

Project Khitomer 2020
A Look at Nova NextGen
Host: [AgentPhoenix](#) ([Anodyne Productions](#))
Room One • Session 3

AgentPhoenix 2/22/2020, 12:01:25 PM

So I just realized that the name of the event is "A Look at Nova NextGen", but I don't actually have any visuals for the panel haha. Whoops!

[16th] NX-1701-G 2/22/2020, 12:01:31 PM

I'm going to be in and out

[STF] Simmyish 2/22/2020, 12:01:48 PM

So more a "discussion" about nova NextGen would be more appropriate? 😊

AgentPhoenix 2/22/2020, 12:02:00 PM

That would be more accurate, yes

[16th] NX-1701-G 2/22/2020, 12:02:02 PM

Funny last year I did a panel on why people didn't need nova. The nova panel made we switch to nova

[NDF]Kuna 2/22/2020, 12:02:30 PM

follows along

AgentPhoenix 2/22/2020, 12:02:53 PM

Alright, let's get rolling. Welcome everyone! For those of you who don't know me, I'm AgentPhoenix and I run Anodyne Productions on top of being the creator of Nova.

I know that last year there was a Nova 101 panel. I had the opportunity to read through the transcript a couple weeks ago and there was a ton of great information provided by Kate and Wolf. (Not sure if they're here today... if they are... 🙌) So thank you to both of them for a great panel last year!

[16th] NX-1701-G 2/22/2020, 12:04:09 PM

I think I saw @Kate

[16th] Kate, CO Langley Station 2/22/2020, 12:04:19 PM

Yeh, I'm here

AgentPhoenix 2/22/2020, 12:04:36 PM

I actually struggled quite a bit trying to figure out what I wanted to talk about today. Truth be told, I could probably fill several hours talking about a whole host of things about the future of Nova haha.

Nova is changing in seismic ways both technically and philosophically. I could easily spend an hour talking just about each of those things... about frameworks and technologies and methodologies... or about how I approach my work on Nova and the lens through which I see its future... but ultimately, most of the people here probably don't care much about either

What people came here to hear about are the things they use day-in and day-out to manage their game. How is Nova 3 going to make life easier for you? How is Nova 3 going to help you manage your game better or help you manage your game less and play it more?

Before we get started though, I wanted to answer a few questions that I think a lot of people have right up front to avoid them being asked over and over throughout the panel.

I've heard the term Nova NextGen thrown around a bunch. What is Nova NextGen and how is it different from Nova 3?

The simplest explanation is that Nova NextGen was a marketing term to differentiate the work that had already been done and communicated on Nova 3 prior to a fairly seismic shift in my own thinking about Nova as a whole. In reality, Nova 3 is the same thing as Nova NextGen. We'll use Nova 3 today to avoid confusion.

Is Nova 3 ever going to happen?

I certainly hope so! I've been put a lot of time and effort into building it so far, so it'd be a damned shame for it to never see the light of day!

When is Nova 3 going to be released?

There is no timeframe or release date for Nova 3 right now. All I can ask for is patience as I work on it. I have a job that takes up 50-60 hours a week, I got married about 18 months ago, and moved into a new house about 3 months ago.... so my free time is not always my own.

Can you add X to Nova 3?

The short answer is no. I'm not accepting feature requests for the initial release of Nova 3 right now. The goal is to get to what's called MVP as quickly as possible. MVP means minimum viable product, which is really just a fancy software development term that means getting the product to a point where it covers anywhere between 60 and 85% of the use-cases for the product. After I've launched 3.0, I'll go back and start adding more features to Nova and start working on requests that users and the community are looking for.

Now that that's out of the way, let's get into it!

So let's start with a question for everyone here... what are people most interested in knowing about Nova 3 today? What are the things you're curious about? Worried about? Hopeful for?

[PF]Kai1701E 2/22/2020, 12:12:43 PM

What made you change the way ranks work?

[STF] Simmyish 2/22/2020, 12:12:52 PM

I guess the obvious one is what is going to be the key differences between 2 and 3?

[PF] Faulkner 2/22/2020, 12:13:39 PM

I'm most interested in how the storytelling parts will work, particular options for ordering posts.

[OF]Harrington 2/22/2020, 12:13:47 PM

ease of use, would be a question I would ask. I like Nova cause for someone like me who can't make their own site, Nova is a great tool.

AgentPhoenix 2/22/2020, 12:14:19 PM

@Kai1701E The simplest answer is Kuro-chan. He approached me a while back with the idea of splitting rank images. That sort of led to a deep dive on ranks and how to change them in ways that make them easier to maintain and significantly more flexible.

@Simmyish That's actually the bulk of the conversation today, so sit tight and we'll get into that shortly.

Fruit Loop 2/22/2020, 12:15:06 PM

I have a question.

[16th] Kate, CO Langley Station 2/22/2020, 12:15:08 PM(edited 2/22/2020, 12:15:30 PM)

So you won't need to cut/paste the rank to the image anymore when you want a new rank set. That would make stuff so much quicker.

AgentPhoenix 2/22/2020, 12:15:12 PM

@slybrarian Also a piece of what we're going to get into today

Not sure I understand the question @Kate

[16th] Kate, CO Langley Station 2/22/2020, 12:16:24 PM

Sorry, wasn't a question. I'll just be happy to make it easier.

AgentPhoenix 2/22/2020, 12:17:01 PM

Ah ok. Yeah, I'll get into some of the specifics around ranks as part of the chat today, so hopefully it'll be a little clearer for everyone

Fruit Loop 2/22/2020, 12:17:34 PM

Many people come to my site, Sci-Fi Avatars, and I use PNGs instead of JPEGs because the latter get corrupted really corrupted. The images have to be under 500 KB right now, but the color depth has to be lowered at the mo. Would it be possible to increase the file size to, say, 800 kb?

