



COUNCIL OF STELLAR MANAGEMENT

CSM 12 Summit One – August 21 – August 24, 2017

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All 9 members of the CSM attended all sessions during this summit. As such, only CCP attendees are listed for each meeting (other than for CCP Logibro, who attended all sessions).

Text in italics are notes or summaries added after the conclusion of the summit.

Summit Welcome

Attendees:

- CCP Seagull
- CCP Manbjörn
- CCP Falcon
- CCP Guard

CCP Guard started by welcoming everyone to the summit.

CCP Seagull then welcomed the CSM to Iceland and the summit, expressing thanks for attending and reiterating that the summits were very useful for CCP both in developing the game and communicating with the community. CCP Seagull then asked the CSM to quickly each go over what each of the members of the CSM were approaching the summit with as their topic of focus.

- Yukiko explained that his focus was on opportunities
- Innominate is worried about the static nature of the map
- Aryth is concerned with making sure that moon mineral rebalance and drilling goes smoothly
- Judge is concerned with ship and module balance
- Steve was focused on finishing the structure replacement
- Suitonia is concerned with PVP across the game, especially with how people get into PVP
- Rhiload is concerned about PVP and structures
- Jin'taan is focused on improving the velocity of balancing
- Noobman is focused on structure and capital warfare

CCP then further explained the organizational structure of the company and the current structure of EVE Development.

Roadmap

Attendees:

- CCP Seagull
- CCP Guard
- CCP Falcon
- CCP Manbjörn
- CCP Ghost
- CCP Dren

The CSM and CCP discussed matters relating to both the roadmap in the immediate future, and CCP's plans and ideas for the medium and short term. Details of this session are not included in the meeting minutes.

EVE Production

Attendees:

- CCP Seagull
- CCP Guard
- CCP Falcon
- CCP Dren
- CCP Vertex
- CCP Chimichanga
- CCP Mimic
- CCP MrHappy
- CCP Manbjörn

CCP Mimic started by introducing herself and her team, Team Five-0. They primarily deal with Sandbox gameplay, and now are working on Structures, Moon Mining, Reactions and Refineries. She also explained the intention of the scheduled structures session, and how it was for the general balance and usage of structures within the game's ecosystem. She added that they have a lot to go over with refineries and moon mining and are hoping to have some of that on Singularity by next week.

CCP Chimichanga then went over what Team Tech Co does. He highlighted that the main role that Tech Co has that involves the public is the API, and that the rest of their work is pure behind the scenes tech.

CCP Dren then went over Team Genesis and Team Event Horizon, a newly formed team that is working on rebooting and delivering live events.

CCP MrHappy then introduced himself and Team Psycho Sisters, who take care of UX and Project Discovery at the moment. He then introduced Team Size Matters, who will be joining the CSM for the Clone States session and the Ships and Balance session.

CCP Vertex then went over Team TriLambda, who work on graphics, audio and graphical tech.

Rhiloard asked about the Ships and Balance team, and how that is coming along. CCP MrHappy explained that previously Team Size Matters was a monetization team, but now development is moving towards a model of having all the teams be mindful of monetization, and that Team Size Matters is transitioning to a gameplay team again. Final details on that change and the ships and balance team are being worked out as the decision to form it was made just before summer vacations.

Aryth then asked about who was working on displaying subscription status in the launcher. CCP Chimichanga explained that they are working on adding subscription status in several

places, first at the login screen and that they are working on the backend to allow for it to be displayed in the launcher.

Jin'taan asked if CCP knew how many people had been accidentally dropping their subscription without realizing it. CCP replied they don't have the numbers on hand, and that it's difficult to know if people don't realize whether or not their subscription has expired versus them just letting it expire. The CSM suggested looking for the number of people that drop their subscription for less than two days before resubscribing.

Jin'taan then asked if CCP had or was considering having an individual developer be solely dedicated to balance. CCP replied that they did not, and that while the focus for Size Matters was balance it was one of a handful, not their sole goal. CCP also stated they are maintaining the requirement for all teams to be mindful and maintain balance in the game. There was some further discussion regarding the balance team. One of the issues that the CSM brought up was that often they would have a discussion with game designers and they would come to a conclusion on a topic, but it would fall to the backlog as the developers wouldn't have bandwidth to implement the solution. CCP replied that making the focus of Team Size Matters would help solve this problem.

Noobman brought up that it would be great to see more in development videos. CCP replied that it was a topic for another session rather than EVE Production, and there was a session scheduled for later in the summit.

Jin'taan brought up that the number of dev blogs has dropped compared to past years, to which CCP Falcon replied much of what has previously been released as dev blogs is now being released on other channels, such as on streams, videos, or via EVE Updates. He also added that many of the dev blogs that were just stats for changes are now just made as forum posts so that they can easily update them without needing to go via the community team.

CCP Vertex asked the CSM what they had heard and what sort of sentiment they saw with regards to the removal of Captain's Quarters, to which they replied that they had not seen many people making many complaints. There was some discussion concerning that now the characters themselves are less visible. CCP Vertex brought up that they would like to use the characters more in the game, such as by allowing people to place holographic statues in space. Steve brought up the idea of making the mission agents have animated portraits, to which CCP Vertex replied they are working towards this type of functionality so that that it could be an option in the future. TheJudge added that the biggest issue that people had was that the removal of Captain Quarters destroyed hope of further development of walking in stations.

Updates with Team Genesis

Attendees:

- CCP Falcon
- CCP Guard
- CCP Edelweiss
- CCP Affinity
- CCP Dren
- CCP Rave

CCP Affinity started off by presenting a new feature that Genesis was working on for the Winter Expansion: Resource Wars. This would be a new PVE activity. CCP Affinity explained that there was some disconnect when they were looking at the career agents, as players would graduate but then had to go "back to school". Resource Wars was created partly as an alternative that could still provide some content for veteran players.

She explained that the idea is that the empires need more resources, and are enlisting capsuleers to help gather and protect them. The basic goal is to fill a freighter with resources, with players being able to either mine or fight against the pirates who are also trying to gather resources. She further explained that it will have several different tiers of play, each with escalating levels of ships you can bring and an increasing number of players you can bring. Aryth asked how they would limit the number of players in the site, to which CCP replied the gates would have limits, and the sites would have a timer that would not be long enough to slowboat to the site. She then explained that the sites would also not be consistent, so resources and objectives would be in different locations each time.

She explained that the rewards for the site would be ISK, LP and standings with the new corporations. She also explained that they would be working on new LP stores for each faction, as well as potentially updating the look and feel of the LP store. One of the new things in the LP store would be reward crates. Some of the new rewards from the crates would include built Ships, T1 modules, Resource Wars SKINs. TheJudge asked if the LP/ISK price for the reward crates will change with the mineral market to prevent issues similar to the old insurance price floor. CCP Affinity replied that they are mindful of it. CCP then showed off the resource war SKINs. CCP Affinity also added that the resource war SKINs are going to be single use items, and will not be transferable between players. CCP finally added that they were ready to release a dev blog on the feature, and were waiting to talk to the CSM first.

The CSM thought that this was a great idea and remarked that it was good to see that CCP were adding more social PvE, especially some that new players can get into. The CSM asked about whether gankers will lose standings towards those corporations if they gank in the

site, or shoot the NPC ships in the site. Aryth also brought up concerns that it would be too safe from gankers in the site, to which CCP replied that there are still opportunities for people to gank those ships.

Jin'taan took the opportunity to bring up "suggested fits" again, and adding something inspired by that idea in to the rewards. CCP replied that it was still something being discussed, and the rewards and feature were a first step towards that. Steve also suggest that instead of giving out Tech 1 modules, to give out Meta 1 modules.

The CSM then began some discussion of some future ideas for making it more interesting for players. The CSM also asked if the optimal fittings would be closer to PVE or PVP, to which CCP replied PVP. CCP Affinity also floated that one of their ideas for the future would be making players play on the pirate team.

CCP Affinity then also invited further suggestions for items to go into the crates, with the CSM suggesting various items such as Skill Books, Boosters. TheJudge stated that implants shouldn't be used, as they currently cause players to become risk adverse with losing their pod. The CSM also touched on learning implants specifically not being given out as they are the biggest offenders in making players risk adverse.

Lowsec and Faction Warfare Discussion

Attendees:

- CCP Guard
- CCP Falcon
- CCP X-Type
- CCP Rise
- CCP Larrikin
- CCP Fozzie
- CCP Affinity
- CCP Mimic
- CCP Loki

Suitonia started off the session by bringing up that there isn't really much in lowsec for new players. The only areas that are in use to any significant degree are faction warfare space and some of the higher agent areas of lowsec. Suitonia brought up the Asteroid Belt remnants that are in rookie systems, and how it would be nice to have similar sites in lowsec with more valuable ore. Steve brought up that it would be nice to have that site have the warp in location be further away from the asteroids, and having the asteroids spread out to give players some time to react and make them less useful for rorquals.

