Guides and Terms

Wanting to get a repair? Come read about the terminology you'll encounter.

- How to Find the Nearest Station and Long Route Plotting
- Suggested Ship Builds and Modules
- Common Terms
- Common Mistakes and Issue Troubleshooting
- Other Tips and Tricks
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How to Find the Nearest Station and Long Route Plotting

Suggested Ship Builds and Modules

Common Terms

Here's a list of some common terms and abbreviations used during repair procedures. These are not required, nor official. As such, this list is provided as a courtesy. You are encouraged to use whatever works for you, so long as others can understand easily. In general, + is used for an affirmative or a good result, and - for a negative or bad result.

Used during Repair Ops:

- **BC:** Wing Beacon.
- **Chemseal:** Hull Seal with Decontamination Limpet
- **CB:** A Code Black Situation
- **DC:** Disconnected, or kicked out of the game. Also used for game crashes.
- **FR:** Friend Request.
- **Fuel Rat:** A member of *The Fuel Rats* organization with a focus on emergency response for fuel shortages.
- **Inst:** Instance.
- **Killer Whales:** Hostile Players.
- **Mechanic:** Members of the Hull Seals.
- **Mode Conf:** Game Mode confirmed on Comms Panel.
- **Otter:** A Hull Seal with Fuel Limpet Controllers onboard, capable of providing emergency fuel.
- **Pied Piper:** A Seal on a Code Black who leads Clients to stars for fuel, providing a guide of safe range for scooping.
- **RC+:** Repair Completed (Or RC Cola acquired).
- **RL+:** Repair Limpet Engaged.
- **PW+: Paperwork Complete.**
- **Seals:** This fine organization, or members thereof.
- **Sharks:** Hostile Ships.
- **Sys Conf:** System confirmed on the galaxy map.
- **Walrus:** A Hull Seal equipped for defensive, NPC-ONLY actions.
- **WR:** Wing Request.

Common Terms and Abbreviations

- **The Bubble:** Civilized Space, commonly fought over by powerplay factions.
- **Blob:** Did you know a group of seals is actually called a Blob?
- **Client:** The person in need of hull repairs.
- **Cascade Winging:** The way of quickly pulling CMDRs to an instance by entering with a wing, leaving, and pulling in more exponentially.
- **Dispatch:** The trained player coordinating the repair and assignment of Seals.
- **Pup:** A Seal-In-Training.
- **Drebin's Lament:** An unsuccessful Code Black.
- **XA:** Explorer's Anchorage, the most remote station in the galaxy. Located near the center of the galaxy.

Common Mistakes and Issue Troubleshooting

General Troubleshooting

During rescues, there are numerous issues that can present themselves. This guide is designed to help Seals fix these issues onthe-go.

- Instancing Issues Checklist:
  - Confirm Instance Type (Open, Solo, Private Group)
  - Verify system target and cycle wing beacons.
  - Confirm that messaging can go through.
  - If sending a test text message fails, have both parties restart the game.
  - Check the geographic location of the parties involved. If parties are from different geographic regions (Ex, States vs Oceana) consider sending a different responder.
  - Reinstance via Supercruise and Nav-Lock drop.
  - Attempt manual drop, without using navlock.
  - Sometimes Explorers don't fly alone! Try having a friend wing both the Seal and the Client in.
  -
- Hostile CMDRs
  - Sometimes, for one reason or another, independent CMDRs delight in disrupting intergalactic rescue vessels. The first step is to remain calm.
  - If you suspect a hostile CMDR may be in the area, inform your Dispatcher immediately.
  - For added security, have one of the SEALS form a private group with the CMDR. This can be done from the Friends and Private Groups tab in the main menu.
  - If you come under fire, all seals are to withdraw immediately, as well as the client, by any means fit.
  - Please note, this does not mean combat logging. Combat logging (force quitting to the Main Menu) is
    considered an exploit by FDEV, and is not supported by this organization.
  - If engaged by a hostile NPC, inform Dispatch and seek the advice or assistance of a Walrus. Do not request Walrus support for hostile CMDRs.

PC

- Most information on this base is written with the PC framework in mind. Therefore, except when specified, all information and troubleshooting guides should apply.
- There are known network and instancing issues related to the geographic location of CMDRs. If this issue presents itself, and reinstating fails, possibly assign a Seal from a different geographic region.

