PROJECT KHITOMER

FEBRUARY 23, 2019

SESSION TITLE
"Nova 101"

LOCATION
Room One

HOSTED BY
[OF] Kate (Obsidian Fleet)
[OF] Wolf (Obsidian Fleet)

TIME
5pm GMT
(all times presented in CST [UTC-6])

[OF] Kate, 11:02:18 AM

== /\ == /\ == /\ == EVENT: Nova 101 == /\ == /\ == /\ ==

Chistery, 11:03:32 AM

gonna try to pop back and for between this and Character Creation Workshop. Luckily, I have a great Webmonkey working with me on the sim I CO and she's been walking me through a lot of Nova

[OF] Wolf, 11:04:20 AM

Hey all and welcome to Nova 101! I'm Barstow and my and kates goal for this hour isTo show you some amazing things that could improve your website and make things easier for you and your crew. We want to show you examples of what is possible with Nova that you probably didn't know it could. If you want to know more about something let us know. We plan on writing 'how to do' guides so you can do these things yourself. We have a lot of information to get through, so, we ask that you hold questions until the end, we have a dedicated Q and A portion. So, without further adeu...

Griff, 11:04:36 AM

Dang. I have a friend who is somewhat experienced with Nova's various little niggles. She'll be miffed that she missed this.

[OF] Kate, 11:04:43 AM

First we'd like to show you some sections of Nova everyone is familiar with, but you probably aren't using to its full potential. What we'll show you you now are ideas how you can improve you Nova website.

[OF] Wolf, 11:05:30 AM

The first thing we'd like to touch on are adding ranks and skins

Most of us have added a new skin to our sites, which is fairly easy. We upload it to our application/views directory. However, with Nova 2 an extra step was added. Now, after you upload, you need to goto the skin catalog in your admin control panel

Now, most times Nova will detect the new skin folder and give you the option to install it here. But, what do you do if it doesn't? All you need to do is hit add skin. You put in the directory name then just add the sections and you're done.

Ranks are just as easy. They are managed in the rank catalog. When you upload them they need to be put into the ds9/ranks folder. In that folder you can have them in separate folders to help keep sets separate. After that goto your rank catalog and add the set.
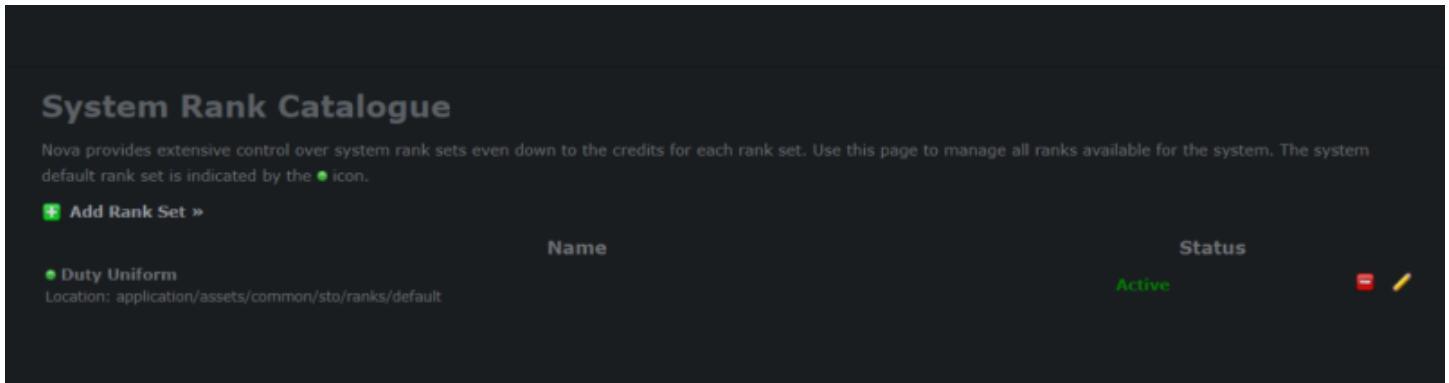

Adding a new rank to your existing set you need to make sure you start at 0. For example if I add a Cardassian Admiral I'd put the name, the rank number [ie 13 for this additional set] and set the ID number as 0. The system selects the image sample for each one-command, ops, etc-by using the image ID'd as 0.

[OF] Kate, 11:07:52 AM

Next: Manifests!

Most CO's that use Nova as they simming website know the manifest feature. I want to give you some ideas what you can do with the manifest.
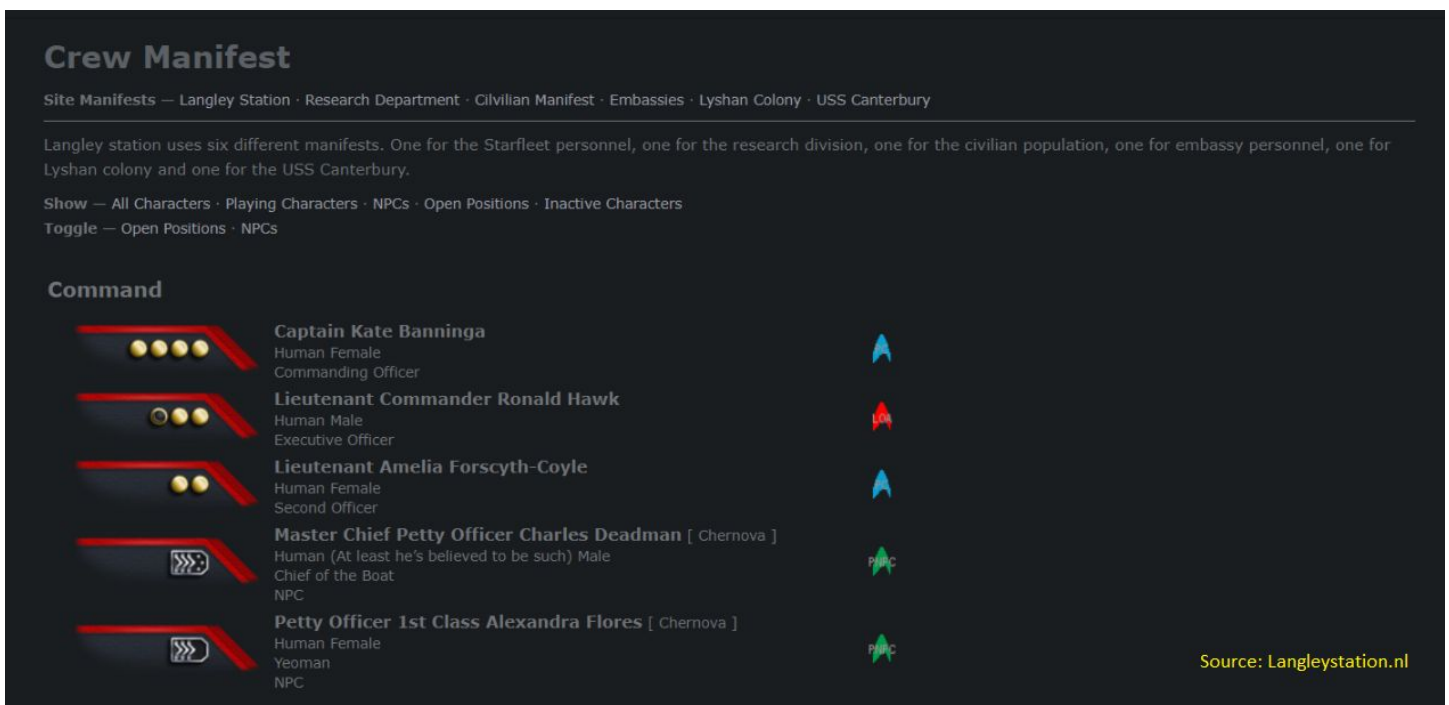
[OF] Kate, 11:08:26 AM