[PF] Faulkner 2/22/2020, 12:18:46 PM

you can already do that using the config file

Fruit Loop 2/22/2020, 12:19:01 PM

Not everyone knows how to do that, though.

AgentPhoenix 2/22/2020, 12:19:19 PM

@Fruit Loop That's actually completely customizable in a config file. By default, Nova 3 allows files up to 10 MB, but from there, it's probably more about server configuration than anything

Alright, so what we're gonna chat about today is 3 features that are being removed from Nova 3... 3 features that are changing significantly in Nova 3... and 3 features that are brand-new in Nova 3

3 FEATURES THAT ARE BEING REMOVED

Tour / specifications / deck listing

This will likely be one of the more controversial things being removed from Nova 3. The simple fact is that it's not a super useful feature (which shouldn't be confused with it being a *used* feature) and really anchors the software to specific genres more than I'd like. Truthfully, it's a lot of overhead for what it is.

[22] Confusedfire [VFY|CO] 2/22/2020, 12:22:40 PM

My question is as follows: Will the wiki be overhauled, removed, or remain the same?

AgentPhoenix 2/22/2020, 12:22:48 PM

In the short-term, given what's going on with pages in Nova 3, I think that things like tour, specifications, and deck listings are better suited for custom pages that people can make what they want out of them. In the long-term, tour, specifications, and deck listings are likely more suited to an extension that I can also use as an educational tool for how to build a complex extension for Nova 3.

Are you peaking at my notes @Confusedfire ?

[22] Confusedfire [VFY|CO] 2/22/2020, 12:23:37 PM

No 😊 ... Besides the release timeline that was my only question

AgentPhoenix 2/22/2020, 12:23:45 PM

Wiki

It doesn't work well, it's clunky, and in general isn't a good feature. I knew very early on that the wiki was going to get the axe, so from here, it just becomes a matter of what it gets replaced with. Given the plans for pages and making them more robust over the first few releases of Nova 3, I'll likely just drop the wiki and tell people to create custom pages for the information they want to display to their players.

[OF] B 2/22/2020, 12:24:45 PM

I like this already

[22] Confusedfire [VFY|CO] 2/22/2020, 12:24:45 PM

Fair enough... My simms already use outside sources for databases (wordpress)

[22/OF] Kasterborous 2/22/2020, 12:25:05 PM

hmmm, for those unaccustomed to custom pages, how easy would the implementation of this be?

AgentPhoenix 2/22/2020, 12:25:11 PM

And that's really the crux of it... there are better tools to use for that sort of thing if you need it for your game.

[PF] Capt. Franklin Johnson 2/22/2020, 12:26:05 PM

@AlexM Isn't our wiki off nova?

AgentPhoenix 2/22/2020, 12:26:16 PM

@Kasterborous Pages are a new concept in Nova 3 that'll be a little like the wiki. You'll have more control over the URL and a few other things and it'll be a WYSIWYG editor for creating the content of the page.

wizardbeard 2/22/2020, 12:26:33 PM(edited 2/22/2020, 12:26:50 PM)

So like tour/deck listing/specs the wiki is not being eliminated per se, but being absorbed into the greater overall functionality of custom page creation.

Will add-ons still be emphasized in Nova 3 as they are in 2, or will that follow the same trend?

[22] greenfelt 2/22/2020, 12:27:01 PM

RIP Thresher

AgentPhoenix 2/22/2020, 12:27:10 PM

You won't have the categorization pieces that the wiki has today, but should have a little more power at your fingertips to create custom pages

Fruit Loop 2/22/2020, 12:27:24 PM

I have another question. Will there be a page for rules and another for links? And will species and gender be listed on the manifest, not just the bios?

[PF] AlexM 2/22/2020, 12:27:42 PM

@Drakomis The Fleet wiki is not based on Nova, though I'm not positive what wiki software it does use.

AgentPhoenix 2/22/2020, 12:27:49 PM

@wizardbeard I wouldn't say those things are being "absorbed" by pages. More than an alternative would be to create custom pages for them and then link to them from elsewhere in the site

[PF] Capt. Franklin Johnson 2/22/2020, 12:27:58 PM

Okay thanks 👍

[22/OF] Kasterborous 2/22/2020, 12:28:54 PM

thanks for answering that question, Pheonix

AgentPhoenix 2/22/2020, 12:29:07 PM

@Fruit Loop Probably not. If your game needs those pages, they can be easily added though. The manifest is a different beast altogether, but the goal is for almost the entire manifest to be editable from the user interface to show whatever GMs want.

[16th] Kate, CO Langley Station 2/22/2020, 12:29:26 PM

I guess I'll be the only one that will miss the wiki. I use it very much and I don't have any issues with it at all.

[22] Confusedfire [VFY|CO] 2/22/2020, 12:29:29 PM

@AlexM odds are it's a MediaWiki

Fruit Loop 2/22/2020, 12:29:34 PM

Okay, that would be nice.

AgentPhoenix 2/22/2020, 12:30:00 PM

Alright, last one on the list...

Saskbertan81 2/22/2020, 12:30:03 PM

My XO will be sad about loss of the wiki lol but, we can improvise

[AgentPhoenix 2/22/2020, 12:30:10 PM](#)

Personal logs

So this might be a little click-bait-y, but personal logs as they exist in Nova 2 are going away. The main problem is that there's zero context with personal logs and how they fit in with the broader stories that are being told. Given that, it didn't really make sense to keep personal logs in the app. They aren't going away totally, but they're going to evolve into something more connected to the stories being told.

