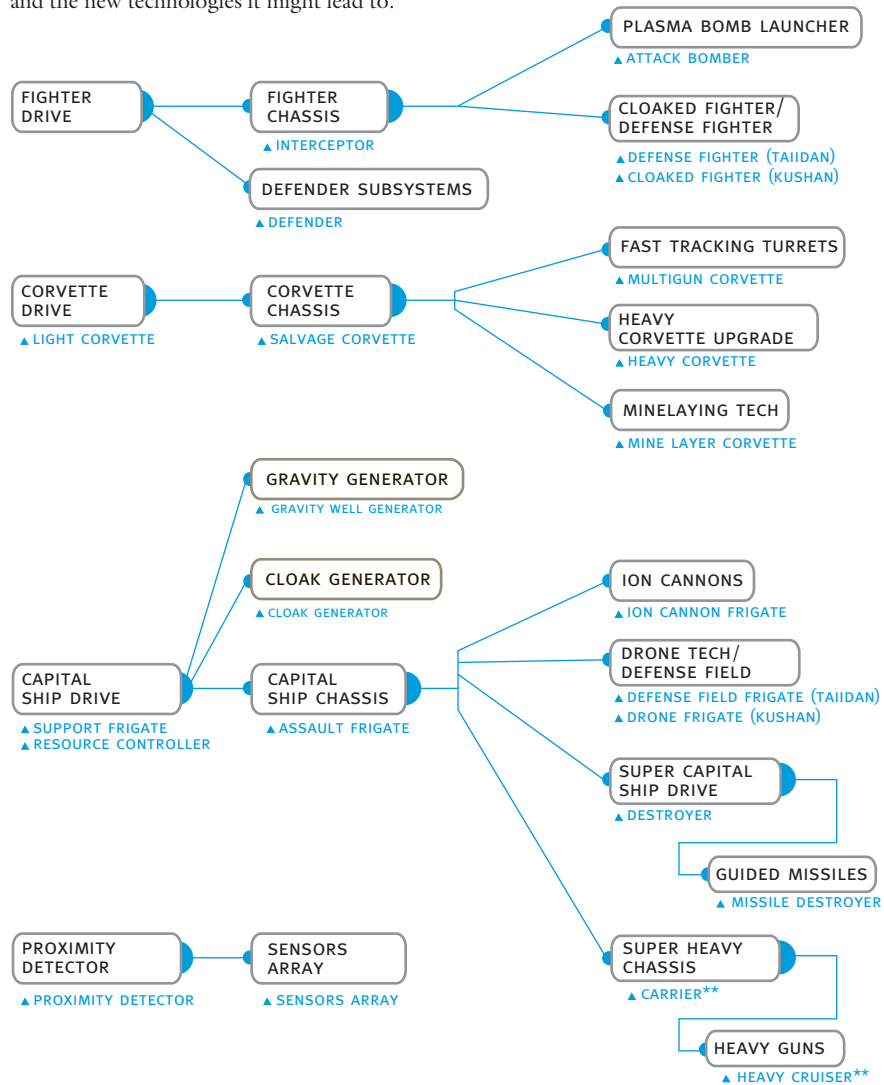## 11.0 TECHNOLOGY TREE (MULTIPLAYER)

Homeworld uses a research tree system in which basic technologies can lead to more advanced breakthroughs. Most ships require at least one or more technologies in order to be built. The following section will describe each technology to be found in Homeworld, as well as listing the discoveries required to reach that branch and the new technologies it might lead to.

