

Description:

Team Psycho Sisters invite you to try out our new Scanning interface on the Singularity test server. We have made some changes to the interface based on feedback on the new map, and have pulled scanning out of the map entirely to reside in its own window. The feature can be accessed by Ctrl-Left Clicking the Probe Scanner button. This is a temporary place for the feature while we perform some user experience testing on it.

EVE Forums Post: <https://forums.eveonline.com/default.aspx?g=posts&t=445065&find=unread>

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Update from Sept 17, 2015:

<https://forums.eveonline.com/default.aspx?g=posts&m=6042856#post6042856>

- Zooming out in Thera with a wide angle cuts off the solar system orbit for the far planets: <http://i.imgur.com/N9NJKuc.png>
- Similarly, if I move my probes FAR off the solar system it either cuts them off, or cuts off a huge part of the system itself (and the probes disappear or show up somewhere inside the solar system area):
 - <http://i.imgur.com/Zw5cYwi.png>
 - <http://i.imgur.com/trKYplw.png>
- Still getting extremely disrupting tooltip popups when trying to grab the scan arrows to drag around - now more than just one at a time: <http://i.imgur.com/S1l6r82.png>
<http://i.imgur.com/nXEtSBa.png>
- The Tactical Overlay ranges do need to be a different color or easily distinguishable from the planet orbit rings, as they overlap quite badly.
- Seems like the Probes section is missing the "Status" column, and doesn't report the probe lifetime in Minutes and Seconds- only Minutes: <http://i.imgur.com/AtKp1RP.png>. I guess this is by design from the changelist, but why? There is lots of room in the box for the column.
- The Probe Cube scaling compared to the circles for signatures actually feels like there is LESS finesse and doesn't scale down as much. The probe cube and arrows feel "thicker": <http://i.imgur.com/ROX8yLC.png>
- The change in "highlight" when you mouse over a signature isn't significant enough, and it doesn't persist if you click on a signature and disappears as soon as your mouse leaves the "Scan Results" window. Hard to screenshot this.
- The "Black" section on the circles with partial red scan percentage makes it hard to distinguish against the starfield: <http://i.imgur.com/oCszdOj.png>

- Related to above, still can't click on signature in the Scan Results and quickly isolate it.
- Progress rings on signatures don't resize as you change the size of the scanning window. The Probe Cube does resize and gets a lot smaller. This causes a lot of "overlap" and makes it hard to compare distances due to the size disparity.
<http://i.imgur.com/CFVVC1c.png>
- We have an option to uncheck specific tooltip "Markers". Please give us the ability to disable the popups on signatures as they halt your action when they appear.
- Odd behavior when you have the window shrunk down, and double click on a signature. The "center" snap to that signature seems to be off to the left slightly:
<http://i.imgur.com/qi04uAb.png>
- There is a "Right Click -> Select Current" option that lets you choose Solar System/Constellation/Region that does nothing.
- The location your probes show up on the map isn't consistent with where you launched them. Should the probe cube not start in your current location? For example, I launched probes while on the station but they are in some random point in space:
<http://i.imgur.com/jmhM7Jz.png>
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Nice Changes:

- Doubleclick "Snap" to signature from Results window feels crisp. Same with Double/Single click on signature in space.
- Moving around feels smoother. Not getting as much "fight" trying to move the probe cube around or camera.
- Hitting Enter to initiate scan is a nice convenience.

Update from Sept 14 2015:

Discussion on technical goals and requirements for the new map:

<https://forums.eveonline.com/default.aspx?g=posts&m=6037278#post6037278>

Another important point: Make sure the text results from the Scan Results is consistent for us to copy/paste. This is huge for third party tools like Siggy and Tripwire, and I don't want them to have to parse the scan results differently. For example:

Classic Map Results:

CGW-624	Cosmic Signature	Wormhole	Unstable Wormhole	100.00%	8.56
AU					

New Test Map Results:

8.56 AU CGW-624 Unstable Wormhole 100.0%

As mentioned before, some of the columns are just missing from the new map right now, but the copy text order is wrong as well, despite looking the same.

