



"EVE" is registered trademark of CCP

# PRODUCER - & Trader - DATABASE



"EVE" is reg. trademark of CCP

programmed by  
Dirk Brenton

Producer- & Trader Database

# MANUAL

V4.0



**If you want to see the database V2.0 “live & in action” -**  
(V2.0 is older version but very ok for demonstration purpose) -

**please download the**

## **TUTORIAL VIDEOS**

10 videos with summary  
55 minutes  
show the possibilities of  
P&T Database V2.0

Download-Site: <http://www.eve-files.com/media/corp/Sibelius/>

Homepage: <http://dirkbrenton.ohost.de/>

# REQUIREMENTS

- 1)  
This software is programmed for MS ACCESS 2002 or higher or compatible  
A reconverted version for Access 97 is also available.
  - 2)  
This software is tested on MS WINDOWS XP prof
  - 3)  
Minimum PC requirements to run the software:  
  
CPU-733 Mhz but recommended 1.5 GHz  
256 MB RAM  
120 MB HDD-space
  - 4)  
MS ACCESS is trademark of Microsoft inc.  
MS ACCESS is part of MS-OFFICE
- If you do not have MS ACCESS or Microsoft-OFFICE installed  
the software "EVE-Producer- and Trader- Database" cannot be used.

# FEATURES V4.0

- \* Variations of Tech-1-Equipment implemented
- \* Setting & Editing market-price, System to buy, cargo space  
of all 65 minerals and materials used in EVE
- \* **All Trading Goods and ALL BPOS, ALL TECH-2-** incl. minerals lists implemented
- \* Blueprint management  
Editing of the minerals list using all 65 materials used in EVE
- \* Detailed transport-ship setting
- \* Flight-time-calculation
- \* Complex booking of production orders, queues
- \* New Profit-Calculation per item
- \* Various calculations  
(amounts needed, cargo space summaries for transports, # flights, # jumps, ..... )
- \* Export of the confirmed order (queue) into i.e. txt.file  
for quick copy & paste into EVE-Mail to send confirm to customer

**With this software you can calculate any amount of production  
with the use of latest news market-prices within a couple of seconds.**

## V 4.0

- \* EVE-REVELATIONS BPOs included
- \* Item-Choice data-structure has been redesigned
- \* Bugs eliminated:  
Minerals-Market Price listed on various tables

# INSTALLATION GUIDE

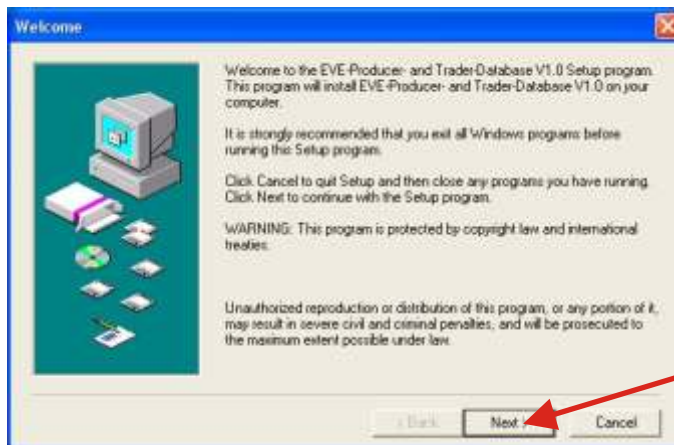
Welcome to the installation guide.

You will see, it is very easy to make the software run on your computer.

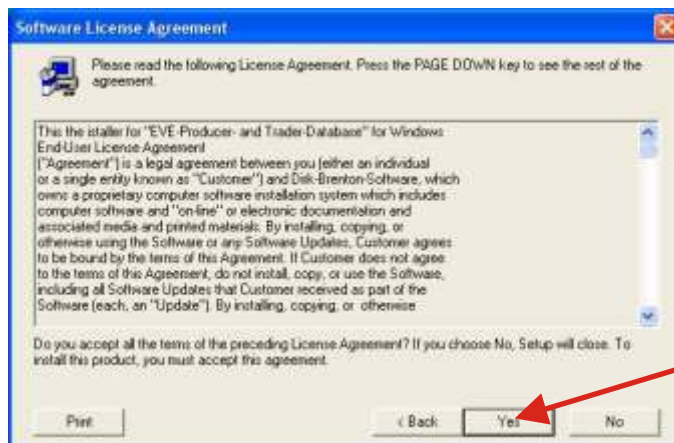
Please select the Setup-file and double-click with left mouse-button.



**The installation will start.**



**Click to continue**



End-User-License-Agreements

**Click to continue**

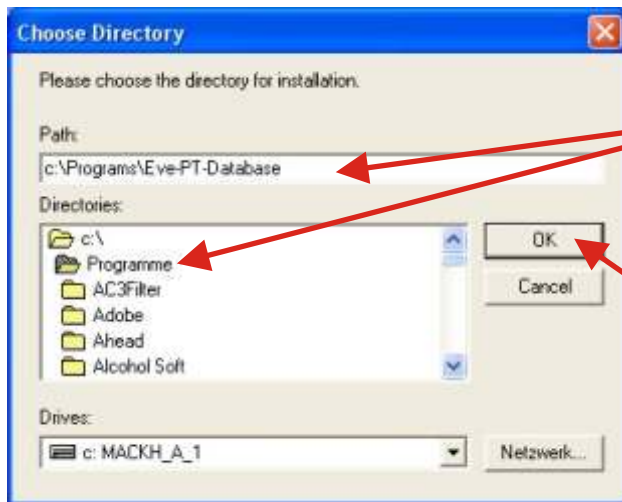


1st Layout-Possibility

**A** Select the folder, where you want the software to be installed into.

**B** **Click to continue**

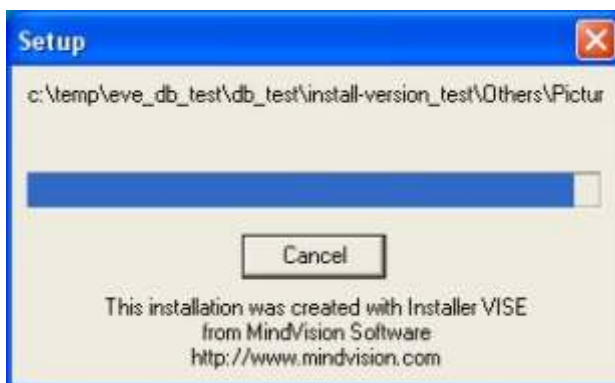
# INSTALLATION GUIDE



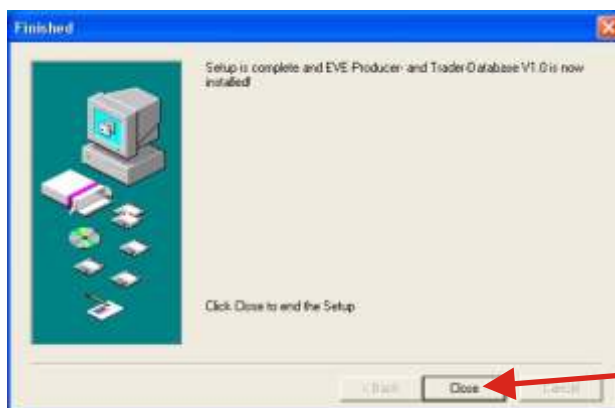
2nd Layout-Possibility

**A** Select the folder, where you want the software to be installed into.

**B** Click to continue



... Installing ...



FINISHED

Click to continue

You can run the software now!

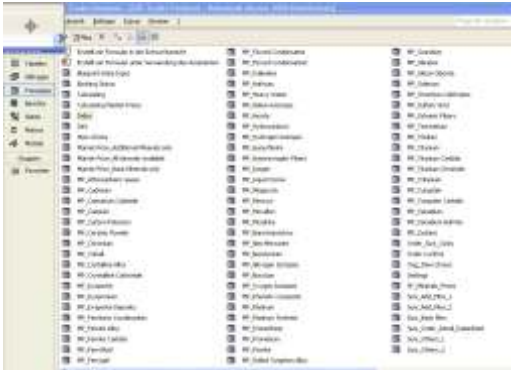
**START -> ALL PROGRAMS -> EVE-PT-Database -> "EVE-PT-Database.mdb"**

(MS ACCESS will launch automatically!)