CCP asked what some other major issues the CSM saw, with Rhiload answering that faction warfare overall needs work. One of the topics brought up was that FW missions still have issues, though they are better than they were previously with scram/web rats. The topic of the Warzone Tiers came up again, with the CSM highlighting that players will always switch to the faction that is winning. The idea of tying the bonuses to pilots or corporations so that people would have reason to stick with a side even if it's losing was raised, and was met with a positive response.

Suitonia then brought up the varying sized sites have longer timers but the same victory points, to which CCP replied that fixing that would be a change they would like to see. The topic of the timer rollback was brought up again, to which CCP replied that they would also like to be able to add it when time permits. The topic of taxing LP was also brought up, to which CCP replied they would also like to provide that functionality but it would be very technically complex. Steve brought up that there are still bits and pieces from DUST that still appear, to which CCP replied they would like to remove them. Jin'taan brought up that people are feeling that there is going to be a lot less strategic reason to fight in lowsec with the changes to moon mining. CCP replied that they still feel there will be strategic fighting, as you would still fight over the structures.

The topic of static complexes was brought up, with CCP replying that they were moved to the exploration system as there were only a very small number of people running them

previously. They would consider adding something new to replace the static complex idea, but they would need to come up with a new reward structure.

Steve brought up the idea of adding a new site where you have to pay to use the acceleration gate, and if you killed someone in the site you would get the money they paid. CCP Rise added that they had been throwing around an idea internally in the same vein to allow players to bet on the result of a duel.

Jin'taan brought up that one of the other issues with Faction Warfare was standings, and how easy it is for new players to tank their standings to an empire and how difficult it is for people to find how to repair them, let alone actually repair them. Jin'taan brought up that previously CCP had expressed interest in directing new players to faction warfare, to which CCP replied that they had looked at it, and found issues with the current system and decided that instead they should refocus their efforts on resource wars for now.

Rhiloard asked if CCP was considering changing the faction warfare sovereignty system, to which CCP replied that they would have lower hanging fruit for faction warfare they would work on first. Rhiloard asked if it would be possible to add more geography to the current system, something similar to the laylines and hex grid in Planetside 2.

The CSM asked if it would be possible to show where faction warfare combat was going on, so that people could find fights more easily. Rhiloard asked if the map showing pilots in citadels as in space was being fixed, to which CCP replied it's a bug they're aware of, and are looking to fix it relatively soon.

Suitonia asked whether CCP would be willing to add some more gates to the warzone, especially between the two warzones.

Steve asked whether it would be possible to add BPC offers for battleships in the FW LP stores that are missing them, so that they could move them around before building them. Steve also brought up the idea of making the LP store offer lock boxes containing the BPCs so that they could then sell on the market. CCP liked the idea but regretted hearing it as it wasn't a good technical solution.

CCP Guard then asked what the CSM sees as a perfect lowsec.

Aryth stated he sees it as a nullsec with training wheels, so without the need to build infrastructure and services. Yukiko added he sees it as a PVP area without the need for looking after stuff. Jin'taan reiterated that there are people who are worried that they will lose strategic content. The CSM also brought up that lowsec has some unique PVE, namely level 5s.

Jin'taan asked if CCP had considered adding some of the new content they had created to lowsec, such as the Blood Raider shipyards, to which CCP replied that they were considering so with smaller versions of the structures.

Steve brought up a complaint from Faction Warfare, namely that with the introduction of Citadels players can now just dock in those Citadels when they can't dock in stations. CCP replied that they were aware of the issue and had some ideas on how to solve it, but didn't have a solution at this time. CCP Fozzie also added that they would like to add the ability to add NPC corporations to the ACLs for structures so that Faction Warfare groups can add their militias.

Jin'taan asked if CCP was considering adding another complex between small and medium. CCP also asked what the CSM thought of adding complexes with a minimum ship size, to which they thought it would be interesting. The CSM asked if CCP would consider making a pure T1 only complex with no Navy and Pirate ships, to which CCP replied they can't do that under the current system, but it's something they would like to do.

Clone States and Open Access

Attendees:

- CCP Falcon
- CCP Guard
- CCP Cognac
- CCP Nagual
- CCP MrHappy
- CCP Signal
- CCP Rise
- CCP Orca
- CCP Manifest
- CCP Quant
- CCP Seagull
- CCP Chargeback

This session consisted of CCP the CSM discussing the current state of clone states, and some ideas for future changes with relation to clone states and open access. The details of this session are not included in the public meeting minutes.

EVE Economics

Attendees:

- CCP Guard
- CCP Quant
- CCP Larrikin
- CCP Fozzie
- CCP Nagual
- CCP Seagull
- CCP Recurve
- CCP Thomas

CCP Quant opened the session by discussing the state of PLEX. He posed the question of what issues were there with the PLEX market, and some of the changes they were considering. One of the issue he raised was offshoring of PLEX, and that one of the options they were considering was adding a special broker's fee for items like PLEX. Aryth then explained a scheme that is currently running on the market, where people are deliberately trying to drive the market price for PLEX upwards. Aryth likened PLEX to treasury bonds. Aryth also suggested that CCP should add a special broker's fee to PLEX for non-instant orders, and possibly skill injectors to discourage offshoring. He also pointed out that adding this broker's fee would provide an excellent ISK sink for CCP. Steve pointed out a number of current orders that show signs of being part of some manipulation. CCP responded that the market might be moving a bit strangely right now due to an active PLEX sale. Aryth added that sales are really beneficial for traders as they will list slightly cheaper buy orders and immediately flip the PLEX due to the high volume that is incoming.

Jin'taan brought up concern that the PLEX price is definitely too high, as he is getting players coming to him and saying that they are unable to earn ISK to buy PLEX anymore to be able to pay for a subscription and play.

Aryth stated that he and some others had considered a healthy amount of time to work to get PLEX for a subscription would be 20-60 hours each month.

CCP Quant added that they also have the ability to increase the supply of PLEX by having more sales, and disrupt the idea that they are spaced out all the time that traders rely on. CCP Fozzie added that they can also add PLEX as drops if they need to add more supply.

Jin'taan asked how the industrialization of Skill Trading was affecting the market. CCP replied that people have certainly embraced the market. The CSM then discussed the difficulty and effort to get into the market, and the various means used to bootstrap a skill point farming operation.

The CSM asked what the ratio of players that were subscribing versus using PLEX. CCP Quant answered that subscriptions are still the dominant method used.

Aryth asked if CCP was open to manipulating the price, to which CCP Quant answered again that they would generally use PLEX sales to inject PLEX, but they still have a massive stockpile of PLEX with which they can use to intervene in the market.

CCP Quant then talked about inflation in the game, comparing Serenity and its state to Tranquility as well as some of the ways that people are using at the moment to generate large amounts of ISK in the game, and how CCP has seen they need to be careful and measured in their adjustments to the balance of the game. He added that the EVE Economic Council was built to keep a closer eye so they can react to these situations before they become a problem.

Aryth added that he believes (based on the MER) that CCP needs to add more ISK sinks, and they should be aimed more at active ISK generators. Jin'taan added that there was a massive increase in bounties with the changes to carriers. Jin'taan added that it's relatively too easy to generate ISK with carriers and VNIs ridding, especially with VNIs as you can make ISK almost unattended. Aryth added that with the introduction of new moon mining there was an opportunity to shift players away from ridding by making it a lucrative activity.

Jin'taan asked what would be the thing in highest demand compared to supply. Steve added that Mex has a pretty high demand, and Aryth replied that Salvage is a very volatile market.

There was some discussion around the implications of the immediate changeover for Refineries, and the market effects.

Suitonia asked if it would be possible to sell some SKINs for ISK in order to sink more ISK, to which CCP replied this would be a case of shifting demand rather than creating it, and the SKIN market is small compared to the ISK supply.

The topic then moved to Margin Trading. Some members of the CSM saw a number of issues with it, with CCP agreeing that there isn't enough risk. There was some discussion about how changes could be made to increase risk. Suitonia proposed adding an additional broker's fee for using the margin trading skill. CCP Nagual added that one consideration was making sure that escrow was at minimum was higher than the minimum buy for the order. There was some discussion on other alternatives, including make characters lose a level of margin trading if their order fails. Steve suggested that traders could also lose standings to the corporations if their order fails. There was also some discussion on having a loss of standings to the SCC, which might cause a special broker's fee to kick in.

Suitonia suggested that they make it that the escrow has to cover a character's largest total order. There was also a suggestion from CCP Nagual to make the market order take from the wallet first, and take from escrow last.

Noobman asked if there were any other markets that CCP was worried about. CCP replied that recently they were worried about Faction Battleship prices, and while they had made some changes already they were still keeping an eye on things.

Team Event Horizon

Attendees:

- CCP Guard
- CCP Punkturis
- CCP Sledgehammer
- CCP Ratgobbler
- CCP Dragon
- CCP Dren

The session started with introductions from both the CSM and CCP.

CCP Dragon explained that Event Horizon's goal was to create live events. These would not just be around holidays, but to also provide other opportunities. They also are looking to revive the old "Scope Network".

CCP Dragon then went over some of the recent events. He described the Lucky Clash event that recently took place, and described that the event was designed to be as simple as possible to test how engaging that would still be. CCP Sledgehammer described that there are some issues still around the challenges, namely due to the differences between Tranquility and Singularity. CCP Dragon described that they had tried to make the rewards more coherent, but that they tried to make more of the challenges more diverse, and specifically made them so that you can't just complete them all with the Lucky Clash site.