PlayStation

- The biggest point of concern with PLAYSTATION rescues is that the CMDR must add his or her Seals to their PSN friends list in order to receive our service. Ensure that the client knows how and is able to do so.
- In order to use our services, the CMDR must also be paying for the PSN network pass. Without this network, we will not be able to service the CMDR.

Xbox

- The biggest point of concern with XBOX rescues is that the CMDR must add his or her Seals to their XBOX LIVE friends list in order to receive our service. Ensure that the client knows how and is able to do so.
- Sometimes, Online Privacy and Safety Settings are not set properly to allow friend requests to be sent or received.
  - If issues arise, ensure the client is set to ONLINE in their profile and that their privacy settings are set properly.
- If issues persist with friend requests, have one or both of the Seals attempt to FR the Client.
- If the XBOX LIVE servers are offline, the rescue must be postponed.

Other Tips and Tricks

Sometimes, Seals find resources or tools that are useful to share, that we think are worth sharing. However, these don't exactly fit well in other categories or on other pages. This page contains a few resources that we've found over our time in the Galaxy.

Please keep in mind, this page contains links to resources the Seals are not responsible for and have no control over their content. Please contact us with any questions or concerns, and be careful about what sites you visit on the web.

Charts and Graphs

Ship Size Chart

https://www.elite-dangerous-blog.co.uk/image.axd?picture=/chart/ship-size-chart-3305-edition-small.png

Link: https://www.elite-dangerous-blog.co.uk/image.axd?picture=/chart/ship-size-chart-3305-edition-small.png

Source: https://www.elite-dangerous-blog.co.uk/post/Ship-Size-Chart-3305-Edition

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Stellar Object Scan Chart

https://i.imgur.com/1meKYTH.jpg

Link: https://i.imgur.com/1meKYTH.jpg

Stellar Object Value Calculation (Approximate)

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scanvalue.png

Source: Fleetcomm Discord Bot

Efficiency Target Plotter

Image not found or type unknown
27gYreVi.png

Reddit and Forum Guides

Unlocking Engineers quickly:
https://np.reddit.com/r/EliteOne/comments/8bs6g8/foxs_stepbystep_guide_to_unlocking_engineers/

Guardian Modules:

https://forums.frontier.co.uk/threads/walkthrough-guardian-module-blueprints.438289/#post6856649

Guardian Weapons:

https://forums.frontier.co.uk/threads/walkthrough-guardian-weapon-blueprints.445508/#post6979326

Guardian SLFs:

https://forums.frontier.co.uk/threads/walkthrough-guardian-vessel-blueprints.446206/#post6993998

Finding Escape Pods:

https://forums.frontier.co.uk/threads/guide-fast-way-to-find-occupied-escape-pods-near-colonia.447311/

Material Engineering Database:

https://forums.frontier.co.uk/threads/elite-dangerous-scavenger-a-new-database-of-materials-for-engineers.367052/

Mining Info

When it comes to the Seals, one of the most important people to have around during Code Blacks is our miners.

iMU mining guide. All things mining:

https://www.reddit.com/r/EliteMiners/wiki/index

Hotspot overlap locator tool:

http://edtools.ddns.net/miner

To find the best selling price of painite:

https://eddb.io/commodity/83

iMU Discord:

https://discord.gg/jFcrtdj

Calculations for fragments coming off rock faces with lasers

Laser Size	Factor	Power Usage
Small	1.0	1x
Lance	1.2	1.2x
Medium	3.0	2x

Broken Canopy Navigation

Galaxy Navigation

Down to Earth Astronomy Program: https://drive.google.com/drive/folders/1Q0Ffy3ZkS6b3-GGcPVAFCPIQbTBjXEXo

Video about the software: https://www.youtube.com/watch?v=XPAjvogRp2o

Neotron's program: https://github.com/neotron/EDPathFinder/tree/1.3.0

Technical Guides and Tools

Keybind Backup: https://github.com/Noodles4Pasta/Save-ED-Keybinds/releases

Elite: Dangerous Ports:
These are the TCP and UDP ports in use by the game.

TCP 4430/6661
UDP 19364/3478/3479

Other Text Guides

Mat Farming Guide
https://docs.google.com/spreadsheets/d/1yo1iHP9KUXpoBaIzJsRsDxfAcQa7cBq0YUlFy3m2NII/edit

Materials

Thargoid Mats
HIP 17403 A4 crashed ship
1/2 way between the 2 lower ships, sensors will roll down the hill and can be shot to get Sensor fragments. Relog and do it again.
(my favorite location, also available at the location below)

Hyades sector aq-y d81
meta alloys and thargoid mats.