[PF] Kai1701E 2/22/2020, 12:30:19 PM(edited 2/22/2020, 12:30:35 PM)

Oooo! So, things like missions and stuff will be separate from things like specs and the like then

[22] greenfelt 2/22/2020, 12:30:40 PM

If the page creation engine is powerful enough, it'll be like having a wiki, especially if you can do meta/category tags.

Beautiful Night 2/22/2020, 12:30:46 PM

I use the wiki feature a lot.

I've got tons of information on it

[16th] Kate, CO Langley Station 2/22/2020, 12:31:13 PM(edited 2/22/2020, 12:31:29 PM)

I won't be sad the PL's are going. Already revamp't that part to something else

[PF] Capt. Franklin Johnson 2/22/2020, 12:31:17 PM

Our sim uses personal logs as a way to forward situations wherein JP's wouldn't suffice. How are we to utilize the new feature?

[22/OF] Kasterborous 2/22/2020, 12:31:23 PM

so, what would happen when nova 3 is implemented? Would those who have wikis and such have to integrate or would they disappear?

[22] Confusedfire [VFY|CO] 2/22/2020, 12:31:30 PM

Yeah losing the PL for me won't be any sweat off my back

[22] greenfelt 2/22/2020, 12:31:35 PM

What about OOC features? Currently I have a couple posts forever kept in "save" mode to serve as a means for OOC notices and related info.

[AgentPhoenix 2/22/2020, 12:31:37 PM](#)

And anyone who uses the wiki feature significantly in their game, I definitely want to hear from you afterwards because there may be ways we can incorporate some of the things you use into custom pages

[PF] Faulkner 2/22/2020, 12:31:55 PM

I've never liked logs being separate.

[PF] AlexM 2/22/2020, 12:32:05 PM

Couldn't you just use a JP written in the form of a PL? It would accomplish the same thing.

[PF] Capt. Franklin Johnson 2/22/2020, 12:32:05 PM

What about for those of us who do use Personal Logs? How am I to situate my sim?

[BF] aio 2/22/2020, 12:32:19 PM

My issue with personal logs is they aren't attached to any missions, so unless you type in dates all the time, the personal log list doesn't really link to any ongoing missions.

AgentPhoenix 2/22/2020, 12:32:22 PM

@Drakomis We'll be getting to that shortly actually

[PF] Capt. Franklin Johnson 2/22/2020, 12:32:23 PM

Okay, yeah, makes sense

Okay thanks

[22/OF] Kasterborous 2/22/2020, 12:32:44 PM

that...actually makes more sense now that I think of it

wizardbeard 2/22/2020, 12:33:22 PM

The only use I ever had for personal logs was with a journalist character. I'd write mission summaries from his perspective and post them as personal logs instead of posts. Nobody else on the sim ever wrote a personal log, so my character has pretty much taken over that feature.

AgentPhoenix 2/22/2020, 12:33:29 PM

3 FEATURES THAT ARE CHANGING SIGNIFICANTLY

Ranks

[OF] du Lac 2/22/2020, 12:34:12 PM

Posting 😊

[16th] Kate, CO Langley Station 2/22/2020, 12:34:13 PM

@wizardbeard You could just use the news feature and create a special category for IC news items.

AgentPhoenix 2/22/2020, 12:34:25 PM

We've already talked about this one a little bit, but we'll dig in a little more here. Several years ago, Kuro-chan reached out to me and suggested a way for him to modify the rank images and allow for overlaying pips on top of a base image. He wondered if that was something that Nova could accommodate. After a little research, it became clear that it opened up a lot of possibilities for ranks in Nova 3.

[22] greenfelt 2/22/2020, 12:34:50 PM

Just the amount of files alone....

[OF] du Lac 2/22/2020, 12:34:55 PM

You planning on using GD or Imagemagick for that @OlympicKnight?

AgentPhoenix 2/22/2020, 12:35:13 PM

Rank management is **painful** in Nova 2 because it can be incredibly repetitive and cryptic. How ranks work in Nova 3 is actually a little more complicated to type out than it will be in reality to use haha

[PF] Faulkner 2/22/2020, 12:35:17 PM

oh man, the two file system is so elegant I can't believe no one thought of it before

AgentPhoenix 2/22/2020, 12:35:34 PM

@Nichy No need. We'll just ship the images and use styles to overlay properly

[22] Confusedfire [VFY|CO] 2/22/2020, 12:35:48 PM

Is there going to be a way to have more control over the colors that are included in the base download? I know in my case I don't use a huge chunk of the colors.

AgentPhoenix 2/22/2020, 12:36:09 PM

Essentially, the basic information in a rank like the rank name and short name, all live separate from the rank itself. So it becomes a matter of selecting the specific "name" you want for that rank from a dropdown. If you decide that you want the short name for your Commander ranks to be CMDR instead of CDR, you change it in one place and every rank that has that info record gets updated immediately.

[OF] du Lac 2/22/2020, 12:36:13 PM

@OlympicKnight that's a relief. Explaining adding PHP extensions is a ballache lol

[PF] Capt. Franklin Johnson 2/22/2020, 12:36:44 PM

So no more selecting rank and trying to find the appropriate color scheme?

AgentPhoenix 2/22/2020, 12:37:04 PM

Ranks are also stored in groups which makes it easier to manage sets of ranks (like Command ranks, Marine ranks, Operations ranks ... think different colors really). By using groups, we can offer GMs the ability to quickly duplicate an entire group, change the base image, and away they go. It also means that we can ship Nova with a limited number of colors, but all of the other base image colors so that games that need more rank colors can duplicate, select a new base image, and away they go.

