

Project Khitomer 2020

Engineers & Technobabble

Hosts: *Kaede Kayano & Qazzy (Theta Fleet)*

Room Two • Session 1

[TF] Kaede Kayano 2/22/2020, 9:59:11 AM

Ladies, Gentlemen, Boys and Girls. Welcome to the first panel! Engineering, Techno-Babble and such things. Your gallant hosts will be myself, Commodore Kaede Kayano of Theta Fleet. Task Force CO of TF23, and the head of Fleet Technology and Engineering. I am also known as "Ritsu" from Anodyne Productions as a NOVA Skinner. My Co-Host is Qazzy, as TGCO in Theta Fleet as well and our deputy Technology and Engineering Officer.

Today's panel will be split into a few small sections. Here's what we have planned for you today.

- 1 - Opening Mini-Statements
- 2 - Starship Role Comparisons (15 Minutes roughly)
- 3 - Starship Capabilities (15 Minutes Roughly)
- 4 - What classes as a Miracle Worker? (15 Minutes Roughly)
- 5 - Open Floor, Questions, Ending (Rest of the time)

Now that we have established what we're going to do, I'm going to have over to @qazzy for his little intro. Hit it! 😊

[TF] Qazzy 2/22/2020, 10:01:59 AM

Gooooood morning everyone, I'm Qazzy, one of the senior TGCOs in Theta Fleet and Deputy of TF's R&D/Engineering Team. I want to welcome everyone here today and thank you for joining us, we hope you enjoy our presentation.

[TF] Kaede Kayano 2/22/2020, 10:03:10 AM

Ok, now that the formalities are out of the way and everyone has a cup of good Yorkshire Tea (Provided by the Commodore). I want to start this by looking into the different types of Roles that we see from Star Trek Starships. Please feel free to chime in if you have questions, but please give us time to answer 😊

Last year we explored the difference between roles such as Battleships, Cruisers, Light Cruisers etc.

Well, this year we'll be expanding that slightly. We'll be looking at what sort of missions as CO should be considering in regards to their Starship Role, and how to keep Engineering Realistic.

An example of this is that Starfleet Starships are generally all rounded well for multi-mission vessels, however every class has its strengths and weaknesses as well as advantages in different situations.

[TF] Qazzy 2/22/2020, 10:08:11 AM

For example, with very few exceptions, all Starfleet ships are capable of multiple mission types in some capacity or another. While some ships are better suited to certain missions, all SF ships can perform the basics. Even a Danube or a Defiant class ship has basic scientific and medical capabilities, but those capabilities are still there.

[TF] Kaede Kayano 2/22/2020, 10:08:27 AM

Thats a good example. 😊

[TF] Qazzy 2/22/2020, 10:09:15 AM

Some ship classes are better suited for multiple mission roles, such as the Intrepid class, and some can be modified to take on additional multiple mission parameters such as the Nova

[TF] Kaede Kayano 2/22/2020, 10:09:53 AM

Yes, and one of the most adaptable class of starship would be the Nebula Class with the introduction of the mission pod over the saucer, same for the Luna Class.

[22] Confusedfire [VFY|CO] 2/22/2020, 10:10:07 AM

Insignia is pretty adaptable too.

[SA] Wes of Star Army 2/22/2020, 10:10:31 AM

Try to compensate by rerouting EPS relay 47 past the primary phase inducer and increasing power to the multiphasic emitter.

[TF] Qazzy 2/22/2020, 10:10:44 AM

Yeah, the Insignia is a modular class

[TF] Kaede Kayano 2/22/2020, 10:10:49 AM

However, recently we've seen Starships in the simming world that are doing things they should never be capable of. Its why we decided to cover this here, so that any CO's know what their Starship is meant to be doing.

With all honesty, we all know that a Nova Class wouldn't stand a chance alone against a Borg Sphere, where as a Defiant Class may have more of a chance. A Sovereign or Galaxy would be able to take it on with the least amount of risk.

Unless you're Voyager of course... in which is all goes out the window...

[SB118] Groznin Smith 2/22/2020, 10:12:22 AM

But with Harry Kim on the ship anything's possible right! right...

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:12:30 AM

STF has that with one ship class - small science vessel that has blown holes in moons

[22] Confusedfire [VFY|CO] 2/22/2020, 10:12:40 AM

But, in that case can't you just play to your strengths? Maybe instead of all out combat the Nova class ship finds some way to disable the Borg Sphere?