Steve brought up the issue of having specific having pirate factions as the target, and that people don't really like to have to fly all the way over to just kill a handful of ships. The same was brought up for killing with a specific ship type.

Jin'taan brought up the topic of allowing players to pick a side in an event, and how they had talked about it previously with Team Astro Sparkle. Jin'taan brought up the leaderboard, which CCP replied they liked it, but they need to make an automatic one rather than the manual leaderboard that was used before. CCP Dragon emphasized that they do want to increase the amount of social proof that players have access to, so they would have the option to boast about their achievements.

Jin'taan added that it was important to distinguish that the current incantation of Live Events was not the same as the lore heavy Live Events that were run by the Mercury team, with the term live events now being used for these events. CCP Dragon added that they are also referred to as Seasons internally.

Steve added that it would be cool to have an event about salvaging. CCP Dragon replied that it's not possible at the moment as the agency framework currently doesn't have an event for Salvaging, but it was something they would consider adding.

CCP Dragon then showed the CSM the next event, Alpha Strike. CCP Dragon explained that this event is entirely aimed at new players, and offers basically nothing to veteran players. There was some discussion between the CSM based on the rewards about CCP adding ganking to the tutorial. CCP Dragon continued explaining that the idea was to test how new players react to the event system. CCP Dragon added that they are also using the event to test alternative triggers for things such as mining or industry. Yukiko asked if the event would be limited to highsec, to which CCP Dragon replied it wouldn't, so players in nullsec would be able to complete it.

CCP Dragon continued that Crimson Harvest would be the event following Alpha Strike. He added that they really want to get better logging in place for Cerebral Accelerators. CCP Dragon added that they are also trying to get some new SKINs for the event, subject to discussion with Art. TheJudge asked if there was difficulty in getting event SKINs for more than one race. CCP Dragon replied that it is possible, and it partly comes down to what the team actually requests from Art. CCP Dragon also added that the team's idea is that they would make them different for each race, but that they would still share a common theme.

CCP Dragon then went on to the next event, which at this time is not named. However, the theme would revolve around pointing to existing content related to mining. CCP Dragon talked about how they are still trying to work out what challenges they can technically add for this event, so the exact end result is still unknown at this time. CCP Dragon also talked about how they would like to make it so that challenges scale, so that each time you complete the reward it comes back at a higher scale, both for the objective and the reward. The rewards would include SKINs, but CCP would also like to see if they can make the rewards include LP.

CCP Dragon then went on to the Yoiul Festival event, which was likely to be kept small as it takes place over the holidays which is not a good time for CCP to run the risk of breaking something in EVE due to the number of developers on holiday at that time. TheJudge specifically requested festival launchers for structures to get added, to which to the CSM responded enthusiastically. CCP Dragon continued that previously players haven't had to do anything to claim their Christmas items, but they would like to make it so that players would have to fly around a bit to get them. CCP also is looking into the idea of a Secret Santa system, so that players can randomly gifting items around. Steve added that CCP should make sure to provide different value brackets.

Refineries, Moon Mining and Reactions

Attendees:

- CCP Falcon
- CCP Fozzie
- CCP Lebowski
- CCP karkur
- CCP Nagual
- CCP Habakuk
- CCP Mimic
- CCP Larrikin
- CCP Manifest

Team Five-0 started off by demonstrating how the moon mining mechanic currently works on Chaos. They explained that moons will now have an exclusion zone around them that structures can't be placed in, and will have an area where a single refinery can be placed, which is currently a separately warpable area called the mining point. During deployment, there will be an indicator for where a refinery can be placed to be able to moon mine, and a warning indicator that a refinery can't be used for moon mining.

CCP Fozzie also explained that as there is now only a single location per moon where Moon Mining can take place, they are also now adding a 15-minute vulnerability timer when the structure is anchored, so if you are trying to anchor a structure while there are enemies on a grid they can immediately start attacking it. This additional vulnerability window will be added to all structures across all areas of space at the same time when refineries are released.

CCP Lebowski then showed off the moon extraction scheduling window. The window shows the estimated volume, the estimated minerals you'll receive and how long it will take to complete the cycle. You can adjust the cycle up to a maximum of 56 days. The scheduler window also shows when the extraction timer lies relative to the vulnerability timers for the structure.

CCP then showed the next stage of the process: the chunk from the moon moving through space towards the Structure. The chunk doesn't appear in the overview, but you can select it to get the exact distance it is away from your ship. The time that it will finish isn't public, but a decent scout can estimate when it will finish by observing it over a few days within a margin of a few days.

CCP explained that when the chunk is blown up, the asteroids would scatter into an oval shaped field, so that asteroids wouldn't spread either too close or too far from the refinery. Yukiko asked how large the field would be, to which CCP replied it would be rather large. They also added that they were considering adding a rig to make the resulting field smaller.

The CSM asked how long the field would last for, to which CCP replied the asteroids would disappear in 1-2 days if they aren't mined out.

Aryth asked about the changes to moon goo, to which CCP Fozzie replied they have already laid out most of the details, and that there will be 16 different moon minerals you can find. Aryth asked if the total supply was going to be changing, to which CCP replied they aren't making a large change. Jin'taan brought up concerns that low end moon minerals will run out as they're not worth mining. CCP replied that due to the fact that moons will now have much more of a mix, you will be able to get the low-end minerals alongside other more valuable ones, so while not every moon will be worth mining those that are worth mining will provide some supply.

CCP Fozzie also added that all moons in lowsec and nullsec will have resources, and that there will not be any moons in those areas that don't have anything.

CCP also added that rats will show up anywhere there are asteroids, so it is possible to have rats attack you while mining the moon fragments.

CCP then showed off the mining ledger. The personal ledger will show the amount that you have mined of each ore per day per solar system. This information would be available in the API. Steve asked CCP to add some additional information to the "Copy to Clipboard" to make things easier for people working with the data.

CCP then talked about the Corporation Ledger, which is based on a per structure basis and shows how much anyone in range has been mining. CCP added that the information for that would be more heavily delayed so that it couldn't be used as an alert system.

The CSM asked about reactions, to which CCP replied that at the moment with 11 job slots that it would be about the same as 5 POSes. Jin'taan asked if CCP is planning to expand reactions to highsec, to which they replied no.

CCP also added that in the release they are separating out access and taxing for different service modules, so you would be able to separately control Supercapital manufacturing and regular manufacturing as well as reactions.

CCP added that they are adding fuel blocks as an input for reactions.

Jin'taan asked if CCP is planning to expand the corporation mining ledgers to the entire system. CCP replied they would like to do that in the future. Yukiko asked if the personal ledger could also include the structure you are mining near if you are mining at one.

Aryth asked how the mining laser would react to the refinery being offlined. CCP replied that moon mining is dependent on the Moon Drill Service Module being offline or not, rather than the structure itself. If the module is unfitted, the chunk disappears if an extraction is in progress, or decays on its own if it's at the final position. If the module is offline then the chunk just stays in place until the module is onlined again. There was some

discussion on ways to exploit this and allow groups to essentially infinitely pause the asteroid. CCP added that they would look further into these examples and possibly revisit the current plan.

The CSM asked how strong the refineries would be, to which CCP replied that the medium would be slightly weaker than a medium Engineering Complex, and a Large Refinery would be slightly stronger than a Large Engineering Complex.

Jin'taan asked about how the vulnerability was for the refinery, to which CCP showed it was currently set to 20 hours each week but that those numbers are still being adjusted.

Jin'taan replied that they should move more towards 16 hours a day. Steve asked if it was possible to make the vulnerability window tied to the mining drill. Jin'taan has stressed that vulnerability windows are hamstringing opportunities for strategic combat, and that time zone tanking is causing lots of problems.

Jin'taan asked if it would be possible to get a button to untether yourself from a structure, to alleviate situations where you are unable to perform an action while tethered (such as CCP Leowski trying to launch a survey probe)

Steve asked how the various types of reactions would be handled, to which CCP replied there would be three different modules, one for T2, one for T3 and one for Boosters

Steve and Noobman both asked for the mechanics of moon mining to be added in for highsec and wormhole space.

CCP added that there is also a small chance of pulling up a jackpot chunk, where all of the ores are replaced with more valuable versions of themselves. They also added that they would like to add the chance for players to pull up an eldritch horror which would start attacking the players, but if they were to do this they likely wouldn't announce that change.

Structures: Status and Balance

Attendees:

- CCP Guard
- CCP Habakuk
- CCP Lebowski
- CCP Fozzie
- CCP karkur
- CCP Nagual
- CCP Larrikin
- CCP Mimic
- CCP GingerDude

CCP started by talking about Outpost Replacement. They don't have the final stats yet for the outposts, and they don't have the exact date yet still. They expect for the stats to come out at the same time or slightly before the announcement of the date of replacement.

With regards to merging the IHUB and TCU, CCP has stated that they aren't looking at that at the moment. Innominate floated the idea of changing the TCU and IHUBs to use the Citadel reinforcement and vulnerability system instead of Entosis.

