



COUNCIL OF STELLAR MANAGEMENT

**CSM X – Summit One**

**2015 / 09 / 14**

**Session : 3<sup>rd</sup> Party Development / CREST**

**CSM ATTENDEES:**

- Sion Kunitomo
- Sugar Kyle
- Sort Dragon
- Endie
- Corbexx
- Steve Ronuken
- Mike Azariah
- Jayne Fillion
- Cagali Cagali
- Gorski Car

**REMOTE ATTENDEES:**

- Thoric Frothammer
- Manfred Sideous

**CCP ATTENDEES:**

- CCP Leeloo
- CCP Falcon
- CCP FoxFour

- CCP Avalon
- CCP Tellus

## **SESSION OPENED: 10:28**

Foxfour - Introductions all around. He works on Team Size Matters, focusing on monetization and growth. For this session he'll be talking about 3rd party Dev having worked on CREST and associated stuff.

Foxfour - Read and Write contacts to TQ was enabled but caused issues, so it was pulled. This has lead to a re-evaluation of CREST for now, until we can put more resources into it. This made me very sad.

Jayne - What exactly broke?

Foxfour - It had issues with sessions in EVE. When you were writing to TQ it was logging you in as a session, potentially putting your ship in space. We're looking at several options on how to proceed with this.

Foxfour - There is potentially some stuff coming up that could put more focus on CREST, so it might be fixed sooner rather than later if we can fix the session stuff. We're still working on the XML API and suchlike.

Foxfour - Any questions?

Sion - Index (individual Sovereignty value, not just the combined. Ed) endpoints? XML or CREST?

Foxfour - Sure, that shouldn't be a problem.

Sion - installed lhubs upgrades too?

Foxfour - I'll talk to Five-0 about it, because we'll need to look at their plans for what they want to move to structures. Should this be public or corporate restricted?

Sort - We'd like to know who's entosising your structures, because it's a problem and it's trolly as hell.

Foxfour - You'll need to talk to Five-0 about this, as they send these messages with the sov system.

Sort - Can we get these via the API rather than notification.

Sort - Can we also get info and notifications on who's putting a TCU down, because now we don't get that. It's also trolly as hell and anyone can drop them. Is it possible to make it a requirement to have a role in order to put these down?

Sort - What about fatigue through the API? Could we see this? It doesn't display in EVEmon, is this an EVEmon thing?

Foxfour - Probably, I don't see why not, and yes, this would be an issue with EVEmon.

*Steve asked about a push service for notifications. Fourfour was non-committal but positive.*

Sort - Can we see stuff that's killed? We'd like kill reports for lhubs etc, for the epeen factor. Would it be possible just to put alliances on killmails for lhubs and TCUs to make this simpler?

Foxfour - You'll need to poke Five-0 for this, and ask them to give you killmails.

Sion - One of the challenges we have right now is fleet stuff, we're using links in the ingame browser now for tracking fleets. if the IGB is going to die can we have another system to do this.

Foxfour - I've never been in Goons, because fuck Goons, so can you explain this a bit more?

Sion - Is there a possibility to get an XML export for a fleet so that we can track stuff?

Corbexx - Just for reference to plug into tools.

*Sugar clarified what people wanted from this list, to see people.*

Foxfour - We do want to kill the IGB sooner rather than later, and we're going to need the CSM's help with that.

Sugar - Please do that after CSMX, and build a fallout bunker.

Foxfour - We've added metrics to EVE for monitoring what people are using the IGB for so that we can track this. When we eventually finish this we'll want to have the option "copy link to clipboard" or "open in out of game browser".

Foxfour - We also will need a step two, in order to solve the positional stuff for wormholers. We'll need to add a sign in through SSO that allows you to flag yourself so your location is exposed to applications that you want to see it, then you'll be able to use these tools externally, rather than using it through the IGB as present. There must be a replacement for this before we can remove the IGB.

Mike - Do you have anything to do with in game mail. Is there the ability to put in forwarding?

Foxfour - You'll need to contact CCP karkur or CC Punkturis for this.

Jayne - Incursion runners are using this for fleets, can you check how this is being used so that they don't get cut out of the picture?

Foxfour - We'll look at this too.

Manfred - I love the IGB, please don't remove it!

Foxfour - Stop being a poor and buy more screens, or play in a window.

Corbexx - What about tripwire?

Foxfour - It will live forever.

Sort - Regarding sov, pinging POS means that the response time now is a problem because timing is different now, and notifications are off.

Foxfour - Sov related stuff really needs to go to Five-0 because they're dealing with all the notifications that are sov related.

Steve - Can we get dogma data into CREST?

Foxfour - Shouldn't be a problem... we can do that.

Endie - Is it possible to get stuff in XSD files in order that we can see data?

Foxfour - Hmmmmm... will look into it.

Jayne - As well as the lhub can we see what upgrades are installed in a station?

Foxfour - We can look into this, but a lot of stuff will be moving to structures.