FIGHTER DRIVE → **FIGHTER CHASSIS**
▲ INTERCEPTOR

FIGHTER CHASSIS → **PLASMA BOMB LAUNCHER**
▲ ATTACK BOMBER

CLOAKED FIGHTER/ DEFENSE FIGHTER
▲ DEFENSE FIGHTER (TAIIDAN)
▲ CLOAKED FIGHTER (KUSHAN)

DEFENDER SUBSYSTEMS
▲ DEFENDER

CORVETTE DRIVE → **CORVETTE CHASSIS**
▲ LIGHT CORVETTE
▲ SALVAGE CORVETTE

FAST TRACKING TURRETS
▲ MULTIGUN CORVETTE

HEAVY CORVETTE UPGRADE
▲ HEAVY CORVETTE

MINELAYING TECH
▲ MINE LAYER CORVETTE

GRAVITY GENERATOR
▲ GRAVITY WELL GENERATOR

CLOAK GENERATOR
▲ CLOAK GENERATOR

CAPITAL SHIP DRIVE
▲ SUPPORT FRIGATE
▲ RESOURCE CONTROLLER

CAPITAL SHIP CHASSIS
▲ ASSAULT FRIGATE

ION CANNONS
▲ ION CANNON FRIGATE

DRONE TECH/ DEFENSE FIELD
▲ DEFENSE FIELD FRIGATE (TAIIDAN)
▲ DRONE FRIGATE (KUSHAN)

SUPER CAPITAL SHIP DRIVE
▲ DESTROYER

GUIDED MISSILES
▲ MISSILE DESTROYER

SUPER HEAVY CHASSIS
▲ CARRIER**

HEAVY GUNS
▲ HEAVY CRUISER**

PROXIMITY DETECTOR
▲ PROXIMITY DETECTOR

SENSORS ARRAY
▲ SENSORS ARRAY

** ALSO REQUIRES SUPER CAPITAL SHIP DRIVE

TECHNOLOGY TREE LEGEND

ICON	DESCRIPTION
TECHNOLOGY	Technology
▲	Ships Produced
■	Technology Description

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1.0 CAMERA CONTROLS

COMMAND	ACTION	COMMAND	ACTION	COMMAND	ACTION	
ROTATING	(mouse)	ZOOMING	(mouse)	FOCUSING	(mouse) OR F	Select a ship to focus on, then press the middle mouse button or the [F] key.
MOTHERSHIP VIEW	HOME	CANCEL FOCUS	C	ALT FOCUSING	(cursor)	To focus on a ship without selecting it, hold down the [ALT] key and then leftclick on it.
FLEET VIEW	F1					

2.0 SHIP SELECTION

COMMAND	ACTION	COMMAND	ACTION	COMMAND	ACTION
SELECTING	(mouse)	DRAG SELECTING	(mouse)	SELECTING EVERYTHING	E
DE-SELECTING	(mouse) OR ESC	SHIFT SELECTING	SHIFT + (mouse)	HOTKEY GROUPING	CTRL + 1

Leftclick on empty space or press the [ESC] key.

To add ships to the selection, hold down [SHIFT] and click the left mouse button on the desired ship(s).

Select the ships you wish to assign a hotkey to and then press [CTRL] + a number key (from 0-9).

3.0 THE RIGHTCLICK MENU

At any point during the game, you can get a detailed list of command options specific to a ship or groups of ships by rightclicking on one of them while it is selected.
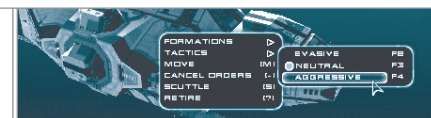
4.0 MOVEMENT

COMMAND	ACTION	
HORIZONTAL MOVEMENT	M	

Select a ship or group of ships and then press the [M] key. This will bring up the movement disk. Simply move the mouse pointer to where you wish to go and click the left mouse button to issue the move order.

3D MOVEMENT	SHIFT

With the movement disk up, hold down [SHIFT] and drag the mouse to add elevation to your destination. As before, clicking the left mouse button will issue the move order.

NOTE: To cancel vertical movement and return to the movement disk to horizontal mode, press [CTRL]+[SHIFT].

LONG-DISTANCE MOVEMENT

Call up the Sensors Manager and use the [M] key to bring up the movement disk. You can now move over much longer distances.

5.0 COMBAT

COMMAND	ACTION	COMMAND	ACTION	COMMAND	ACTION
ATTACKING	⊕	GROUP ATTACKING	⊕	FORCE ATTACK	▷!
Move the mouse pointer over an enemy ship and click the left mouse button.		Hold down [CTRL] and drag a box around the targets with the left mouse button.		Hold down [CTRL]+[SHIFT] and leftclick on the target. Force attacking can be used to attack asteroids and dust clouds, as well as your own ships if necessary.	