[SB118] Groznin Smith 2/22/2020, 10:12:51 AM

That was my thought

[TF] Kaede Kayano 2/22/2020, 10:12:56 AM

True, a Nova Class can try and use its Science Abilities.

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:13:05 AM

Either way, questions later, yeah?

[TF] Qazzy 2/22/2020, 10:13:09 AM

And that would be the challenge for the crew, to think up a way to do that

[TF] Kaede Kayano 2/22/2020, 10:13:10 AM

And that is what a CO of a Nova could use as a challenge for players.

Also, in terms of engineering. We've all heard the line "I don't have the power captain"

Not all Starships are equal on power requirements.

For example, a larger vessel will need more power than a smaller one. So, depending on your role you should take that into consideration.

A Cruiser will have more power than an Excort.

Escort*

[TF] Qazzy 2/22/2020, 10:17:14 AM

Of course, there are exceptions, example is the Defiant. The class is extremely overpowered for their size, which is why they normally run at reduced power. But generally, the power generators and warp cores on each ship class is specific for that class. Another example, the warp core for the Intrepid class is specific only for that class, as the warp core for the Sovereign was developed for that class

[TF] Kaede Kayano 2/22/2020, 10:17:49 AM

Yes, the Intrepid Class has its own style of Anti-Matter/Matter intermix chamber 😊

Ok, lets move on a little from this. Is everyone kinda getting what we're saying here. We can cover more later should you wish?

Ok, Starship Capabilities.

So, a Starship is a highly advanced vessel. It can do many things, but we should remember that even the older classes of Starships are fully capable of doing what modern ones can. Granted, you can't expect an Ambassador Class to land on an Planet like an Intrepid, its not built the same way. However you do not always need a state of the art modern ship in order to explore the galaxy, make first contacts and do your missions.

[PF] Capt. Franklin Johnson 2/22/2020, 10:20:16 AM

raises hand

[TF] Kaede Kayano 2/22/2020, 10:20:26 AM

Yeah?

[PF] Capt. Franklin Johnson 2/22/2020, 10:20:38 AM

What about a Miranda? What are your opinions on that type?

[22] Confusedfire [VFY|CO] 2/22/2020, 10:20:46 AM

Actually any starship can land on a planet once, but I digress.

[TF] Kaede Kayano 2/22/2020, 10:21:42 AM

Miranda class Starships are a pretty solid design. There's a reason they're still in service. A good refit and overhaul and maintenance can extend the life of any class of Starship as long as the space frame is good enough. Miranda Classes are also very adaptable for different mission types with the roll bar and pod on top.

[OF] Paul - CO USS Athena 2/22/2020, 10:21:44 AM

I wuv my Prometheus because I can justify most mission types. 😄

[TF] Kaede Kayano 2/22/2020, 10:21:55 AM

Anyone can land a starship on a planet if you let your Counsellor Drive...

[SB118] Groznin Smith 2/22/2020, 10:21:55 AM

I'm on a Veritas class starship

[OF] Paul - CO USS Athena 2/22/2020, 10:22:50 AM

@Willvoy my counsellor is blind, so...yup!!

[TF] Kaede Kayano 2/22/2020, 10:23:02 AM

I'm not touching that one....

[22] Confusedfire [VFY|CO] 2/22/2020, 10:23:36 AM

My Fleet Yard sim isn't constructing the older class starships, but we still include them in the stories my crew and I are telling... They are being refitted or repaired all the time.

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:23:44 AM

Anyway, back to the panel...

[TF] Kaede Kayano 2/22/2020, 10:23:44 AM

Basically, any Starship can still be in good service with a good refit and overhaul of systems.

Shatner's Hair 2/22/2020, 10:23:55 AM

I think it's important to choose a class based on what kind of missions you're aiming for/ what stories you want to tell. There's a temptation to go for big, powerful, shiny ships, when some of the most fun I've had has been on smaller ships.

I'm kinda surprised we don't see more speciality sims aimed at a particular mission type.

[TF] Kaede Kayano 2/22/2020, 10:24:11 AM

Yes, I agree with @shatners_hair

[PF] Faulkner 2/22/2020, 10:24:15 AM

I feel like a lot of people would worry about it getting repetitive

[TF] Kaede Kayano 2/22/2020, 10:24:47 AM

If you want to run a Science based sim, then don't choose a Defiant Class for example.

