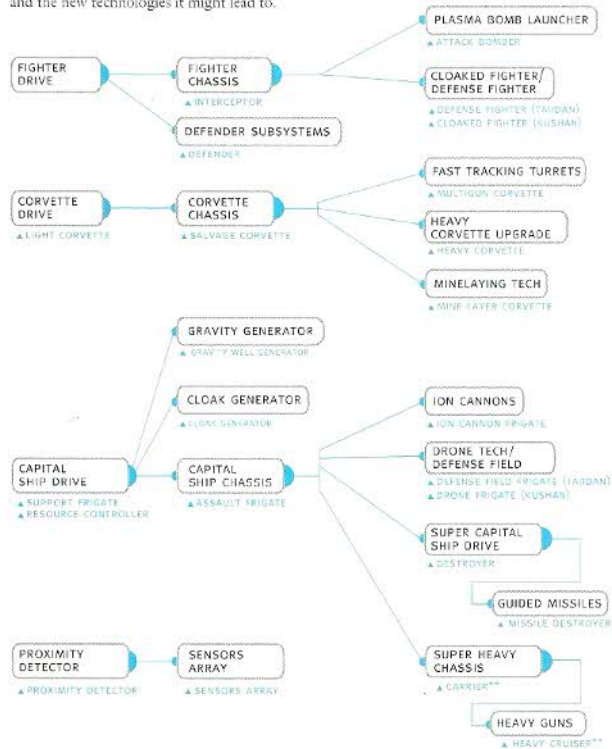


11.0 TECHNOLOGY TREE (MULTIPLAYER)

Homeworld uses a research tree system in which basic technologies can lead to more advanced breakthroughs. Most ships require at least one or more technology in order to be built. The following section will describe each technology to be found in Homeworld, as well as listing the discoveries required to reach that branch and the new technologies it might lead to.



TECHNOLOGY TREE LEGEND	
ICON	DESCRIPTION
	Technology
	Ships Produced
	Technology Description

** ALSO REQUIRES SUPER CAPITAL SHIP DRIVE.

S0015270

HOMEWORLD® QUICK REFERENCE CARD

1.0 CAMERA CONTROLS

COMMAND	ACTION	COMMAND	ACTION	COMMAND	ACTION
ROTATING		ZOOMING		FOCUSING	
MOTHERSHIP VIEW		CANCEL FOCUS		ALT FOCUSING	
FLEET VIEW					

Select a ship to focus on, then press the middle mouse button or the [F] key.

To focus on a ship without selecting it, hold down the [ALT] key and then leftclick on it.

2.0 SHIP SELECTION

COMMAND	ACTION	COMMAND	ACTION	COMMAND	ACTION
SELECTING		DRAG SELECTING		SELECTING EVERYTHING	
DE-SELECTING		SHIFT SELECTING		HOTKEY GROUPING	

Leftclick on empty space or press the [ESC] key.

To add ships to the selection, hold down [SHIFT] and click the left mouse button on the desired ship(s).

Select the ships you wish to assign a hotkey to and then press [CTRL] + a number key (from 0-9).

3.0 THE RIGHTCLICK MENU

At any point during the game, you can get a detailed list of command options specific to a ship or groups of ships by rightclicking on one of them while it is selected.



4.0 MOVEMENT

COMMAND	ACTION
HORIZONTAL MOVEMENT	
3D MOVEMENT	
LONG-DISTANCE MOVEMENT	

Select a ship or group of ships and then press the [M] key. This will bring up the movement disk. Simply move the mouse pointer to where you wish to go and click the left mouse button to issue the move order.

With the movement disk up, hold down [SHIFT] and drag the mouse to add elevation to your destination. As before, clicking the left mouse button will issue the move order.

NOTE: To cancel vertical movement and return to the movement disk to horizontal mode, press [CTRL]+[SHIFT].

Call up the Sensors Manager and use the [M] key to bring up the movement disk. You can now move over much longer distances.

