

V1.0

Welcome, to another edition of...

# THUNDERDOME

The EVE Online Event Server

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## Welcome to the Arena

### What is Thunderdome?

Thunderdome is a new Events server. This server is run by the EVE Online Community Team, and is exclusively for use with events from CCP and the community. This differs from our Test Servers, which are run by our Quality Assurance department, and are used for testing new features, finding bugs and general development of EVE Online.

### Who can access Thunderdome?

Unlike our test servers, Thunderdome is not a general access server. We don't mirror accounts over from Tranquility either. Instead, access to Thunderdome is granted on a per-event basis, and only if you're involved in the event (either organizing or participating). If you are participating, you will generally receive separate account details to access Thunderdome through the event organizer or CCP.

### How can I run an event on Thunderdome?

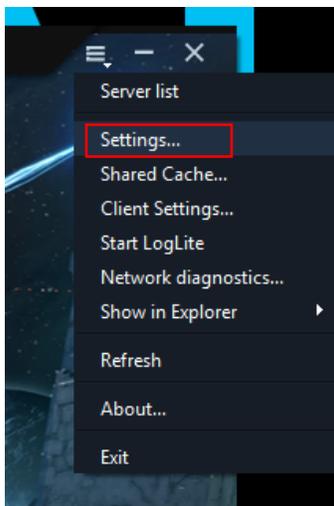
If you're interested in running an event on Thunderdome, you can mail you plan to [logibro@ccpgames.com](mailto:logibro@ccpgames.com) for consideration. Note that this must be a plan, with things like rules, schedules and other such details. Sending us just an idea will result in us asking you try again once you've got more details. Additionally, we generally only approve events that are available to the general EVE community.

### What special tools are available on Thunderdome?

As a separate server, Thunderdome provides a few additional tools you would not be able to find on other servers. This includes our tournament toolset, and potentially further tools at CCP's discretion.

## Accessing Thunderdome

Thunderdome is accessible via the EVE Launcher. Simply select Settings, and then tick the box for Thunderdome. It will then appear in your launcher just like a test server. If it does not appear in the listing, start the launcher with the argument `-x=Thunderdome`.



## Thunderdome Tools

There are a number of special commands and tools available only on Thunderdome. These allow you to do things such as create items for yourself, or run tournament matches.

### Slash commands

Thunderdome has a number of special slash commands available to players. These commands are not always activated, and some include additional restrictions.

#### `/giveitem <type> <quantity>`

`/giveitem` can be used to grant a character the item specified. You must be docked in a station (not a citadel) to use this command. Most published items can be created with this, though some items will be excluded depending on the event and the server configuration. Unless explicitly stated, you are not able to create any unpublished types.

This command can also be used to create multiple different types of items (or multiple stacks of the same item) using a comma separated list of up to 50 types. Note that this means that types containing a comma in their name **must** be created using their type IDs. You can additionally override the quantity for a specific type of item to give by using the format “type|qty”. This can also be used when providing multiple types.

#### `/shipcloak` and `/shipuncloak`

These two commands allow you to cloak and uncloak your ship at will. The used by this command is a super-cloak, which means you can warp, lock targets and cloak even when targeted or close to another object.

#### `/mycharid`

This command pops up a window with your character ID. This is needed if you wish to run a match with the tournament tool.

#### `/giveallskills`

This command injects all published skills into the character’s head at level 0. Alternatively, you can add the argument “super” to give the character all published skills at level 5.

## Other Tools

### Multifit - Create Missing

In the multifit window on Thunderdome, there is an additional button named “Create Missing”. Clicking this button will enable you to create all the missing items for the currently selected fit to the quantity you have chosen. This is the recommended method of fitting ships.

### Tournament Practice Unit

The Tournament Practice Unit (TPU, typeID 36523) allows you to block all scanning (both probe and D-scan) in a system for a period of 8 hours. They can be created using the `/giveitem` command. This allows you to practice in a system if you do not wish or are unable to use the tournament Tool.