GUARDIAN MATS
Synuefe EN-H d11-96
Look for "convoy" and "ship wreckage" signal sources to find the guardian mats per Will's post here:
https://forums.frontier.co.uk/posts/7869982/

GUARDIAN DATA
Synuefe NL-N C23-4 B 3
48.1808, -48.3718

There are two Obelisks right next to each other. Stand in between them. Scan both, relog, rinse and repeat. From CirrusFlare

Manufactured Mats
Synuefe jb-g b58-6 6h
"Camp C-N04"
Or
Hyades Sector DR-V c2-23 A 5
Dav's hope
Or any high-grade signal source

HIP 12099 planet 1b
Jameson's crashed cobra
For data mats and trade.

Raw mats
Outotz HD-J D9-3
Planet B 8 D Antimony.

HiP 36601
Planet C 1 A Polonium
Planet C 1 D Ruthenium
Planet C 3 B Tellurium
Planet C 5 A Technetium.

Outotz LS-K D8-3
Planet B 5 A Yttrium

Recommended Engineering Pins

Your mileage may vary. However, for a general feel of things, this is the "Community-Suggested" pins.

Core Internals
Selene Jean: Armor (not HRPs, because you can taxi HRPs out and do them there)
Hera Tani: Power Plants (Armored)
Elvira Martuuk: FSD (Longrange)
The Dweller: Distributors
Professor Palin: Thrusters
Lori Jameson: Life Support (No G5s)
Juri Ishmaak: Detailed Surface Scanner
Marco Qwent: Power Plants (Overcharge up to G4)
Felicity Farseer: FSDs (Shielded)
Tiana Fortune: Sensors

Optional Internals
Lei Chung: Shield Generators
Bris Dekker: FSD Interdictors (No G5s)

Utility Slots
Didi Vatermann: Shield Boosters
Ram Tah: Heatsinks

Weaponry
The Sarge: Cannons

Broo Tarquin: Beams/Pulses/Bursts
Zacariah Nemo: Frag Cannons
Liz Ryder: Missiles or Torpedoes
Tod McQuinn: Multicannons or Rails
Bill Turner: Plasma Accelerators

Quick and Dirty Seal Ships

No Engineering, No Fluff, quick and dirty.

DBX
https://s.orbis.zone/47h1

Asp X
https://s.orbis.zone/47h3

Krait Phantom
https://s.orbis.zone/47h9

Anaconda
https://s.orbis.zone/47hc

Ship Technical Stats

Jump Ranges:
https://tinyurl.com/upjump/

How to Get Ships Fast:
Nemisis_quick_build_guide.docx

ARX

Completely subject to change.

Image not found or type unknown
arx.jpg

Fantastic Shortlinks and Where They Lead

The following is a list of shortlinks that the Seals use, and where they lead. This list is not exhaustive, and many such links exist.

Link	Notes
https://hullse.al/status	The Status Board for Hull Seal services.
https://hullse.al/bugs	Your place to submit bug reports for the Seals.
https://hullse.al/issuetrack	The Seal Issue Tracker for submitted bugs.
https://hullse.al/Maps	A heatmap of Hull Seal rescues, provided by EDAstro!
https://hullse.al/TipsNTricks	A collection of miscellaneous Tips and Tricks compiled by Seals.
https://hullse.al/SOP	A quick link to our Standard SOP.
https://hullse.al/kfSOP	A quick link to our KingFisher SOP.
https://hullse.al/csSOP	A quick link to our ChemSeal SOP.
https://hullse.al/cbSOP	A quick link to our Code Black SOP.
https://hullse.al/dSOP	A quick link to our Dispatcher SOP.
https://hullse.al/links	A page that doesn't quite exist yet...
https://hullse.al/gitlab	The Hull Seal git code repository, by GitLab.
https://hullse.al/journal	The Hull Seal cAPI Reader (Currently under Maintenance)
https://hullse.al/tlookup	A link for our Trainers to look up Seals and their rescue history.