The first image is of my own sim. Many of you will recognise this screen because it's similar to most other websites. Even though we have 6 different manifests. Below that we have a simple explanation about it. Langley Station has several different section and to keep that all organised we decided to work with many different manifest. One for each part of the station. I've went with text only, but as my next example will show you can add way more to this view.
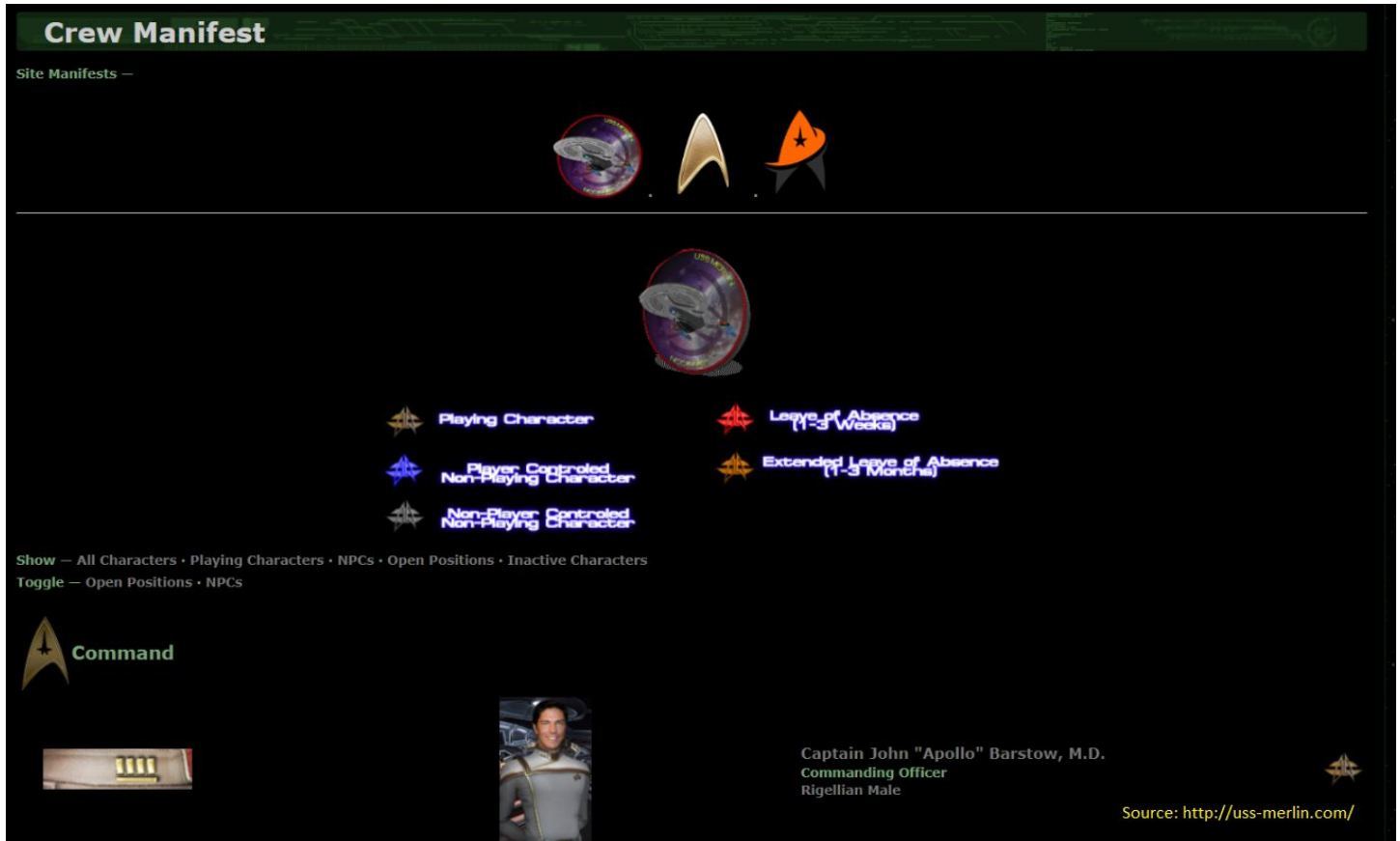
This is the Merlin's manifest. They added images for each different manifest, but also added a explanation of the different symbol they use on the manifest. This field allows for you to add coding so you can add images, links or a combination of those with text.

Another neat modification you can do to the manifest is make custom symbols for PC/NPC/PNPC and LOA/ELOA. As you can see on both the manifest images.

Griff, 11:10:22 AM

Nifty. 😮

[TF] Kaede Kayano, 11:10:40 AM

Isn't that the Manifest Image Mod?

(I can upload that here if you want me to) 😃

[OF] Kate, 11:11:07 AM

Mods will come later.

[OF] Sepandiyar, 11:11:08 AM

Could be. I just do mine through the manifest admin in nova

The icons can be adjusted in the common images folders.