Update after Downtime - Sept 11 2015:

- Grey/Green background is now replaced with generic nebulae skybox. It's pixelated and distracting, and doesn't match the actual system background. While graphically it might be an improvement for casual use, please give us the option to turn it off and just go completely black background for efficiency. See bottom left for pixellation: <http://i.imgur.com/7PvhDFo.png>
- Related to above, we will need the ability to turn off the Sun lighting in a system. Because zooming in on the system core, for example in Thera and having your retinas destroyed will get old REALLY fast: <http://i.imgur.com/3IYcS7a.jpg>
- The "Recover Active Probes" icon, and all those probe icons are looking finer detail - a big improvement.
- When you jump into a system, the "Focus Current Location" button doesn't focus and zoom you in on YOUR location, but centers on the Sun. The "You Are Here" icon is also on the sun when you're actually on the gate, as shown by the tactical overlay ranging. Possible bug because you haven't spawned yet? Screenshot: <http://i.imgur.com/21tOkz7.png>
- Scan Results is now a thin line on underneath the signature description. Not sure why this change was made - I don't really like it compared to having the entire row background bar update. It doesn't compact anything, and I don't think anyone was asking for this in the Scan Results window: <http://i.imgur.com/I31tkiW.png>
- 100% Signature no longer goes from a Dot to the "Beacon" icon. That, or it's just not consistent: <http://i.imgur.com/SxYSy8z.png>. Either way, the circle and icon are still WAY too large and need to scale down a lot more when completely zoomed in.
- Cosmic Anomalies when unchecked are being added to the Filtered list. This is going to mess with a lot of people, and is going to lead to problems later when you have to account for Citadels, Faction Warfare Complexes and other "Cosmic Anomalies" which should be completely separate from Cosmic Signatures and be able to quickly turn

on/off. Would rather see the checkbox more visible but not count towards filters at all:
<http://i.imgur.com/WD7O9FL.png>

Are there any comments you would like to make on the aesthetic qualities of the new Scanning interface?

Things I like:

- Fast load compared to transition between F10 scanner and back.
- I like the “pop” animation when you launch probes.
- The animated dotted circle moving is kinda neat: <http://i.imgur.com/MSlrkII.png>
- The inertia and snap when moving and swivelling the camera seems good.
- Regular mouse icon is much better than previous iterations.
- I like the fact that the window is opaque so you can clearly see it without having partial noise from windows behind it.
- Thank you for giving us an icon for the system star, even if it’s a tooltip (for now).
- Thank you for giving us an icon for our current location, even if it’s a tooltip. Being able to double click it and snap to current location (then camera swivel around it) is very nice. Also the “Focus Current Location” button. I’m used to having to hit F10 twice quickly to reset my camera to swivel.

Thing I don’t like:

General:

- Background is dark blue/green instead of black. Would prefer the black for contrast. If this was done to differentiate between test/production fine, but should release black.
- Significant Zoom-Out problems - particularly with large systems. For example, try to zoom completely out to view the entire system while in Thera. This is as far as I could zoom out - and when you’re viewing from top-down you are severely limited: <http://i.imgur.com/fWuGrnB.png>
- Significant Zoom-In problems - for example this is how detailed I can get down to in the old map - zooming in on 6-CZ49 P6 and moons: <http://i.imgur.com/Q0QivIG.png>
- Compare that to the test map, where it was a LOT harder to get my focus on the planet/moons using just my mouse scroll. There was a lack of fine control, and I had to use both mouse buttons held to get enough fine zoom control and it was hard to get it centered: <http://i.imgur.com/xOGr2fm.png>

- Now if I decide I don't want the tooltips for the planet/moons, this view is now absolutely useless: <http://i.imgur.com/icEMbGj.png>
- I would suggest getting rid of tooltips completely for celestial objects (planets, moons, stations, sun). I really don't like having them in the probe view as I want as fine detail as possible, and they overlap each other - especially with moons.
- The Tactical Overlay in map doesn't follow behavior of the option button - regardless of how it's toggled, it shows up on the scanner map: <http://i.imgur.com/TYRqe9o.png>
- That said I did manage to break it somehow after docking where it didn't show up at all (no screenshot sorry) so there's a probably bug in there somewhere. A button to toggle the Tactical Overlay should be in the probe scanner window itself so you don't have to fight with the window size to turn it on/off.

Solar System Scan:

- Having a red dot in the center of the signature sphere isn't bad, but it may confuse some newer explorers thinking it's a separate signature on overlap.
- Clicking on one signature in the Scan Results list does not "hide" other partial results, making it very difficult to isolate and focus on getting one signature to 100%: <http://i.imgur.com/HL340CD.png>
- The 100% progress circle is partially dark green, which makes no sense: <http://i.imgur.com/TvKi0Hx.png>
- When holding ALT, clicking on an individual probe and dragging it in or out of formation, the entire probe formation overlap goes **BRIGHT BLINDING WHITE** - please remove: <http://i.imgur.com/tlAfrHu.jpg>
- Aesthetically, the circle progress compared to the old "beacon" icon seems like a loss of fine detail. As a good example, here is the difference scanning a Standard Sleeper Cache currently in 6-CZ49, which needs individual probe adjustment outside of the default pinpoint formation:
 - Old Map: <http://i.imgur.com/dXes96s.png>
 - New Map: <http://i.imgur.com/FgHnMpm.png>

Looks how much of the signature icon/circle is inside the cube when zoomed all the way in. If anything to fix this, as you zoom in farther, the icon and circle should scale down a LOT more, because I am moving the probes by PIXELS to get from 96 to 99 to 100 percent, and the circle/dot are just too big for me to gauge how much I need to move compared to the old map.