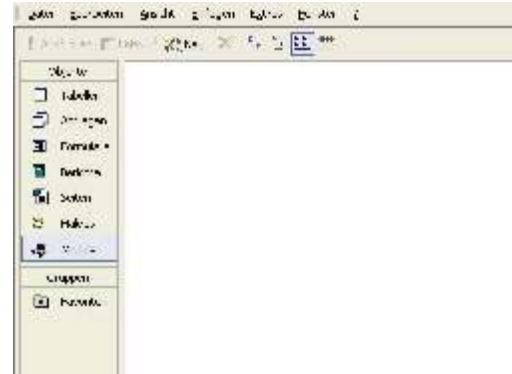
# JUST TO MAKE SURE

The following scene should never happen ... but who knows

**If you ever meet a screen like THIS**

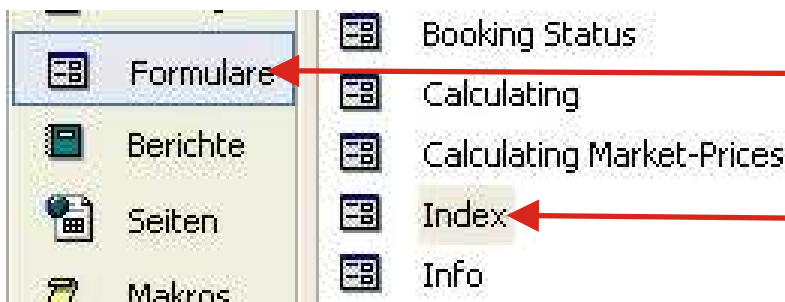


**or THAT!**



**No need to worry or to panic!**

**2 possibilities of solution:**



## **Solution 1**

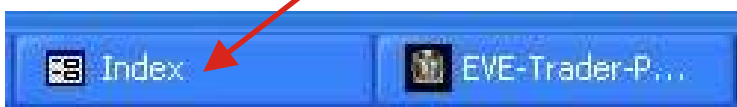
- A) **CLICK** on “Formulare” or “Forms” ...  
To select it
- B) **Double-click** on “Index”

## **Solution 2**

**Check the bar on the BOTTOM of your screen!**

**Click on “Index”**

Maybe you cannot see it at once:  
Then perhaps a GROUP is open -  
so select with right mouse-click and  
select “Index” with left mouse-click then



*In this manual you will find many examples.*

*If you enter the same values into your database and re-calculate the examples, the results may vary from those in the examples.*

*That's because of the calculation is very complex and influenced by the following parameters:*

*1) Blueprint-Mineral-Level*

*2) Production-Efficiency-Level of the player*

*There is a very complex formula putting these two data in relation to the minerals needs of a blueprint.*

*The basic values you can check in the CCP-items database ([www.eve-online.com](http://www.eve-online.com)).*

*So don't wonder about getting perhaps very different results.*

*Most of the examples have been calculated with Prod.Eff.Lvl. 5.*

# MENUE

When you launch the database i.e. from Explorer or with  
START -> ALL PROGRAMS -> EVE-PT-Database ...

the following screen will appear:



As you can see the surface is done very intuitive.  
Main aim is to make the handling of the database  
easy and fast.

A left-mouse-click on the button of choice guides you  
to the special sub-menus.

To make the setting of the actual market-prices as easy as possible,  
there are 4 possibilities of choice:

## BASIC MINERALS

Here are only the 8 basics listed.  
For the average producer more than enough.

## TRADE-GOODS

All tradeable items ...

## ADDITIONAL

Here you find a variety  
of more materials to edit.

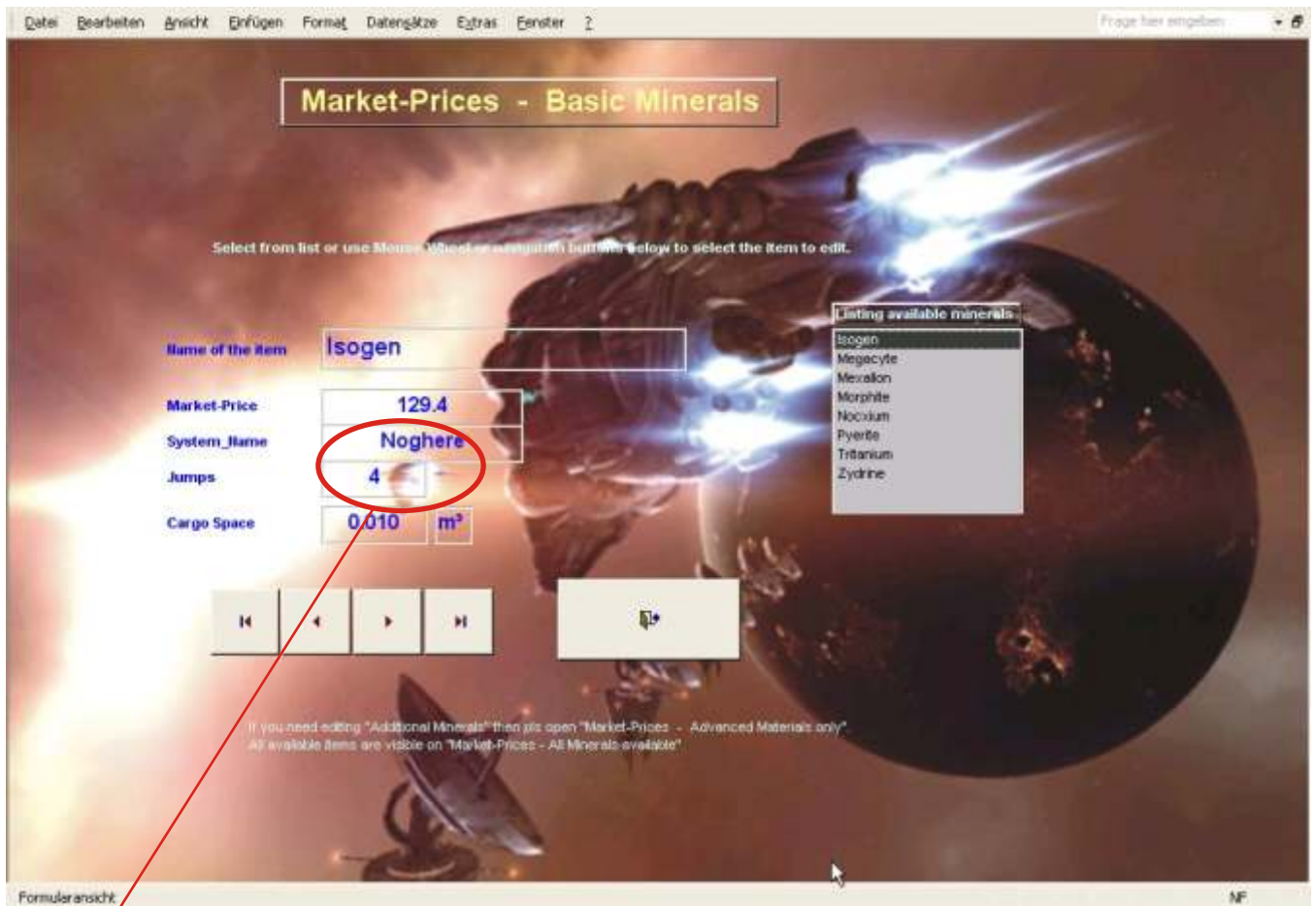
## ALL AVAILABLE

In this menu all 65 possible materials  
are listed:

- \* Advanced Materials
- \* Ice Products
- \* Minerals
- \* Processed Materials
- \* Raw Materials



# Market-Price-Setting



For example you can see here the sub-menu for setting the market prices of  
**“Basic Minerals”**.

**Where** (in what system) can you buy the material for the (upper shown) price.

**How many jumps to go there**

If you want to change the data for **“CARGO SPACE”** then mark data on screen with mouse and edit.

**ISOGEN  
 MEGACYTE  
 MEXALLON  
 MORPHITE  
 NOCXIUM  
 PYERITE  
 TRITANIUM  
 ZYDRINE**

95% of all producers will only work with this data-set. Professional traders, who use the various materials for trading could need the other menus.

If CCP makes more materials important for producing than you will love the feature of ALL MINERALS AVAILABLE. You can edit and use all 65 materials.

## **4 possibilites to select the minerals**

- Select the item from list on right side - (the quickliest one)
- Click on form and use the mouse-wheel
- use the big buttons with left mouseclick to select
- TAB through the datasets ... Select ISOGEN - then MARKET-PRICE and try ...

Then mark the data you want to edit and do so.  
Press ENTER or RETURN or TAB to go down in selected data-set.

# Market-Price-Setting



## The other possibilities ...

## TRADE-GOODS-Settings

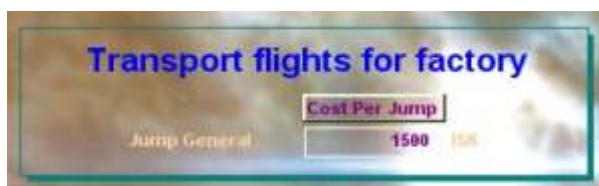
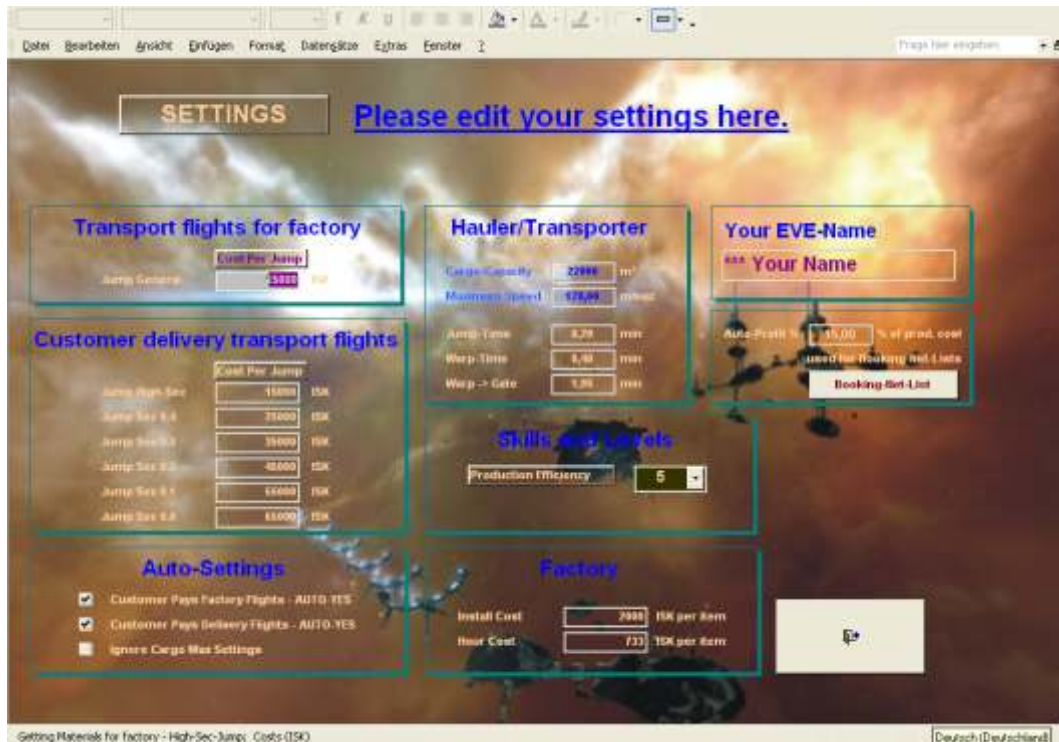


# Hauler- and Transport-Settings



**MAIN MENU**  
Click

This is what the screen looks like



Maybe it is necessary to transport minerals from other sellers to your factory.  
Here you can set a price what your transporter ship costs per jump.