Rich, 11:11:51 AM

takes notes

[OF] Wolf, 11:12:09 AM

The next thing we really just wanted to touch on is the specs. while we all know how to add the specs for our sim, however, with nova you can add more than just the single specs for the ship

[OF] Kate, 11:13:19 AM

Next, the wiki!

The wiki section of Nova. Hated by some, loved by other, and some even ignore it. If you know how to use it, it offers a great way to store all that extra information about you simming environment that doesn't fit in the other sections of Nova. There would probably be enough material to teach about the wiki to fill a panel on its own, so I'm just going to show you different way of doing your wiki. Starting with the main page.

LCARS

Welcome to the Library Computer Access and Retrieval System Database. Below you can find links to important pages here that will help you in your experiences aboard Langley Station. Check them out, and if you wish to add to the database I welcome it!

Section 1 - General Information

1.1 - Ground Rules
1.2 - Privacy Policy
1.3 - 13+ Rating
1.4 - Character Creation Guideline
1.5 - Open World Concept
1.6 - Uniform
1.7 - Duty Shifts
1.8 - Security Levels

Section 2 - Information Databank

2.1 - Stellar Cartography
2.2 - Hand-held Weapons
2.3 - Sensor Probes

Section 3 - Lyshan

3.1 - Lyshan System
3.2 - Lyshan Colony History
3.3 - Lyshan Colony Description

Section 4 - The Terminal

The station's commercial center, located on the E Tier of Spacedock. Together with the lay over areas and passenger ship facilities.

Source: Langleystation.nl

The Universe

It's a vast universe out there and even though we try to stick to our little quarter of it we still need to know what's going on! Help us expand our knowledge of this world we live in. For convenience sake the information here has been divided into a few different categories. You can navigate directly to the associated pages or to the main page of the category.

• Guides

- Rules of the Game
- Guide to an application
- Guide to a post
- Achievements

• General Information

- Timeline to the 24th century
- Gold Pressed Latinum
- Groumal Class
- Guy Fawkes
- Duty Roster
- United Zero-G Football League

• Allies

United Federation of Planets

Source: fawkes.lcnessie.nl

Obsidian Fleet

• Adversaries

Orion Syndicate

[OF] Kate, 11:14:05 AM

Welcome to the Merlins Datbase

General

- Uniforms
- Ranks, Signatures, Biographies
- Enlisted Guide
- Promotion Guidelines
- Obsidian Fleet Database
- 50 Things to Write About
- Sister Ships
- Starfleet ID Card
- Live Chat Simming Quick Guide
- Average Age Per Rank

Flight Control

- Hunley Shuttle
- Type 11 Shuttle
- Type 9 Shuttle
- Captain`s Yacht - *USS Black Knight*
- Danube Runabout
- Talon Scout

Operations

- Diagnostics

Tactical/Security

- Data Access Levels
- Levels of Security Clearance

Strategic Operations

Engineering

- Antigrav platform
- Anyon Emitter
- Bipolar Torch
- Cutter Beam
- Directional Sonic Generator
- Duotronic Probe
- Emergency hand actuator
- Flux Generator
- Gravitic Caliper

Science

- Bajoran
- Benzite
- Betazoid
- Bolian
- Borg
- Breen
- Caitian
- Cardassian
- Changeling

Medical

- Medications
- Illnesses and Diseases
- Autosuture
- Biobed
- Brain-circuitry Pattern
- Cortical stimulator
- Defibulator
- Delta wave inducer
- Dermal regenerator

Source: uss-merlin.com/

Alexander Data Core

STAR TREK
ALEXANDER

- **GENERAL DATABASE**
- **WEAPONRY**
- **ARMORED VEHICLES**
- **SUPPORT CRAFT**
- **ALEXANDER SPECS**
- **MISSION DETAILS**

ALEXANDER

Source: ussalexander.net

These images show 4 different option of doing the main page of your wiki. You can choose a text only list of the pages divided in different sections (like Langley). You can do text and add a few images (or in case of the Fawkes link images). You can do different lists and put a image as a header for each subject. (like the Merlin) Or you can do images only, leading each image to a category. (Like the Alexander). Important to remember is that you have the option to use coding in your main page, which gives you a lot of options to create a page that works for your sim.

[OF] Sepandiyar, 11:14:31 AM

All gorgeous

[OF] Kate, 11:14:55 AM

That is also the case with the wiki pages itself. Below a few images of the wiki of Langley.

Rich, 11:15:07 AM

Do certain skins work a certain way or is this all encompassing

[OF] Kate, 11:15:16 AM

Created by Captain Kate Banninga on Thu Dec 7, 2017 @ 4:55am

Lyshan Colony has seen better days. During the 2350s and 2360s the colony was the premier breadbasket world of the sector. It provided food for stations and other colony worlds in a growing metropolis. The volcanic soil combined with the river delta provided the colony with rich farmland on par with any in the Federation.

However, all good things end. As the Cardassian Wars came to an end, the Colony was transitioned into the Demilitarized Zone. Most of the population left to return to the Federation, while about a quarter of the colony stayed. They held strongly to the belief that the planet was theirs and they couldn't be forced to leave their homes. A Cardassian military force was stationed on the colony as a way to keep the peace, it wasn't a pleasant time for the colony but the Cardassian in charge kept things from going as badly as other colonies.

That all ended the day the bombs fell. When Cardassia joined the Dominion, their new overlords swept through the DMZ with the intention of dismantling the Maquis. As Lyshan was home to a few rumored members, the Dominion decided to make an example. Jem'hadar flooded the area, devastating the farmland, the climate, and the population of the planet. When the Federation retook Lyshan at war's end, the staggering toll on the colony came to light. It's promising future was all but erased and the population was now just 10% of what it was before the war's opening salvos.

The Federation decided to focus its efforts elsewhere and virtually left the colony to its own devices. A few teams were dispatched to assist, but with the Hobus disaster, the rebuilding efforts on Cardassia, and the Klingon Empire facing collapse, nothing stuck. The remaining colonists became self-reliant, suspicious of outsiders. They have grown into a hardy bunch, seeking out an existence to the best of their ability, though times are tough. Their farms don't grow food like they used to, larger beasts are known to make appearances where they used to avoid, but the people keep going.

The heart of the colony is all that remains. The rest is either left in disrepair or has been leveled. There are a few places of note, but the colony is a mere echo of what it once was.