## The Tournament Tool

The Tournament Tool allows you to run a tournament match in a system. This includes banning, checking fleets, transport to the arena system, warpins, match tracking, boundary checking, stat display and match cleanup.

The tournament tool is only available to characters on a privileged account. You can start the tournament tool by clicking the Tournament Button on the Insider Bar, and selecting Tournament Referee Tool or Tournament Camera tool depending on what you want. If you close the insider bar, you can reopen it by right-clicking the neocom and selecting “Reload Insider”



## Tournament Referee Tool

When you open the Tournament Referee Tool, you are presented with the Match Starter. Click the Create New Match button to start a new match. You are then presented with the setup window. Take note that at the moment, it may take up to 15 seconds for this window to appear, so please be patient.

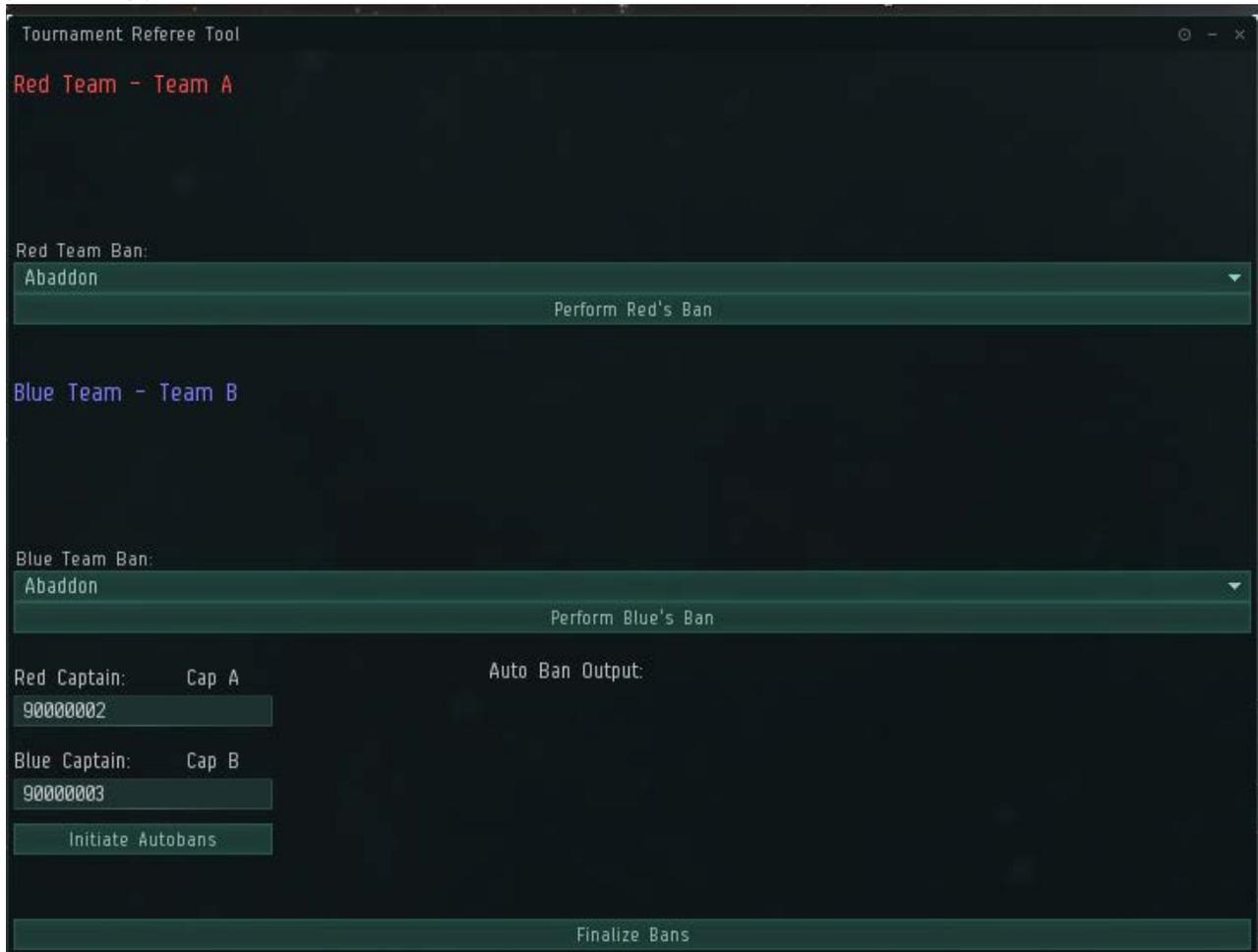


From here, you should select a system that is not in use, the AT XIV Practice Tournament, and then any of the matches at random. You should then click the Teleport Self to System button and then Start Match. You are unable to start a match unless you are in the system you have selected. Once you have

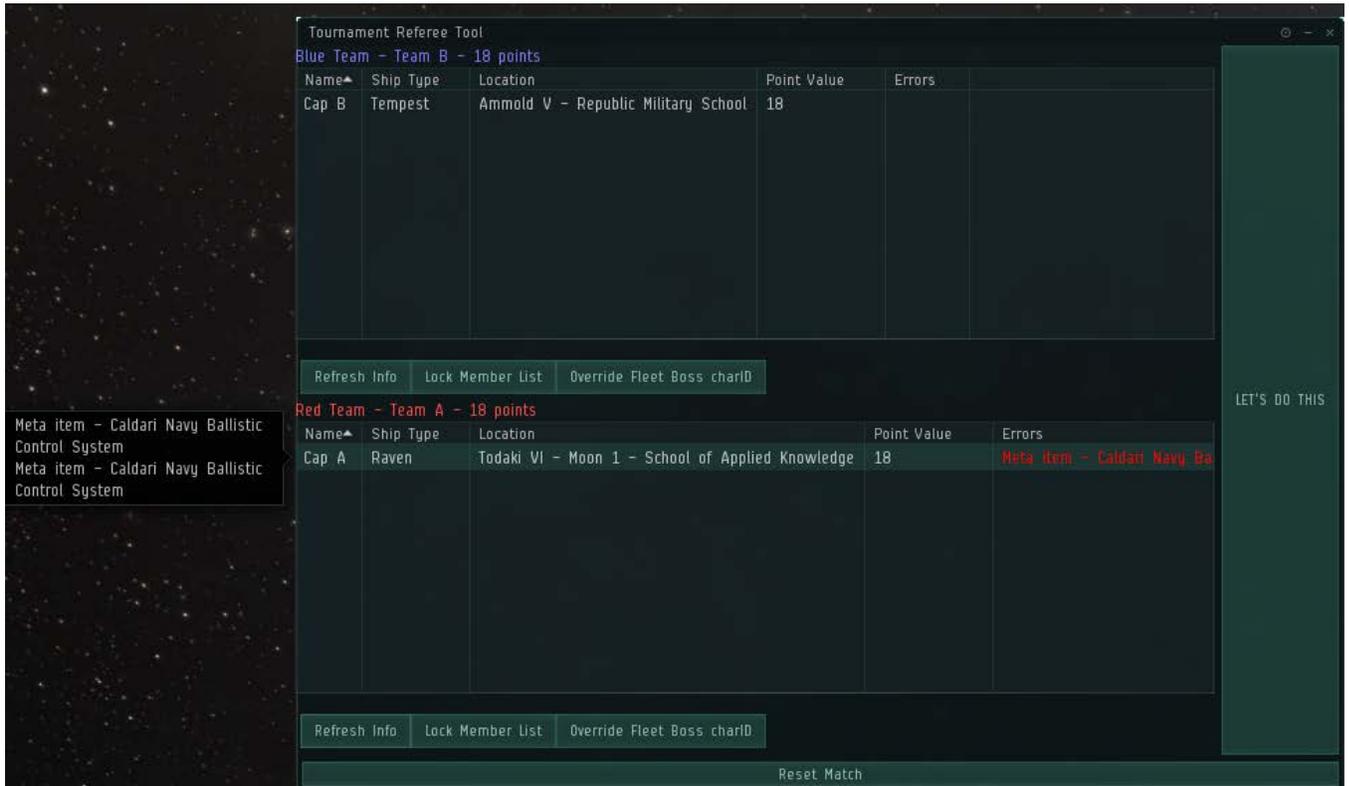
started a match, if you leave the system, your match window will be closed. If you were the last referee for a match and you leave the system or close the window, then the match will also reset.