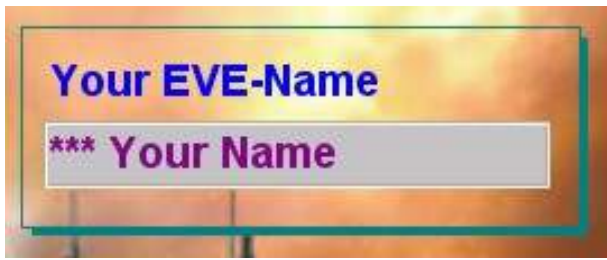
Here you set the cost for the delivery of the ordered items.

You can set different values due to high- or low-risk-sektors.

The settings are important for final transport flight calculation.



# Hauler- and Transport-Settings



Here you set your EVE-Name



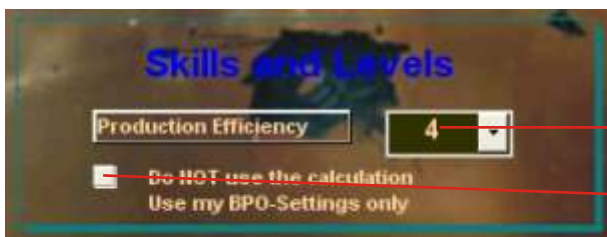
Cargo-Capacity of your hauler  
**(Important! m<sup>3</sup>, NOT k m<sup>3</sup>)**

Max. speed of your hauler  
**(Important! m/s<sup>3</sup>)**

Jump time between systems  
(average value, minutes)

Warp-time (from gate to gate)  
(average value, minutes)

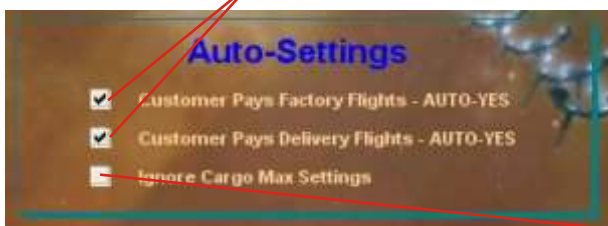
Warp-time (from gate to gate)  
(average value, minutes)



## SKILL LEVELS

Production Efficiency Skill Level

Overgo the calculation!  
Use only the BPO-Settings!  
(So you have the possibility to save  
your unique settings ...)



## Auto-Settings

Usual settings, if you automatically want  
to calculate for your customers.

Temporary setting changes in the menu  
of final "order and booking calculation" possible

Perhaps in future CCP designs transport-ships  
with more than 1 MIO k m<sup>3</sup>.  
Use this setting to make these big cargo  
values possible for this database



## Standard settings for the factory!

Install-Cost normally 1000 ISK per Item  
Hour Cost normally 333 ISK per Item

# Hauler- and Transport-Settings



Here you can make the AUTO-PROFIT-Settings for the "Booking-Net-List" - the overview for customers - all items you can produce

This button opens the calculation window

Internet Booking List

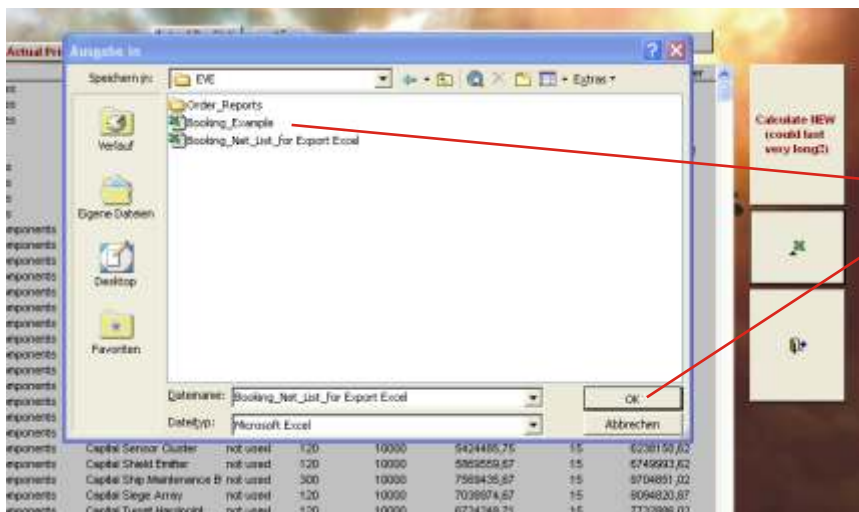
Actual Profit % 15 calculated for orders of 100 units per BPO

BPO_Ind	Categ_Name	BPO_Name	Sub-Cat	Item	Time_needed	Space_needed	Price per Item	Profit %	PriceCustomer
424	Armor Upgrades	Large Remote Armor Repair	not used		2,5	50	22006,09	15	25309,31
427	Armor Upgrades	Medium Remote Armor Rep	not used		2,5	10	6162,19	15	9366,52
434	Armor Upgrades	Small Remote Armor Repair	not used		2,5	5	3233,33	15	3718,33
844	Battlecruisers	Ferocious	Caldari		180	15000	25121970,81	15	28990266,2
843	Battlecruisers	Prophecy	Amar		180	15000	25475793,83	15	29287163,02
132	Booster Charges	Cap booster 100	not used		0,25	5	1655,75	15	1904,11
136	Booster Charges	Cap booster 25	not used		0,25	1,25	72,59	15	83,48
138	Booster Charges	Cap booster 50	not used		0,25	2,5	228,88	15	263,21
139	Booster Charges	Cap booster 75	not used		0,25	3,75	386,09	15	444
780	Capital Ship Components	Capital Armor Plates	not used		120	10000	5782805,85	15	6649985,86
781	Capital Ship Components	Capital Capacitor Battery	not used		120	10000	5162139,13	15	5936460
782	Capital Ship Components	Capital Cargo Bay	not used		120	10000	3835858,11	15	4411236,83
1537	Capital Ship Components	Capital Clone Vat Bay	not used		300	10000	7886894,43	15	9071898,6
784	Capital Ship Components	Capital Computer System	not used		120	10000	6444086,87	15	6260711,4
785	Capital Ship Components	Capital Construction Parts	not used		120	10000	4470717,97	15	5141325,67
1539	Capital Ship Components	Capital Corporate Hangar B	not used		300	10000	7577974,81	15	8714871,03
1541	Capital Ship Components	Capital Doomday Weapon	not used		180	1000	7810221,85	15	8981755,13
786	Capital Ship Components	Capital Drone Bay	not used		120	10000	3921798,89	15	4510068,73
1540	Capital Ship Components	Capital Jump Bridge Array	not used		180	1000	7810221,85	15	8981755,13
787	Capital Ship Components	Capital Jump Drive	not used		120	10000	7559575,17	15	8690511,45
788	Capital Ship Components	Capital Launcher Hardpoint	not used		120	10000	6434753,59	15	7399886,63
789	Capital Ship Components	Capital Power Generator	not used		120	10000	6110639,39	15	7027235,3
790	Capital Ship Components	Capital Propulsion Engine	not used		120	10000	5516882,05	15	6344194,85
791	Capital Ship Components	Capital Sensor Cluster	not used		120	10000	5424485,75	15	6238155,62
792	Capital Ship Components	Capital Shield Ember	not used		120	10000	5869589,67	15	6745493,62
1538	Capital Ship Components	Capital Ship Maintenance B	not used		300	10000	7569435,67	15	8704851,02
793	Capital Ship Components	Capital Siege Army	not used		120	10000	7036974,67	15	8094820,87
794	Capital Ship Components	Capital Turret Hardpoint	not used		120	10000	6724248,71	15	7732886,02
855	Cannons	Aeon	Amar		60	10000	13158550702,71	15	15132333306,12
861	Cannons	Hel	Minotar		180	1000	12931501783,71	15	14871227051,27
860	Cannons	Thanatos	Gallente		180	10000	758420652,87	15	872183750,8

Calculate NEW (could last very long?)