The Colony consists of the following:

- Town Center (*Built and repaired from destroyed structures, more akin to a refugee camp*)

  - Colony Government Office (*Governor, administration*)
  - Sheriff's Office (*Small office converted to Sherrif's desk and a small detention area*)
  - Tavern Ragged Flagon
  - Madsen Mechanics
  - Clinic
  - Various housing units

- Outskirts

  - Leftover farms (*Scattered family units*)

[OF] Sepandiyar, 11:15:22 AM

All encompassing

[OF] Kate, 11:15:33 AM

You can use images in your page, lists (ordered or unordered), different header sizes and use bold, cursive and other text decorations.

Marty, 11:15:41 AM

It's putting imagery in the right place. in the coding?

[OF] Sepandiyar, 11:15:59 AM

No. It's code just in the article.

Marty, 11:16:36 AM

I mean for all aspects of the Nova site

[OF] Kate, 11:16:40 AM

What @[OF] Sepandiyar said. 😃

[TF] Kaede Kayano, 11:16:51 AM

Just wanted to point out, that the Wiki uses "Wiki Code" and HTML doesn't always work.

[OF] Sepandiyar, 11:17:02 AM

No. You can do it all through the nova admin GUI

Marty, 11:17:03 AM

stupid wiki code

[BF] Camila, 11:17:17 AM

The completed images are nice, but do you have examples of the wiki code to show on how to do it?

[OF] Sepandiyar, 11:17:22 AM

Yeah you gotta play with it @[TF] Kaede Kayano

[PF]Reynard, 11:17:30 AM

I've found it useful to dig into the skin CSS to adjust the layout more easily

Rich, 11:17:45 AM

So you just log in and you can tweak all?

[OF] Sepandiyar, 11:17:50 AM

Not everyone has those chops tho @slybrarian

[OF] Becca, 11:17:55 AM

@[OF] Sepandiyar Didn't realise Alexander was so pretty.

[OF] Kate, 11:18:08 AM(edited)

@[BF] Camila The how to will be provided later. This panel is just to give you some ideas about what is possible.

[OF] Sepandiyar, 11:18:27 AM

@[OF] Becca it's like u dont know me.

[OF] Sepandiyar, 11:18:41 AM

Listens to @[OF] Kate

[BF] Camila, 11:19:01 AM

Thanks @[OF] Kate!

[OF] Wolf, 11:19:29 AM

the next thing we want to look at are mission groups. we all do the missions however with mission groups you can organize missions into 1 place. the thing I've seen done is organiziong them into seasons

Season 1: First Times

Posts: 286   Mission Groups: 0   Missions: 2

The first year of the Langley Station after Starfleet took control back over the planet Lyshan and the colony on it. In the first year all teams need to learn how to work together and set up everything to make the colony and the entire area in space prosperous again.

Will they be able to work together to achieve their goals?

Included Missions

S01E01: First Dawn

Posts: 144

Starfleet command has decided to take command back over the Colony on Lyshan I, a planet near the Cardassian demilitarized zone. A breadbasket world with lots of opportunities. But what about the already excising colony? Will they be happy about the new overseers. How will they work together. And what about the rumors that Starfleet brought a very large Research Division with them.

S01E02: First Unity

Posts: 142

from a visitor point of view this makes looking over the missions a bit easier

[OF] Kate, 11:20:52 AM

Next topic: Decklisting

Deck Listing

Deck 1 · Deck 2 · Deck 3 · Deck 4 · Deck 5 · Deck 6 · Deck 7 · Deck 8 · Deck 9 · Deck 10 · Deck 11 · Deck 12 · Deck 13 · Deck 14 · Deck 15 · Deck 16 · Deck 17 · Deck 18 · Deck 19 · Deck 20 · Deck 21 · Deck 22 · Deck 23 · Deck 24

Deck 1

Bridge, Captain's Ready Room, Weapons Locker, Communications Array

Deck 2

Forward Sensor Array, XO's Office, CoB's Office, Observation Lounge, Senior Officer's Quarters

Deck 3

Crew Quarters, Holodecks 5-8, Officer's Mess Hall, Gymnasium, Arboretum, Intelligence Centre, Diplomatic Facilities, Transporter Rooms 1+2, Airlock 1, Security Station, VIP/Guest Quarters

Deck 4

Crew Quarters, Holodecks 1-4, Flo's Lounge, Enlisted Mess Hall, Child Care Facilities, Bubble Environmental Control

Deck 5

Crew Quarters, Shuttlebay 1 Upper Level

Deck 6

Crew Quarters, Shuttlebay 2 Lower Level, Security Centre, CTSO's Office, Armoury, Transporter Room 3 - 6.

Deck 7

Chief Science Officer's Office, Science Labs 1-6, Astrometrics, Holo-lab 1-4, Medical Labs 1-6, Medical Isolation Labs 1-2, Astrometric Sensor Array

Deck 8

Primary Hull: Cargo Bays 1-6, Cargo Transporters 1-6
Secondary Hull: Engineering Level One, Computer Core Level 1, Operations Centre, Chief Operations Officer's Office

Deck 9

Primary Hull: Cargo Bays 7-12, Cargo Transporters 7-16, Industrial Replicators 1-4, Deuterium Storage Tanks
Secondary Hull: Engineering Level Two, Computer Core Level 2, Warp Nacelle Access, Impulse Engines, Anti-matter storage pods

Deck 10

Primary Hull: Medical Supply Storage Bays 1-5, Cargo Transporters 17-22
Secondary Hull: Engineering Level Three, Computer Core Level 3, Chief Engineer's Office, Structural Integrity Field Generators, Shield Generators

Source:
ussnightingale.stgalileo.com

Everyone is familiar with this decklisting. With a row for each deck and everything that is on that deck in a row.

Then there is this way of doing you decklisting. Still per deck, but this time instead of everything in a row they have chosen put the items in a list. Obviously this won't work when you have a huge ship. Another thing you could add to your decklisting is make each item (or just some) clickable and link it directly to the tour item or wiki page. So that if someone is browsing the decklisting and they want more information about a item, they only have to click to read more about that item.

Now there are those sims who are just huge. A decklisting in the style of the images before is almost impossible. I had this issue with Langley when we got started. How to create a decklisting that is easy to overview. And I've come up with the following.

