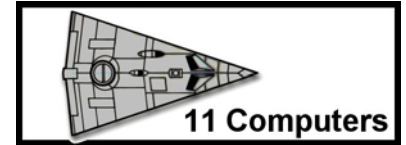


Computers

Computers fill a variety of roles in the control of equipment, vehicles, and the processes of industry and bureaucracy. Computers operate in a number of ways to complement, supplement, supplant, or replace active intelligent control or supervision.



THE SHIP'S COMPUTERS

Select a master Ship's Computer.
Install it on the Bridge.
Note the Local Computers for each of the Major Components.
Create the Local Network.

COMPUTER CONCEPTS

Cells hold Processes. The ship's computer network needs enough cells to hold all of its software processes.
Free Cells enhance efficiency. Empty cells help a computer process more rapidly.

THE SHIP'S COMPUTER

Every ship has a master Ship's Computer located on the Bridge. It networks with the many Local Computers throughout the ship.

Local Computers. Every major component has its own Local Computer managing its activities and operation.

The Standard **Local Computer** is a Model/2 loaded with a Console System Process and the appropriate Component Process.

Major Components

Each item in these categories is a Major Component and has a Local Computer.

- Drives
- Power Plants
- Sensors
- Weapons
- Defenses

Computers are identified by Model, and distinguished by TL, Cells, and Cost.

Cells. Computer capacity is measured in Cells. One cell can contain one Process. A system operates most efficiently if free Cells equal installed Processes.

Computer Tonnage. Computers are not all that big: one Cell is a Lan, or about 100 Cells per ton. Model/5 and lower is dwarfed by its control console (which is about one Deck Square).

Brain Tonnage. Brains are installed in an existing Cell, so while the Brain itself is about 1 or 2 liters, it is part of a larger Cell.

COMPUTERS

M	Stage	Model	TL =	Cells	KCr	Tonnage
0		Model/0	5 2^0	1	100	
1		Model/1	6 2^1	2	200	Console
1b		Model/1 bis	7 2^1+1	3	300	Console
2		Model/2	7 2^2	4	400	Console
2b		Model/2 bis	8 2^2+1	5	500	Console
3		Model/3	9 2^3	8	800	Console
3b		Model/3 bis	10 2^3+1	9	900	Console
4		Model/4	10 2^4	16	1600	Console
5		Model/5	11 2^5	32	3200	Console
6		Model/6	12 2^6	64	6400	1 ton
7		Model/7	13 2^7	128	12800	2 tons
8		Model/8	14 2^8	256	25600	3 tons
9		Model/9	15 2^9	512	51200	5 tons
Ex	Experimental (= Full QREBS)		-3		x 10	x 3
Pr	Prototype (= 3 of 5)		-2		x 3	x 2
Ea	Early (= 1 of 5)		-1		x 2	
Im	Improved (= +1 of 5)		+1		/ 2	
Adv	Advanced (= +3 of 5)		+2		/ 2	
	Fiber Optic	fib	+1		x 1.5	x 2
	Photonic	phot	+3		/ 2	
	Fluidic	flu	+4		x 2	x 2
	Neural Network	neu	+5		x 2	

M. The model number or variant suffix for the computer.

Stage. The technological development stage for the computer.

Model. The standard model name for the computer (bis = second or enhanced).

TL. The tech level of the computer.

=. Shows the formula for computing the number of cells based on Model.

Cells. The number of internal computer operating cells. Each cell holds a process.

KCr. Computer cost.

Tonnage. The ship tonnage requires for the computer.

NETWORK UPGRADES

Upgrade	Status
Hardwire Connections	Standard
Specific Links Cut	Upgrade
Wireless Connections	Upgrade

Network Upgrades are available at no cost, but must be specified.

Default Network. All Local Computers and the Master Computer are default hardwire networked with each other. Upgrade the Network as desired.