Then, when you get down to the rank itself, since we have separate base and pip images, we can offer a UI that lets you build up the rank quickly and easily and see what the rank looks like as you're changing it with a live preview. The new rank system will be incredibly robust and so much easier to maintain than dealing with cryptic classes and orderings like you have to in Nova 2 today.

Permissions

In Nova 2, assigning a role for someone is a simple process, but it's also highly rigid. You can have 1 role and 1 role only. That creates situations where you can't be specific about what you want a user to be able to do, they just get lumped in with all the permissions that role has. In Nova 3, we're taking a far more granular approaching to authorization. Instead of assigning 1 role, you'll be able to assign as many roles as you want to a user. That allows GMs to have fine-tuned control over what a specific player can and cannot do in the system.

To use this effectively though, it involves GMs re-thinking the roles they create in Nova. Instead of a role for your AGM, you can assign a bunch of roles that have each have small impact areas. For example, you may not want your AGM to be able to create new announcements, but you may want them to see unpublished announcements so they can offer feedback or proof-read them for you. You can create a Proof Reader role which has just `role.view` permissions to assign to your AGM (and any other player you want to do that). This gives you significantly more control over what players can do throughout Nova.

[PF] AlexM 2/22/2020, 12:39:34 PM

I like that.

AgentPhoenix 2/22/2020, 12:39:41 PM

Storytelling

So this is one that we could probably spend an entire hour talking about on its own

The biggest changes coming to stories themselves is the ability to create stories in whatever order you want. No need to re-order anything. You'll have the ability to inject a story between 2 existing stories, or before your first story ever. It creates more of a "timeline" feel where you have the control to tell stories all over the timeline and not worry about people not being clear on where the story falls in relation to other stories.

The same thing happens within a story. Story entries can be injected anywhere within the story instead of copying and pasting stuff to provide the necessary context for readers about where the story entry occurs relative to the current time.

[PF] AlexM 2/22/2020, 12:42:57 PM

I really, really like that.

Beautiful Night 2/22/2020, 12:43:21 PM

Will there be controls on that? I don't want people droipping stuff in the wrong place by accident?

AgentPhoenix 2/22/2020, 12:43:34 PM

If you want to add an entry about what your character was doing before the story started, you can go back to the beginning and inject that entry at the start. When people are viewing the story entries later, they can read everything in the correct order without a GM needing to manually re-order everything.

[22] Confusedfire [VFY|CO] 2/22/2020, 12:44:05 PM

So, you're implementing JonM's timeline mod into the core release of Nova 3?

[BF] aio 2/22/2020, 12:44:08 PM

So it's like the Timeline mod, just built in. I like it. I like consistency of storytelling.

AgentPhoenix 2/22/2020, 12:44:13 PM

@Beautiful Night There won't be at the start, but GMs will be able to edit story entries and move them manually if a player has put something in the wrong place.

[16th] Kate, CO Langley Station 2/22/2020, 12:44:13 PM

Something like the timepicker mod offers. Where you can have everyting appear in chronological order.

ReminderBot 2/22/2020, 12:45:04 PM

15-Minute Warning

AgentPhoenix 2/22/2020, 12:45:12 PM

It's actually significantly more complicated than that

Beautiful Night 2/22/2020, 12:45:13 PM

And how will that affect post counts? Will it still count on when it was actually published, as opposed to where in the story it goes?

AgentPhoenix 2/22/2020, 12:45:41 PM

@Beautiful Night It'll count on published date, not in-game time

Beautiful Night 2/22/2020, 12:46:12 PM

excellent. okay, looking forward to this one then.

AgentPhoenix 2/22/2020, 12:46:20 PM

It's not a field on the create story entry page... it's more about going to an entry and being able to click something that says "Add a post before this" or "add a post after this"

In addition, story entries will have a type that can be associated with them

We'll have types for story notes... moving the in-game time forward... in-game news... **personal logs** (told we'd get back around to it)... and more in the future

[PF] AlexM 2/22/2020, 12:48:45 PM

You might want to move on to your next group of features since you're running low on time.

AgentPhoenix 2/22/2020, 12:49:00 PM

Yeah, I'm going to gloss over the last pieces now

3 FEATURES THAT ARE BRAND-NEW

Global Search

Search for users, characters, stories, story entries, and more all from a single search bar at the top of the page.

Extensions

Baked into the core of Nova 3, extensions are powerful ways for developers to tap in to what Nova is doing to alter how Nova behaves or react to things Nova is doing after the fact.

ARC - Application Review Center

I guess Extensions is going to make modding a lot easier as well

A unified place where all applications go to. Create global rules to automatically add certain people to every application review (think an AGM) or get more granular and only add the Chief Engineer when the application is for a position within the Engineering department.

[16th] Kate, CO Langley Station 2/22/2020, 12:52:24 PM

That would be amazing!

[22] Confusedfire [VFY|CO] 2/22/2020, 12:52:28 PM

Love that idea

AgentPhoenix 2/22/2020, 12:53:43 PM

Everyone can chat freely about the application right inside Nova, vote on whether to accept an applicant or not, have easy ways to communicate with the applicant, and easy ways to accept or reject the application and notify the user. The application review is always kept as historical record and is designed to protect the user's privacy instead of doing everything over email.

[22] Confusedfire [VFY|CO] 2/22/2020, 12:54:05 PM

Ohh I really like that

[OF]Harrington 2/22/2020, 12:54:11 PM

love that

[16th] Kate, CO Langley Station 2/22/2020, 12:54:44 PM

That would be really nice. Although I do hope it will be better for on mobile then. Right now mail is easier on a phone then going into nova.