Re-calculate the list using the AUTO-PROFIT-SETTINGS of the previous page

Exporting the list to an EXCEL-File



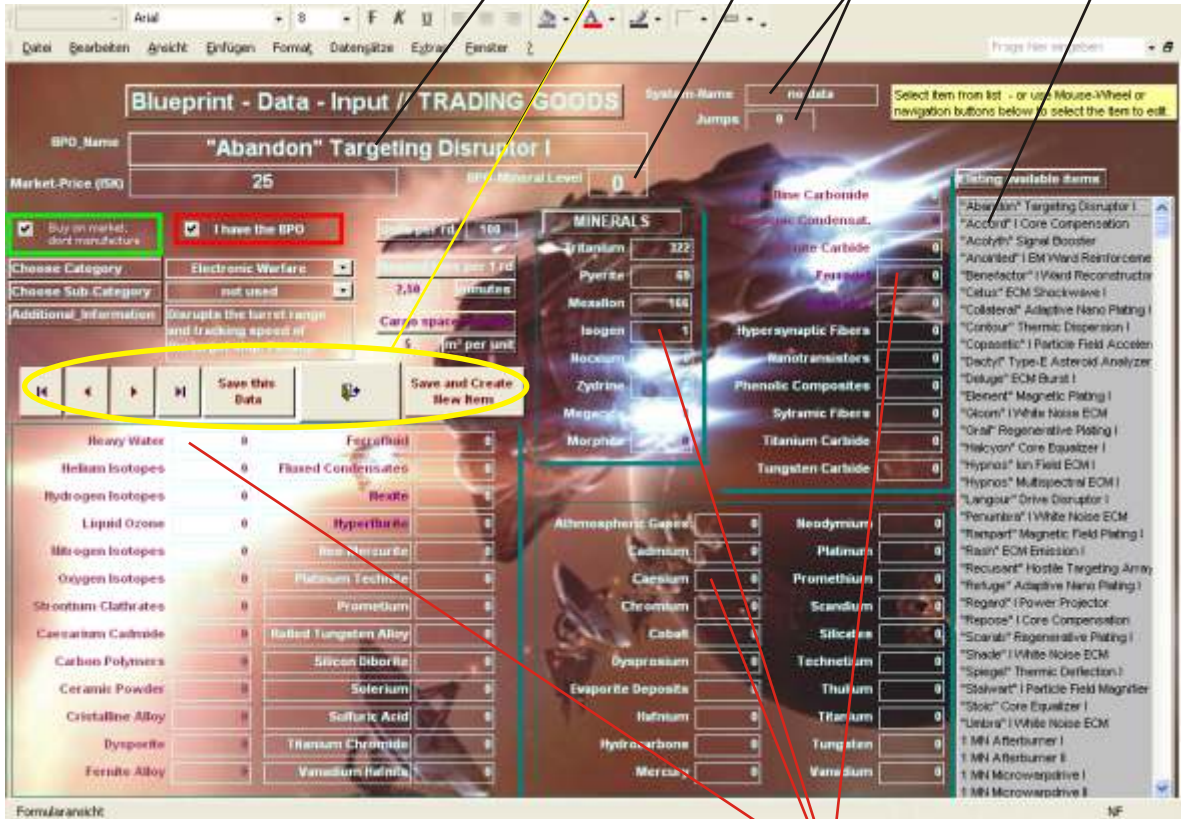
Specify the directory and hit ENTER (OK)



# Blueprint - Settings



Click that button for opening the following screen.



Selected Blueprint

Navigation Buttons

BPO Mineral Level (necessary for calculating material needs due to skills)

List to select the blueprints for production

- 1) Market-System
- 2) Distance (Jumps)

When you ARE the owner of the BPO (I have BPO= YES) then you can **choose**:

- a) **manufacture** it yourself
- b) **buy it on marketplace**

(When you are NOT the owner, you have to buy it on the marketplace - of course)

Input of all the "ingredients"  
All 65 materials in use ...

Do you have that BPO?

Buy on market, don't manufacture (INFO-SCREEN)

I have the BPO (INFO-SCREEN)

Choose Category: Electronic Warfare (INFO-SCREEN)

Choose Sub-Category: not used (INFO-SCREEN)

Additional Information: Disrupts the target range and tracking speed of the target (INFO-SCREEN)

Units per factory round

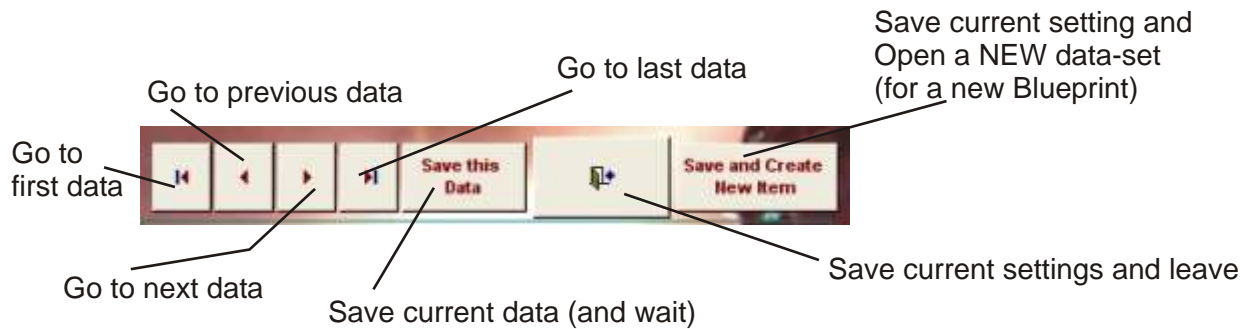
Needed time for 1 round

Cargo space, that 1 produced item needs in the transport ship

Select Category (i.e. Missiles, Rockets, Afterburners, Battleships) useful for sorting the BPOs

Select Sub-Category (i.e. Races, Cargo types (S,M,L,XL) .... Useful for sorting the BPOs

# Blueprint - Settings



## Additional information to the BPO-Settings-Screen

What is possible - and what is not:

- At the moment you can edit:
- \* market-price
  - \* market-system-name and distance
  - \* all 65 minerals and materials (Tech-1)
  - \* ownership
  - \* select buy on market (or manufacture yourself) (only possible if you ARE the owner of the BPO)
  - \* BPO mineral level
  - \* category (not recommended)
  - \* sub-category (not recommended)
  - \* name (to correct possible typing errors of mine) (but generally not recommended ...)

You can not edit: \* **Tech-2-Ingredients**

As you know the Tech-2-items consist of many Tech-1-things. To make quickly calculations of Tech-2-components possible it was necessary to do sub-tabellas and sheets that the database automatically recalibrates and recalculates when the "production-efficiency-level" of the player changes.

That procedure makes the Tech-2-"ingredients"-list very complex.

To give non-experienced users access to that sheets for editing could cause chaos and complete disorder leading to malfunction of the calculating routines.

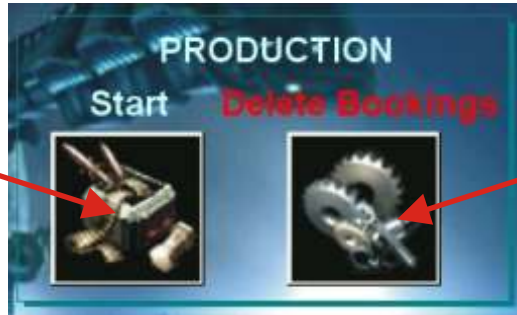
When I did the data-programming I tried to be as accurate as possible when typing in the amounts of needed Tech-1-equipment for the Tech-2-items. But of course - due to the huge amount of data I had to type I cannot 100% guarantee that the data sheets are error-free.

That's why I implemented the "T2-OVERVIEW-BUTTON" on the production section - left screen - production-screen.

In case you find a non-correct settings (i.e. 10 plasma-thrusters instead of correct 9), please let me know and I will change the datasheets to correct value.

# Production Screens

Start NEW  
or  
CONTINUE  
Production  
Calculation



Quick deletion of  
all bookings in queue  
(for new order)

The production-section is the "heart" of the database

To make a quickly calculation possible, the screens of  
left and right section can be switched.

## Left Section (3 screens)

**Production** screen (what you see already)

**Minerals for Factory**-screen (all booked orders)  
cargo space needed for the minerals  
cargo flights -> factory (t->factory-flights)

atm hidden

**Final Transport Calculation**

atm hidden

## Right Section (5 Screens)

**Queue** (all booked orders listed) screen  
(what you see already)

**Summary**

(all Minerals needed for production queue)

atm hidden

**Unit Minerals Summary**

(for the blueprint selected on  
Production Screen, Left Section)

atm hidden

The screenshot shows a software interface with two main panes. The left pane is titled 'Item Choice' and has a tab 'Production' selected. It contains an 'Item-Overview' for 'Devastator Cruiser' with various attributes like BPO\_Mineral\_Level, BPO\_Index, Category, and Sub-Category. Below this is a table of 'All available items' with columns for Item Name, #, and Category Name. The right pane is titled 'Queue' and has a tab 'PRODUCTION SUM' selected. It displays a table of 'All Orders in Queue' with columns for BPO\_Name, BPO\_Cat, Sub, Units prod, Order, Order, Cost\_Summar, and Profit. Below the table are various calculation fields for 'All Production Costs', 'Production Time Needed', 'Cargo Space Needed', 'Transport -> Factory', 'Transport -> Customer', 'Input your Profit', and 'Summation Profit'. A 'SALDO' field is also present at the bottom.