Bookmarks:

- Personal/Corp bookmarks aren't showing up, even if toggled on (I have a lot of bookmarks in Thera)
 - Old Map: <http://i.imgur.com/O2qUHDA.png>
 - New Map: <http://i.imgur.com/Odj4Cdb.png>

- Bookmarks that are present can't easily be used with a fast mouse hover - see this screenshot where it's behind all of the planet/moon tooltip popups and I can't get to it:
 - Old Map: <http://i.imgur.com/wXbYT3Z.png>
 - New Map: <http://i.imgur.com/7KSMveQ.png>

Are there any comments you would like to make on the tangible qualities of the new Scanning interface?

Things I like:

- I like that the Analyze/Launch/Formation/Probes/Scan Results are all self-contained inside the Probe Scanner window. This was always difficult when testing the previous scanner iterations where you'd have to force the window into the background to access them, or switch between tabs. **I can see this being a problem for some people who are used to having a specific setup however.** Having the option to make the scanner window the background so you can use your normal window setup is probably something that should remain - which was being done in the beta map (although there was a bug when using in W-Space it would still force a window).
- The bigger, clearer "Analyze" button is very nice - gets rid of the problem where you accidentally recall probes since it's right next to scan.
- Clicking on a signature in the solar system or scan results "snaps" focus right to that signature - great!
- Right Click Hold -> Drag to move around the solar system feels good.
- Left Click Hold -> Drag to swivel camera feels good.

Things I Don't Like:

- Holding both mouse buttons and dragging up/down doesn't have enough scale (also mentioned in previous aesthetics section). it feels really constrained. Try it in Thera and you're limping around the map holding right click to get on top of a signature, and then chasing down your probe formation to drag it over.
- Trying to zoom in/out using the mouse scroll doesn't scale properly. It's way too easy to overshoot, or be scrolling forever trying to get the range you want.

Probes:

- Trying to grab the side of the cube to move around your probes is still hard to do compared to the old map. I try to grab the corner to move the entire probe spread, but most of the time I can't get it unless I zoom in a lot more. Probably 75% of the time I'm trying to MOVE my probe formation, I end up just getting the tooltip popup and this is REALLY frustrating and had me yelling at my monitor:
<http://i.imgur.com/fKRrYKP.png>
- If I've locked a signature to 100%, and I want to grab the blue "web sphere" of the probes to spread them all out again to start a new signature, it's very hard to expand

the spread formation unless I zoom down a lot: <http://i.imgur.com/0eUcPpa.png> - this is also very frustrating because I'm so used to just click/hold and flick to pull the probe formation back out in the old map.

- **HUGE PERFORMANCE ISSUES COMBAT SCANNING**

- Trying a full system scan in 6-C locked up my client:
<http://i.imgur.com/r0jgUOd.png>
- Toggling filters for Probes, Ships, Anomalies etc is VERY choppy.
- Again, there is no way to click on an individual signature to quickly isolate it without having to ignore all other signatures.
- No idea what's up with the scan progress bars/circles - both are at 100% but one is half dark green and the other bar is full green:
<http://i.imgur.com/hzAMbXJ.png> - I'm guessing the color shift is the delta between your two last scan percentages, but it looks bad on the circle, especially once you get it to 100% - it should be completely solid.
- No hover overlap on multiple ships in the same grid - in the above screenshot I have an Astero and a Phoenix at 100% (in Scan Results) but you can't tell even if you mouse over.
- Combat Signatures scanned to 100% disappear if you move probes away and scan again. This is the same as on the current map but it's a huge annoyance if you've scanned a target successfully and want to get the probes out of DSCAN range quickly. If you don't bookmark the 100% signature or enter warp before moving probes off grid, you lose the signature. A lot of time you don't want to recall probes because you'd have to decloak to launch them again. Having the option to warp probes off, without scanning or changing results would probably solve this (will put in last section)

What key functionality (if any) is missing from the new interface?