Shatner's Hair 2/22/2020, 10:24:53 AM

Exactly

[SB118] German Galven 2/22/2020, 10:25:09 AM

I'm more inclined to a medium/large ship. Much like the ambassador or excelsior class

[22] Confusedfire [VFY|CO] 2/22/2020, 10:25:12 AM

I think a lot of the reason for that is sometimes it can be too niche or the GM can't think of ideas for their niche simm @shatners_hair ... I know it's something I've ran into, but I do agree niche simms can be fun especially on the smaller class starships.

[SB118] Groznin Smith 2/22/2020, 10:25:20 AM

On another hand it could be interesting having a science shop disguised as a war ship

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:25:42 AM

Or the opposite

Shatner's Hair 2/22/2020, 10:25:44 AM

There's a lot of potential things you can do with a science ship, if you're creative enough. And then you can always throw in an emergency that puts the ship out of its comfort zone every once in a while

[TF] Qazzy 2/22/2020, 10:25:46 AM

Expanding on the above a little, Even the older ship classes are capable of matching the majority of modern classes abilities if only in a slightly more limited fashion. Miranda and Excelsior class can be modernized to match even the Intrepid class, but they won't be able to match ALL of their capabilities upfront. There are going to be some limitations that are found in the older ships, but that can always be used as a limitation for COs to exploit during the mission. Example, a Miranda class may not be able to handle the power requirements of newer systems being used all at the same time and something overloads, forcing the crew to have to divert power constantly and figure out how to proceed

[SB118] Groznin Smith 2/22/2020, 10:25:49 AM

Agreed @NickV

[TF] Kaede Kayano 2/22/2020, 10:26:20 AM

But we bring this up, as it makes good play for Engineers and Operations Officers.

Sometimes an older class of ship may be more 'delicate' say to speak, so you'll have to look after it. Tell it you love it, stroke its hair when it gets sick, you know that sort of Engineering thing.

[SB118] German Galven 2/22/2020, 10:26:52 AM

and there's always a high demand for red shirts 😊

Shatner's Hair 2/22/2020, 10:27:10 AM

Gotta love a temperamental old ship

[SB118] Groznin Smith 2/22/2020, 10:27:26 AM

How do you feel about custom ships?

[TF] Kaede Kayano 2/22/2020, 10:27:46 AM

Also in regards to capabilities, we have to remember that not all ships can do the same thing in the same way.

[TF] Qazzy 2/22/2020, 10:27:48 AM

This can work for new ships as well, there's always a gremlin hiding in the plasma conduits somewhere

[OF] Paul - CO USS Athena 2/22/2020, 10:28:07 AM

A good example is the Lakota-refit Excelsior. Modernised, but no match for the Defiant.

[TF] Kaede Kayano 2/22/2020, 10:28:07 AM

Just because it worked on the Enterprise D, doesn't mean that the Defiant can do it.

[SB118] German Galven 2/22/2020, 10:28:14 AM

shakes fist at cardassian voles

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:28:25 AM

Voyager's bio-neural circuits got a cold once

[TF] Kaede Kayano 2/22/2020, 10:28:50 AM

Yeah, so stroke your sick Intrepid Class's Hair, tell it you love it, feed it calpol and chicken soup.

Shatner's Hair 2/22/2020, 10:29:19 AM

Someone missed their vaccinations

[TF] Kaede Kayano 2/22/2020, 10:29:36 AM

Alternatively, pull out your engineering tools and start getting dirty in the conduits.

....I Could have worded that better....

So, now that we've briefly covered that...

Raise your hand if you play an Engineer, or have played Engineers in the past?

raises both hands

[22] Confusedfire [VFY|CO] 2/22/2020, 10:31:27 AM

raises hands really high

[STF] Simmyish 2/22/2020, 10:31:44 AM

raises hand

Kira 2/22/2020, 10:31:46 AM

I have, and do.

[SB118] Groznin Smith 2/22/2020, 10:31:48 AM

sits there with his phaser

[STF] Simmyish 2/22/2020, 10:31:50 AM

well sort of, I'm about to be CE on an MU ship 😊

[22] Confusedfire [VFY|CO] 2/22/2020, 10:31:56 AM

runs an Engineering simm now too

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:31:58 AM

hands up

Lady Barbara 2/22/2020, 10:32:07 AM

raises hand]

Shatner's Hair 2/22/2020, 10:32:21 AM

One of my oldest characters is an engineer. I really enjoy writing him, but I am terrible at that kinda thing for real

[SB118] Groznin Smith 2/22/2020, 10:32:24 AM

I'm a security officer

[BF] aio 2/22/2020, 10:32:51 AM

raises hand One of my first long term characters was an engineer.