# Production Screens

## LEFT SECTION

Production-Screen after selection of a Blueprint

**List of all available things**  
 (=produceable/tradeable)  
 ("I have BPO")

Overview Items and Categories

**Production** | **Mins for Factory** | **Transport flights**

**Item-Overview**

Item name: "Abandon" Targeting Disruptor I

BPO-Mineral-Level: 20  
 BPO\_Index: 1689  
 Category\_#: 17  
 Sub-Category\_#: 1  
 Units per rd.: 1  
 Needed time per 1 rd.: 60 minutes  
 Cargo space needed: 5.00 m<sup>3</sup> per unit

Ref. to be produced: [ ]  
 Production time needed: [ ] minutes, [ ] hours, [ ] days  
 Factory costs (sum): [ ] ISK  
 Cargo space needed: [ ] m<sup>3</sup>, [ ] k m<sup>3</sup>  
 Transport flights to do: [ ] times

**All available items**

	#	Category Name
1 MN Afterburner I	106	Propulsion Subsystems
1 MN Afterburner II	106	Propulsion Subsystems
1 MN Microwarpdrive I	106	Propulsion Subsystems
10 MN Afterburner I	106	Propulsion Subsystems
10th Tier Overseers Personal Effec	110	Criminal Evidence
11th Tier Overseers Personal Effec	110	Criminal Evidence
12th Tier Overseers Personal Effec	110	Criminal Evidence
13th Tier Overseers Personal Effec	110	Criminal Evidence

Select item from the list  
 or use mouse-wheel or navigation buttons to select the item you want to produce

**Choose Category**

Advanced Artillery Ammo	121
Advanced Autocannon Ammo	122
Advanced Beam Laser Crystal	123
Advanced Blaster Charges	119
Advanced Pulse Laser Crystal	124
Advanced Railgun Charges	120
Armor Repairers	4
Armor Upgrades	57

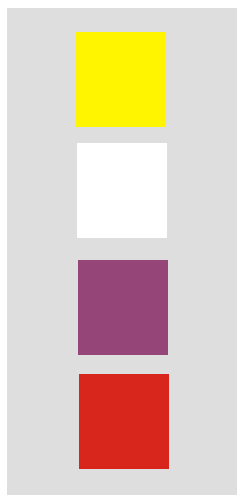
**Available items for production**

# items: [ ]

Summation Prod Costs Of The Chosen Item (including factory cost and profit): 0,00 ISK  
 Cost per unit (incl. profit): 0,00 Mio ISK, 0,00 ISK

Input "your profit" BEFORE booking  
**Book this order**

Overview all items T2-BPO consists of: [ ]



### BLUEPRINT - ITEM - Information

shows important data of the selected BPO

### PRODUCTION - Information

informs you about production cost of the selected items  
 \* in order, when a valid number of production units is given in [ ]

### Navigation-Buttons

(to step to next BPO etc.) - for blueprint selection

### INPUT windows

- IMPORTANT:**
- 1) Select BPO
  - 2) Enter # items
  - 3) Book the production order into queue

**Choose Category and Item for the Production**

# How to select a BPO for producing (or trading)

To show more than 1400 items in one (!) window is not-user-friendly-thing.  
 To choose via categories seemed a possible way to go ...

That's why the BPO/item-selection has been redesigned as follows:



All available items	#	Category Name
Depleted Uranium M	51	Projectile Ammo
Depleted Uranium S	51	Projectile Ammo
Depleted Uranium XL	51	Projectile Ammo
Devastator Cruise	125	Missiles Cruise Ms
Dragon (not accessible) Adv Dmg	100	Missiles Auto-Targeting
Dragon F.O.F. Cruise Missile I	100	Missiles Auto-Targeting
ECM - Multispectral Jammer I	16	Electronic Countermeas
BMP L	51	Projectile Ammo

The overview is a listing of **all available items** (of which you have a BPO, all trading goods, all materials)

It should be a help if you cannot find the correct category for choosing the item/BPO. Click on the screen and type A-Z to select - then use scroll bar or mouse-wheel to find the item you are searching for.

(Searched for "Devastator Cruise Missile")

On the right side of the screen you find the **CATEGORY NAME**. Use that name (CATEGORY) to select it in the list below. Type A-Z or 1-0 for quicker access or use scroll-bars or mousewheel to select.



Choose Category	
Miscellaneous Drones	55
Missile Launcher	72
Missiles Auto-Targeting	100
Missiles Citadel Torpedos	101
Missiles Cruise Ms	125
Missiles Defender	102
Missiles Heavy Mis	128
Missiles Light	104

When you have found the correct **CATEGORY**, please select by clicking left mouse button.

Automatically the list of available items (of the selected category) is shown.



Available items for production	
Devastator Cruise	
Paradise Cruise Missile	
Wrath Cruise Missile	

Select the BPO/item that you want to produce or trade by left-click



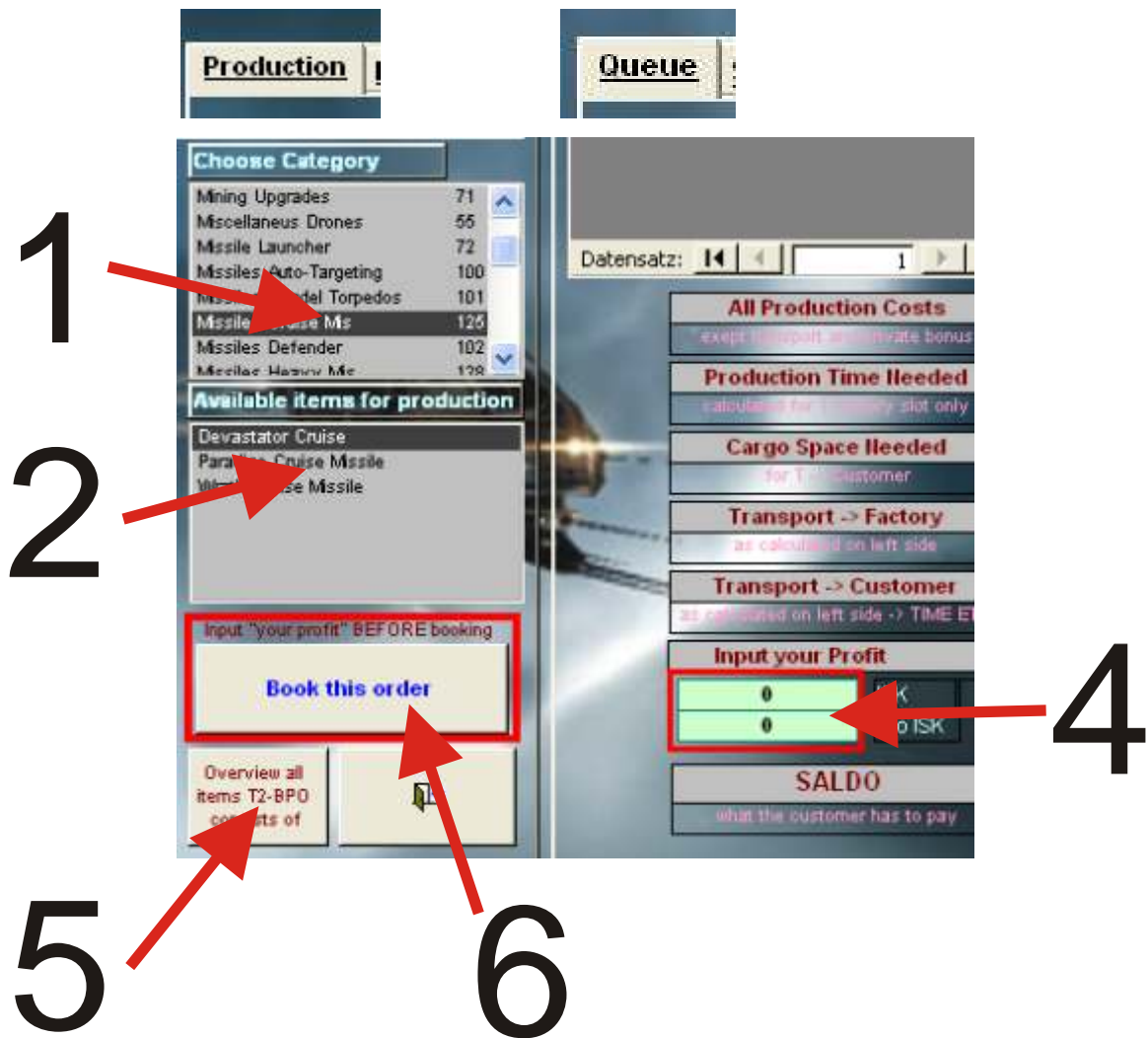
Available items for production	
Devastator Cruise	
Paradise Cruise Missile	
Wrath Cruise Missile	

At once you can see the selected BPO or item listed.

And you find all the important data of the item on the top left side of the screen.

# Booking the profits for Tech-1 and Tech-2-items

## The steps:



**3** Enter # items and press RETURN  
(Keyboard)

### The steps:

- \*1 Choose Category
- \*2 Choose BPO
- \*3 Enter # items and press RETURN
- \*4 Enter the profit
- \*5 (only for T2) If you want information then click to open the overview window
- \*6 Book the order into the queue



# Booking Tech-2: Example



As a Tech-2-example we select now a carrier named "HEL".

The steps were done:

- \*1 Choosing Category
- \*2 Choosing BPO
- \*3 Selecting # items (=1)  
Press RETURN

Now the screen appears as follows:



If you hit the "OVERVIEW"-button, the window will open and show as follows

Cost per unit (including profits)

Cost summary (all units incl. Profits)

The "Ingredients-List" is shown (the list of the things the Tech-2-unit consists of ...)