Scan Results Window:

- The Scan Results window can be elongated vertically, but not expanded horizontally. This is a **critical flaw** because a lot of the Cosmic Signature names are very long, and there's no room for it. In fact, after scanning a signature to 100% it doesn't actually show the signature description because **the Type column is missing**:
<http://i.imgur.com/YNODRd3.png>
- Recover Active Probes is a bit understated - I initially thought it was missing. It should have a full button in the "Analyze" row - but on the far right side so you don't accidentally hit it like you do now (since it's right next to Analyze).
- Filters and Ignored Signature options are hard to find (via right click next to Scan Results) - initially I thought these were missing. Same with "Show Anomalies" - I was looking for this for a while.
- "Show Anomalies" should be a fast toggle button as it is currently.

- If you scan one signature partially, then go scan another, you LOSE all your progress on that previously scanned signature. This is a huge step backwards, and slows down scanning a LOT. For example, I had scanned IWR (bottom sig) to about 25%, then went and scanned YFP. The progress on IWR resets to ZERO:
<http://i.imgur.com/RarINcQ.png>
- On the classic map the scan result will say zero, but the signature is still narrowed down from Sphere > Circle > 2 Dots > 1 Dot.

Missing Features:

- **Ability to DSCAN while probing is #1 priority.** This is so important in W-Space because you need to either be able to swivel around your own position and narrow direction and range before you even drop combat probes to try to lock a target down in one pass. See this blog post on how detailed this process can be:
<http://www.tigerears.org/2012/04/17/how-to-hunt-in-w-space-using-d-scan/>
- As an example, I would warp to this planet, and be able to scan every single moon at 5 degrees manually by just swivelling my camera and adjusting DSCAN range. If you're not using Pirate's Little Helper to find starbases, this is key. Try just swivelling the camera around in the new scanner: <http://i.imgur.com/Q0QivIG.png>
- As above example, be able to 5-degree scan individual anomalies using the system view by swivelling the camera from my location in line with the anomaly/signature:
<http://i.imgur.com/gC79K26.png>
- Ability to 360-degree DSCAN also needed inside the Probe Scanner defensively - so you can be watching for ships decloaking, probes, or other changes moving around in a system. I'm always hitting DSCAN every few seconds, even while probing.
- Having the DSCAN "cone" dynamically be visible inside the scanner was something discussed for a long time - experienced scanners can eyeball this, but it's been requested for a long time.
- Clicking on one signature in the Scan Results does not make all other signatures disappear from the solar system view. This makes it very difficult to isolate one signature out of a group.
- Maybe more or an FE - but having focus on a signature, instead of having to manhandle the probe formation on top of the signature, could we hit the "Launch Spread Formation" button again, and have it start the probe formation centered on the selected signature? Currently when you do this, it just resets to the default formation centered on the current location.

Do you have any suggestions to further iterate/improve on the new scanning interface?

- **Please just get rid of all of the tooltip style popup icons.** They get in the way 90% of the time and I just turn them off. And for things I actually need fine detail for like moons/planets/stations - they either overlap or are too large to work with.
- Honestly I know someone is really proud of the scan progress showing up in a circle around the signature, but it's too big for fine scan work. This is especially a problem when you have the "two red dots" level of I'd either want the option to turn it off completely, or have it scale down MUCH further as I zoom in. Example:
<http://i.imgur.com/SGpd0JJ.png>
- **I think a lot of people are going to want access to their current window setup while they're scanning.** Having the compact Analyze/Results window while the Probe Scanner window is open is fine, but the option to Fullscreen the window (and default it) should remain so we can toggle it with F10, just like with the current Beta map. This way you can monitor local, your cloak status, dscan, and probe windows without having the larger probe scanner window obscuring everything. While I like having the large window in front while scanning, a lot of people won't.
- Having the signature icons change color from Red > Yellow > Green in finer scale might be a better way of showing progress. Currently it's Red from 0-25% (or so), Yellow from 25-74%, and Green from 75%-100%. Maybe range it a bit more instead of having the progress circle?
- **Add the ability to warp probes off without having to scan again and lose your last results.** This was mentioned in the combat scanning section - after you get a target to 100% you either have to bookmark the result or initiate warp before you move the probes out of dscan range and "scan again" to get them to warp off. If we could just warp off the probes without running another scan or changing our current results, that would be ideal - so we can get the probes out of DSCAN range before the enemy notices, but not lose our results. You don't always want to recall probes because if your target moves, then you have to safe up and decloak (revealing your ship/location) in order to re-launch them. Typically we'll warp probes outside the system core so they aren't visible on dscan to the enemy while we hunt.