[SB118] German Galven 2/22/2020, 10:32:56 AM

One of my characters is a Dokkaran engineer

[OF] B 2/22/2020, 10:32:58 AM

Love a good engineering officer myself.

[TF] Kaede Kayano 2/22/2020, 10:33:00 AM

Ok then Miracle Workers. Lets get to the best part shall we, actually getting down and dirty with your plasma conduits and EPS manifolds? Lets talk about what it takes to play a Miracle Worker and how we can tell those pesky CO's that "We're giving it all we've got Capt'n!"

Now, commonly there are several types of engineers that one can play.

[SB118] German Galven 2/22/2020, 10:33:27 AM

Hello Computer

[TF] Kaede Kayano 2/22/2020, 10:33:48 AM

Type 1 - The Scotty - You can fix everything with bubblegum, sellotape and talking into Computer peripherals.

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:34:07 AM

Spellotape?

[TF] Kaede Kayano 2/22/2020, 10:34:12 AM

Type 2 - The Charles Tucker - It Ain't working, let me kick it and roll up my sleeves.

Rich 2/22/2020, 10:34:56 AM

@NickVthe scotch tape in Harry Potter I guess

[TF] Kaede Kayano 2/22/2020, 10:35:03 AM

Type 3 - The Geordi - Lets re-route this here, and do this, oh look a isolation door must roll under it. I'm fabulous.

Type 4 - B'Ellana - Lets make something work somehow by doing something that no ones ever heard of before.

[SB118] German Galven 2/22/2020, 10:35:54 AM

types 2 and 4 are my go tos

[TF] Kaede Kayano 2/22/2020, 10:36:11 AM

Now don't worry, you can be a mixture of different types, which is no problem.

But one thing that links them together is the technobabble.

[SB118] German Galven 2/22/2020, 10:37:10 AM

It keeps me entertained in the process of mixing it up between 2 and 4, but also doing my research on sites like Memory Alpha

[TF] Kaede Kayano 2/22/2020, 10:37:30 AM

Speaking of research, I'm going to give you the same link as last year.

<http://engineering.thetafleet.net/manuals.html>

Here, you'll find several technical manuals in PDF formats that you can refer to, download and keep in a digital format should you wish.

There are also some reference materials and library files for you too.

Shatner's Hair 2/22/2020, 10:38:24 AM

I probably lean towards 1&2

[BF] aio 2/22/2020, 10:38:46 AM

bookmarks that link

[SB118] Groznin Smith 2/22/2020, 10:38:48 AM

I'm type Groznin. Do what the engineer directing me tells me what to do exactly

[OF] B 2/22/2020, 10:38:53 AM

2 & 4 for sure

[TF] Kaede Kayano 2/22/2020, 10:38:54 AM

Most importantly, as the Engineer on a Star Trek Sim, you need to know your ship well

If you don't know how your ship works, then you're screwed.

[22] Confusedfire [VFY|CO] 2/22/2020, 10:39:50 AM

More of a type 3 and 4 engineer

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:40:50 AM

I like doing the O'Brien, i.e. this ship is the worst and I hate it and why can't it just stay functional for five minutes

[TF] Kaede Kayano 2/22/2020, 10:41:07 AM

I'll call that type 5.

Shatner's Hair 2/22/2020, 10:41:18 AM

It took me a while to work out that it works best when I focus less on the actual fixing of things and more on the drama going on around it. Stuff exploding, the ship trying to test itself apart, coolant leaks!

[22] Confusedfire [VFY|CO] 2/22/2020, 10:41:22 AM

Duct tape, superglue, and a lot of prayer

[TF] Qazzy 2/22/2020, 10:41:24 AM

Touching on what Kaede said, each ship class is unique, some engineers are specific to a certain class

[TF] Kaede Kayano 2/22/2020, 10:41:34 AM

Just for fun Type 6 - Stamits - Mushrooms, and I'm High.

[SB118] Groznin Smith 2/22/2020, 10:42:12 AM

That's me

[BF] aio 2/22/2020, 10:42:17 AM

*Hugh 😊

[SB118] Groznin Smith 2/22/2020, 10:42:19 AM

I kid of course

Shatner's Hair 2/22/2020, 10:42:24 AM

Inject myself with weird alien DNA for science!