https://hullse.al/stats	The Hull Seal stats page - alternatively, https://hullseals.space/statistics
https://hullse.al/FantasticShortlinksAndWhereTheyLead	...
https://hullse.al/youtube	Our Youtube Channel!
https://hullse.al/twitch	Our Twitch Channel!
https://hullse.al/reddit	Our Reddit Community!
https://hullse.al/twitter	Our Twitter!
https://hullse.al/PrivPol	The Seal Privacy Policy
https://hullse.al/ToS	The Seal Terms of Service
https://hullse.al/wiki	A link to this wiki
https://hullse.al/register	Register for a Seal account
https://hullse.al/login	Login to your Seal account
https://hullse.al/ircwiki	Our wiki pages on IRC and how to use it
https://hullse.al/ircguide	A guide of how to set up and use various IRC Clients
https://hullse.al/DW2	Our wiki page on the Distant Worlds 2 Expedition
https://hullse.al/StellarUnknown	Our wiki page on the Stellar Unknown Expedition
http://hullse.al/PerseusReach	Our wiki page on the Perseus Reach Expedition
https://hullse.al/events	The collection of all our events that Seals have officially been a part of.
https://hullse.al/guides	A collection of guides for Elite: Dangerous and the Seals.
https://hullse.al/YourData	What we do with and how we treat your data.
https://hullse.al/cookies	How we use Cookies on our website.

https://hullse.al/cheating	Our position on cheating and the Hull Seals in any game.
http://hullse.al/ImportantInfo	A collection of all the "Important Information" pages.

Fleet Carriers

The Hull Seals plans to operate 3 Fleet Carriers, providing essential services to Explorers across the galaxy.

H.S.C. Limpet's Call

The Limpet's Call, the flagship of the Seal Fleet, operates as a member of the Deep Space Support Array, a coalition of Carriers by Fleetcomm and the Distant Worlds Organization. The Limpet's Call is currently stationed in Phroi Bluae QI-T e3-3454, to support explorers and provide an anchor point and base in the Rykers Hope region as part of the DSSA.

H.S.C. [Name TBD]

The [Name] operates on an at-rental basis for expeditions, providing a dedicated repair and support array for expeditions. Unlike usual Seal services, this does come at an in-game fee.

Expeditions who rent out the carrier must cover all fuel, upkeep, and maintenance costs for the carrier, for the duration of the expedition. This fee can be covered in many different ways, from material donations, commodity markets, and others.

If you'd like to rent out the carrier for your expedition, contact us!

H.S.C. [Name TBD]

The [Name] is the Seal's last resort when all else fails. She is the Seal's ace-in-the-hole. A massive logistical response - but no cost is too great to help a client.

If a Client gets themselves into a system they cannot escape from, if practical, the Seals will jump the [Name] into system to attempt a rescue of the client. This situation is a logistical challenge - and is an option not chosen lightly.

Soon

Soon

"Soon" is a general term used by the Seal Leadership (and Seals in general) that provides no context for actually when a particular thing will be done or released. All "Soon" means is that it is under consideration by the Seal staff, in discussion, or in development.

"Soon" does not imply a particular date, time, state of being, flow of direction, or any specific point in our understood reality in the past, present, or future. There is no guarantee that "Soon" will ever happen, or that it won't happen. Any promises of "Soon" should be taken lightly. "Soon" can be interchanged with many other words that all mean the same or similar things, including but not limited to "Could", "Might," "Plans to be," "Near Future", "Recent", and more.

"Soon" is dependent on a number of factors, both in and out of the control of the Seals, including timezones, the difficulty of the task, the importance of the task, ethical dilemmas, the average cost of a pound of fish, unexpected maintenance, third-party vendor delays, unexpected heat-deaths of stars, new projects adopted, changes to the Elite and other games, and actually getting our scattered minds to focus on a single topic.

Types of Soon

We'll fill this out Soon.

Examples of "Soon"

Thing	First Announced	Actually Released
IRC	On or Before 10 April 2019	November 23, 2020
CMDR Management v2	23 June 2020	24 June 2020
Automated Paperwork	10 August 2019	29 May 2020
Merch	16 April 2019	23 February, 2021
Ship Registry	28 April 2019	16 June 2020
Accounts System	15 July 2019	22 December 2019

See Also

Soon at the World of Warcraft Wiki

Valve Time at the Valve Developer's Community

Real Soon Now at the Wictionary

Ship Registry Codes

For some CMDRs, the Seals may be their primary - or only - social group in the game we all share and love. Sometimes, people want to rep and show off their ships, or emblazon their ships with things that identify them as Seals. This page will attempt to provide some cohesion and unity to the clutter of prefixes, registry numbers, and the like for both Carriers and Ships alike.