You will then be presented with the bans window. For most practice matches, you will generally skip performing bans. The referee can either manually enter bans by selecting the ship from the list for each team and then performing a ban, or can initiate autobans by entering the character that is doing the bans character ID into the boxes and clicking "Initiate Autobans". This will cause the ban windows to appear on the screens of those characters, where they will have 60 seconds to make their choices. Once you have finished with the ban stage, click the "Finalize Bans" button.

If you wish to have additional referees or spectators in the system, they must teleport to the system before you proceed past the bans window. Additional referees must also join the same match before proceeding past the bans window.



The next window is the Teams window. Here you can add the two teams to the match, see the fleets they are bringing and check them against the tournament rules.



To add a member of a team, click the "Override Fleet Boss charID" button, and then enter their character ID. Note that the character you select does not actually have to be the fleet boss, just in the same fleet. You can get a character's ID by having that character type /mycharid into a chat window. Once you have entered the new character ID and selected OK, the target character will get a popup asking if they want to join your match. If they accept, you will be able to refresh the team's info and see their fleet.



If you receive this popup, make sure you check the name of the character sending the match request. By accepting this request, the other character will be able to see your fleet's composition.

In the Teams window, you can see the number of points each ship costs, and whether there are any outstanding errors with any team members. Errors can be fixed by either having the pilot correct their fitting, or by manually overriding the error by right-clicking the pilot's row and clicking "Override: <error>". You can also override all outstanding errors for a pilot by clicking "Override all errors" at the bottom of the menu. You will need to override errors manually for Flagships as teams will not have your flagships specified

Once both teams are ready, you can click the "Lock Member List" button, which will then reveal the beacon selection and teleport buttons. Select the beacon for each team, then click it's respective teleport button. Pilots must be docked before they can be teleported. Once both teams are in the system and ready to proceed, click "LET'S DO THIS" to proceed to pre-game.



When both teams are ready, you should click the "Do Step 1" button. This will allow players to warp in the system. You should direct them to warp to Battle Arena 1 at up to 50km.

Once all pilots have landed on field, you should click Step 2 to lock warping again.