5.0 COMBAT

COMMAND	ACTION	COMMAND	ACTION	COMMAND	ACTION
ATTACKING		GROUP ATTACKING		FORCE ATTACK	
Move the mouse pointer over an enemy ship and click the left mouse button.		Hold down [CTRL] and drag a box around the targets with the left mouse button.		Hold down [CTRL]+[SHIFT] and leftclick on the target. Force attacking can be used to attack asteroids and dust clouds, as well as your own ships if necessary.	
MOVING WHILE ATTACKING					
Give the Capital Ship its attack order and then give it a movement order. The movement disk will be yellow to signify this mode.					

6.0 THE MANAGER SCREENS

There are several important full-screen interfaces in Homeworld. All can be accessed via the taskbar, or by pressing the appropriate hotkey:

SENSORS MANAGER		BUILD MANAGER		RESEARCH MANAGER		LAUNCH MANAGER	
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7.0 FORMATIONS AND TACTICS

COMMAND	ACTION	COMMAND	ACTION	COMMAND	ACTION
SETTING FORMATIONS		[F5] Delta	[F6] Claw	[F11] Custom*	
Use the rightclick menu or [F5] to [F11] to set a formation.		[F6] Broad	[F9] Wall		
		[F7] X	[F10] Sphere		
*Custom: If none of the formations suit your needs at a given moment simply move each ship into the position you want and then select the whole group again. Now, select the <CUSTOM> formation to lock the group into the formation you have put them in.					
SETTING TACTICS		[F2] Evasive			
Use the rightclick menu or [F2] to [F4] to set tactics.		[F3] Neutral			
		[F4] Aggressive			

8.0 OTHER COMMANDS

COMMAND	ACTION	COMMAND	ACTION
HARVESTING		DOCKING	
Select a Resource Collector, then use the rightclick menu or press [H] to issue the Harvest command.		Select the desired ship(s) and then doubleclick on the vessel you wish to dock with (it must have docking capabilities).	
Also: Select a Resource Collector, move the mouse pointer over any resource and click the left mouse button.		Also: Press [D] or use the rightclick menu and select the <DOCK> command. This will cause the selected ship(s) to dock with the nearest capable vessel.	

8.0 OTHER COMMANDS (CONT'D)

COMMAND	ACTION	COMMAND	ACTION	COMMAND	ACTION
SUPPORTING		GUARDING		SPECIAL OPERATIONS	
Select the support ship, then hold down the [Z] key and leftclick on the Fighters or Corvettes to service.		Hold [G] (or [CTRL] and [ALT] together) and then leftclick on the ship you wish to guard.		If a ship has a special function you can activate it by pressing the [Z] key. If the special function has to be performed on another vessel, hold down the [Z] key and then click the left mouse button while the cursor is over the target vessel.	

9.0 MISCELLANEOUS COMMANDS

COMMAND	ACTION	COMMAND	ACTION	COMMAND	ACTION
CANCEL ORDERS		SALVAGE		RETIRE	
COMMAND		COMMAND		COMMAND	
KAMIKAZE		SCUTTLE		PAUSE	
COMMAND		COMMAND		COMMAND	
TACTICAL OVERLAY		HYPERSPACE JUMP			

10.0 MULTIPLAYER CONTROLS

COMMAND	COMMAND	COMMAND
SENDING A CHAT MESSAGE	SENDING A PRIVATE CHAT MESSAGE	FORMING ALLIANCES
Press [T] and then type in your message. Press [RETURN] when done.	Press [T] and then type [/+playernames] to specify who to send it to. After typing a few letters, the computer will automatically finish the name for you.	Turn on the Tactical Overlay [CAPS LOCK] and then click the right mouse button on the name of the player you wish to ally with. Select <FORM ALLIANCE> from the menu that appears.
BREAKING ALLIANCES	TRANSFERRING RUs	
Turn on the Tactical Overlay, rightclick on the player's name you wish to end your alliance with and choose <BREAK ALLIANCE> from the menu.	Turn on the Tactical Overlay, rightclick on the player's name you wish to send Resource Units to and choose <TRANSFER RESOURCES> from the menu. After this is done a prompt will appear at the top of the screen. Type in the number of RUs to transfer and press [ENTER].	