CCP described that the faction Fortizars replacing outposts will use upgraded versions of the outpost visual modes, while the faction Fortizars replacing conquerable stations would use the Fortizar visual model with a reskin.

The topic then moved onto Vulnerability Timers. The CSM stated that the current system removes the ability for players to interact with each other, and causes people to use time zone tanking to avoid having to fight on a strategic level. Jin'taan suggested that CCP should instead flip around the timers make it so that players instead have to set a limited period when the structure is invulnerable. He also added that another option would be to make it so that the shield is always vulnerable. CCP replied that while they have discussed the second option, there are a large number of design assumptions based on structures not always being vulnerable, such as the defenses not being automated. The CSM wanted to stress just how bad the current situation is, and how much worse it will be once refineries are released.

CCP asked what the CSM saw as the bigger issue, the limited times at which you could attack or that you had to wait a week between each attack. Jin'taan replied that the limited times they could attack was more an issue. Innominate added that he thought the first one was more of an issue. Aryth added that the solution he had been tossing about for a while was to flip the vulnerability period for Astrahus.

CCP Fozzie asked about how much of an issue the second and third timer would still be if they changed it so the first reinforcement could be made at any time. The CSM replied that

they would prefer it more. CCP Fozzie then asked the CSM how they felt about a hybrid system based on the POCO where the first timer is always vulnerable, the second is the time that the defender sets the next day, and the final is on the day and time the defender says.

Jin'taan then moved onto the difficulty in removing abandoned citadels. They are almost just as difficult to remove as a defended one, and there is no logistical upkeep required to keep them online. TheJudge added that for his alliance, it was easier to gatecamp to deny access to the structures than to remove the structures themselves. CCP Fozzie stated that there had been much discussion inside CCP on some solutions around service modules taking over core functions. Aryth posed that adding that requirement would make it much more difficult for smaller groups to be able to maintain their holdings due to the logistical requirements. TheJudge proposed instead of fuel requiring people to pay ISK. There was discussion about how this would unfairly benefit rich organizations, as they would be easily able to seed space with citadels and upkeep them remotely, but there was a general conclusion among the CSM that this would be better than the current situation.

Suitnoia proposed now that outposts are going away, it might be an idea to add services that can be attacked separately. CCP Fozzie added that reducing the visibility might also help reduce the perception of abandoned structures. Steve asked what it was that made the council believe there were lots of abandoned structures, to which various members of the CSM replied that it isn't actually the case at the moment, but they can see it happening in the next six months based on their own plans if they were invaded to just drop citadels all across space.

There was also some discussion regarding fuel bay sizes including basing the size of the bay based on the fitted modules. CCP Fozzie asked about what would people want in a core service module. Tethering was the first thing that people wanted. Weapons and Repairs were also suggested.

Damage caps were brought up, with a proposal for logarithmic damage cap replacing the current ones. There were also some complaints about how people do 0 damage to the citadel as they're above the cap, to which it was suggested that the game should lie about the damage done so that everyone can see themselves doing damage.

Void Bombs were brought up. Jin'taan brought up that the most recent change seems like a bit of a light nerf. CCP Fozzie explained that the changes were aimed primarily at significantly adjusting the radius first, while only mildly adjusting the amount. He then continued that the long-term plan is to replace the bomb launcher with the supercarrier projected effects. The CSM explained that currently citadels are perceived to be oppressive with their offensive E-War options (especially Void Bombs and Tackle) and otherwise aren't really interesting otherwise. Jin'taan brought up that the current state means that the number of fleet types that can be brought to fight a citadel is extremely limited. CCP Fozzie

responded that they expect they will have at least one more pass to citadel weapons before they expect they can swap over to super carrier type projected effects.

Jin'taan also brought up that at the moment, the webs and scram are a little oppressive combined with the inability to shut them off as they can be used to headshot FCs easily. CCP Larrikin asked the CSM what they thought if structures didn't have the ability to use a scramble and point. There were several proposed options. CCP Fozzie asked again what the CSM thought of the FC ship, to which it was mostly positive.

CCP Fozzie brought up that they are looking at some other changes to the way that timers are changed for structures, considering making it so that you just have both timers if you change the timer.

Steve brought up an issue where you might have items in a structure and you can't actually get the name of the structure, so you can't find where it is out of the game. He also brought up an issue where some public citadels aren't visible in the market API because they may have someone on their deny list.

CCP concluded by stating that their next priority after releasing refineries and working on vulnerability timers would be new structures to handle jump bridges, cyno jammers and cyno beacons so that they can get parity with Starbases and remove them.

Phenomenon Winter Expansion

Attendees:

- CCP Larrikin
- CCP Frellicus
- CCP Paradox
- CCP Guard

Note - this session is incomplete as the minutes machine was updating for the first half and the meeting recording was not able to be recovered. As such, a shorter summary is included, and does not cover all of the detail for what occurred in this session

The session started with CCP Larrikin asking the CSM on their thoughts on the Blood Raider Shipyards. Specifically, he asked why they were not being run. Aryth answered that they had been waiting for interest to die down so they could run them without drawing attention. CCP Larrikin ask for their thoughts on how difficult the sites were, to which they responded that they found them to be a reasonable level of difficulty.

There was then some further discussion regarding future plans that Team Phenomenon were working on and considering. The details of these discussions are not included in the public minutes.

Noobman then asked CCP about if they had any information regarding the recent reports of drone receiving lots of attention of sleepers in wormholes. CCP responded that they had been investigating the case, and they did see there was something there but couldn't find the cause yet. They also stated that there was no deliberate change during the last release to drone agro behavior.

Community

Attendees:

- CCP Guard
- CCP Falcon
- CCP Leeloo
- CCP Phantom

CCP Falcon started by going over a small change in organizational matters. Previously CCP Falcon was also responsible for the Localization team, but that has been shifted under Creative Services. Jin'taan asked what the practical impact of this change was, to which CCP Leeloo replied that has only really changed the amount of direct on forum support for some languages. CCP Falcon highlighted that CCP Tara is still heavily involved in EVETV after this change, and overall this has little impact.

CCP Guard then touched on some changes that CCP is making to their streaming strategy. The main goal is that the o7 show will get broken up, and the various segments will get put out into individual parts. CCP Falcon also outlined that CCP Loki is trying to spin up In-Development videos, with an aim to get them out every 4-5 weeks.

CCP Falcon outlined that there have been some external communication issues for CCP in the last few months, and as a response community will be embedding individual members of the community team into the various development teams. They will then effectively act as a communications officer for that team, and ensure that they are both communicating their plans and work with the community and that community feedback is reaching them. Noobman asked if this meant that community would be writing dev blogs with this change, to which CCP Falcon replied that the community team already ghost write dev blogs for development teams from time to time, so it would be possible that the community team would be writing a few more blogs, but the teams would still be able and encouraged to write them if they can. CCP Falcon added that one of the changes they would like to make with this is to bring back more high-level dev blogs that talk about features that CCP is starting to work on. CCP Leeloo added that part of this change is also aimed at making sure that dev blogs are ready earlier so that they can get localized. Yukiko asked if the CSM would get a list of who is assigned to which team, to which CCP Falcon replied they can give the CSM that list.

Steve replied that there's some community sentiment that nothing is happening, and believes that the in-development video would be a big help there. CCP Falcon agreed that they had also seen that sentiment around the community and it was cause for some concern.

TheJudge added an example of how Fanfest felt underwhelming for many people that weren't attending, as there wasn't much in the way of new content for them to look at. The CSM discussed how it would be nice to get a bit more vision content, even if CCP can't present any solid features that they were working on. CCP replied that it is nice to be able to present "here's a thing that's coming in 6 months", but that's not always an option. There was some talk about how this year CCP was starting to make announcements and release dev blogs related to features being talked about at Fanfest before the event, with the CSM adding that this was a generally better option as it allows everyone to have some grounding going into Fanfest and the presentations and roundtables. CCP Falcon also talked about how they've moved a bit away from making Fanfest a release deadline for development, including development teams for other CCP games as it was negatively impacting the development cycle.

Yukiko asked if CCP was planning to do another live event at Fanfest and Vegas again, to which CCP Falcon replied they're considering it for next year's Fanfest, but they didn't have enough time to arrange something over the summer for Vegas. CCP also added that they've close to selling out for Vegas, to the point where they can no longer fit all the attendees in the main hall and will have to setup an overflow room for people to watch the main presentation.

There was some discussion on the current trend of growth for EVE Vegas, CCP Guard outlining that most of the people last year at EVE Vegas had never attended before, so there's plenty of potential for growth. The CSM also added that lots of people are much happier with the choice of The LINQ over Planet Hollywood as it's a much nicer venue. CCP added that if they appear to be breaking 1000 attendees, they'll need to look for another even bigger venue.

TheJudge asked about the Blade Runner showing, to which CCP replied there's a bit under 300 seats on offer. CCP asked how the CSM felt about their chances of filling the room, to which they replied it should be easy to fill.

CCP Guard asked the CSM about a charity poker tournament. The idea is there would be 50 spots with 10 devs, with some extra objectives such as knocking out devs, and some cool prizes for those that make the top 3.