Deck Listing

Spacedock · Command Section · Large Modules A, B & C · Large Module D · Small Module E · Small Module F · Sub-Level A

Spacedock

Tier A: Spacedock Engineering

Tier B: Capital Ship Docking

Tier C: Spacedock Control, Flight Ops Offices, Spacedock Computer Core, Starfleet Transporter 1

Tier D: Freighter Docking, Cargo Storage, Spacedock Doors

Tier E: Passenger Ship Docking, Temporary Layover Areas, The Terminal (aka The Strip), Civilian Affairs Offices, Civilian Transporter 1 & 2

Tier F: Cargo Bay 1, Cargo transporter 1 & 2, Shuttlebay 1, Starfleet Transporter 2

Tier G: Manufacturing facilities, Engineering Labs, Ship Module Storage

Command Section

Level 01: Engineering High-bay

Level 02: Main Engineering, CEO's Office

Level 03: Engineering Low-bay

Level 04: Life-support and Environmental Systems

Level 05: Starfleet Transporter 3-4

Level 06: Command Computer Core [next six decks down]

Level 07: Cargo Bay 2, Cargo Transporter 3

Level 08: Main Operations, Captain's Ready Room, Observation Lounge, XO's Office

Level 09-12: Senior Apartments, Senior Quarters

Level 13: Officer's Lounge, Medical Facilities 1

Level 14: Holodecks 1-2, Holosuites 1-8

Marty, 11:22:27 AM

Pictures are great if you have deck by deck graphics of whatever class you use.

[OF] Mykul Sharr, 11:22:30 AM

Kate, I chose to drop them down like the second image. It's just easier to read I think.

[OF] Kate, 11:22:30 AM

Instead of decks, I choose to go by sections of the station. And list the different decks or tiers per section. This is easier to navigate and once I get the tours finished I will link the items to the specific tour item.

There is also another option I've once seen done (but couldn't find a print screen of). That simulation had created a decklisting with a map included. It was a small ship with only a couple of decks but it looked really neat.
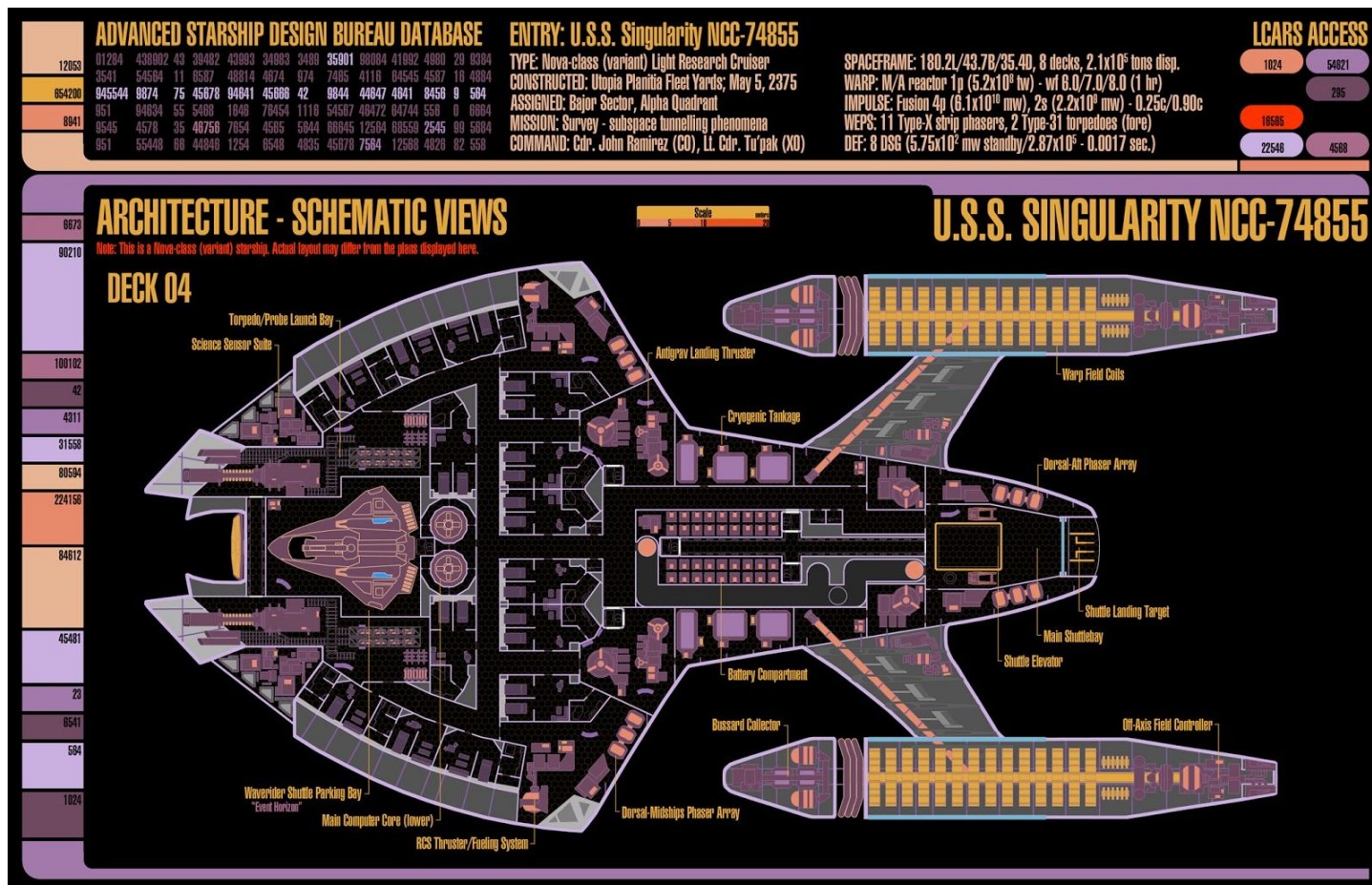
[PF]Reynard, 11:23:42 AM

I've seen that with a Nova class before

[OF] Kate, 11:23:59 AM

The ship I was referring to was a Nova class indeed.

Marty, 11:24:49 AM

deck layout pic example 😉

[BF] Kai1701E, 11:24:59 AM

I hate Nova's deck listing thing. It doesn't always function with some skins, so I actually put it as a tour entry

[OF] Kate, 11:25:22 AM

That's also a way to do it.

[OF] Wolf, 11:25:43 AM

Next up, Access roles

Access roles are probably the most useful thing in Nova. They offer a way to give different accesses to different people so they can help with different parts of the site. You could have a group that admins the wiki for example.

the above just is to ahow a few of the possible options

For me personally I give my department heads power user access, which allows them to help with admitting basic parts of the site and some logs

Griff, 11:27:49 AM

Huh. Interesting.