ReminderBot 2/22/2020, 12:55:03 PM

5-Minute Warning

AgentPhoenix 2/22/2020, 12:55:29 PM

Indeed, Nova 3 is being designed to work on mobile so that it isn't as painful a process as it is today

[22] Confusedfire [VFY|CO] 2/22/2020, 12:55:54 PM

I really like it all being done via nova... Too many times have I rejected an applicant been asked why they were rejected and had to use my email resulting in a slew of harassing behavior

(And, yes I included the reason in the rejection)

AgentPhoenix 2/22/2020, 12:56:28 PM

So there's the 5 minute warning. All of this really only scratches the surface of what Nova 3 is, but hopefully it gives people an idea of what's coming.

This has been really awesome and I'm happy to continue the conversation in the overflow room if anyone wants to. Before I head out though, I wanted to give people some information about keeping up with Anodyne and ways to support Anodyne going forward.

I recognize some of the names here from the Anodyne Discord server, but for those of you who don't know about it, I'd love to have you join us on that server. It's hands down the fastest way to get help from the community with Nova 2. In addition, I have channels in there for Nova 3 where I share lots of screenshots of things I'm working on, I ask questions and look for feedback as I'm building Nova 3. I'd love to have folks come over and join the conversations happening there.

<https://discord.gg/7WmKUks>

Also, a while back I launched a Patreon for Anodyne for people to pitch in if they want to help Anodyne out. All of the costs for running Anodyne come out of my own pocket and I'm happy to do that, but if anyone is interested in becoming a patron, you can do so at <https://www.patreon.com/anodyneproductions>.

I think that about wraps it up for me, so thanks everyone for joining me today and have a great rest of the day at the conference! I'll be hanging out in #overflow-one for a while if anyone wants to continue the conversations about Nova 3 there!

[STF] Simmyish 2/22/2020, 12:58:57 PM

Thanks 😊

[PF] Amethyst 2/22/2020, 12:59:09 PM

Thank you @OlympicKnight 😊

[PF] Capt. Franklin Johnson 2/22/2020, 12:59:10 PM

Thank you for your hard work in helping us to keep telling our stories! I just joined the patreon

[16th] Kate, CO Langley Station 2/22/2020, 12:59:13 PM

Thank you for this brief look into Nova 3!

[STF] Simmyish 2/22/2020, 12:59:25 PM

I don't know if my CO from Second Star is here, so I made some notes and will definitely pass them on to the crew there 😊

Thanks for the update 😊

[22] Confusedfire [VFY|CO] 2/22/2020, 1:00:04 PM

@Simmyish there will be transcripts too 😊

[16th] Kate, CO Langley Station 2/22/2020, 1:00:53 PM

I just thought of a question for @OlympicKnight Will there be some way to move the current stories over to Nova from Nova 2?

AgentPhoenix 2/22/2020, 1:01:38 PM

Yeah, there will be a migration process that will move as much as we can from Nova 2 to Nova 3

There will be some cases where it won't be possible to move data over due to how drastically different the database structure is, but as much as possible, we'll migrate everything we can

[16th] Kate, CO Langley Station 2/22/2020, 1:03:18 PM

Awesome, as I'm not looking forward to moving all our posts to a new system.

Myz Phoenix 2/22/2020, 1:04:47 PM

@OlympicKnight First, thank you for Nova. It gives me a home for my babies and I'm grateful for that. Second, I am an amateur when it comes to the system. It took me weeks to build up my first Nova with no real help with it, other than my just as inexperienced crew. I'm not necessarily looking forward to switching everything over, but if our host switches, which I'm going to encourage, so be it. I'm just worried that some of it may be over my unskilled head. lol

AgentPhoenix 2/22/2020, 1:06:04 PM

Which pieces are you worried might be over your head @Myz Phoenix ?

Myz Phoenix 2/22/2020, 1:07:04 PM

Custom pages worries me. I guess I'm just hoping that it will be as user friendly as possible. Now that I'm on the Anodyne Discord, though, I think that will help.

[PF] AlexM 2/22/2020, 1:07:59 PM

It sounded like custom pages are really intended to replace the wiki. Will there be as much flexibility with custom pages?

AgentPhoenix 2/22/2020, 1:08:38 PM

For the most basic pages, it'll be as simple as adding the title, a description, the URL you want, and your content and clicking Submit. The hope is to make it as simple to create custom pages as possible @Myz Phoenix

[16th] Kate, CO Langley Station 2/22/2020, 1:08:58 PM

I must say custom pages worries me a bit right now, but that's because I have no idea right now how to do that.

AgentPhoenix 2/22/2020, 1:10:09 PM

For the gear heads, there will be an advanced page option where you can specify the controller being used and the HTTP verb and things like that, but those are for super complex pages that aren't for the faint of heart!

Down the road, the hope is to be able to provide page types that deal with pulling a specific record out of the database and being able to work with the data... or pull all of the records out of the database and show a list, but those won't be around for 3.0

Myz Phoenix 2/22/2020, 1:11:59 PM

Some of the changes are a little mind boggling for me, like losing the deck listing and such. That actually took a lot of time to build up. Other parts of it I'm fine with, because we haven't ever really used them. It's a new thing, and that's probably where my concerns come from. I'm glad for a new information resource in regards to Nova, though. Maybe I can play catch up...before the change comes. lol

AgentPhoenix 2/22/2020, 1:12:34 PM

There will be an adjustment period for sure

[PF] AlexM 2/22/2020, 1:12:35 PM

I think specifications and deck listings could be added to custom pages.