MOVING WHILE ATTACKING	
Give the Capital Ship its attack order and then give it a movement order. The movement disk will be yellow to signify this mode.	

6.0 THE MANAGER SCREENS

There are several important full-screen interfaces in Homeworld.
All can be accessed via the taskbar, or by pressing the appropriate hotkey:

SENSORS MANAGER	SPACE	BUILD MANAGER	B	RESEARCH MANAGER	R	LAUNCH MANAGER	L	

7.0 FORMATIONS AND TACTICS

COMMAND	ACTION						
SETTING FORMATIONS	TAB	F5	Delta	F8	Claw	F11	Custom*
		F6	Broad	F9	Wall		
Use the rightclick menu or [F5] to [F11] to set a formation.		F7	X	F10	Sphere		

*Custom: If none of the formations suit your needs at a given moment simply move each ship into the position you want and then select the whole group again. Now, select the <CUSTOM> formation to lock the group into the formation you have put them in.

SETTING TACTICS		F2	Evasive
Use the rightclick menu or [F2] to [F4] to set tactics.		F3	Neutral
		F4	Aggressive

8.0 OTHER COMMANDS

COMMAND	ACTION	COMMAND	ACTION
HARVESTING	H	DOCKING	D
Select a Resource Collector, then use the rightclick menu or press [H] to issue the Harvest command. Also: Select a Resource Collector, move the mouse pointer over any resource and click the left mouse button.	CURSOR ICON	Select the desired ship(s) and then doubleclick on the vessel you wish to dock with (it must have docking capabilities). Also: Press [D] or use the rightclick menu and select the <DOCK> command. This will cause the selected ship(s) to dock with the nearest capable vessel.	CURSOR ICON

8.0 OTHER COMMANDS (CONT'D)

COMMAND	ACTION	COMMAND	ACTION	COMMAND	ACTION
SUPPORTING	Z	GUARDING	CTRL + ALT	SPECIAL OPERATIONS	Z
Select the support ship, then hold down the [Z] key and leftclick on the Fighters or Corvettes to service.	CURSOR ICON	Hold [G] (or [CTRL] and [ALT] together) and then leftclick on the ship you wish to guard.	CURSOR ICON	If a ship has a special function you can activate it by pressing the [Z] key. If the special function has to be performed on another vessel, hold down the [Z] key and then click the left mouse button while the cursor is over the target vessel.	CURSOR ICON

9.0 MISCELLANEOUS COMMANDS

COMMAND	ACTION	COMMAND	ACTION	COMMAND	ACTION
CANCEL ORDERS	~	SALVAGE	Z	RETIRE	i
KAMIKAZE	K	SCUTTLE	S	PAUSE	P
TACTICAL OVERLAY	CAPS LOCK	HYPERSPACE JUMP	J		

10.0 MULTIPLAYER CONTROLS

COMMAND	COMMAND	COMMAND
SENDING A CHAT MESSAGE	SENDING A PRIVATE CHAT MESSAGE	FORMING ALLIANCES
Press [T] and then type in your message. Press [RETURN] when done.	Press [T] and then type [/<playername>] to specify who to send it to. After typing a few letters, the computer will automatically finish the name for you.	Turn on the Tactical Overlay [CAPS LOCK] and then click the right mouse button on the name of the player you wish to ally with. Select <FORM ALLIANCE> from the menu that appears.
BREAKING ALLIANCES	TRANSFERRING RUs	
Turn on the Tactical Overlay, rightclick on the player's name you wish to end your alliance with and choose <BREAK ALLIANCE> from the menu.	Turn on the Tactical Overlay, rightclick on the player's name you wish to send Resource Units to and choose <TRANSFER RESOURCES> from the menu. After this is done a prompt will appear at the top of the screen. Type in the number of RUs to transfer and press [ENTER].	