[OF] Kate, 11:28:15 AM

Next: The bio form. Many are probably aware you can add bio fields to your bio form, or simply change the name of a existing one. But you can also create an entire new tab with multiple fields.

Captain Kate Banninga

Name
Kate Anje Banninga

Position
Commanding Officer

Rank
Captain

| Basic Info | Personality | History | **Station Data** |

Station Data

Quarters	Deck 10 - Room D8
Office	Deck 8 - Captain's Ready Room
Duty Level	Alpha Shift
Security Level	Level Ten

PD, 11:28:31 AM

Is that a new function on Nova 2? O.o so could have done with that a few times instead of having to just give full admin acces

[OF] Kate, 11:28:42 AM

I've added a tab for station data. Security and Duty level are dropdown fields. There are a lot of option for you to expand the information on the bio page. Same goes for other sections of Nova. With most of the forms you can add your own fields.

Griff, 11:29:08 AM

scribbles notes furiously

[OF] Wolf, 11:29:15 AM

@PD its gotten better in 2

this one is one of my favorites, the metadata

Griff, 11:30:28 AM

Honestly, after years on various Nova sims, I've never used metadata.

[OF] Wolf, 11:30:54 AM

the metadata is what shows up when you post a link, it usually says something about annodyne

this can help you set your sim apart just having a quick blurb in there. the followuing is from the merlins nova.php file

```php
<?php if ( ! defined('BASEPATH')) exit('No direct script access allowed');
/*
-----------------------------------------------------------
   GENRE SELECTION
-----------------------------------------------------------
You will need to set your genre choice from this page. Use the
options below to change your genre. You MUST set the genre variable
to exactly what you see below. The value does not have to be
uppercase.

If you are changing your genre from one to another, you will need
to install the genre data by going to the setup section of your site.
*/

$config['genre'] = "DS9";

/*
-----------------------------------------------------------
   LAYOUT HEAD INCLUDE FILES
-----------------------------------------------------------
One of the few required pieces of the system layout are the include
files. These are files that pull in the system's necessary stylesheets
and Javascript files. These are used globally by the entire system,
so modifying them can cause things to break. If your skin is going
to use a different or new file, it's recommended that you hard code
that into your specific skin and not into the global includes.
*/

$config['include_head_main']   = MODFOLDER.'/assets/include_head_main.php';
$config['include_head_wiki']   = MODFOLDER.'/assets/include_head_wiki.php';
$config['include_head_admin']  = MODFOLDER.'/assets/include_head_admin.php';
$config['include_head_login']  = MODFOLDER.'/assets/include_head_login.php';

/*
-----------------------------------------------------------
   META DATA
-----------------------------------------------------------
Meta data is, essentially, data about data. Use these meta tags (if
you want) to specify the meta data found in the HEAD of the layouts
of the system. More information can be found about meta tags by doing
a simple Google search from your web browser.
*/

$config['meta_desc']     = "USS Merlin, Forged By The Stars, Are You Ready To Be One?  RPG and Flagship in Obsidian Fleets Task Force 47-A Musketeers";
$config['meta_author']   = "USS Merlin";
$config['meta_keywords'] = "merlin, wizard, king arthur, excalibur, star trek, rpg, game, sim, simm, Lady of the Lake, Knights of the Round Table, Guinevere, Gwenevere, Lancelot, ship, starship, obsidian fleet, Armada, Star Trek Armada, Armada 2, starfleet, federation, sfmc, starfleet marine corps, Hobus,
Hobos, SFMC, fighter pilot, Pendragon, Urthur Pendragon, Arthur Pendragon, Morgana, sorcerer, task force, legend, musketeer, musketeers";

/*
-----------------------------------------------------------
   RSS SETTINGS
-----------------------------------------------------------
Change these values if you want to change the way your RSS feeds are
identified to a news aggregator.
*/

$config['rss_num_entries']       = 25;
$config['rss_encoding']          = 'utf-8';
$config['rss_description']       = 'USS Merlin';
$config['rss_feed_lang']         = 'en-us';
$config['rss_creator_email']     = 'ahorman@gmail.com';

/** DO NOT EDIT BELOW THIS LINE! **/
define('GENRE', strtolower($config['genre']));
```

[OF] Mykul Sharr, 11:33:28 AM

first thing I changed

[OF] Wolf, 11:33:32 AM

what you'll see is a blurb about the sim [what shows when you paste a link in discord] as well as search engine terms

[OF] Mykul Sharr, 11:34:07 AM

look through the recruitment areas, you can see the varying use of Meta Data I think 😃

[OF] Becca, 11:34:09 AM

Definitely a basic everyone forgets.

[BF] greenfelt22, 11:35:06 AM

Oh, I didn't know you could do that.

[OF] Kate, 11:35:13 AM

That was the first part of this panel. Now we'd like to show some great mods created by some amazing people that will make your site easier to navigate around, easier for members to find stuff, or just makes it look even better.

PNPC Mod: Puts the name of the PC behind the NPC between brackets as well as adds a extra imageclass for PNPC's.

[TF] Kaede Kayano, 11:35:50 AM

You got any good Skins to recommend?

[BF] greenfelt22, 11:35:51 AM

What's the file name for the metedata?

[OF] Kate, 11:35:52 AM

https://xtras.anodyne-productions.com/item/Krace/pnpc-icon

[TF] Kaede Kayano, 11:36:28 AM

texts Krace whom he knows personally to let him know his mod is being talked about :P

Rich, 11:36:44 AM

Like "lt Jones played by commander Smith"?

[OF] Kate, 11:36:46 AM

@[TF] Kaede Kayano The anodyne website has some great skins on it!

[OF] Wolf, 11:36:55 AM

@[BF] greenfelt22 nova.php

[BF] greenfelt22, 11:37:02 AM

Thanks!

