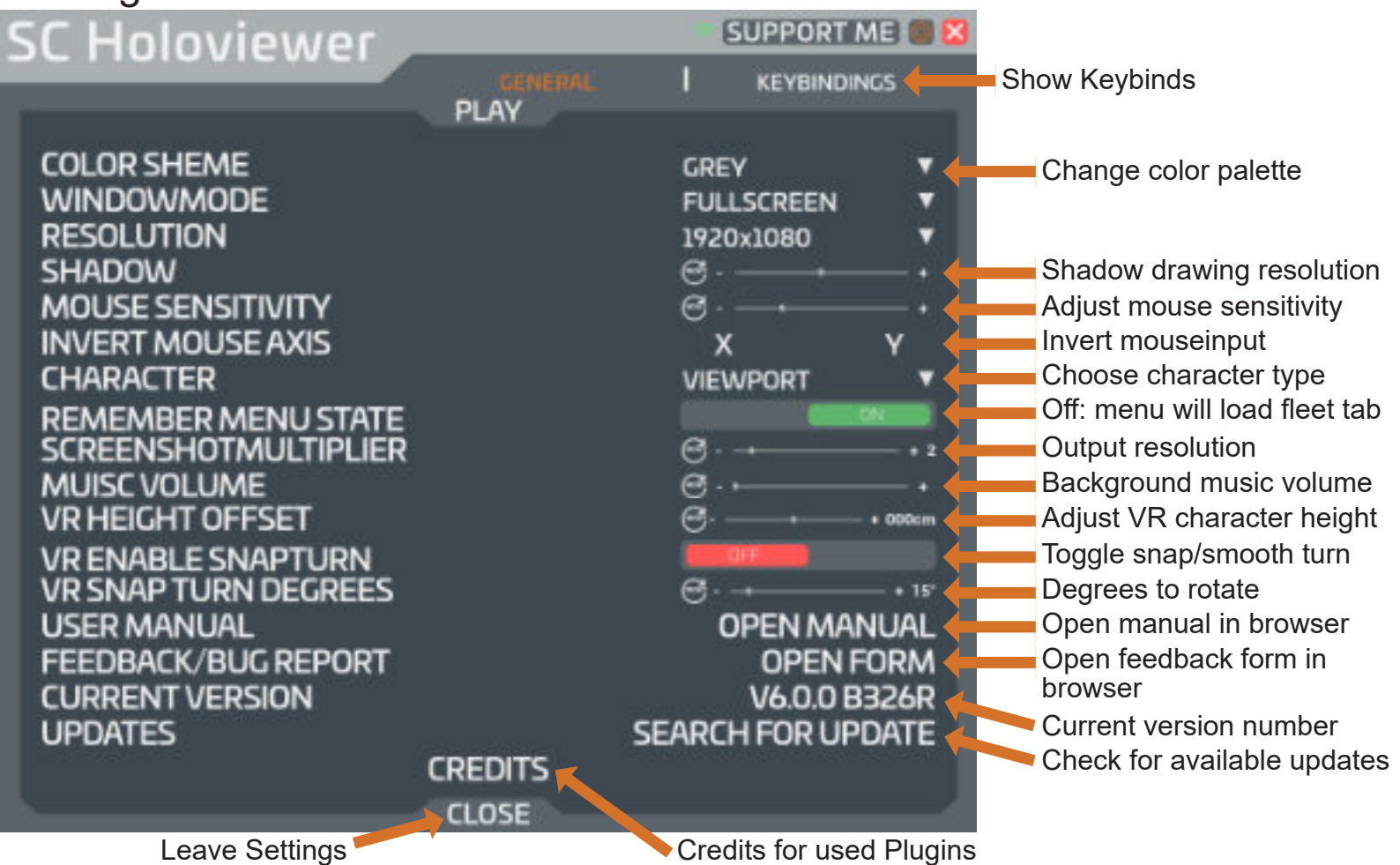


## Settings





## BUILD IN

Complete

Welcome To PO

Museum

Backlog

UEE Fleet

## USER DEFINED

ADD  
FLEET

ADD

Predefined Layouts that automatically update when connected to the internet

### UEE Fleet

I hold the line!