[22] Confusedfire [VFY|CO] 2/22/2020, 10:42:39 AM

I did that.... But, with a counselor

[TF] Kaede Kayano 2/22/2020, 10:42:40 AM

Regardless, I've now stopped giggling...

[SB118] German Galven 2/22/2020, 10:42:47 AM

someone say science?

[TF] Kaede Kayano 2/22/2020, 10:42:57 AM

It takes someone who knows what they're talking about to play a decent engineer.

But, there needs to be a balance between technobabble and understanding.

As some people may not understand all engineering aspects.

Lets see an example, give me a moment 😊

ReminderBot 2/22/2020, 10:45:03 AM

15-Minute Warning

[TF] Kaede Kayano 2/22/2020, 10:45:31 AM

"Captain, we've got a problem. It seems that the EPS manifolds have blown on deck twelve, we're suffering power loss and it seems that the anti-matter injectors are not at the right alignment. I'm attempting to use the magnetic constrictors to regulate the antimatter-matter flow in the intermix chamber, but we may have to regulate this by blowing out dry plasma through the vents in the buzzard collectors"

Thats a little heavy.... but it makes sense to an engineer.

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:46:02 AM

Also a little weird

Dry plasma...

[22] Confusedfire [VFY|CO] 2/22/2020, 10:46:29 AM

There are worse things that could be dry... Like wine for example

[22][118][SARP] Kylindra 2/22/2020, 10:46:29 AM

I mean, technically, plasma *is* dry

[22] Confusedfire [VFY|CO] 2/22/2020, 10:46:41 AM

But, yes that's really techno heavy

[TF] Kaede Kayano 2/22/2020, 10:47:13 AM

So, a more better version would be "Captain, the warp core is offline. We've got several EPS power conduits blown. If we can't get this sorted, then we'll have to vent plasma through the nacelles".

A nice even mixture 😊

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:47:55 AM

Heh. I read the tech-heavy version as a core overload

Shatner's Hair 2/22/2020, 10:48:16 AM

"It is broken."

[TF] Kaede Kayano 2/22/2020, 10:48:21 AM

Its why I'm bringing this up, a tech heavy tag like that may confuse a lot of people.

But you still need to give enough information so that people know whats exactly broken, to create roadblocks that are realistic.

[PF] AlexM 2/22/2020, 10:48:49 AM

Which could work in character. I could see an engineer spouting a lot of technobabble, just to have the other person be confused.

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:49:11 AM

Engineering fizzbin, in other words

[TF] Kaede Kayano 2/22/2020, 10:49:19 AM

"Captain, we've ejected the warp core"

"Jump to warp"

"erm... How?!"

Cam 🇺🇸 2/22/2020, 10:49:26 AM

I'm an engineer in RL, I'm used to people being confused when I talk shop 😊

[PF] AlexM 2/22/2020, 10:49:45 AM

Same, haha

[SA] Wes of Star Army 2/22/2020, 10:50:03 AM

"I need to adjust the recrystallization emitters an efficiency level of over 85% before we can restart the induction relays. Give me a hand on that panel while I rearrange these isolar chips. Once we recrystallize and restart the inducers we can reverse the phase and hopefully restart the warp core. If not it's going to be a long trip home."

[TF] Kaede Kayano 2/22/2020, 10:50:06 AM

Even as a CO or GM you need some basic concepts of Starship Engineering in order to know what your ship can do.

@StarArmy I understood every word of that, but someone new to Trek may not at all.

[SA] Wes of Star Army 2/22/2020, 10:51:14 AM

I was totally BSing it but I speak fluent Geordi-ese

[TF] Kaede Kayano 2/22/2020, 10:51:17 AM

We've got just under 10 minutes.

Questions, Thoughts etc. Hit us with them 😊

Rich 2/22/2020, 10:51:59 AM

Scotty to geordi "you didnt tell him how long it's really take, did ya?"

[SA] Wes of Star Army 2/22/2020, 10:52:44 AM

You can always include a dumb civilian observer NPC who will cause your engineer to explain things in plain English in front of your players.

NPC "So...what does that mean?"

[USS Mayhew] Tom Rake 2/22/2020, 10:53:08 AM

Is there a link listing ship classes and suitable missions?

[SA] Wes of Star Army 2/22/2020, 10:53:13 AM

"It means we're busy fixing it still."