[TF] Kaede Kayano, 11:37:05 AM

@[OF] Kate I know, some of them are mine 😛

[OF] Kate, 11:37:10 AM

😃

Rich, 11:37:12 AM

Lol

[OF] Wolf, 11:38:25 AM

the next mod adds rank colors to the rank selection. its not on the annodyne site, however, it's one that i really liked

https://xtras.anodyne-productions.com/item/Krace/shipmission-status

sorry wrong link

[OF] Kate, 11:39:41 AM

https://github.com/mooeypoo/Nova2-Mod--Stylized-Rank-Selects

[OF] Sepandiyar, 11:39:49 AM

Wrong link could have gone way wrong lol

[OF] Wolf, 11:40:00 AM

lol

there it is

[OF] Kate, 11:41:25 AM

Ship/Mission Status Mod: Gives you the option to add information about your mission or the status of your vessel to your site. Highly customisable!

[SA] Wes of Star Army, 11:41:31 AM

Side note: I always thought it was an accident waiting to happen to put the computer core directly behind the waverider engines >,>

[OF] Kate, 11:41:40 AM

[OF] Kate, 11:41:55 AM

https://xtras.anodyne-productions.com/item/Krace/shipmission-status
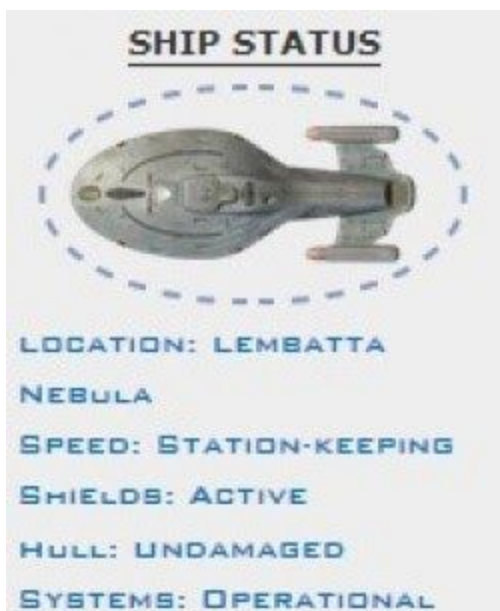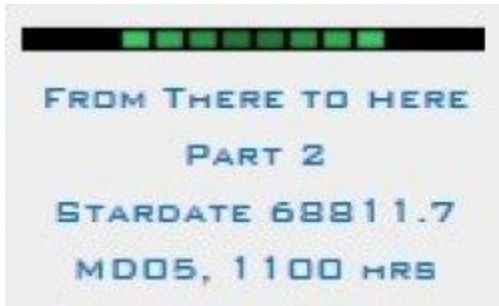
[BF] Kai1701E, 11:42:09 AM

I have found with that mod that it doesn't always work correctly without tweaking some files

[TF] Kaede Kayano, 11:42:45 AM

Agreed, it does need tweaking at times. But thats because the coding is getting a little old now and isn't always compatible with newer PHP versions.

[OF] Wolf, 11:43:09 AM

aye, there are ... what kayano said 😄

[TF] Kaede Kayano, 11:43:18 AM

Boom!

[BF] Kai1701E, 11:43:38 AM

Yeah, stoooopid PHP

[OF] Wolf, 11:44:04 AM

another one i like from mooeypoo adds the rank pip and award images in the bio, with awards under the img

[TF] Kaede Kayano, 11:44:15 AM

I NEED THAT ONE!

[OF] Wolf, 11:44:17 AM

https://github.com/mooeypoo/Nova2-Mod--Crew-Bio-Page

[TF] Kaede Kayano, 11:44:26 AM

Been looking to do that for bloody years!

[TF] Qazzy, 11:44:33 AM

Me too

[TF] Kaede Kayano, 11:44:41 AM

I used to do that manually in SMS....

[OF] Kate, 11:44:56 AM

Convert Personal Log to OOC Discussions: Gives you the opportunity to use the Personal Log function (if you're not using that) as a way to discuss information with your crew. For example mission information. https://xtras.anodyne-productions.com/item/jordanjay29/convert-personal-logs-to-ooc-discussions

[BF] Kai1701E, 11:45:50 AM

Anyone got a working example of the mooey one that shows images?

[TF] Kaede Kayano, 11:46:00 AM

On the Manifest?

[OF] Wolf, 11:46:15 AM

this one you saw for the manifest section, and again from mooeypoo [i really like her mods] and puts the char img on the manifest

[BF] Kai1701E, 11:46:18 AM

in the bio

[OF] Wolf, 11:46:27 AM

https://github.com/mooeypoo/Nova2-Mod--Manifest-Details

[OF] Becca, 11:46:40 AM
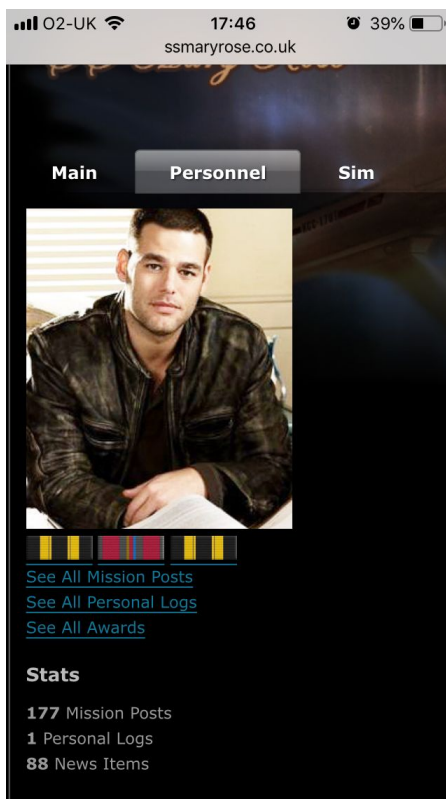
Marty, 11:46:49 AM

the mods are great for Nova.

[OF] Kate, 11:47:07 AM

Next Mod: Sort by Timeline Mod: Gives you the option to sort your posted mission posts in the correct IC order. Instead of order they have been posted in.
https://xtras.anodyne-productions.com/item/jts2485/sort-by-timeline

[BF] Kai1701E, 11:47:16 AM

LOVE THE TIMELINE MOD

[PF]Reynard, 11:47:23 AM

what sorcery is this

[OF] Kate, 11:47:29 AM

Taral1701, 11:47:49 AM

This is the only mod I've used so far and it's the literal best.