- RSI BENICAL CARRIER CONCEPT
- AEGIS IOWA M CONCEPT
- AEGIS IOWA M CONCEPT
- AEGIS JAVELIN
- AEGIS ECLIPSE
- AEGIS HAMMERHEAD
- AEGIS HAMMERHEAD
- ANVAL F7A HORNET CONCEPT
- ANVAL F7A HORNET CONCEPT
- AEGIS RETALIATOR
- AEGIS RETALIATOR
- AEGIS RETALIATOR
- AEGIS RETALIATOR

list of included ships (ships in hangars not included)



VEHICLE COUNT: 14  
PLACEMENT: MANUALLY  
SCALE: 1.0

EXPORT AS

use this map

LOAD MAP

select preferred format

EXPORT AS  
FLEET  
YARD  
SCH  
STARJUMP TOP VIEW  
STARJUMP ISOMETRIC VIEW

## USER DEFINED

ADD  
FLEET

ADD

Add new layout

### ADD NEW FLEET

IMPORT JSON: OPTIONAL

CHOOSE FILE

LOADOUT NAME:

FLEET 0

DESCRIPTION:

EXAMPLE DESCRIPTION

PREVIEW IMAGE URL:

www.example.com/previewpicture.jpg

if no file is chosen the currently spawned map will be used

choose name for map  
add description (optional)

add a preview picture (optional)

save fleet

ADD



# USER DEFINED

Demo Fleet 1



ADD  
FLEET

## Demo Fleet 1

This is a demo map

- AEGIS VULCAN YELLOW - HAZARD
- AEGIS VULCAN
- AEGIS VULCAN BLUE - CTB LIVERY
- AEGIS VANGUARD WARDEN
- AEGIS VANGUARD SENTINEL
- AEGIS VANGUARD HOPLITE
- AEGIS VANGUARD HARBINGER
- AEGIS SABRE RAVEN
- AEGIS SABRE PEREGRINE
- AEGIS SABRE FREEBIRD
- AEGIS SABRE COMET
- AEGIS SABRE
- AEGIS RETALIATOR
- AEGIS CTB LIVERY DRIZZLES



VEHICLE COUNT: 35  
PLACEMENT: RECTANGLE  
SCALE: 1.0

EXPORT AS

EDIT

LOAD MAP

## EDIT FLEET

IMPORT JSON: OPTIONAL OVERWRITE  
CURRENT MAP: OPTIONAL OVERWRITE

CHOOSE FILE  
USE CURRENT MAP

LOADOUT NAME:

Demo Fleet 1

DESCRIPTION:

This is a demo map

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



save changes

SAVE CHANGE



REMOVE

remove fleet



# Ships

## SC Holoviewer

[SUPPORT ME](#)  

FLEETS | **SHIPS** | LAYOUT | VISUALS

PLAY

MANAGE VEHICLE

TILE▼

CURRENTLY SPAWNED

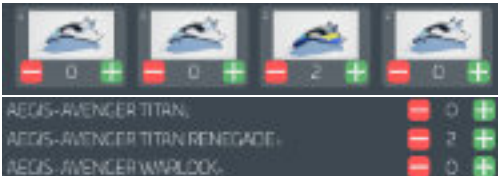
TOTAL COUNT: 7

Add / remove current ships

Toggle between List and Tile View

View currently spawned ships

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



Vehicle	Count
AEGIS-AVENCER TITAN	0
AEGIS-AVENCER TITAN RENEGADE	2
AEGIS-AVENCER WARRIOR	0

## SC Holoviewer

[SUPPORT ME](#)  

FLEETS | **SHIPS** | LAYOUT | VISUALS

PLAY

MANAGE VEHICLE

TILE▼

CURRENTLY SPAWNED

TOTAL COUNT: 7

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 | **SHIPS** | LAYOUT | VISUALS

