&DCL Documentation

Introduction:

I'm not bothered to do a full documentation before the actual mod release so this is going to be a short version. I'll update it as time goes. For now it's simply intended to give you an overview of the current functionalities the mod offers. Please see **Road map / Bugs** and **Change Log** for more information.

Summary:

Antennas:

- Parabolic antennas:
- Monopole (Whip) antennas:
- Dipole antennas:
- Patch antennas:

Network nodes:

Network connections:

Custom Antenna Creator:

- Pros of custom antennas over mod antennas:
- How to use it:

Network status icons:

Network status panel:

DCL map options:

- Draw modes:
- Line color modes:
- Update frequency:

DCL settings:

Antennas:

There are many antennas added to the game. They are crucial to send data between crafts and are needed to control unmanned crafts. They have many options that will change their appearance and performance.

Parabolic antennas:

An antenna shaped like a parabola.



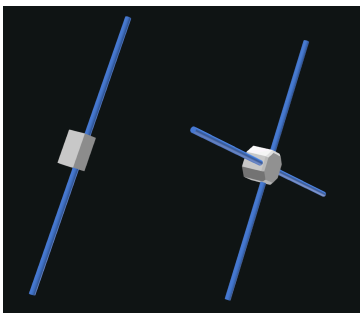
Monopole (Whip) antennas:

An antenna made of a metal rod.



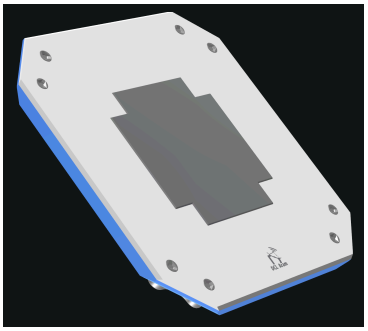
Dipole antennas:

An antenna made of two metal rods.



Patch antennas:

A small antenna made for small satellites.



Network nodes:

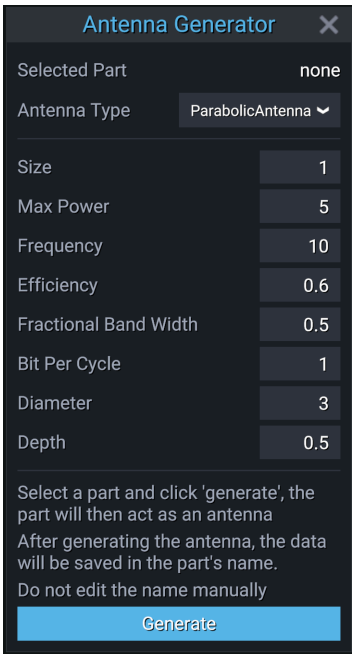
Any craft with antennas or ground stations.
The mod automatically detects the antenna structures in game. This has only been tested on the stock system. Custom systems might be harder to play if they have less ground stations and it won't work if they have none.

Network connections:

A network connection exists between any network node when their antennas and global position allow it.

Custom Antenna Creator:

It can be opened with the dcl button in the designer. It allows you to turn any stock parts into an antenna.



Pros of custom antennas over mod antennas:

This is great if you want to build a perfect replica of an antenna that doesn't look like any antenna added by the mod.
Another great feature is that all the data is stored in the name of the part and the later remains completely stock so your craft will still be sharable to players who don't have the mod.

How to use it:

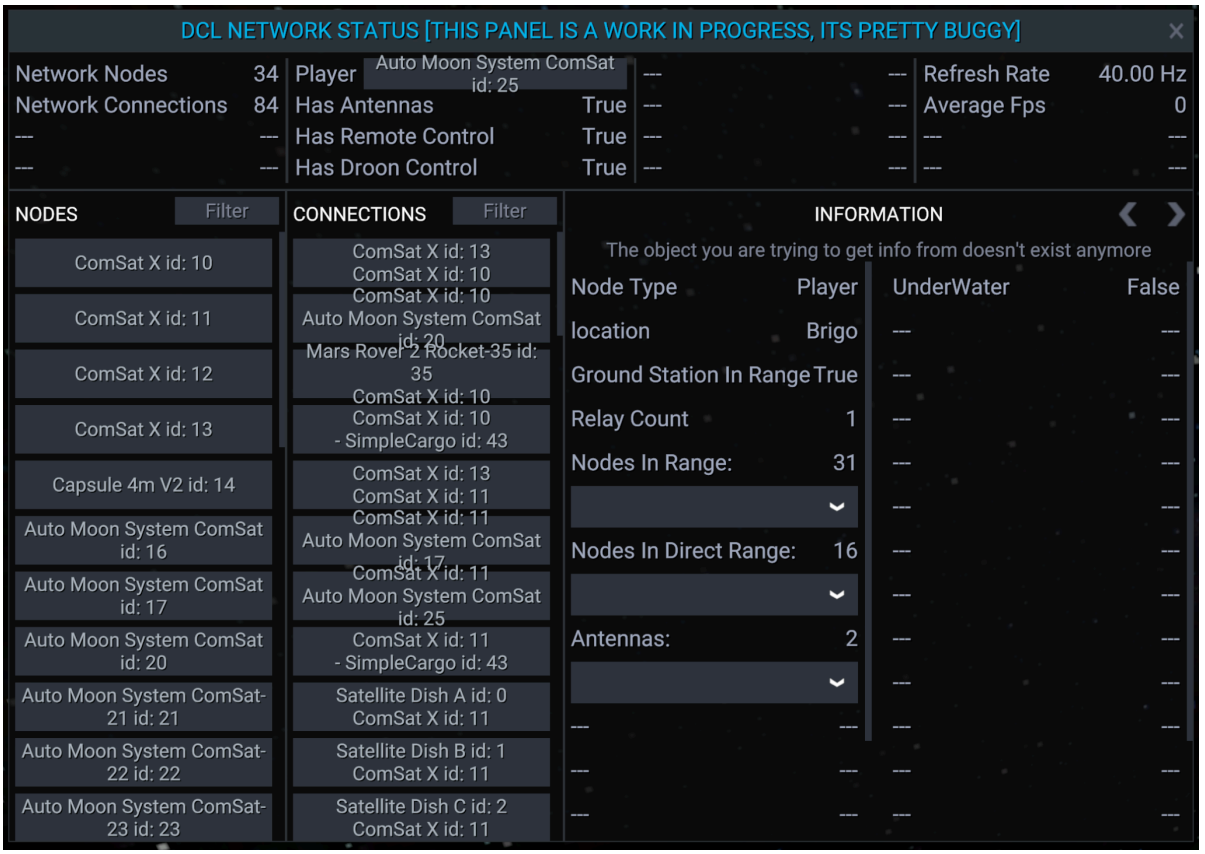
Network status icons:

located in the top right corner of the flight view, they indicate whether your craft has remote control and Droon control. If you have neither, your craft will be uncontrollable (if that feature is enabled)..



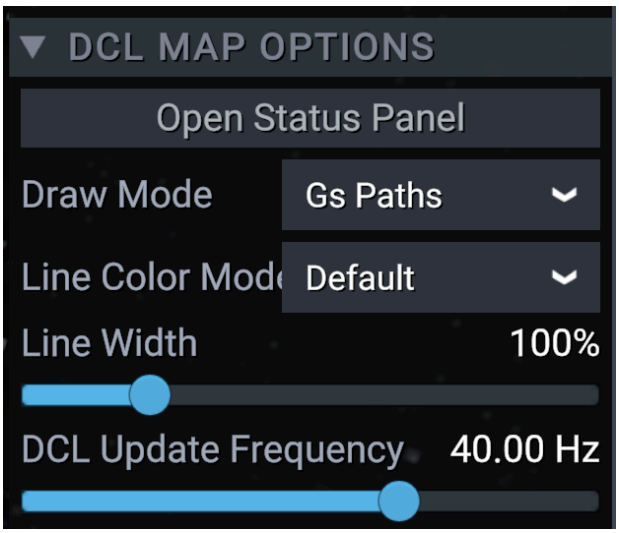
Network status panel:

It can be opened in flight in the flight view panel or by clicking on the dcl status icons.
It will be improved a lot in the future but for now it can give you a good overview of your network.



DCL map options:

They are located in the flight view panel and help you quickly tweak some settings.

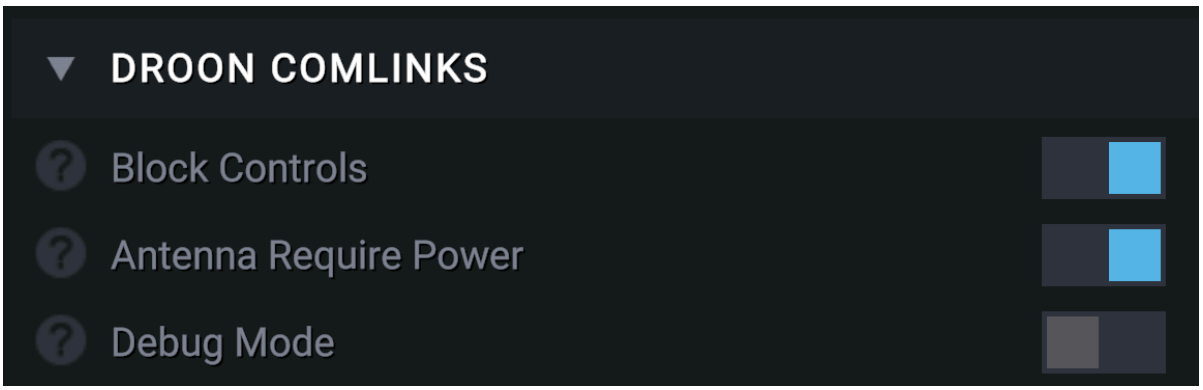


Draw modes:

Line color modes:

Update frequency:

DCL settings:



The mod uses Harmony Copyright (c) 2017 Andreas Pardeike