The CSM then brought up a request for CCP to have better communication to those with banned accounts. CCP replied that this is generally a better topic to bring up with the Customer Service team later in the summit.

Aryth brought up the two-summit model again. For some members, it's too much time away from home and work, and they can't commit to doing two summits every year. Jin'taan disagreed, that said that it was good to have two summits each year. CCP Logibro outlined that there wasn't a requirement for members to attend each summit in person, and that it's perfectly fine for members to remotely attend. CCP added they can make arrangements

around the day's schedule to accommodate remote attendees. Steve added that for a community perspective, it would be good to try and make the community aware that attendance to all of the meetings isn't the full representation of work on the CSM. Certain members of the CSM aren't always able to make the meetings due to time zones and schedules, so it unfairly impacts the public's perception of them.

CCP Guard asked the CSM what they saw as the best timing for the next CSM summit, with most of the CSM replying that late January would be best again.

Yukiko asked from the community perspective how was the new forum rollout. CCP Falcon replied that it's gone smoothly. TheJudge asked about usage numbers for the forums compared for the old ones, with CCP replying it seems the same.

Wormholes

Attendees:

- CCP Guard
- CCP Lebowski
- CCP Larrikin
- CCP Fozzie

Noobman outlined that he has been keeping up with the wormhole townhalls, and had been going over the changes that have affected wormholes in a bid to point out that there has been changes to wormholes over the past number of months. The CSM discussed that a lot of the recent changes have been fairly area agnostic in that they affect all areas of space, including wormhole space.

Noobman brought up that the first issue is farming drifters with citadels, and that it's becoming a serious issue. CCP Larrikin stated that it is something he has been looking into recently, and confirmed that this was not considered desired gameplay by CCP.

Noobman mentioned that a number of people were asking for more capital ship triggered entities, to encourage more use of capitals in wormhole space. Conversely, he added that he had also had a number of mails from C4 residents that were asking to make sure that they don't get locked out of the capacity to run in C5s as they can't bring capitals. CCP Larrikin proposed making the Drifter Response Battleship have a stronger active tank, but make it dependent on capacitor so that a sub-cap fleet can just neut it out but it would be quicker to just kill it with capital ships. Noobman replied that while this was an interesting idea, this could drastically change the amount of time it takes to run sites by dreadnoughts as they are constrained by intervals of 5 minutes due to siege cycles.

Noobman asked if it would be possible to add more scramblers to drifter NPC ships, to make it harder for people to use MJD battleships. Jin'taan added that adding more scrambler and disruptor NPCs in general across the game would be better in general for rewarding active play. There was some discussion on how it would affect various space across areas.

Jin'taan brought up the topic of Alliance Bookmarks and timed bookmarks. CCP responded with we really want this.

Noobman brought up the site lifetime issue. The problem at current is that sites tend to pile up in unused systems. CCP replied that they had been discussing some possible ways to solve this problem.

Noobman continued that the moon mining mechanic was added to wormholes (but not moon goo) it would be a neat idea to add new drifter hulls and wormhole modules using new materials from wormhole moons. CCP Larrikin replied that there had previously been discussion on modules that only work in specific areas of space, so you could have new modules that only work in a certain wormhole with a particular effect. CCP Larrikin continued that wormholes are one of the areas of space that CCP are happy to add some heavy complexity. CCP Fozzie added that Tech 3 modules are inevitable at some point in the far future so they could work with this. Noobman described that refineries and the moon mining mechanic would be a big boon to wormholes in that it would allow corporations in wormholes to then be able to have corporation-level income activities.

Noobman brought up the question of establishing beachheads in wormholes, CCP replied they have had discussions on what they could do. Noobman proposed adding a new small structure with constant vulnerability and short reinforcement timers that would basically just allow people to tether sub-capitals and provide some ship storage. CCP thought the idea had some merit.

Noobman then went into FAXes, and how they can overtank for wormholes too much. CCP Larrikin replied that he does still consider FAXes overpowered for wormholes. There was some discussion on possible solutions, such as moving cap boosters more towards the way a Rapid Light Missile Launcher (shorter cycle time, long reload).

Noobman brought up that Marauders still suffer from weapons timers and it limits its uses. CCP Fozzie responded that the weapons timer is still needed due to high-sec station game potential. Innominate asked if it would be possible to make it so that bastion only gives a weapons timer in highsec, to which CCP replied it would increase complexity but might be technically possible.

Noobman brought up a few bugs that are still around in wormholes, such as wormholes disappearing in your face, and some systems which just get hundreds of wormholes.

Noobman finally brought up the medical clone issue which has been fixed but still needs those with installed clones removed from wormholes, to which CCP replied they have that outstanding task still on their list and will be cleaning them up.

Team Psycho Sisters: Part 1

Attendees:

- CCP Surge
- CCP Wonderboy
- CCP Sharq
- CCP Semiotics
- CCP Guard
- CCP Manifest
- CCP Claymore
- CCP Optimal
- CCP MrHappy

CCP Wonderboy started the session by outlining that this session was to go over some of the recently released changes to UI/UX by the team. Steve started by stating the standings change was relatively good overall, but seemed to be spamming notifications a little too much. He suggested that they should have a threshold for the amount of standing change before a notification change was shown.

Suitonia also suggested that CCP add notifications for change in security status as well, but specifically around if you cross a threshold for being attacked when in higher security space or into being an outlaw. Steve suggested adding a pop up notification if you try going into highsec with a low security standing that could get you shot. The CSM also made suggestions to otherwise show what implication your security status would have, such as hover text from your security status. Other suggestions included having the gate appear different for connections to highsec or a system you would be shot in.

The CSM then brought up the notification that everyone gets if someone that would be shot by the faction police jumps into a system. They highlighted that while the notice is vital for the person in question, they find it strange to have it shown to everyone and would argue in favor of removing it for other players.

CCP Surge asked the CSM how much information and handholding they felt was needed with regards to security status. The CSM highlighted that currently there is nowhere in game that tells you what those milestones for security status are, and at the very least this information should be put in the client.

Jin'taan brought up the topic of adding a suppressible warning message for anyone undocking while carrying over 100mil, to help prevent new players from undocking without realizing that you can be attacked. CCP was in support of adding this. Some discussion followed on ways to educate new players on the implications and dangers of ganking.

CCP Surge also went over that there are other parts of Security Status that CCP wants to educate players on, but some of that sits in Team Genesis' ballpark.

Jin'taan brought up the issue that his alliance is running out of standing slots. CCP Wonderboy replied that it isn't really in Psycho Sister's area of work.

Yukiko asked whether they could start listing what attributes or modules are affected by what skills. CCP replied they would like to do so, but it's a bit technically complex so it's still work in progress. CCP Sharq added that they want to also extend this to modules, so that players are better able to understand what they can use to improve particular attributes.

Yukiko asked whether you could make an item out of a note in the in-game notepad, similar to how you can make bookmark items. CCP Surge replied that he liked the idea, but there were some technical considerations. Yukiko also proposed adding a bio category to any singleton in the game if CCP was worried about people being able to spam items from notes. CCP Surge asked if anyone knew of other games that would allow you to do something similar. The CSM replied with the names of several.

Steve then moved on to the topic of the map. He stated that everyone really likes Dotlan, and was asking whether CCP was planning to add a 2D style map. CCP replied that they're aware of a number of issues with the new map, and have no current intention of removing the old map right now. However, CCP doesn't have a timeframe for when they're going to be working on the new map. Suitonia gave an example of an issue with active pilots in space, where the color wouldn't change until there were 24 pilots. Steve proposed providing a slider like in Planetary Interaction that would allow players to change the scale for the heatmap.

The topic of jump planning was brought up, with CCP replying they would like to renovate the Capital Navigation Window so that it could be used for jump planning rather than just navigation.

Noobman brought up an issue with scanning, where you can sometimes have the 3D probe box deform. CCP Claymore replied that they have a replacement model that they are intending to replace it with. Noobman also brought up that there was a request to make it so that when you select a single signature that it completely hides all the other signatures or even more fades them out. CCP replied they were aware this was an issue, and are planning to make some tweaks.

Noobman asked about how previously when the CSM was playtesting with the D-Scan feature that it would show a holographic display of some ships that have just been detected. CCP replied that it is still in the game and on TQ, it's just at the end of the D-Scan cone.

CCP MrHappy asked if there was any feedback from Project Discovery: Exoplanets. Innominate replied that most players have worked out that you can just push no transit without any issue. CCP replied that they're aware of this behavior, and this was concerning due to the fact that it could be feeding back bad data for scientific purposes. CCP replied

that they can still rely on the accuracy ratings to filter out most of the bad data, to which the CSM replied that people still had high accuracy when spamming the No Transit button as they can easily see the control samples. There were some suggestions on throttling the number of samples to make it so that you can't just churn through them by mashing the button. CCP added that they are continuing to talk to MMOS about how to fix the issue.

Innominate asked about UI Scaling, and whether CCP could add more options for 175% and 200%. CCP replied that the UI is not built to be able to handle higher scaling, but it is on their list of things to tackle alongside adding proper 4k display support.

