

# 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.

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## 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>

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### Stellar Object Value Calculation (Approximate)

[scale value.png](#) type unknown

Source: Fleetcomm Discord Bot

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### Efficiency Target Plotter

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## Reddit and Forum Guides

Unlocking Engineers quickly:

[https://np.reddit.com/r/EliteOne/comments/8bs6g8/foxs\\_stepbystep\\_guide\\_to\\_unlocking\\_engineers/](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/>

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## 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

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## 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>

Neutron's program: <https://github.com/neutron/EDPathFinder/tree/1.3.0>

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# 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

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# Other Text Guides

Mat Farming Guide  
<https://docs.google.com/spreadsheets/d/1yo1iHP9KUXpoBalzJsRsDxfAcQa7cBq0YUIFy3m2NII/edit>

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# 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

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## 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 Vattermann: 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

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## 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:

[Nemesis\\_quick\\_build\\_guide.docx](#)

## ARX

Completely subject to change.

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