**SESSION CLOSED: 10:59**



COUNCIL OF STELLAR MANAGEMENT

**CSM X – Summit One**

**2015 / 09 / 14**

**Session : Team Size Matters**

**CSM ATTENDEES:**

- Sion Kunitomo
- Sugar Kyle
- Sort Dragon
- Endie
- Corbexx
- Steve Ronuken
- Mike Azariah
- Jayne Fillion
- Cagali Cagali
- Gorski Car

**REMOTE ATTENDEES:**

- Chance Ravinne
- Manfred Sideous
- Thoric Frothammer
- 

**CCP ATTENDEES:**

- CCP Leeloo

- CCP Falcon
- CCP Burger
- CCP Foxfour
- CCP Cognac
- CCP Rise
- CCP Terminus
- CCP MrHappy
- CCP Delegate Zero
- CCP MannBjorn
- CCP Scarpia
- CCP Merc

### **SESSION OPENED: 11:07**

Foxfour - We're focused on growth and monetization, we've done work on clones, skins and the New Eden Store.

Foxfour - We're looking at all kinds of stuff to sell, stuff like being able to change the color of your cloak. We're also looking at selling backgrounds for your portrait, booster trail colors, that kind of thing for customization, we're not sure on pricing.

Foxfour - We're also still looking at removing attributes, still trying to find a replacement for the implants first as they're a big portion of what mission runners do with their LP. We've yet to solve that issue. Any great ideas are welcome.

Sort - Are you looking at hardwirings. You could switch it to that?

Jayne - I don't think there'd be the same demand.

Foxfour - Most people have attribute implants, they're widespread.

Gorski - What about pirate implants.

Foxfour - We don't want to touch them other than removing their attribute bonus, people buy them for the bonuses not the +3.

Sort - Yup, agreed with this.

Sion - Attribute implants are kinda required, can we not replace them with something also required, to fix the gap in the market.

Foxfour - Could do.

Sugar - Would you replace them with something like tags of some type?

Foxfour - Possibly, we'll look into it.

Chance - Have you looked at changing the golden pod to a SKIN?

Foxfour - We can't do this at the minute for tech reasons relating to animations on the pod.

Corbexx - What about allowing community submitted SKINs?

Foxfour - We have looked at it, but it's not something we're looking at in depth.

Endie - People will throw money at you for corporation designed SKINs.

Foxfour - We're aware of that.

Mike - Why not replace implants with some form of incentive and gathering for being able to put logos on your ship or something similar.

Foxfour - We're looking for something with smaller development time.

Sort - Ammo? More faction stuff?

Foxfour - We could consider it, but they're already there.

Sort - What about pricing? Are their plans to change the pricing structure for skins? What's your opinion on it?

Foxfour - We're learning as we go, and were trying to find the right balance. It's something we're constantly looking at.

Sort - Can we have account specific SKINs or do they stay character based? Character sales take skins with them.

Terminus - That has implications for super rare SKINs that might end up in the game. You can sell characters with rare SKINs in them, but you can't sell accounts.

Sugar - Frigates and some of the smaller skins would be a good example for this. Also, will you sell SKINs in group and ship specific packs? It would be nice to see this.

Terminus - We already kind of do this, it's good to have them as a bundle of single ship SKINs so that if people want to sell parts of the bundle in game for profit they can.

Sugar - What's selling really well?

Foxfour - Caps are selling well, the SoE bundle sells really well, bundles in general sell well and of course the new designers SKINs.

Mike - What about a skin for Logis - for PLEX for GOOD.

Falcon - This is something we're already talking about internally, we have a few ideas for two skins, one for sale all year around with a percentage going to a charity, the other going for PLEX for GOOD.

Foxfour - Yea, poke community about that.

**SESSION CLOSED: 12:00**



COUNCIL OF STELLAR MANAGEMENT

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**Session : Sovereignty Changes Recap**

**CSM ATTENDEES:**

- Sion Kunitomo
- Sugar Kyle
- Sort Dragon
- Endie
- Corbexx
- Steve Ronuken
- Mike Azariah
- Jayne Fillion
- Cagali Cagali
- Gorski Car

**REMOTE ATTENDEES:**

- Thoric Frothammer
- Manfred Sideous

**CCP ATTENDEES:**

- CCP Leeloo
- CCP Falcon
- CCP Mimic



- CCP Foxfour
- CCP Larrikin
- CCP Fozzie
- CCP Punkturis
- CCP Masterplan
- CCP Bettik
- CCP Lebowski

## **SESSION OPENED: 13:04**

Fozzie - Introductions all around!

Steve - Get on twitter, CCP Bettik!

Fozzie - Let's look back at the Aegis release and go from there.

Sort - Let's talk about the price of lhubs and the speed of Strategic indexes going up. For instance the goons could go back to provi in a month and reset all the indexes there.

Endie - Would we do that? Noooo.

Sort - Right now, there's the question "Why are we holding space?" Defenders right now are on the back foot, attackers have all the advantages.

Bettik - Howso?