PLAY

MANAGE VEHICLE

TILE▼

CURRENTLY SPAWNED

TOTAL COUNT: 7

REMOVE SELECTION

DECREASE SELECTION

INCREASE SELECTION

SORT BY: NAME  
DIRECTION: ASCENDING

FILTER:

SEARCH:

MANUFACTURER:

RESET FILTERS

VEHICLE NAME

DESELECT ALL

SELECT ALL

AEGIS

ANVIL

AOPDA

ARGO

BANU

CNOU

CRUSADER

DRAKE

ESPERIA

GATAC

GREYCAT

GREY'S

KRUCER

MIRAI

MISC

ORIGIN

RSI

TUMBRIL

VANDUUL

STATIONS

VARIOUS

HANGAR

PRODUCTIONSTATE:

ALL

NOT INGAME

INGAME

TYPE

DESELECT ALL

SELECT ALL

FLYING

GROUND

STATION

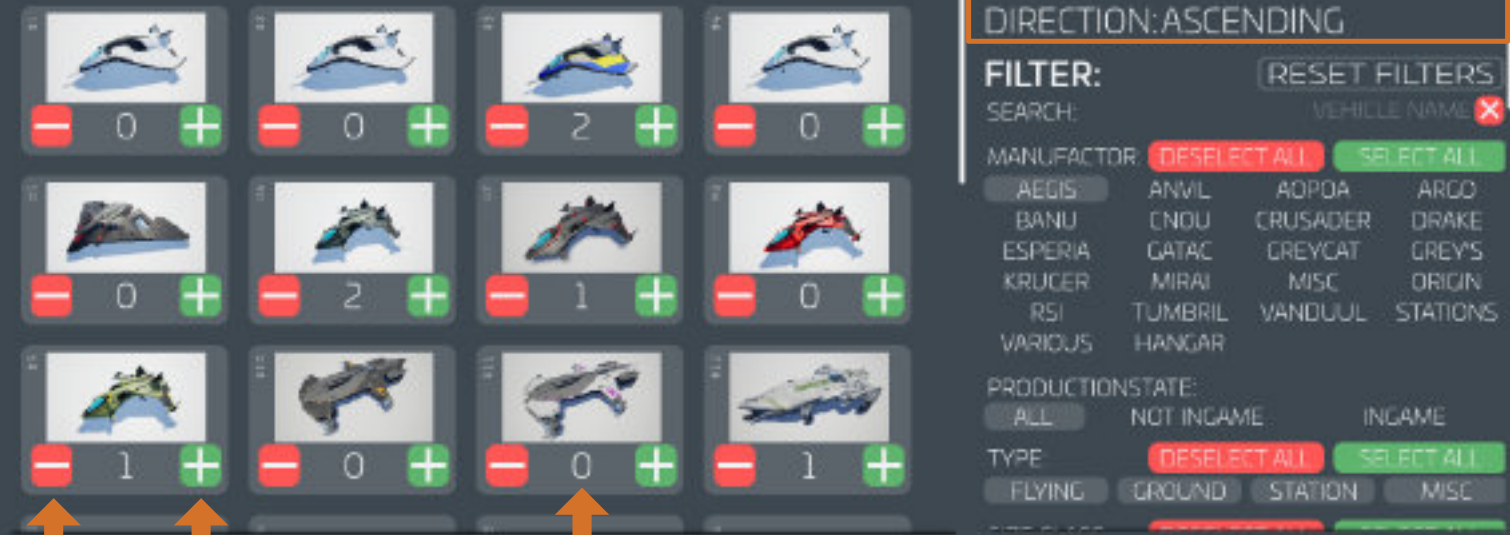
MISC

Sort list

Remove one

Add one

The amount currently spawned



Vehicle	Count
AEGIS-AVENCER TITAN	0
AEGIS-AVENCER TITAN RENEGADE	2
AEGIS-AVENCER WARRIOR	0
BANU	0
CNOU	2
CRUSADER	1
DRAKE	0
ESPERIA	0
GATAC	2
GREYCAT	0
GREY'S	0
KRUCER	0
MIRAI	0
MISC	0
ORIGIN	0
RSI	0
TUMBRIL	0
VANDUUL	0
STATIONS	0
VARIOUS	0
HANGAR	0