Balance: Ships and Modules

Attendees:

- CCP Larrikin
- CCP Fozzie
- CCP Nagual
- CCP Rise
- CCP Guard
- CCP X-Type
- CCP Seagull
- CCP Manbjörn

Noobman started off with an idea for the first ship CCP should balance: The Zephyr. Yukiko suggest the cockroach instead should be rebalanced.

CCP Rise started off by talking a bit about the balance team. The way in which it works is that balance team is a bit of a misnomer, and there has been cross team balance for quite a long time. CCP Rise explained that now his team (Team Size Matters) will be taking more tasks like the Alpha ship pass as their primary task. He also explained that they're also going to be trying to do more new stuff. He asked the CSM if they had ideas for new ships and modules, things that would make cool additions to the current ecosystem. Noobman brought up an idea of having a complete line of sleeper meta modules in an earlier session, which CCP Fozzie had earlier added the idea of making it change function or effect based on where you are and the wormhole effects in the system. CCP Rise said this was the type of idea they were looking for. Aryth brought up the topic of the "hairdrier" that would cause heat damage to other ships. CCP replied that a similar idea had emerged in the past, but they haven't found a way to make it work that felt good for everyone involved.

Jin'taan brought up the idea of CCP making beta modules, releasing them as a limited issue for a limited amount of time to see how they go with the inherit disclaimer that they would only work for a limited period of time. CCP replied that it's an idea that's been tossed around internally and they would like to do it, but have concerns about having to try and salvage things that don't work, or that end up being limited to very niche uses like the Target Spectrum breakers. The CSM tossed around a few options on how to better message and show that these are limited period modules, but doing things such as making them only drop for a limited amount of time. CCP Fozzie also added they had considered releasing modules like this through The Agency. Steve brought up the idea of releasing them as consumables, to which CCP Nagual replied that this might discourage people from using them as they would be more directly expendable.

CCP Rise also brought up that there's a concern of creating a whole string of abandoned items, and that another proposal that hasn't had strong traction was to just make a set of prototype modules that would change every so often. However, the complications with

such changes has already resulted in low support inside CCP, and the CSM in general thought it was wise to not go with that idea.

CCP Rise highlighted that one of the issues with these beta modules was that people might not be willing to use them due to the fact that any effort invested in them was guaranteed to result in eventual loss, to which the CSM replied there could be options for either reprocessing or being able to sell it to NPCs.

Yukiko added that one of the things he most wanted to see change with the addition of a balancing team was the frequency of balance change, and he hoped to see it increase. Steve warned that it shouldn't be too fast or frequent, citing concerns with balance fatigue. CCP Fozzie added that around 2014, the CSM was actually asking for less frequent balance passes as it was getting difficult for players to keep up.

The topic of Teiracide was brought up, and the CSM encouraged CCP to proceed with completing it with all haste.

CCP Larrikin added that they were considering making a monthly balance report, with some numbers regarding ship usage. The CSM asked if one of the potential concerns of doing a MBR was causing some ships to be demonized. CCP agreed that it was one of the concerns they had. The main benefit CCP can see is that it would allow public debate to be better informed, which results in more useful feedback.

CCP Larrikin threw out the idea of MJDs for Attack Battlecruisers. The response was mixed.

Rhiloard asked if CCP had considered a berserker type ship, which does more damage if it's taking more damage, to which CCP replied that it has been considered but they were worried about exploitability. Jin'taan asked whether it would be possible to add ammo that allows more weapons to select their damage types. CCP replied that they aren't strongly in favor of doing so as it removes the decisions inherent with the weapon choice. There was some debate on the merits of doing so, including options where selecting another damage type would cause other penalties to weapon performance. CCP Rise brought up that there's another game that has a damage conversion option as an additional option via another thing to fit.

Jin'taan explained that the inability to have a diversity of damage types for more ships means that those ships that are locked to damage types become non-viable. The CSM explained that it would provide a little more flexibility for people who come up against someone they're basically useless against. CCP Larrikin replied that he would rather solve the problem using a different solution, such as perhaps having to have someone get up close and apply an effect to reduce their resistances or having to fit an additional module that would transform some of the damage to another type. Jin'taan explained that his main point is that he wants to see more options while in the field to deal with an opponent's choices.

Steve brought up the quick point of having ships carry debuff bombs into enemy fleets. This was met with some mixed reactions from around the table.

Team Tech Co: API and other magics

Attendees:

- CCP Guard
- CCP Chimichanga
- CCP Avalon
- CCP AquarHEAD
- CCP Zoetrope
- CCP Larrikin
- CCP Codex
- CCP Bartender

The meeting opened going through a list of questions from Hard Knocks IT guy, presented by Noobman. The issue of Scope Bloat was brought up, which CCP is trying to work on fixing the issue. Another part of the solutions would be to go over the scopes that have been transferred over from the XML API and removing/merging some of them.

The topic of invalidating refresh tokens from the consumer side was brought up, to which CCP replied they would love to have an endpoint to do so.

The topic of ESI and instability was brought up, and its availability was highlighted as a concern. CCP replied that the active rush to get parity with the XML is partially the cause. CCP also replied that instability or otherwise would not change the shutdown date for the API.

There was a request to make a status panel for ESI, so that you can see if individual endpoints are up or down. CCP replied they would like to. Steve brought up that if an endpoint is offline it would be removed from Swagger, which can be annoying during deployment. CCP agreed that it would be good to fix that, and likely would be linked to adding a status page. There were some further solutions proposed about how to mark an endpoint as broken, but not remove it from the spec.

The question of when parity with the XML and CREST APIs would be achieved was raised, and CCP is aiming to have it by December. Innominate asked if not having parity would delay turning off those APIs, to which CCP replied it would delay that. CCP also confirmed that the date that the XML and CREST APIs would be shut down is also still set at May 8, 2018.

CCP then continued that they want to work on the SSO so that EVE is an identity provider for the CCP SSO, rather than being tightly coupled. This would open up a whole set of options to improve its usability.

Steve brought up an issue that EVE Portal is still giving you notifications for a corporation you were previously a member of.

CCP explained that they are working on being able to provide endpoints that push data, such as a notification stream. One of the other examples that they provided for this type of endpoint would be a firehose of killmails from EVE.

CCP also explained that they are working on a new system to stop users that are generating excessive numbers of errors by blocking them for a period of time, as they would prefer to keep ESI having no rate limit.

Steve brought up that the ability to query public citadels and their market entries, and how many that he could access weren't showing up. CCP replied that they had recently changed it so that only citadels that allow everyone (and don't exclude anyone) will show up in that endpoint, as it is unauthed. CCP replied that they can probably come up with a solution, but there's question around how much information should still be discovered just through the client.

The topic of account wide API stuff, specifically around subscription expiry. Noobman recounted how he personally he can't track his accounts and when they're expiring. CCP replied that they will not be making an account level API. Steve proposed making an endpoint that just gives the subscription status, to which CCP described how it can still be used to identify characters from the same account.

CCP outlined that they would like to instead push it to places where they can see user intent, such as the Launcher, the character selection screen and possibly EVE Portal. CCP Bartender then showed off the warning on the character selection screen to the CSM. He also explained that CCP does not want to rely on a third-party tool to inform customers when their subscription is running out.

Steve brought up that it would be nice to show the status for all the accounts with the same email in account management.

CCP Bartender then showed off the just finished spec for the personal mining ledger endpoint. The CSM suggested that the quantity mined be changed from int32 to int64.

Jin'taan asked if Tech Co could increase the number of contact slots available to an alliance. CCP Larrikin replied that it should actually be an issue for Five-0.

Jin'taan also asked what GitHub was. He was derided by the rest of those attending (and rightfully so)

Customer Service

Attendees:

- CCP Guard
- GM Arcade
- GM Lelouch

GM Arcade started off by going over how they generally have gone over stats in the past with the CSM, but have decided to shake things up a bit as stats haven't been interesting or that useful for previous CSM summits.

GM Lelouch started off by going into Ghost Training. He admitted that CCP's response to the issue wasn't the best it could possibly be, and there was a learning experience involved. GM Lelouch explained that the task force CCP assembled's main goal was to ensure that no individuals made a massive unfair gain from this issue. After beginning to crunch data, they found that about 90% of people affected weren't doing this on purpose. As such, the taskforce decided to change their strategy from normal, as they generally take a punitive stance against any exploiters.

They contacted those affected characters that didn't appear to be attempting to exploit the issue, and made them an offer with two options: either take a bunch of skill extractors and extract the additional SP, or pay the market value for the additional SP gained.

Noobman asked if there was any abuse of this, to which GM Lelouch replied that there were a few people with over a hundred accounts each. But he reiterated that the vast majority of characters involved did not appear to be deliberately trying to exploit this issue.

GM Lelouch then showed off some stats regarding how many characters were involved, and how much was removed from their assets. GM Lelouch also outlined some of the assets that were traded in to pay for the SP gained, including 6 super carriers and 2 Caedes. He also added that they are planning to include these stats in a dev blog. The CSM debated the merits of having the Caedes be listed among them, with some suggesting it shouldn't be listed and other suggesting it could instead just be listed as an AT ship. Aryth asked if there was a stack bar graph showing a breakdown of who had what, to which GM Lelouch replied they did but they were not planning to share that.