[NDF] Cael Maz, 11:48:18 AM

I adore Timeline and 18+

[OF] Becca, 11:48:24 AM

I need this mod in my life

[OF] Wolf, 11:48:36 AM

this one is from the annodyne mods section, and i love it. i use it for our discord and fb display on the sim site

https://xtras.anodyne-productions.com/item/Krace/infobox

[BF] aio, 11:48:56 AM

Without the timeline mod, my sims would die lol. I have posts all over the timeline lol

[OF] Becca, 11:49:15 AM

Relatable

[OF] Kate, 11:49:17 AM

CKEditor Mod: Adds a WYSIWYG editor for you Mission posts, news items, PL's and PM's.
https://xtras.anodyne-productions.com/item/Krace/ckeditor

[OF]Harrington, 11:50:52 AM(edited)

10 minute warning

[OF] Wolf, 11:50:57 AM

with limited time left this may end up in overflow, but, Now comes the third part. The Q and A. If you have any questions about Nova, now's your time to ask. Just keep in mind that we don't have the opportunity to go in depth into a certain aspect. Or can fix your site during this panel. If there will be a question we can't answer right now we will park it and get back to you at a later time.

[OF] Kate, 11:51:37 AM

One at a time...

[NDF] Cael Maz, 11:51:45 AM

glues his rear end to the seat and pays VERY close attention But not before tending to kiddos lol

[OF] Wolf, 11:52:59 AM

any questions, threats of bodily harm...? ;p

[OF] Becca, 11:54:03 AM

Most useful mod you have on your sites that you cannot do without?

[BF] greenfelt22, 11:54:23 AM

The PNPC mod.

[BF] Kai1701E, 11:54:24 AM

Timeline and PNPC by far

[BF] greenfelt22, 11:54:27 AM

Hands down.

[TF] Kaede Kayano, 11:54:38 AM

I think you should mention, that some of these mods won't work together unless modified!

[OF] Kate, 11:54:43 AM

PNPC mod. With 64 NPC's I can't go without that one

Marty, 11:54:45 AM

some mods are sim exclusives or are they all available on Anodyne?

[TF] Kaede Kayano, 11:54:54 AM

Trust me, I've tried -_-'

[OF] Wolf, 11:55:26 AM

most are on annodyne, the few i posted are on github, i used to sim with their creator

[TF] Kaede Kayano, 11:55:46 AM

And don't mix them, or you'll end up giving NOVA its version of a brain aneurysm

[OF] Kate, 11:55:54 AM

Some need slight modifications but they should work on most sites.

[PF]Reynard, 11:56:09 AM

yeah you have to be real careful about mixing things that affect the same pages

[STF] JoeP, 11:56:23 AM

This might be a silly question, but what's the license for Nova?

[OF] Wolf, 11:56:40 AM

open i believe?

[BF] greenfelt22, 11:56:41 AM

It's free

[PF]Reynard, 11:56:41 AM

keep backups, and if you can try it out on a test site first

[OF]Harrington, 11:57:39 AM

We need to start wrapping this up and moving it to #overflow-one   so the next panel can start.. 3 minutes

[OF] Kate, 11:57:48 AM

Thank you all for participating this panel. It was great to show you a little bit of the possibilities you have with Nova. As mentioned before, we plan on writing guides on several of the things we showed you today for the Obsidian Fleet Database. If you're interested in a guide, please send me a DM and I'll let you know when it comes online. Same goes if you need technical assistance with Nova, we'd love to help you. Contact either of us by DM and we'll see if we can help.

[BF] aio, 11:58:03 AM

2 Minute Warning. Please move any discussion from the current panel to #overflow-one

[PF]Reynard, 11:58:09 AM

https://help.anodyne-productions.com/article/nova-2/nova-license-agreement

Draxx, 11:58:45 AM

[OF] Wolf @[OF] Kate thank you

PD, 11:59:00 AM

@[OF] Kate [OF] Wolf thank you for the insight into Nova 🙂

[OF] Wolf, 11:59:29 AM

we were happy to do it 😄

[OF] Becca, 11:59:47 AM

🖤🖤

[STF] JoeP, 12:00:27 PM

Now it's going to be Nova, which apparently has a modified BSD 4 clause license

[PF]Reynard, 12:01:48 PM

i wonder if nova nextgen is ever actually going to happen

[BF] greenfelt22, 12:02:11 PM

It is in progress. A few people have been working on it.

[STF] JoeP, 12:04:45 PM

What's that?

[OF] Kate, 12:05:44 PM

It's the new version of Nova.

[STF] JoeP, 12:06:23 PM

What's the goal of doing a new one?

Sorry, I literally know next to nothing about Nova because when I tried to look at it a few years ago I found the documentation to be too much of a mess to risk using.

[BF] greenfelt22, 12:13:17 PM

Nova's code is horribly outdated, and requires legacy versions of PHP to use. The internet has moved onto bigger and better things. A new one is simply a modernized version for a new age, @[STF] JoeP

[STF] JoeP, 12:13:45 PM

Ahh gotcha. Like a PhP 5 type problem?

[BF] greenfelt22, 12:14:28 PM

Yeah. pHP is on 7 now.

It still works. Just glitchy.

[STF] JoeP, 12:14:54 PM

Sounds very similar to our old problem, though I bet our case was worse. We were stuck on Drupal 5

[BF] greenfelt22, 12:15:13 PM

And years of using it have shown some nasty stretch marks.

[STF] JoeP, 12:15:36 PM

Anything used over years gets those stretch marks

[BF] greenfelt22, 12:15:44 PM

Yep.

WiseOwlSTF, 12:22:49 PM

Nova looks interesting so is it still viable to use?

[OF] Kate, 12:26:01 PM

I think yes,

[STF] JoeP, 12:26:45 PM

@WiseOwlSTF We wouldn't use it though.

WiseOwlSTF, 12:27:31 PM

Is it an actual platform?

Or is it like storyboarding tools?

[OF] Kate, 12:27:54 PM

No, its software you install on your hosting.

WiseOwlSTF, 12:28:16 PM

ohhh ok thx

Not what I was thinking of it of

I was thinking it was a storyboard tool for GMing

[STF] JoeP, 12:29:51 PM

Yeah, basically what we had Drupal for and what we now use Exodus for

WiseOwlSTF, 12:30:14 PM

ok thx Joe

I am always on the look out for storyboarding tools and such

Louis Harvatt|Star-Fleet, 12:31:03 PM

As am I

[STF] JoeP, 12:31:09 PM

nods someone was talking about one the other day

But I forget what it was. But you probably already know because you're on the lookout.

[BF] greenfelt22, 12:32:12 PM

My recommendation is always put up a test site and play with it. If you like it, great. If not, there's plenty of other tools.