAY

SHIPS

LAYOUT

VISUALS

VISUALS

CONFIGURE THE LOOK OF THE VIEWER

SKYBOX

COLORING

FLOOR

TIME OF DAY

DAY/NIGHT CYCLE

LENGTH OF DAY

SCALE FACTOR

HEIGHT OFFSET

ROTATION

PLANET

COLORED

WHITE

14:00 (0h-24h)

OFF

0H 24MIN

1.0

0.0m

ON



configure time of day

toggle skybox between space and planet

change the appearance of all spawned vehicles

change the appearance of the floor

change the scale of objects, as well as raising ships in the air. -> can be used to inspect ships in VR

toggle rotation on / off (for RSI Orion or Port Olsar)

Head Up Display

SC Holoviewer

SUPPORT ME

FLEETS
PLAY

SHIPS

LAYOUT

VISUALS

VISUALS

CONFIGURE WHICH INFORMATION IS DISPLAYED

SHOW MINIMAP

ON

SHOW VEHICLE NAMES

ON

SHOW STATUS

OFF

SHOW FOCUS

OFF

SHOW SIZE

OFF

SHOW CARGO

OFF

SHOW CREW

OFF



Configure stats to show up in HUD

-> Use 'r'-Key to toggle the full HUD on / off