Cam 🖥️ 2/22/2020, 10:53:18 AM

I do engineering research in RL, so I expect that tech will be far beyond what we imagine now and also that there will be both unexpected leaps and failures of expectation in the 24th century. I think that can be used in Trek

Sheila Bailey [SB118] 2/22/2020, 10:53:26 AM

what I've gathered is that it all depends on the situation. If you want to be all tech sounding and it works for the situation go for it. But not everyone is going to understand it.

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:53:45 AM

Let's say you have a GM/DM/sim runner who says that your vessel can do something it clearly can't, or says you can't do something when it's in the vessel design - how do you correct the GM without breaking the Sim?

[MFU] TFCO/CO J'Tagh Saigon 2/22/2020, 10:54:05 AM

If you love Trek engineering and know some technobable you can generally get the idea across but if you have and really read the tech manuals as I love to do, it can really make tge engineering aspect of the sim look better.

[22] Confusedfire [VFY|CO] 2/22/2020, 10:54:09 AM

I typically resort to fire

[SB118] Groznin Smith 2/22/2020, 10:54:12 AM

I have a question

Cam 🖥️ 2/22/2020, 10:54:15 AM

the same way you explain it to a marketing guy lol

[22][118][SARP] Kylindra 2/22/2020, 10:54:18 AM

Well, you can't correct them. You can at, most, say "Hey, it doesn't do this, are you sure you want to do it?"

[TF] Kaede Kayano 2/22/2020, 10:54:21 AM

1 @Tom Rake - USS Mayhew You'll find roles most likely in your fleet database, or in memory alpha.

Myz Phoenix 2/22/2020, 10:54:33 AM

Am I the only one that calls it Treknobabble? O.o

Cam 🗨️ 2/22/2020, 10:54:44 AM

nope - that term has been around forever

Shatner's Hair 2/22/2020, 10:54:46 AM

For me, it's easy to get caught up in details and canon and lose sight of what makes a good story. Sometimes it's better to fudge something to move things along, or just make it more fun.

ReminderBot 2/22/2020, 10:55:02 AM

5-Minute Warning

[TF] Kaede Kayano 2/22/2020, 10:55:05 AM

2 @NickV If you're an engineer on the sim and need to tell the CO it isn't possible due to how the ship works, then do just that. Give them more problems, if they overexert their ship it'll blow something I'm sure.

Cam 🗨️ 2/22/2020, 10:55:39 AM

I'll come up with a way to have the intended affect happen but not use the method ordered if it doesn't work

[MFU] TFCO/CO J'Tagh Saigon 2/22/2020, 10:56:14 AM

When I get stuck I go back to the manuals and then pull a Scotty, "Captain it canna' not be done!"

[TF] Kaede Kayano 2/22/2020, 10:56:19 AM

As Engineers, remember you can break it as long as you can fix it.

[MFU] TFCO/CO J'Tagh Saigon 2/22/2020, 10:56:29 AM

It usually works.

[TF] Kaede Kayano 2/22/2020, 10:56:31 AM

Most tech can be fixed.

[22] Confusedfire [VFY|CO] 2/22/2020, 10:56:39 AM

I thought breaking it was the Captain's job?

Cam 🗨️ 2/22/2020, 10:56:41 AM

"No need to tell the Captain he's wrong. I'll just do it this way and he can think I did what he said."

[SA] Wes of Star Army 2/22/2020, 10:56:46 AM

Thank you to the presenter. My applause will be enabled shortly, I just need to restore power to the holographic matrix without tripping the sonic pattern buffer overflow subroutine by resetting relays on the bioneural gelpacks.

[TF] Kaede Kayano 2/22/2020, 10:56:46 AM

Unless you do something stupid like blow off a nacelle (Which I have done)

[22] Confusedfire [VFY|CO] 2/22/2020, 10:57:09 AM

@greenfelt rammed his ship with a runabout so I mean anything goes

Nicholas Villarreal|Star-Fleet 2/22/2020, 10:57:19 AM

Overflow room?

[MFU] TFCO/CO J'Tagh Saigon 2/22/2020, 10:57:23 AM

I have yet to do that! Haha

[TF] Kaede Kayano 2/22/2020, 10:57:40 AM

If anyone wants to talk specific engineering tech, then go to the overflow room.