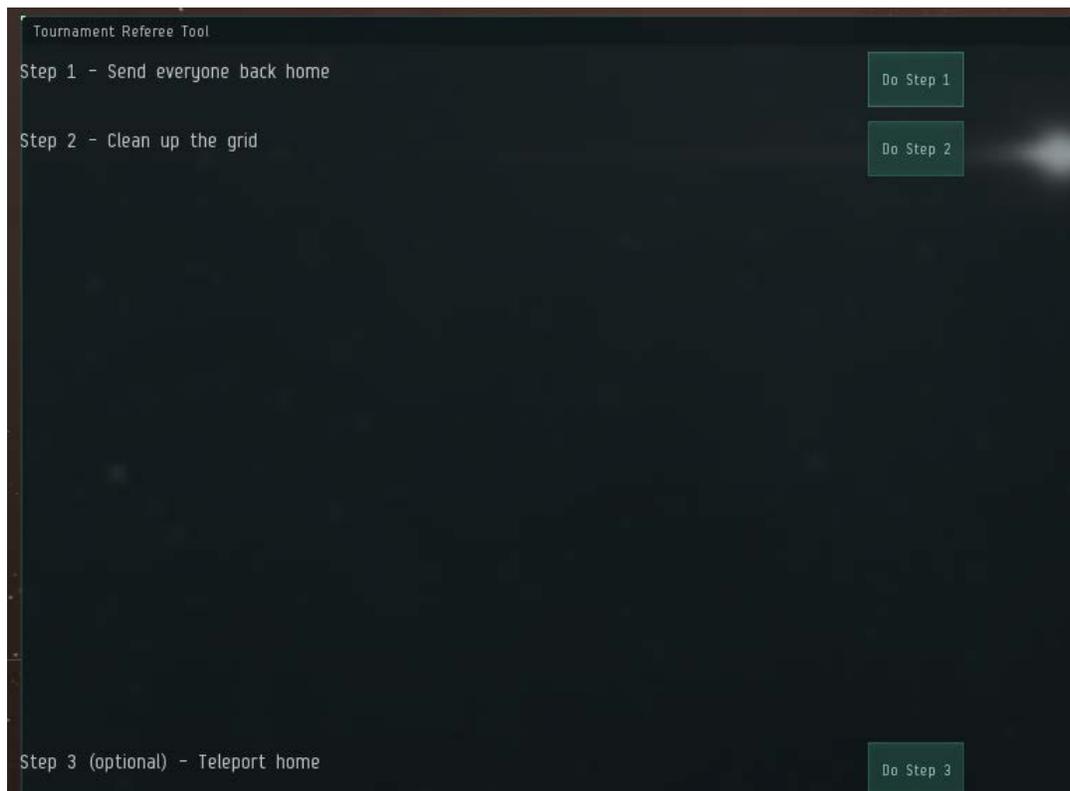
Once all pilots are on field and ready, you should click Step 3 to start the countdown. The countdown lasts for 30 seconds, and up until 2 seconds before the match starts you can abort the countdown.

At any time during pre-game, you are able to toggle the ability for players to move, warp or lock using the toggle buttons towards the bottom of the window.

Once the match begins, you will be given the match window. This allows you to monitor the range from the center of the arena of all pilots, as well as terminating the match early. If you wish to monitor the state of all the pilots, you should also run the Fancy UI (covered later).



Once the match has completed, you will be given the post-match window. From here, you can send the teams home, clean up the grid, and then send yourself home. While you should perform these actions yourself, they will be automatically initiated at 60 seconds, 65 seconds and 70 seconds after the match has completed if you have not already done so. If for any reason you or another pilot finds themselves not sent home, they should wait out any active session changes, then try using the /moveme command.



## Tournament Camera Tool

Selecting the Tournament Camera Tool will give you the option to start either the Camera Client or the FancyUI Client. The Camera Client is used to show views of ships in space, while the FancyUI is used to show the FancyUI scoreboard for the match. If you are using the Camera tool to broadcast, it is configured to work properly when the game client is running at a resolution of 1920x1080. Additionally, you must be in a tournament system to start the Camera tool, and can only select matches from the system you are currently in.



Clicking the camera client will hide most UI elements, bring up the camera toolbox window, and draw a red line across your client. It will also set negative standings to the members of the Red team and positive standings to the members of the blue team. As such, you should not start the camera client until both teams have been teleported into the system. The Lock Dudes and Sort Locks will lock both team's ships (up to the maximum allowed by your ship) and sort them into two separate rows, one for each team. The "Toggle Ship Bracket Text Always On" button will set the bracket text for all ships to always on, and will force your own ship bracket text always off. Click the button again to disable this mode. The red line is used to composite with Fancy UI; Fancy UI will cover the area below the redline, and during a broadcast you should keep all UI elements you wish to hide (including your mouse) below it.



Clicking the Fancy UI button will instead bring up the Fancy UI.



The Fancy UI has no additional controls, and will display the health of all ships on both teams, any Ewar affects against individual ships, the match timer and various other details. You are able to use the Fancy UI while also using the referee tool.

To close either the Camera Client or FancyUI Client, simply close the Tournament Camera Tool Window.