BPO_Name	BPO_#	Units produced	Order_time_needed	Order_space_needed	bought	Marketprice
Capital Propulsion Engine	790	200	53400	2000000	<input type="checkbox"/>	62698
Capital Sensor Cluster	791	100	26700	1000000	<input type="checkbox"/>	60138
Capital Armor Plates	780	100	26700	1000000	<input checked="" type="checkbox"/>	64560
Capital Capacitor Battery	781	50	13350	500000	<input checked="" type="checkbox"/>	57346
Capital Power Generator	789	150	40050	1500000	<input type="checkbox"/>	68003
Capital Shield Emitter	792	150	40050	1500000	<input type="checkbox"/>	65336
Capital Jump Drive	787	200	53400	2000000	<input type="checkbox"/>	83198
Capital Drone Bay	786	450	120150	4500000	<input type="checkbox"/>	43613
Capital Computer System	784	100	26700	1000000	<input type="checkbox"/>	61419
Capital Construction Parts	785	50	13350	500000	<input type="checkbox"/>	50274
Capital Clone Vat Bay	1537	200	53400	2000000	<input checked="" type="checkbox"/>	84170
Capital Ship Maintenance Bay	1538	200	53400	2000000	<input type="checkbox"/>	84868
Capital Corporate Hangar Bay	1539	200	53400	2000000	<input type="checkbox"/>	83539
* Total	0	0	0	0	<input type="checkbox"/>	

Close the form and BOOK order into queue.

# Production Screens

To see how to use the screens efficiently and quickly - let's do an example:

Customers name: **"Halloween"**  
 Order: **12.420** cruise missiles **"DEVASTATOR"**  
 System to deliver: **Lisbaetanne**  
 Station there: **Moon 3 - Fed Asmbl Plant**

The screenshot shows the 'Production' screen with the following data:

- Item-Overview:** Devastator Cruise, BPO-Mineral-Level: 0, BPO\_Index: 240, Category\_# 125, Sub-Category\_# 1, Units per rd: 100, Needed time per 1 rd: 2,5 minutes, Cargo space needed: 0,70 m³ per unit.
- All available items:** Table with columns # and Category Name. Items include MN Afterburner I, MN Afterburner II, MN Microaspirator I, and various tiers of Overseers Personal Effectors.
- Choose Category:** List of categories like Miscellaneous Drones, Missile Launcher, Missiles Auto-Targeting, etc. 'Missiles Cruise Ms' is selected.
- Available items for production:** Devastator Cruise, Paradise Cruise Missile, Wrath Cruise Missile.
- Production Parameters:**
  - Units to be produced: 124
  - Production time needed: 310,5 minutes (5,18 hours, 0,22 days)
  - Factory costs (sum): 5,793 ISK
  - Cargo space needed: 1,242,00 m³
  - Transport flights to do: 1 times
- Costs and Profit:**
  - # items: 12420
  - Summation Prod Costs Of The Chosen Item (including factory cost and profit): 865,157,92 ISK
  - Cost per unit (incl. profit): 69,66 ISK
  - 0,87 Mio ISK

**LEFT SEKTION** (Screen 1)  
 After selection of BPO

1) **CHOOSE** Kategorie  
 "Missile Targeted"

2) **CHOOSE** BPO  
 "Devastator Cruise"

Cargo-Volume of the production

Production time  
 (310 mins = 5,18 hrs = 0,2 days)

# of delivery flights

Cost of production  
 See last row: **cost per unit**  
 (important for market comparison)

Very important is the "cost per item".

Here the completely new designed "enter your profit"-section is presented.

We will continue with examples from the bottom screen (yellow marked)

The screenshot shows the 'Production' screen with the 'enter your profit' section highlighted in yellow. The section includes:

- Input your profit:** 0 ISK, 0 Mio ISK
- Summation Profit:** 0 ISK, 0 Mio ISK
- SALDO:** 0 ISK, 0 Mio ISK

# Production-Screens

## Enter your profit per item



When you entered the # "12420" and pressed the ENTER/Return-tab, you can find, that with a profit of "00" the missiles would cost

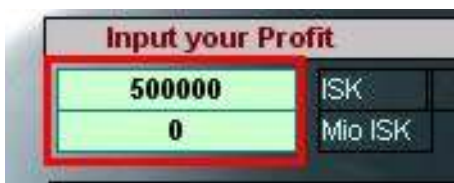


69,66 ISK per unit.

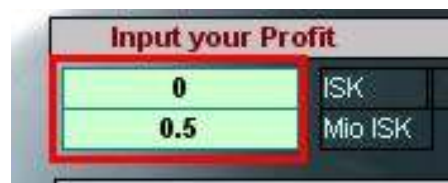
Included are all factory costs (an the profit "00").  
Now we want to enter some **profit**:

- 2 possibilities : a) enter profit in ISK  
b) enter profit in Mio ISK (1= 1.000.000)  
c) or both! Both values will be additive summarized)

Let's say you want to make a profit of 500.000 ISK with the 12.420 missiles.  
You can enter now as follows:



or



In both cases you will find the following production-costs:



With a profit of 500.000 ISK  
(= 0,5 Mio ISK)  
1 missile-unit would cost **109,92 ISK**

and the complete production (excl. transport)  
would cost **1.365.157,92 ISK (1,37 Mio)**

If you enter THAT -  
then you would calculate a profit of 1 Mio ISK



(double-profit ...)



# Production-Screens

The complete new design of the profit-section made it possible to enter various profits - depending on the items you sell/trade. Your customer will get an EVE-Mail with the costs per unit where your profit is included. That's how it should be ... ..



So in our example the profit is 500.000 ISK

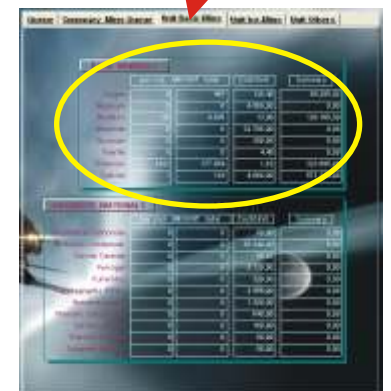
Production-cost (without transport costs): 1,37 Mio ISK:

Before we book the order into queue perhaps you want to know how many materials (i.e. ISOGEN) would be needed to manufacture 12.420 missiles:

So we take a look at

## RIGHT SECTION (Screen 3)

left mouse-click



information about the mineral needs an cost of the selected units.

(in our example 12.420 Missiles)

**Amount of mineral per round**

**Amount of minerals total**  
(12.420 units to be produced)

**Cost per unit**

**Cost total** (per mineral)  
(12.420 units to be produced)

Screen 4 and 5 show same data - but for all types of materials (65)

	per rnd	AMOUNT	total	Cost/Unit	Summary
isogen	4	497	129,40	64.285,92	
Megacyte	0	0	4.500,00	0,00	
Mexallon	80	9.936	13,00	129.168,00	
Morphite	0	0	32.768,00	0,00	
Noxium	0	0	350,00	0,00	
Pyrite	0	0	4,40	0,00	
Tritanium	1432	177.854	1,82	323.695,01	
Zydrine	1	124	4.600,00	571.320,00	

# Production Screens



Now it is time to  
**“BOOK the order into queue”**

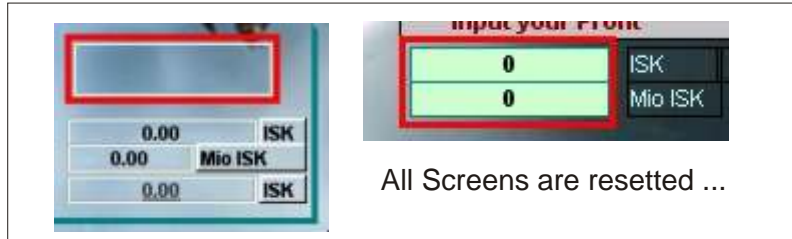
A queue can consist of one order only - or many - whatever your customer wants.

The database can handle multiple orders.

Click the button please

(necessary to tell you it is on LEFT SECTION? I think not ...)

... calculating ...



left mouse click

BASIC MINERAL S			
	cargo spc needed	flt #	jps #
Isogen	5	0	0
Megacyte	0	0	0
Mexallon	99	0	0
Morphite	0	0	0
Moxium	0	0	0
Pyente	0	0	0
Titanium	1779	1	0
Zydme	12	0	0

On **LEFT SECTION** - Screen 2

See what minerals are needed  
 (for all booked orders in queue)

(in our example 12.420 missile units)

**Cargo Space Needed (m<sup>3</sup>) (m3)**  
 per mineral

**# Transport flights**  
 to get the needed materials to factory  
 (very little amounts do not count ....)

**Jumps**  
 to the system (defined in marketplace-settings)

## One word to the idea of jump-calculation ...

When doing big production deals sometimes millions of mineral-units are necessary for production. The T-Factory-Flight (TFF) is the “Transport Minerals To Factory”-Flight. To get an idea - a little impression - what amount of time is needed to transport all minerals to factory - that is the aim of the TFF-jump-calculation.

The rules:

- \* Only 1 side is calculated - the flight from marketplace-target-system back to factory.
- \* Little amounts of cargo do not count!
- \* The calculation is only valid for big amounts of cargo to be transported!  
 But then it is EXACT!  
 You get detailed info when the amount of cargo is more than your hauler can transport once.