GM Lelouch continued that around the time of Ghost Training, there were a number of claims about people that were ghost training, either by themselves or accusing others of such. He added that the vast majority of those claims were unfounded. The CSM asked what the highest numbers were, to which GM Lelouch stated the person with the most accounts had around 400. However, he stated that they believe that particular player wasn't exploiting, so in that case they weren't banned and they instead handed over a large amount of value for the skill points. GM Lelouch concluded that after this experience, they

will be looking more at options like this when dealing with the issues similar in that players might be unwittingly using an exploit.

Steve asked why it took so long to be considered an exploit. GM Lelouch replied that he can't answer that question, as it was up to development in this case to declare it an exploit.

Jin'taan stated that he had heard that this was marked as a bug very early, and ask why it wasn't looked into it earlier. GM Lelouch described that CS had received a number of reports about faster than normal training, but weren't aware of the reproduction steps involved nor how easy they were. CCP Guard added that overall, it was a case of a bunch of people knowing bits but no one person being aware of everything, and they had gone through extensive retrospectives to ensure that the issue does not occur again.

Aryth asked how far back CCP went to determine ghost training, to which GM Lelouch replied that it was all the way back to November 15, 2016.

Yukiko asked what are the conditions under which CCP would publicly declare an issue an exploit. GM Lelouch replied that generally, if there are only a handful of people who are aware of an exploit and there is a fix incoming soon, they will generally not publicize an exploit and its conditions so as to limit it's spread. Otherwise, CS will make the public aware through the help center.

Jin'taan asked if CCP saw an increase in ghost training after the exploit announcement, to which GM Lelouch replied that they actually saw the opposite where many of those that were ghost training logged in immediately and stopped training on all their characters.

Steve asked how the queue is looking, with GM Arcade replying it's looking okay, with an 88% satisfaction rating over the past week and a long-term average rating of 90-92%, but as they're coming off the summer holidays they have longer than normal first response times.

Yukiko asked if CCP could explain their offensive naming policy. GM Lelouch explained that they have a committee of three GMs that are responsible for reviewing all submitted names. There is a list of outright offensive names, and all GMs will immediately rename those characters or corporations when they are reported. Those that fall into a gray area are handed onwards to the committee, who make a decision. Results are recorded so that if someone submits a ticket about a particular name multiple times they can just refer to the previous decision.

Jin'taan brought up the ban process again, and specifically the way pending bans are handled. CCP explained how the ban process operates and how and when pending bans are used. They added that many of the tickets that people complain about with regards to Botting, Fraud, and RMT are being handled by Team Security, who have their own queue and ticket handling policy. GM Lelouch also explained that they also temporary ban accounts when they suspect they have been hacked to ensure that assets are not stolen.

Team Psycho Sisters: Part 2

Attendees:

- CCP Dragon
- CCP Wonderboy
- CCP Optimal
- CCP Claymore
- CCP Semiotics
- CCP MrHappy

CCP Optimal started by showing off what so far is the Session Finder, which is just a working title at this stage. The goal of the system is to expose the range of PvE content available throughout the game. It will list all the content in the nearby systems, its difficulty and its location. It would also filter based on your capabilities, so new players would only be shown things they can do. Aryth added that they should add COSMOS to the session finder, to which CCP Claymore said they can, but they need to be sure they want to send players to content that has technical issues. The CSM outlined a number of things they think they should add. Aryth suggested adding for the asteroid belts the types of asteroids that might spawn. The CSM had some debate on the topic, and while most would not want to show what asteroids are currently in the belt, they generally supported displaying what types can potential appear in that belt.

Yukiko asked how far away content is shown from, noticing that it would show Agents from nearby systems, but only shows asteroid belts from the current system. CCP responded that they could consider adding belts for other systems. The CSM brought up the possibility of also displaying signatures that you have scanned down in the session finder. CCP liked the idea. The CSM also brought up the idea of displaying which systems have potential for ice.

CCP also explained that they want to take the opportunity in the future to continue to add functionality to the session finder, and eventually remove some other features that would overlap in functionality such as the map and agent finder. They also explained that they want to bring a lot of knowledge that is only available outside the client back into the client. The CSM pointed out a few ideas and thoughts for improving bits of the UI and session finder.

Aryth asked if CCP was considering adding some more things such as showing regions that shipyards might appear or constellations where gas might appear. CCP Dragon explained that they are considering ways to show that information. CCP Dragon also added that they are planning to make some of the activities show the Agency Icon if they would potentially contribute to a current objective for The Agency.

CCP Optimal explained that they are working on the sorting for agents, wanting specifically to make it so that the default sorting will list the useful agents first. It will do things like list

agents from corporations you have high standings first, the highest level you can use first, and lists security agents first (as these are the agents used most often).

Aryth brought up that maybe they could add in an option to search for where a blueprint is actually sold by NPCs from. CCP Dragon replied such a feature would fall under the market, and they have separate things they are looking at. Aryth asked if being able to look at more than one region was part of that, to which CCP replied it was something they were considering. CCP Dragon also outlined an idea for a market ticker that could be seen around space and in other windows where relevant.

Steve asked if all the Epic Arc Agents would appear in the list, to which CCP replied they do.

Aryth suggested that CCP move Fleet Finder into the session finder, to which CCP replied that it would not be suitable for now at least as it focuses on PvE. Steve suggested allowing corporations and alliances to set their own markers in the session finders.

Jin'taan asked how the session finder works with the faction warfare system, to which CCP replied it currently doesn't, but they can hook it up eventually. There was some discussion about how faction warfare could be integrated, and how to handle making sure new players don't accidentally stumble in and start trying to PVP with a corvette.

CCP Optimal added that they can behind the scenes filter out particular content types by default based on their skillpoints.

Steve asked about the possibility of being able to share site scan results. CCP and the CSM discussed the idea, some of the areas of concern (such as ensuring that you can't share combat probe results) and some of the possibilities of how it would be laid out.

Video Production and Streaming

Attendees:

- CCP Loki
- CCP Goodfella
- CCP Falcon
- CCP Phantom
- CCP Mirage
- CCP Tara
- CCP Guard

CCP Loki started off by talking about future plans for the Scope Network, where he would be aiming to make them longer form than the previously editions of them. He then went into plans for In Development videos, stating that they are planning to bring them back. He also brought up an idea to have a new This Week in EVE video on Facebook each week, short and sharp with links to other sources.

CCP Guard explained that they are planning on breaking up the segments of the o7 show into individual packages and streaming those out on the channel live, and that they are also starting to get more community streamers streaming on the CCP channel. He explained that while it worked well for two years, it was awkward at times to have to have the show at a fairly regular and rigid interval which didn't always align with new things to talk about. He emphasized that the focus now was on live content. One of the examples of some of the new live content they might do is if they rebalance some ships, they might get some devs to grab that ship and go into space to play around while talking about spaceships with viewers. They might also try going to rookie systems and grab a fleet of rookies and roam. Another example is grabbing a dev and diving into a feature they're working on with a test server. CCP also recounted a recent stream they started off with CCP Bunnyvirus who was remodeling the Osprey.

CCP Guard outlined an idea for jumping over to and spectating big battles, trying to grab people from each group participating and just talking about it. Aryth proposed that CCP could ask alliances to get access to their pings, an idea that CCP quite liked. Jin'taan brought up that it would be difficult to get fleet commanders to come on and chat, to which CCP replied that they would likely reach out to alliances and ask them for representatives they can ask to come on. There was some discussion surrounding CCP covering large flights. Aryth recommended that CCP work on an automatic camera that can cover areas of conflict without intervention. Jin'taan warned that CCP would need to be careful with such a camera so that it doesn't give away intel.

Steve brought up the issue of time zone coverage, especially as CCP would find it easier to just stream during office hours. CCP Guard replied that they were mindful of it, and in some

cases, they would try and stream themselves and in other cases they could try and encourage either ISD or community streamers to fill the gaps.

CCP Guard asked how people would feel about canceling the o7 Show in its previous format. Most of the CSM felt that people would miss having a single dump of content, but as long as CCP was still delivering content it wouldn't be too bad. The CSM also recommended that CCP also release a highlight video every so often. The CSM also asked for a highlight reel of the Alliance Tournament, with CCP replying they could look into it.

CCP Guard also brought up an idea for setting up a community scheme where streamers send clips throughout the week to a community video creator who would create a highlight reel for what happened in the last week across the whole streaming community.

CCP asked the CSM about how they felt about devs streaming themselves playing the game on TQ. The CSM generally felt it was a good idea, and proposals such as getting someone working at CCP that doesn't play the game to try out the game. The idea of dev roams was brought up again, and the CSM generally supported CCP devs going out. Jin'taan brought up the idea of having CCP do some fitting on stream to help demonstrate some of the thought process behind ship fitting for new players.

There was some further discussion about the content for the This Week in EVE videos, especially around sourcing information. The CSM cautioned CCP to be careful with making sure to attribute information to sources to ensure that people can see where it's coming from if they want more details and so they can see what biases they may have (as taking from a news organization that support one side will result in those biases showing through).