# Filter

**FILTER:** **RESET FILTERS**

SEARCH:

MANUFACTOR: **DESELECT ALL** **SELECT ALL**

AEGIS ANVIL AOPOA ARGO  
BANU CNOU CRUSADER DRAKE  
ESPERIA GATAC GREYCAT GREY'S  
KRUGER MIRAI MISC ORIGIN  
RSI TUMBRIL VANDUUL STATIONS  
VARIOUS HANGAR

PRODUCTIONSTATE: **ALL** NOT INGAME INGAME

TYPE: **DESELECT ALL** **SELECT ALL**

FLYING GROUND STATION MISC

SIZE CLASS: **DESELECT ALL** **SELECT ALL**

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**

COMBAT TRANSPORT  
GROUND COMPETITION  
INDUSTRIAL EXPLORATION  
MULTI VARIOUS  
SUPPORT

FOCUS: **DESELECT ALL** **SELECT ALL**

TRANSPORT LIGHT FREIGHT  
INTERDICTION LIGHT FIGHTER  
STEALTH BOMBER STEALTH FIGHTER

Reset every Filter to default values

Search for vehicle by name

Filter for manufactors

Filter based on current state of

Filter based on object type

Filter based on size catagory

Filter based on theup-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



SC Holoviewer

SUPPORT ME

FLEETS | SHIPS | LAYOUT | VISUALS

MANAGE VEHICLE

SORT BY: NAME

ASCENDING

TOTAL COUNT: 7

AEGIS-AVenger TITAN RENEGADE

X: 31625 Y: 1125 Z: 0 R: 0

AEGIS-AVenger TITAN RENEGADE

X: 9725 Y: 1125 Z: 0 R: 0

AEGIS-GLADIUS

X: 3900 Y: 1000 Z: 0 R: 0

AEGIS-GLADIUS

X: 5850 Y: 1000 Z: 0 R: 0

AEGIS-GLADIUS DUNLEVY

X: 1950 Y: 1000 Z: 0 R: 0

AEGIS-GLADIUS VALIANT

X: 19250 Y: 12100 Z: 0 R: 0

AEGIS-IDRIS M

X: 7800 Y: 1000 Z: 0 R: 0

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

AEGIS AVenger TITAN RENEGADE

LOAD RSI WEBSITE IN BROWSER

DIMENSIONS:

LENGTH: 22.5m

WIDTH: 16.5m

HEIGHT: 5.5m

INDUSTRY: TRANSPORT

FOCUS: LIGHT FREIGHT

TYPE: FLYING

SIZE: SMALL

CARGOCAPACITY: 8SCU

Vehicle name

Position in map

Remove ship

## Layout

SC Holoviewer

SUPPORT ME

FLEETS | SHIPS | LAYOUT | VISUALS

PLACEMENT: MANUALLY

Place vehicles in a line

PLACEMENT: STRAIGHT LINE

ORDER BY: NAME

->DIRECTION: ASCENDING

DISTANCE: 0.0m

Place vehicles in a rectangle

PLACEMENT: RECTANGLE

ORDER BY: NAME

->DIRECTION: ASCENDING

DISTANCE: 0.0m

WIDTH: 0.0m

GENERATE

Place vehicles in a (half) circle

PLACEMENT: CIRCLE

ORDER BY: LENGTH

->DIRECTION: ASCENDING

DISTANCE: 5m

RADIUS: 750m

ANGLE: 180°

Zoom map

MAP ZOOM:

Adjust the hight of camera to see the inside of ships

CUTAWAY HEIGHT:

Toggle marker on player position

SHOW PLAYER MARKER

Overwrite current fleet with .json file

IMPORT

Export current fleet as .json file

EXPORT AS



# Select vehicle

CRUSADER STARLIFTER C2  
LOAD RSI WEBSITE IN BROWSER

DIMENSIONS: LENGTH: 94.0m  
WIDTH: 70.0m  
HEIGHT: 23.0m

INDUSTRY: TRANSPORT  
FOCUS: HEAVY FREIGHT  
TYPE: FLYING  
SIZE: LARGE  
CARGOCAPACITY: 6965CU  
CREW: MIN: 1 MAX: 2  
STATUS: IN THE GAME

DISCLAIMER: THE INTERIOR IS NOT ORIGINAL, BUT A RECREATION INTENDED ONLY TO GIVE A BASIC APPROXIMATION

COORDINATES & ROTATION:  
X: -100424 Y: 6520  
Z: 0 RY: 0  
RP: 0 RR: 0

HULL MATERIAL COLORED ▼

SPAWN CARGO 0 SCU

CARGO MATERIAL: COLORED ▼

-8803 Y: 4414  
EXPORT AS

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

SIZE: LARGE  
CARGOCAPACITY: 6965CU  
CREW: MIN: 1 MAX: 2  
STATUS: IN THE GAME

DISCLAIMER: THE INTERIOR IS NOT ORIGINAL, BUT A RECREATION INTENDED ONLY TO GIVE A BASIC APPROXIMATION

COORDINATES & ROTATION:  
X: -10936.8 Y: 3608  
Z: 0 RY: 0  
RP: 0 RR: 0

HULL MATERIAL COLORED ▼

SPAWN CARGO 0 SCU

CARGO MATERIAL: COLORED ▼

SPAWN SHIP

CARGO HOLD VIEW REMOVE SELECT

X: -8803 Y: 4414  
RT EXPORT AS

Set cutaway height to show the hangar

Remove all vehicle from this hangar

Remove vehicle from hangar

Select named vehicle

CHOOSE VEHICLE TO SPAWN

WILL FIT: RED YELLOW GREEN

DIRECTION: ASCENDING DESCENDING

RESET FILTERS

SEARCH: [ ]

MANUFACTURER: [ ]

PRODUCT TYPE: [ ]

TYPE: [ ]

ADD TO HANGAR: [ ]

ADD

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

COORDINATES & ROTATION:  
X: -733.2 Y: -10504  
Z: 0 RY: 0  
RP: 0 RR: 0

HULL MATERIAL COLORED ▼

LANDINGGEAR: TOGGLE

Toggle the landing gear up / down



# SC Holoviewer

SUPPORT ME

FLEETS  
PLAY

SHIPS

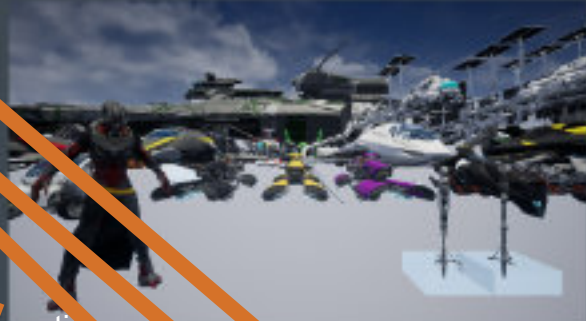
LAYOUT

VISUALS

## VISUALS

### CONFIGURE THE LOOK OF THE VIEWER

SKYBOX	PLANET
COLORING	COLORED
FLOOR	WHITE
TIME OF DAY	14:00 (0h-24h)
DAY/NIGHT CYCLE	OFF
LENGTH OF DAY	0H 24MIN
SCALE FACTOR	1.0
HEIGHT OFFSET	0.0m
ROTATION	ON



configure time of day

toggle skybox between space and planet

change the appearance of all spawned vehicles

change the appearance of the floor

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

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

## 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