[PF TFCO 37] Navy_Vet 2/22/2020, 10:57:48 AM

Nice

[MFU] TFCO/CO J'Tagh Saigon 2/22/2020, 10:58:03 AM

Oh thanks captain

[TF] Kaede Kayano 2/22/2020, 10:58:07 AM

As for now, thankyou all for joining myself and @qazzy. We'll be Overflow Room 2 for the next hour or so in case you wanted to pick our minds.

[USS Mayhew] Tom Rake 2/22/2020, 10:58:25 AM



[TF] Kaede Kayano 2/22/2020, 10:58:30 AM

Next year, we will bring you more. And hopefully we might get a larger time slot.

[MFU] TFCO/CO J'Tagh Saigon 2/22/2020, 10:58:33 AM



Sheila Bailey [SB118] 2/22/2020, 10:58:36 AM



Myz Phoenix 2/22/2020, 10:58:59 AM

Thank you for the time and energy you put into this. 😊

[PF TFCO 37] Navy_Vet 2/22/2020, 10:59:44 AM

Almost party time

[TF] Kaede Kayano 2/22/2020, 10:59:46 AM

Our Pleasure. 😊

Now, anyone who wishes to Treknology geek out in Overflow Room 2, come over there. We've got cookies, tea and engine oil.

sits and plays with the hyperspanner

Not enough sonic..

[PF]Kai1701E 2/22/2020, 11:02:02 AM

I, personally, make my ship do whatever I need it to do for my mission.
I've never subscribed to the theory of limitations.

[TF] Kaede Kayano 2/22/2020, 11:02:13 AM

Well, you can do that. 😊

Does depend on what you're doing with it though 😊

[PF]Kai1701E 2/22/2020, 11:02:50 AM

I use them when convenient and when not so convenient, I find a way around them.
Specs and things like that should never hold back the story telling

Shatner's Hair 2/22/2020, 11:03:06 AM

I agree with @Kai1701E

[TF] Kaede Kayano 2/22/2020, 11:03:08 AM

My current project is taking the designs from Star Trek Online and writing specs and detailed engineering information for them.

[USS Mayhew] Tom Rake 2/22/2020, 11:03:09 AM

I like the idea of using the spec limits of the ship as a writing challenge. So, get involved in different plots, but do it in a way that is true to the specs ?

[TF] Kaede Kayano 2/22/2020, 11:03:52 AM

We've also continuing refitting older classes of vessels too to more modern specs.

[PF]Kai1701E 2/22/2020, 11:04:03 AM

I look at the shows and draw inspiration. No matter the limitations, even DS9 could move places, I find a way to achieve whatever.

[TF] Kaede Kayano 2/22/2020, 11:04:52 AM

I was once on a Starbase with a functional warp drive.

Shatner's Hair 2/22/2020, 11:06:05 AM

I imagine it's like Count Duckula's castle

Which is a very specialist reference

[TF] Kaede Kayano 2/22/2020, 11:06:20 AM

Yes it is.

Or would it be more like Howl's Castle 😊

Shatner's Hair 2/22/2020, 11:08:04 AM

It's weird, but it could work

I was talking about quantum slipstream drive recently. It's a potentially useful tool in story terms, but you've gotta use it right. I think it's something best used sparingly, or for a specialist sim if you're that way inclined

[TF] Kaede Kayano 2/22/2020, 11:09:42 AM

Experimental technology is always very risky.

Shatner's Hair 2/22/2020, 11:12:29 AM

Yeah. I don't usually like potentially overpowered stuff, but there's some potential for emergency response ships or the like, especially if you add in some restrictions

Nicholas Villarreal|Star-Fleet 2/22/2020, 11:16:05 AM

It's part of why few Trek sims of which I know use quantum slipstream drive

Shatner's Hair 2/22/2020, 11:18:11 AM

Better to avoid the temptation

[PF] Faulkner 2/22/2020, 11:20:08 AM

I think with QSD if you're going to have it you need to lean into the "might hurl you into a planet" thing

Cam 🇺🇸 2/22/2020, 11:21:08 AM

or time skip you if there's sabotage or a malfunction 😊

[16th] NX-1701-G 2/22/2020, 11:22:34 AM

I'll be honest that my games in the 25th Century use it, but we are starting to incorporate Coaxial Warp from Voyager

Shatner's Hair 2/22/2020, 11:26:41 AM

If you can make it serve the stories, it's a potentially good thing. Someone just bolting onto their ship because it's shiny is a bad thing

[16th] NX-1701-G 2/22/2020, 11:27:06 AM

Exactly. Ours is part of the plot