# Production Screens

Screen 2

Screen 2



Now try

**Left Section (2)**

and

**Right Section (2)**

**All Needed Cargo-Space**

**All Needed Mineral Units**

**All necessary transport flights**  
(small cargo does not count)

**Jumps to be done for the transport**  
(per material)

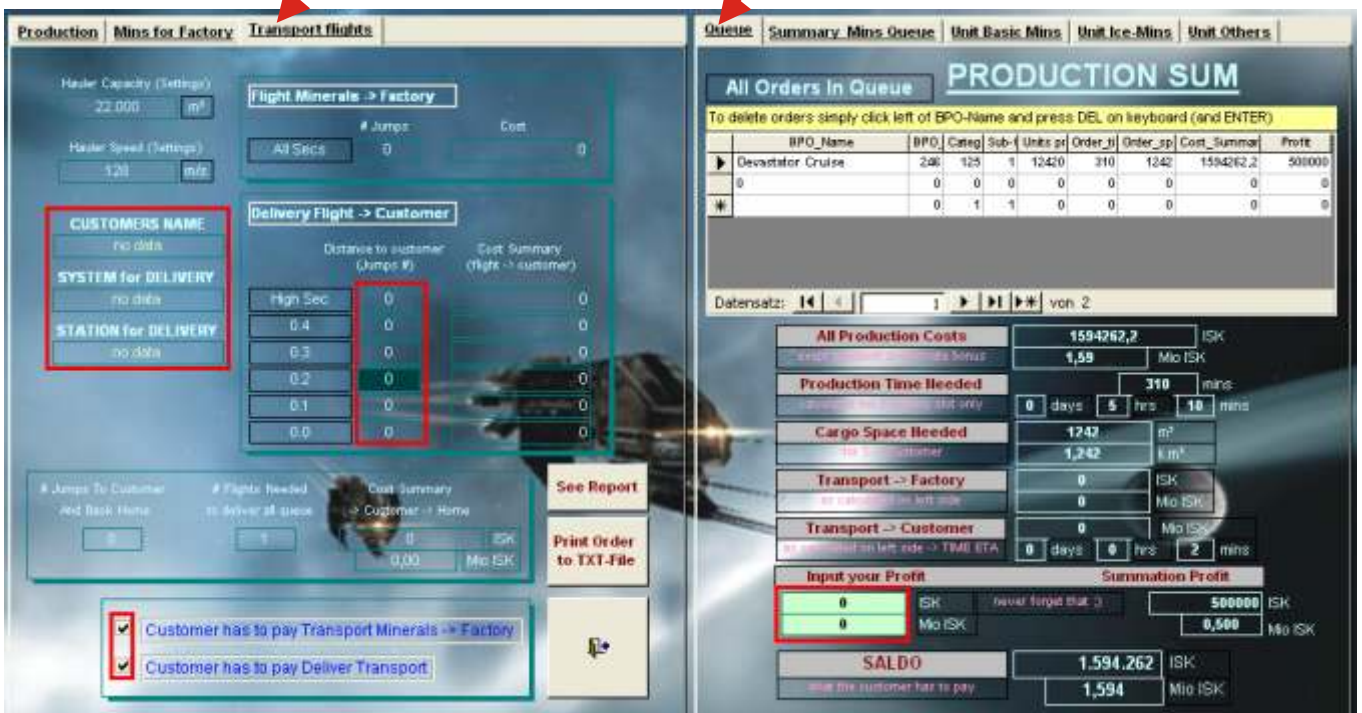
**Remember: The values show summaries of ALL ORDERS IN QUEUE**

(in our case the 12.420 missiles for Mr. "Halloween")

## FINALIZING THE ORDER

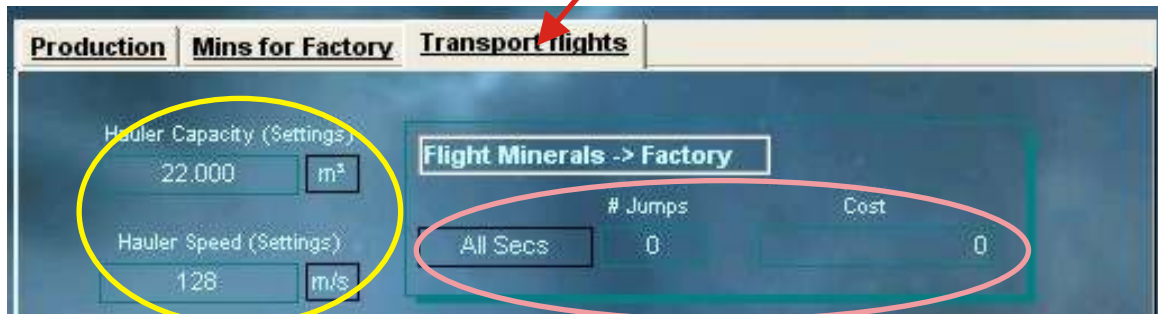
Screen 3 Transport Flights

Screen 1



# Finalizing The Order

Screen 3 Transport Flights



Info about your transport ship

Jump-Calculation for T-F-Flights

**Remember:** Only valid for big amounts of cargo

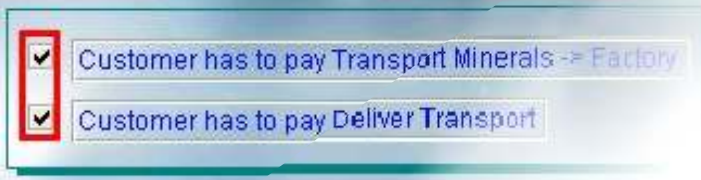
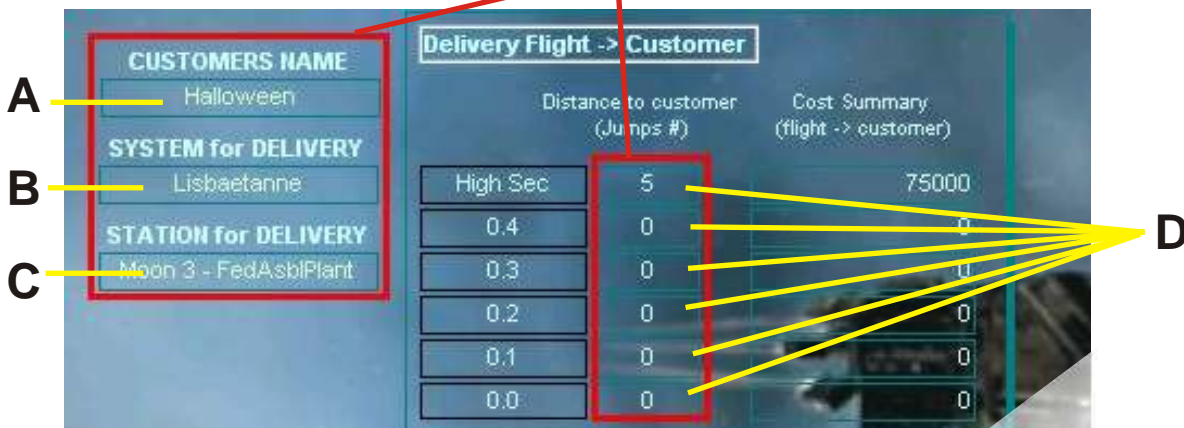
The material amounts of this production are not big enough to count ...



**Take a look at the bottom!**

**Are the Auto-Settings ok?**

**Now enter the correct settings of customer**



Please set the data:

- A) Customers name
- B) System for delivery
- C) Station for delivery
- D) # Jumps to do

# Finalizing The Order

Screen 3

Screen 1

**Screen 3: Production**

Production | Mins for Factory | Transport flights

Hauler Capacity (Settings): 22.000 mt  
Hauler Speed (Setting): 120 mt

Flight Minerals -> Factory  
# Jumps: 0 Cost: 0

Delivery Flight -> Customer  
Distance to customer (Jumps #):  
High Sec: 5  
0.4: 0  
0.3: 0  
0.2: 0  
0.1: 0  
0.0: 0

Cost Summary (Flight -> customer): 75000

Cost Summary (Customer -> Mine): 160000 ISK, 0.15 Mio ISK

See Report | Print Order to TXT-File

Customer has to pay Transport Minerals -> Factory  
Customer has to pay Deliver Transport

**Screen 1: Queue**

Queue | Summary Mins Queue | Unit Basic Mins | Unit Ice-Mins | Unit Others

All Orders In Queue | **PRODUCTION SUM**

To delete orders simply click left of BPO-Name and press DEL on keyboard (and ENTER)

	BPO_Name	BPO_Categ	Sub-I	Units pr	Order_t	Order_sp	Cost_Summar	Profit	
▶	Devastator Cruise	246	125	1	12420	310	1242	1594262,2	500000
0	0	0	0	0	0	0	0	0	0
*	0	0	1	0	0	0	0	0	0

Datensatz: 1 von 2

All Production Costs: 1594262,2 ISK, 1,59 Mio ISK  
Production Time Needed: 310 mins  
Cargo Space Needed: 1242 km<sup>3</sup>  
Transport -> Factory: 0 ISK, 0 Mio ISK  
Transport -> Customer: 0,15 Mio ISK  
Input your Profit: 0 ISK, 0 Mio ISK  
Summation Profit: 500000 ISK, 0,500 Mio ISK  
SALDO: 1.744.262 ISK, 1,744 Mio ISK

Keep this view to finalize the order!

