

Creation Menu

Table Of Contents

- [1 Information](#)
- [2 Overview](#)
- [3 Mechanics](#)
- [4 Notes](#)
- [5 Trivia](#)

The article about the creation menu function for manufacturing and constructing units and buildings from host station.

(This article is currently under construction!)

1 Information

The Creation Menu is a primary [Host Station](#) interface function that is used to manufacture units and construct buildings in the 3D world. The creation menu can be accessed by clicking the Creation Button located at the lower-left corner of the [host station](#) interface, or by pressing the corresponding hotkey (default: 'C') while inside the host station.

2 Overview

The creation menu allows the user to create any units and buildings that are currently available to them, as long as they have access to their blueprints and the host station has sufficient [energy](#) resource in the creation energy battery. The creation menu displays the icons and names of all available units and buildings as well as the creation energy costs to build them.

3 Mechanics

The creation menu is only available in the host station interface. The players cannot 'order' creation commands from elsewhere due to an insufficient hierarchical permission to access the key host station function. Therefore, to create units or buildings, the player must physically return to their host station first. This design also has many strategic layers behind it, especially during the multiplayer mode, where forcing an opponent to return to their host station is a part of high-level strategic gameplay. Likewise, the creation menu is also accessible from the host station gun turrets.

With the creation menu open, the user can click on a unit or a building to create from the list. Once highlighted, the user can click in the 3D world display from the host station to create a unit, which will materialise at the clicked area on the screen with a short distance from the host station. The amount of time it takes to build a unit is dependent on the creation cost of the unit (the higher the cost of the unit, the longer time it will take to materialise). Clicking multiple times on the screen will allow the creation of multiple units simultaneously. The units can be created at anywhere at any time in close proximity to the host station as long as the creation energy resource is available.

The buildings can be only constructed over friendly or neutral sectors that are directly adjacent to the [sector](#) the host station is currently situated on. For constructing buildings, it is possible (and recommended) to use the [Map window](#) interface to precisely select a sector for buildings construction. The building construction process will remove any sector objects that are already present on that sector, and the terraforming

sequence of a new building on a new sector will begin which takes a few seconds to complete, regardless of the building costs. New buildings cannot be constructed over special sectors that constitute essential elements to the gameplay (such as Beam Gates).

4 Notes

- By default, the Creation Menu can display total 16 elements from the available pool of units and buildings. More objects can be accessed via the scroll-bar at the right-side of the creation menu list which can be moved up and down.

5 Trivia

Under Construction.