[PF] Faulkner 2/22/2020, 1:12:37 PM

I feel like the tour would be the hardest to replace without some kind of template. Deck listing can be done with a list

[PF] AlexM 2/22/2020, 1:13:03 PM

The difference is that there is not a dedicated place for them, and as such, Nova 3 would be less specific to the setting.

AgentPhoenix 2/22/2020, 1:13:20 PM

And there will be games that feel things like specs and tour and deck listing are too valuable to their game to give up. For those folks, I'd encourage them to stay with what works for their game until things are more fleshed out in Nova 3

Myz Phoenix 2/22/2020, 1:13:42 PM

Oh, I get it. I run a X-Men sim that we had to mess with some to get it looking less like a ship.

[16th] Kate, CO Langley Station 2/22/2020, 1:13:47 PM

That's what I like about Thresher. Just fiddle around with simple HTML and CSS to make it appear as you want it to and no need for any more coding experience.

[PF] AlexM 2/22/2020, 1:15:35 PM

Something that we have been doing with specs in Pegasus Fleet is removing some of the details like phaser type and torpedo complement. Most of the time it doesn't come up, and in my experience, no one really cares how many torpedoes you're carrying until you run out. And if the CO wants to run out for dramatic purposes, you'll have run out, haha. So some of those details just aren't really needed.

Deck listing and tour is a bit different though. I think knowing where things are on the ship is very important.

Myz Phoenix 2/22/2020, 1:16:15 PM

Yeah, we definitely use those.

[OF] B 2/22/2020, 1:16:33 PM

It is certainly handy for my ship being a refit of a refit but I can see where and how it can be transferred into the new pages.

AgentPhoenix 2/22/2020, 1:17:16 PM

And like I said, I think it can be an educational tool to create some of those things as extensions so extension developers see how to create complex extensions for Nova 3 <https://nova-nextgen.anodyne-productions.com/>

This is a preview site that is updated every couple of weeks with the latest stuff that I've been working on. It's a good way to see some of the things being worked on with Nova 3.

Email: admin@admin.com

Password: `secret`

I've been focused on role management and user management lately. Character management is next before I start diving into some of the storytelling stuff

Myz Phoenix 2/22/2020, 1:22:06 PM

I am looking forward to some of those changes. I'm just not as tech inclined as I probably should be. I'm definitely going to be checking stuff out.

AgentPhoenix 2/22/2020, 1:24:59 PM

There's definitely a lot changing

It's really hard to talk about the differences between Nova 2 and Nova 3, because the simple answer is: just about everything haha

Myz Phoenyx 2/22/2020, 1:26:33 PM

LOL! Well, I'm not always comfortable with change, but from what I'm hearing, you're trying to build a product that can fit more comfortably into the genre it's created for. I like that.

AgentPhoenix 2/22/2020, 1:27:06 PM

Ultimately I'm trying to build something that's more modern, smarter, easier to use, and more powerful

Nova 2's codebase is north of 10 years old now, so it's very difficult to work with

Myz Phoenyx 2/22/2020, 1:27:38 PM

I like "easier to use". 😊

Taylor 2/22/2020, 1:27:57 PM

Software does tend to age like that doesn't it @OlympicKnight 😊

AgentPhoenix 2/22/2020, 1:30:25 PM

It certainly does

[PF]Kai1701E 2/22/2020, 1:30:53 PM

Ultimately, I think the point here is everyone just carry on as you are. Nova 3 is a way off yet so, in the meantime, just do as you are.

When it does come out, I am sure people will create test sites, just like they did with SMS and Nova 1 and Nova 2

AgentPhoenix 2/22/2020, 1:31:36 PM

@Myz Phoenyx You can sort of see that if you log in to the preview site and look at how we handle creating new roles. It's just a lot simpler and does more things for you instead of forcing you to create the role and then go over and do something with an individual user

Myz Phoenyx 2/22/2020, 1:36:39 PM

I like that.

AgentPhoenix 2/22/2020, 1:56:21 PM

Thanks everyone for the great conversation today! I'm on the Anodyne Discord server all the time, so please join to continue the conversations about Nova 3 there. Have a great rest of the conference! 🙌

AgentPhoenix 2/22/2020, 2:08:33 PM

Not to hijack the conversation, but please let me know if there are ideas for ways that Nova can make life easier for managing these games. I know there can be a lot to it and I've been out of simming for many years now, but I definitely want to make life easier for people running these games

[16th] Kate, CO Langley Station 2/22/2020, 2:09:24 PM

OOC notes! Some way to have them integrated to the system.

[22] Confusedfire [VFY|CO] 2/22/2020, 2:09:33 PM

^ that

A million times that

[16th] Kate, CO Langley Station 2/22/2020, 2:09:44 PM

I know there are already notes, but for the way I used nova with missions its useless.

[22] Confusedfire [VFY|CO] 2/22/2020, 2:09:52 PM

A way for notes to be seen only by certain people

[16th] Kate, CO Langley Station 2/22/2020, 2:10:07 PM

I have 8 missions active at the last count so that screen is way to big to find anything,.

AgentPhoenix 2/22/2020, 2:10:23 PM

And what does a notes system built-in to Nova look like for people that would use it as an integral part of their workflow?

[22] Confusedfire [VFY|CO] 2/22/2020, 2:10:51 PM

I use a combination of ooc posts that are saved and the notes in the mission window

Beautiful Night 2/22/2020, 2:11:10 PM

no idea, I like the mission notes above each mission, but currently the window lists every live mission, not just the notes for the one selected, so its unweildy

[16th] Kate, CO Langley Station 2/22/2020, 2:11:24 PM

I'm not a fan of OOC notes in JP's, so I have a lot of that in wiki pages, or on Discord.