Some Guidelines

As this is a method of showing off your Seal membership in-game, any ship or carrier flying with either Seal prefixes, Seal registry codes or any other method of displaying "Seal" status, must conform to the following guidelines:

1. Any Seal who is registered and in good standing may choose to make their ship or carrier a "Seal" vessel.
2. Any Seal who is registered and in good standing may use any registered Seal prefix.
3. Only the three carriers under the direct control of the Staff are considered "official" carriers.
    1. You may not advertise your carrier as "Official", and your actions are your own and not the groups.
4. (For Carriers) If you are declaring an official "squadron" or backing as the Seals for things like expeditions or events, you must get Admin approval and follow the same procedures as you do with your regular ships.
5. All ships named in this way, or displaying affiliation in any way to the Seals, may only engage in CONSENTUAL PvP only. The onus is on the Seal to be able to prove the PvP was consensual if issues arise.
6. While on duty or on a call, PvP is forbidden.

Registry Numbers

You can view all registered Seal ships at Our Fleet page. Registration is optional. To manage your ships, go to our Vessel Registry portal.

All Seal ships begin with the prefix HS, and then a unique number of up to 4 digits. Variation is common among independent ships.

Ship Prefixes

> This is a **Silly Section**
>
> The content in here isn't to be taken super-sealiously, and is provided for laughs.

HSRC	Hull Seals Rescue Carrier	The Generic Prefix for Carriers
HSRV	Hull Seals Rescue Vessel	The Generic Prefix for Ships
HSHC	Hull Seals Heavy Cruiser	Medium and Large Combat Ships
HSPS	Hull Seals Patrol Ship	Small Ships

HSSS	Hull Seals Support Ship	Non-Combat vessels like limpet warehouses, etc.
HSXV	Hull Seals Experimental Vessel	We're breaking some serious science!
HSCV	Hull Seals Cartographic Vessel	Exploration and Mapping Vessels
HSS	Hull Seals Ship	An Alternative Generic Prefix
HSSC	Hull Seals Small Craft, Hull Seals Support Carrier	SLFs, Shuttles, Tiny ships. Alternatively, Support Carriers
KFRV	KingFishers Rescue Vessel	Kingfisher-primary vessels
HSCB	Hull Seals Cargo Barge	Cargo Ships
HSW	Hull Seals Walrus	Ships designed to defend clients from hostile NPCs, allowing time for the Client to escape.
HSA	Hull Seals Auxillary	Reserve Seal Ships
HSDV	Hull Seals Decon Vessel	Ships equipped with decon limpets
HSFB	Hull Seals Fun Bus	"Because y'all need a fun bus" ~ Flyerblade
HSTC	Hull Seals Transport Carrier	Carriers used to shuttle around Seals
HSFC	Hull Seals Fuel Carrier	Carriers used to refuel the other Seal carriers
HSMC	Hull Seals Mining Carrier	Carriers carrying Seal mining teams
HSMV	Hull Seals Mining Vessel	Seal Ships specialized for Mining
HSA	Hull Seals Asylum	Ships designed to contain Seals...

Frequently Suggested Things

It's often been said there's no such thing as a bad idea - and that's true enough. However, sometimes there ideas that are brought up a lot as "the next big thing" for the Seals, but for one reason or another just don't work out. While we don't discourage new ideas, sometimes after a topic gets brought up so many times, we have to lay it to rest.

Case Management in Discord!

Perhaps one of the most common suggestions is to cast off IRC and return to managing and receiving cases exclusively in Discord. Discord is great for groups of friends, and in fact the Seals maintain a social presence on Discord, but we don't take cases anymore there like we did during DW2. Discord has downtime we can't control, prevents our management of troublemakers who might join, requires accounts, and other issues that we can't control.

Another related ask is for Seals to be able to manage cases from Discord - even if Clients come via IRC. The reason we don't allow this is pretty simple:

- The bridge bot has downtime we can't account for.
- The bridge bot sometimes has issues with different charactersets
- The bridge bot sometimes scrambles the order of messages
- What happens when Discord goes down?

Roster Lists of Seals by Timezone

This is a super slippery slope that we're very, very uncomfortable treaing down. By rule, the only way for a Seal to be assigned to a case is to call jumps - even friendly "hey, XYZ are you online/can you take this?" makes us wary. We don't want Seals to feel pressured to Seal by being online, or being during their "usual" time. Sometimes, people can't respond but want to chat, and sometimes, people want to just play the game and not Seal.

While we encourage Seals to seal when they can, we don't want to make the Seals a "Seal all the time or leave" atmosphere either. Not to mention... you might be online, but on the other side of the galaxy. Sometimes, you're just plain out of range.