Yukiko also proposed that CCP could make videos where they dissect popular fittings and explain them. Several other CSM members questioned the usefulness of such videos as they would likely not make sense without the context of the wider meta.

The CSM asked why CCP had stopped making the Celebrity Shootout. CCP replied it was partly because it was difficult to get both players on at the same time and to properly set up to record and send in the video, so they had fallen away from that. They had entertained the idea of doing developer versus developer duels instead as they would have more certainty of getting the video they need in those cases.

Rhiloard asked about the ability to record what the client was doing and replaying it. CCP replied that it would be very technically complex, and not something they can really consider soon. Related to this Jin'taan asked if CCP was aware of the level of information you can derive from the CREST endpoint for the tournament, to which CCP replied they are aware and would potentially make changes when they migrate the endpoint to ESI.

CCP Goodfella asked the CSM what changes they thought you could go into the existing official gameplay video with the new expansion. CCP then showed the video the gameplay video, as most of the CSM hadn't seen it before. Jin'taan commented after watching it that

the video didn't really excite him. He stated that if someone asked them what is EVE, he would show them that video. If he wanted to get someone excited about EVE he wouldn't show them this video. The CSM also added that it isn't really a gameplay video, as it just shows footage from inside the client, but not actual gameplay. The CSM added that it is also lacking some of the awesome moments, such as ships arriving via cyno or a bunch of ships decloaking. Aryth added that he didn't feel drawn in by the voice in the trailer.

Jin'taan asked about an update on the new racial introduction videos, with CCP replying that they produced some stuff but shelved it as they weren't happy with the results so far. The CSM asked if they would consider allowing the community the chance to create them, to which CCP stated they wouldn't at this time.

Sovereignty and Nullsec

Attendees:

- CCP Nagual
- CCP Habakuk
- CCP Fozzie
- CCP Mimic
- CCP Larrikin
- CCP Burger
- CCP Guard
- CCP Manbjörn

Aryth started by outlining that they are trying to find a measured change to help with removing unattended citadels. He proposed making the Starbase Management scale the damage cap, so that a manned citadel would have a higher resistance during certain timers compared to an unmanned. CCP thought that the idea had some merit. Aryth highlighted again that Medium Citadels have too few vulnerability hours for their cost. CCP asked the inverse, do Extra-Large structures have a reasonable vulnerability window. Yukiko pointed out that he feels the increase in benefit scales better than a premium cost normally would allow in EVE. Suitonia asked if it would be possible to tie ADMs to Structure vulnerability, to which CCP replied they had been avoiding it for now, but eventually those are two systems they can see colliding. Suitonia brought up an idea of making it that at least two of the hours for vulnerability have to fall within a particular window, to allow a system owner to force a fight for structures in their systems on their terms.

Noobman brought up the idea again of making structures vulnerable all the time again. CCP Larrikin stated that if they were going to consider it, they should actually look at the vulnerability and timer system as a whole rather than just trying to change a small part. CCP Fozzie added that in the very short term they can try making the smaller structures have more vulnerable hours for refineries as they can cleanly start them that way as compared to having to make accommodations to change all of the existing structures. CCP asked does the CSM think about the feeling around increase or decrease of vulnerability periods. The CSM replied in general that the more you pay for the structure, the safer it should be.

Suitonia asked if it would be possible to make the vulnerability timer influenced by fitted modules. CCP replied that would be very complex as the vulnerability times are set before fitting.

Innominate brought up that Super Capitals are a problem at the moment. Alliances have huge fleets they can't move, and they can just drop all over anyone that comes near their home space. CCP Larrikin agreed that they're extremely powerful home defense force, and making them easier to move around just makes them extremely powerful projection weapons. CCP agreed that they need to look at Capital ship balance. Innominate stated that

the optimal fleet is Super Carriers, Titans and FAXes. There's no need to bring sub-caps if you don't have to. The CSM discussed the use cases of dreadbombs in the current meta.

Aryth outlined that BFGs, FAXes and HAWs are the core of the issues of capital ships. CCP Larrikin agreed that FAXes are too strong, and he would like to find time to look at HAWs as they are very powerful at present, especially on Titans due to issues with how tracking works on ships that have a very large size. He also agreed that BFGs need to be nerfed.

Aryth brought up that headshotting has gotten to the point where it's causing serious issues, bringing up the idea of the fleet command ship. CCP Fozzie stated that the idea is still around, but it's shelved at the moment. He asked the CSM had any other ideas at present about how to solve the issue. The idea of making a module that would transform a command ship into a fleet command ship was brought up, but CCP stated that they would likely go for the ship instead to ensure less opportunity to exploit the module in regular combat.

Jin'taan brought up the subject of Entosis, outlining that the gameplay it encourages was not healthy. CCP agreed. The issue of Interceptor Interdiction Nullification was brought up again, with the CSM again asking for an interdiction nullified option for new players, especially alphas, to be able to get into nullsec without combat or transport capable ships.

CCP Larrikin proposed allowing ships entosising to receive remote assistance, but with 50% remote repair impedance. The CSM generally agreed it would be better. Jin'taan asked if would be possible to change the system to just use damage cap nodes, which CCP replied over enough time they would likely move to that system.

Innominate outlined how the current static nullsec is part of the issue driving the current player numbers. Innominate added that a nullsec with lots of stuff blowing up is a better nullsec than a static nullsec.

There was some discussion on the particular issue of Claws and Entosis, with some people proposing a number of solutions. Steve proposed making it that interdiction nullification stop working if you have a weapons timer. The CSM asked how much difference introducing interdiction nullification to interceptors made, to which CCP responded that there was a significant increase in number of jumps in nullsec with that change. The CSM once again encouraged CCP to try adding adding a transit only interdiction nullification option that would be available to new and alpha players.

Innominate asked an open question, as to why no one else had tried to setup regions like goons had with Delve. Most people responded that other groups lack the organization capacity, as well as a difference in culture due to Goonswarm not having renter income. Aryth also described how they had long standing plans and experience in how to build an empire.

Yukiko asked the CSM in general what they thought of Capital use, as after the removal of Starbases they don't have a real specialized purpose. The rest of the CSM responded that they are basically just an anti-subcap force now.

Jin'taan brought up the issue of it being very difficult to catch carriers and super carriers that are ratting. CCP Larrikin replied that he would like to fix this.

Jin'taan brought up the issue of there not being enough standing slots for Alliances, and asked CCP if they could increase the number of slots. They said they have it still written on a post-it note from the last summit, and would like to look at it at some stage in the future.

Summit Close

Attendees:

- CCP Seagull
- CCP Guard
- CCP Falcon

CCP Logibro opened the session by informing the CSM that after discussion between himself and CCP Guard they had decided to change the mechanism for selecting a replacement CSM member to the x-STV vote, eliminating all of the current and previous CSM members rather than using the last member to be eliminated on the original vote. This discussion was prompted by an earlier discussion with the CSM who requested this change as they felt the existing method unfairly disenfranchised voters. However, this change would only take effect from CSM 13 onwards as it did not feel right to change the selection method with a known pool it would be drawn from. The CSM agreed this was a fair decision.

Jin'taan raised that it would be good to have the production meeting at the end of the summit now. Jin'taan also added that it would be good to have a longer balance session in the future.

Noobman commented that the move from 14 members to the current size was a productive move, as it's easier for everyone to work with everyone. Jin'taan commented that now some niches might have some issues with coverage, but that's an issue with voting and also able to be mitigated with proper discussion with members of the community. CCP Guard added that groups of players are more than capable of going to the CSM as a whole and requesting a meeting with them if they wish to bring their issues.

The CSM appreciated the change in hotel location was greatly appreciated by the CSM. Jin'taan asked if the other CSM members preferred Fosshotel versus Radison 1919. The CSM debated the Marina versus Plaza.

Steve brought up the topic of a space for the CSM to be able to meet outside of CCP, as it would be nice for the CSM to have somewhere they can gather and talk without CCP.

Jin'taan brought up the issue of little notice for the flights. CCP Falcon replied that they have just added another person to help handle travel at CCP, so the issue should be resolved for the future.

The CSM also expressed they preferred starting at 10:00 instead of 09:00 each morning.

CSM Structure Discussion

While not a scheduled or formal session, the CSM and CCP decided to add the notes from this discussion between sessions as it has relevance to a change in CSM procedure.

Attendees:

- CCP Guard
- CCP Falcon

The CSM brought up that they were concerned there was ambiguity with regards to the process to select a replacement CSM member for the council. They were also concerned that the method that CCP appears to be using disenfranchises voters that voted for an eliminated member. The method that CCP uses is selecting the next last person to be eliminated in the original election. After discussing a number of alternatives, the CSM came to agreement that they would prefer to see CCP run a x seat STV election (where x is the number of members need to be replaced), eliminating anyone that is still sitting on the CSM or was on the CSM. CCP agreed that they would review the process before finally selecting the newest member of the CSM, but they would need to assess the new method and check previous meetings to ensure there weren't any other issues.

>>End of Summit<<