AgentPhoenix 2/22/2020, 2:12:27 PM

What kind of content do you have in these notes?

[16th] Kate, CO Langley Station 2/22/2020, 2:12:45 PM

As you can see it's big. And I purposely only have one line per mission or it would be even bigger.

Write Mission Post

Mission Notes Updated: 4 Months, 1 Week, 3 Days, 9 Hours ago

Show/Hide

First Unity

The main storyline for the station and colony - Mission Days: MD 1 through MD 90.

Under the Sea

Current mission for the Sedna - starts MD 49

Survey Surprise

The current mission for the Canterbury - Starts MD 69

Project Destiny

The stories with Kate's family.

Hawk's past

Hawk's story - Starts MD 48 - [More info?](#)

Irrevocably Changed

Regnar's story - Starts MD 47

Probing of the Alien Dutchman

Storyleader: **Lance** - Mission Days: Starts 51 - [More info?](#)

Farther Adventures

For stories outside of the current mission (backposts) or outside of space surrounding Langley Station.

Who shot first

Authors

Please Select the Authors

Mission

Beautiful Night 2/22/2020, 2:12:57 PM

I have a time line, so which days are open for posting, what happened in other posts.
a map of the colony

[16th] Kate, CO Langley Station 2/22/2020, 2:13:06 PM

The more info leads to a wiki page. With, well more info.

Beautiful Night 2/22/2020, 2:14:03 PM

this is my current notes window @OlympickKnight

The screenshot shows a web browser window with a dark theme. The main content area is titled "Write Mission Post" and includes the following sections:

- Mission Notes** (Updated: 1 Month, 1 Week, 4 Days, 9 Hours ago):
 - Et In Arcadia Ego**
 - Mission Timeline**
 - MD01 = 2nd February 2394
 - MD 01: Initial power failures
 - MD 02 -> MD 04: Investigations; not currently open for posting
 - MD05 -> MD07: Investigations; not currently open for posting
 - *Green Denotes In Progress and available for posting.
- Joint Colony Map:** A small map showing a colony layout.
- Pangana Notes**
- Visiting Pangana**:
 - The Portal Cavern Complex and the Temple cavern complex are both restricted sites. The second, smaller continent is also off limits. If you want to explore these sites you **must** notify the command team before writing.
 - The main cross faction settlement is based around the ruins of a castle laid out in the fashion of a spiral armed galaxy, about 500km north west of the Portal Cavern. The actual spiral castle is a set of ruins now only waist high stone walls in the shape of a two arm spiral galaxy about 600m from tip to tip the colony has been set up about 1km from the ruins, on the line between the ruins and the portal complex.
 - The original 3 block camp has expanded, with areas for Klingons and Romulans researchers. The temporary service buildings have been replaced with permanent structures, and there are more areas for residences.
 - The rules for the colony have been set down and they outline that the colony is designed as a scientific and research outpost, overseen by the DSS head of science, for exploration of the southern continent. Its not supposed to be a commercial endeavour. The warning against beaming is still in effect. (atmospheric anomalies can make this very dangerous, always scan for good conditions before beaming, and where possible use shuttles rather than beaming.
 - These are IC rules, therefore you do not necessarily have to follow them, and consequences for breaking them and getting caught are also purely IC.
- Things Past**

The right-hand sidebar contains an "Admin Control Panel" with the following sections:

- Control Panel**
- Write**
 - Writing Control Panel
 - Write Mission Post
 - Write Personal Log
 - Write News Item
- Private Messages**
 - Inbox
 - Sent Messages
 - Write New Message
- Site Management**
 - Settings
 - Messages & Titles
 - Menu Items
 - Access Roles
 - Ban Controls
 - Site Manifests
- Forms**
 - Bio Form
 - Specs Form
 - Tour Form
 - Docking Form
- Sim Types**
- Rank Catalogue**
- Skin Catalogue**
- Management**
 - Awards
 - Departments
 - Positions
 - Ranks
 - Missions
 - Mission Groups
 - Mission Points
 - Personal Logs
 - News Items
 - News Categories
 - Comments
 - Specs
 - Tour
 - Deck Licking
 - Docked Items
 - Upload Images
 - Manage Uploads
- Characters**
 - All Characters

[PF]Kai1701E 2/22/2020, 2:14:31 PM

I think the ability to add an image/images without doing code would be great

[16th] Kate, CO Langley Station 2/22/2020, 2:14:33 PM

This is a wiki page of one of the sub-missions

2.8 Probing the Alien Dutchman

[Add a Comment](#) [Edit](#)

Created by **Captain Kate Banninga** on Sun Oct 13, 2019 @ 10:11pm

Title: Probing the Alien Dutchman

Storyleader: **Lance**

Episode: 2

Start MD: 51

General Overview:

The sensor detect a derelict spacecraft of alien origin with a message that can be translated as a call for other ships. After the customary scans the ship is confirmed as configuration and materials being an alien design. The power systems seem to be operational at minimal Levels despite the ship being nearly a millennium old by all estimates from science. No life signs on the ship at all, faint mixed racial DNA are detected despite the hull composure bouncing beams. The samples ate all near the airlock's exterior along with faint traces of having been docked before.

Is the ship a Merchant craft, explorer or something totally different?