Screen 1

Queue | Summary Mins Queue | Unit Basic Mins | Unit Ice-Mins | Unit Others

All Orders In Queue | **PRODUCTION SUM**

To delete orders simply click left of BPO-Name and press DEL on keyboard (and ENTER)

	BPO_Name	BPO_Categ	Sub-I	Units pr	Order_t	Order_sp	Cost_Summar	Profit	
▶	Devastator Cruise	246	125	1	12420	310	1242	1594262,2	500000
0	0	0	0	0	0	0	0	0	0
*	0	0	1	0	0	0	0	0	0

Datensatz: 1 von 2

Here you see the complete queue of orders for your customer!

(In our case 12.420 missiles)

- # BPO Name BPO
- # Category
- # Sub-Category
- # Units Produced
- # Production Time Summary
- # Cargo Space Summary
- # Items Cost Summary
- # Your Profit



# Finalizing The Order

<b>All Production Costs</b> <small>except transport and private bonus</small>	1594262,2 ISK	<b>Production Cost</b> (except transport and profit)
	1,59 Mio ISK	
<b>Production Time Needed</b> <small>calculated for 1 delivery slot only</small>	310 mins	<b>Production time</b>
	0 days 5 hrs 10 mins	
<b>Cargo Space Needed</b> <small>for T-&gt; Customer</small>	1242 m <sup>3</sup>	<b>Cargo Space Summary</b>
	1,242 Km <sup>3</sup>	
<b>Transport -&gt; Factory</b> <small>as calculated on left side</small>	0 ISK	<b>Transport Cost TFF</b>
	0 Mio ISK	<b>Transport Cost Delivery</b>
<b>Transport -&gt; Customer</b> <small>as calculated on left side -&gt; TIME ETA</small>	0,15 Mio ISK	<b>Time needed for delivery</b> (A very cool feature!!!)
	0 days 0 hrs 15 mins	The time you need until the last cargo unit is delivered at customers station! There the work ends! Not at home ...
<b>Input your Profit</b>	<b>Summation Profit</b>	
0 ISK	never forget that ;)	500000 ISK
0 Mio ISK		0,500 Mio ISK
<b>SALDO</b>	1.744.262 ISK	<b>Your Profit</b>
<small>what the customer has to pay</small>	1,744 Mio ISK	<b>Saldo</b> (what the customer has to pay)

Now we enter the correct settings

**CUSTOMERS NAME**  
Halloween

**SYSTEM for DELIVERY**  
Lisbaetanne

**STATION for DELIVERY**  
Moon 4 - Fed Asmb Plant

**Delivery Flight - Customer**

	Distance to customer (Jumps #)	Cost Summary (flight -> customer)
High Sec	5	75000
0.4	0	0
0.3	0	0
0.2	0	0
0.1	0	0
0.0	0	0

# Jumps To Customer And Back Home	# Flights Needed to deliver all queue	Cost Summary -> Customer -> Home
10	1	150000 ISK 0.15 Mio ISK

Customer has to pay Transport Minerals -> Factory

Customer has to pay Deliver Transport

**See Report**

**Print Order to TXT-File**

Then we check the report!

# Finalizing The Order

**Order Confirm**

\*\*\*YourName

Customer name: Halloween  
 Delivery to System: Libbaarna  
 Target station for delivery: Moon3-FedlabPlanet  
 Jumps to that system: 5  
 # Delivery flights: 1

Transport costs 150000 ISK  
**SALDO incl transport 1724952 ISK**

The following items have been ordered:

BPO_Name	Devastator Cruise
Units produced	12420
Cargo space	1242 m <sup>3</sup>
Cost Summary	1574951.88 ISK
Cost/unit	126.81 ISK

**LEFT SECTION**  
 Click the button to export the report

See Report  
 Print Order to TXT-File

- \* **to a text-file** that you can copy->paste into **EVE-Mail**
- \* to a RTF-file
- \* to XLS-File
- \* and some other formats

Exportieren von Bericht "Order Confirm" nach

Speichern in: Eve

Dateiname: OrderConfirm.txt

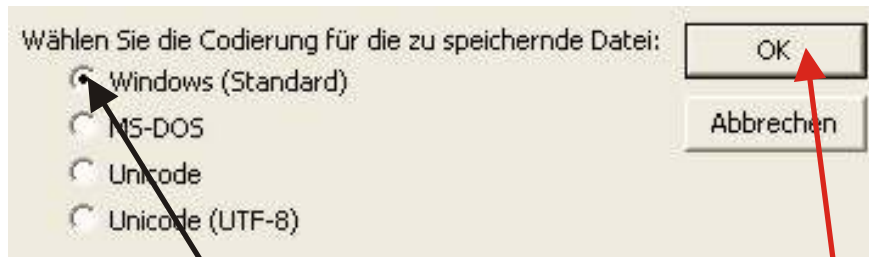
Exportieren

**A) Select directory**

**B) Select type of file**  
 (.txt is recommended due to easy copying into the EVE-Mail-Browser)

**C) Click "EXPORT" to execute**

# Finalizing The Order



**Make your selection!**  
**All should work, but standard is recommended.**

**Finally press button**

Order Confirm

\*\*\*Your Name

Customers name: Halloween  
Delivery to Lisbaetanne  
Target station for delivery: Moon 3 - FedAsbIPlant

Jumps to there: 5

# Delivery flights: 1

Transport costs	150000 ISK
SALDO incl. transport	1744262 ISK

The following items have been ordered:

BPO\_Name Devastator Cruise

Units produced 12420

Cargo space	1242 m <sup>3</sup>
Cost_Summary	1594262,2 ISK

Cost/unit 128,36 ISK

When the amount of ISK has been transferred to my account, please give me a short message via Email. Then the order is confirmed and the items will be produced and delivered as quickly as possible.

Kind regards,

Here stands your name

Here you see the content of the file "Halloween.txt"

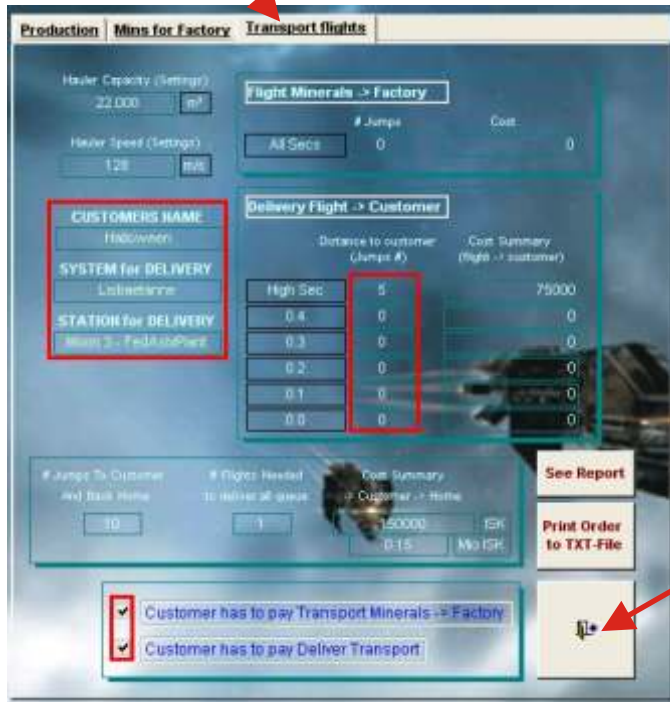
The idea is:  
You can easily copy and paste the file into the EVE-Mail-Browser.

So you can send all data in a very quickly and easy way to your customer.



# Closing

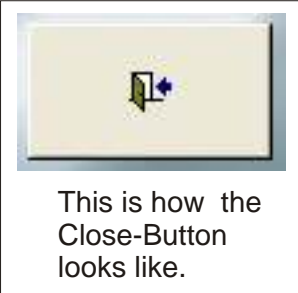
Screen 3



There are 2 possibilities to leave the screen.  
Both are on the LEFT SECTION.

On Screen 3 click here!

Screen 1



This is how the Close-Button looks like.

On Screen 1 click here!



Click here to SHUTDOWN the database!



Dear friends in EVE!  
Dear customers!

Thank you very much for your interest in this product!

I hope it helps you making some processes in EVE  
faster and be so an improvement of the gameplay.

Hopefully it works on your PC as good as on my system.

Of course - due to this is private software -  
there is no guarantee for 100% functionality.

You use this software at own risk.

Programmed on MS ACCESS 2002.

Designed and tested on Windows XP prof. Ed.

The software  
"Producer- and Trader-Database"  
specially designed for new production-dimensions in  
the CCP-MMORG-game "EVE"

is programmed, owned and ideologically copyrighted by

Dirk Brenton  
("Dirk")

**If you want to use this software then you are very welcome!**

Please EVE-MAIL to: Dirk Brenton  
or send an Email to: [dirkbrenton@gmx.at](mailto:dirkbrenton@gmx.at)

Download-Site: <http://www.eve-files.com/media/corp/Sibelius/>  
Homepage: <http://dirkbrenton.ohost.de/>

**V 4.0:**

**Price: please see Homepage for actual prices**

**Ideas for improvement of the software welcome!**

*Donations (ISK) also welcome (but usually never happen) ...*

... and finally ...

Big Thank You to the guys at CCP for "EVE"!  
They've made a great idea come alive!

... meet me in EVE ...