The crew find that a Collar around the Docking tube is quite Generic for a number of races but generally humanoid type Hexagonal shape access hatch. The Universal docking ports should fit and hold a seal. They enter after a simple deciphering of an entrance code. The universal Translator is using mathematical calculations and in process opens door.

Upon entering the faint remnants of atmosphere scanned reads close to M class habitation and able to support the crew if power can be restored. Alien hieroglyphics are all around near the places normal instructional messages are on most Humanoid vessels.

The crew come in and the hatch closes to maintain hull integrity; and all outside communications are dead and scans bounce off the hull as the automatics seem to attempt to replenish Life support to minimal human habitation levels.

After the signal has been deciphered an away team will be send out divided in two shuttles to investigate. There is a chance of your character getting hurt, although nothing deadly.

What the mission will need:

- Linguist
- Xeno biologist
- Engineer
- Medical Officer
- Security Officers

[PF]Kai1701E 2/22/2020, 2:14:46 PM

For adding things like maps

[AgentPhoenix 2/22/2020, 2:14:49 PM](#)



Beautiful Night 2/22/2020, 2:14:57 PM

heh heh, you said probe 🙄

[AgentPhoenix 2/22/2020, 2:16:44 PM](#)

So it sounds like folks want a notes system that allows for text, images, HTML, etc. that they can search through for easy access

And on top of that, it might be nice to be able to associate a note with a resource... like a story or story entry or department or whatever else

[16th] Kate, CO Langley Station 2/22/2020, 2:17:28 PM

Yes,

[22] Confusedfire [VFY|CO] 2/22/2020, 2:18:06 PM

Yeah

Beautiful Night 2/22/2020, 2:18:09 PM

It will be easy, you can do that , no trouble right? 😊

AgentPhoenix 2/22/2020, 2:18:28 PM

It actually is pretty easy with how Nova 3 is built

Probably could even have it working so that any notes you've associated with a story for example show up when you're viewing that story... or creating a story entry for that particular story

[16th] Kate, CO Langley Station 2/22/2020, 2:20:19 PM

But then a option to only make the note appear during saved mode would be handy. Those notes aren't for people reading the post. They might contain spoilers as they are attached to a mission, and not just a post.

AgentPhoenix 2/22/2020, 2:20:53 PM

No, those notes would always be private, so only the author would be able to see them

Down the line, we could probably add the ability to share a note with someone

[OF]Harrington 2/22/2020, 2:23:15 PM

atm I keep my notes on a wiki page, that is locked to system admin access only.. to help me attempt to stay organized

[22] Confusedfire [VFY|CO] 2/22/2020, 2:23:25 PM

I keep notes on trello

[OF]Harrington 2/22/2020, 2:24:05 PM

I agree with who ever said it earlier, I need it all in one place.. or I get confused, or lost, or forget 😊

AgentPhoenix 2/22/2020, 2:25:35 PM

So a title, some content... what else do people need with their notes?

[OF]Harrington 2/22/2020, 2:25:37 PM

no idea how to use trello for that task, but I suppose id be open to the idea after I did some learnin

[16th] Kate, CO Langley Station 2/22/2020, 2:26:24 PM

Trello is nice, but if you are only using it for yourself and have no plans to share, any notebook app can work.

[22] Confusedfire [VFY|CO] 2/22/2020, 2:26:45 PM

My command team can see it

[16th] Kate, CO Langley Station 2/22/2020, 2:30:33 PM

My XO and I have a shared outlook calender. We have a "appointment" for each crewmember to remember anniversaries and in this appointment we keep some details like awards won. We also have appointment for award, and during the months we write notes in here to remember. Same with the writing contests.

Beautiful Night 2/22/2020, 2:31:58 PM

ooh, thats good. i like that

AgentPhoenix 2/22/2020, 2:33:22 PM

I know I sound like a broken record, but get in the Anodyne server and we can keep these conversations going over the coming weeks and months. If there are things where people are like "gee, I wish Nova could do this to make my life easier" I definitely want to hear about them! Not promising anything, but the whole point is for this software to make your lives easier so you can play the game more than you manage it

Beautiful Night 2/22/2020, 2:38:59 PM

I am there, and I'll have a think. but to be honest, where Nova doesn't work for me is all the back end stuff. Things you can't fix without directly editing the database. Nova working is never my problem. It does 95% of what I need already and the other 5% isn't important right now.

AgentPhoenix 2/22/2020, 2:39:26 PM

What can't you fix without directly editing the database?

(As an aside, my wife has been super patient with me today, so I'm gonna take her out for dinner, so my responses may be a bit delayed.)

Beautiful Night 2/22/2020, 2:45:19 PM

I have a PC who needs to be demoted and reassigned to a differnt position. but every time i change it, and press save, its says changes applied and when i reload the manifest, nothing's changed

New applications come in and I can't just accept them, i get this mod_security error, so the PC has to be added in manually

AgentPhoenix 2/22/2020, 2:47:43 PM

Gotcha. Part of that is probably the underlying framework Nova 2 uses unfortunately

Beautiful Night 2/22/2020, 2:54:08 PM

SO roll on Nova 3 😊

[PF]Kai1701E 2/22/2020, 2:54:44 PM

What we need to do is clone Agent Phoenix so that he can be in, like, a million places at once

Beautiful Night 2/22/2020, 2:56:19 PM

that would work

[PF]Kai1701E 2/22/2020, 2:57:41 PM

Maybe that's what his patreon is for?

[PF] Amethyst 2/22/2020, 3:00:24 PM

LOL

AgentPhoenix 2/22/2020, 4:09:29 PM

Hey, cloning is expensive

[BF] aio 2/22/2020, 4:10:40 PM

It is. And sometimes they are not great clones.