Sort - Even without trollceptors, it's pretty trolly and needs to be looked at, even with the timer changes that are being discussed.

Sion - Former CSM member corebloodbrothers has asked it to be brought up that the CSM called all the issues with sov beforehand, and that CCP should give credence to their opinion throughout the summit.

Sion - There are two camps of people, those who hate it outright, and that's reflected by how their alliance treats the mechanic, and those who will adapt to it. People either push through it, or collapse like Nulli did.

Sion - There's nothing more boring than hacking, other than guarding a hacker. It would be best to look at what can be done to make things more interactive. The sov system on the whole is a system with a lot of potential, but needs a lot of tweaks. So long as CCP is open to listening and iterating, it'll be fine.

Sort - We've gotten to the point where some alliances have just given up. A lot of people are using this to say that the sov system has killed alliances, this is not the case. It's because of leader burn out. What Sion said is absolutely right, it's all a matter of perception.

Sort - Can we have the notifications for sov attacks come at the start of the cycle, this would give a bigger window, and cause more fights.

Endie - The earlier a defender is notified, the better the chance of a fight.

Sort - This would be good for nodes too, especially if it was more clear, for instance in local, what node an attacker was on.

Fozzie - Agreed, that's interesting.

Sort - A lot of people want the fights at nodes, they just can't find them, it's a huge whack-a-mole.

Sion - What we've found is that there'd be standing fleets that just wouldn't engage each other. The optimum way to win a sov fight is just not to engage, and always have that threat rather than losing your fleet, and using a brick tanked ship to hack a node.

Fozzie - One of the things that partly leads to that is that the way we're providing outnumbered defenders the ability to defend. We'll be observing this, and looking at where we can make changes.

Sort - This was marketed as making more fights, as Sion has said, it's resulting in less fights.

Sion - It's also way too fast, it's unthinkable we could have killed so many ihubs in 3 days.

Larrikin - Do you think this is a bad thing?

Sion - Yeah, it should feel epic, that's what's great. These big logistics chains, big name FCs, that kind of thing. With this speed, we can wipe a whole region in a week, this needs to be drawn out, there needs to be an actual fight.

Mike - Wasn't the aim to break up the fights and make them smaller? If so, that's a good success.

Sion - This is where we're really losing players, there's no support structure for this huge war style now because it doesn't happen. As you gradually step down the epicness of warfare, there's less motivation to take part.

Sort - A war under this set of mechanics is over before it really starts.

Bettik - How many stations fell in Providence, it was like what, three?

Endie - Did you see how many lhubs were destroyed?

Bettik - Yeah, that was impressive but it still didn't change things.

Fozzie - The war ends when one side chooses to stop fighting. When they've reached a goal.

Sion - Well, I know what the goal was, feel free to ask me. The point is we should not have been able to do what we did in three days. It's not about an hp grind and a structure grind, it's a great system, but can we slow it down a little?

Sugar - When it comes to people coming and going in nullsec, what's the population like? Is it up? Down?

Fozzie - There was a drop when Brave Collective left fountain, but it's been pretty stable.

Bettik - The number has actually gone up I think, but it's a super bad metric. - We are missing part of the conversation that was going on. My comment was regarding the map and how many "new" entities are claiming sov. So without context this reply makes no sense.

Sort - These days people don't feel immersed, or with a place, because they're sat watching a hacker. It's one person creating a timer, the rest guarding him, and people get bored.

Sort - Give us killmails so that people have bragging rights and they can see their alliances contributed - They want to see the damage.

Sion - A lot of this conversation changes when we start adding structures to nullsec. In the status quo we don't have the epicness, but going forward we will do, as there'll be a lot more expensive assets at risk.

Sort - Right now you don't even need a fleet to take sov - But when the structures hit, you will need a fleet, and it will be far more engaging.

Fozzie - We've been looking at structure killmails but the system isn't designed to handle it.

Masterplan - We've looked at destruction and capture reports rather than trying to shoehorn this into the killmail system, we'd need to look at this more.

**A number of other points were covered in this session and have been omitted due to currently being under non-disclosure agreement while development is still ongoing.**

**SESSION CLOSED: 14:00**



COUNCIL OF STELLAR MANAGEMENT

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**Session : Sovereignty Changes Plans**

**CSM ATTENDEES:**

- Sion Kunitomo
- Sugar Kyle
- Sort Dragon
- Endie
- Corbexx
- Steve Ronuken
- Mike Azariah
- Jayne Fillion
- Cagali Cagali
- Gorski Car

**REMOTE ATTENDEES:**

- Thoric Frothammer
- Manfred Sideous

**CCP ATTENDEES:**

- CCP Leeloo

- CCP Falcon
- CCP Mimic
- CCP Foxfour
- CCP Larrikin
- CCP Fozzie
- CCP Punkturis
- CCP Masterplan
- CCP Bettik
- CCP Lebowski

## **SESSION OPENED: 15:00**

### **SESSION CARRIED ON DIRECTLY FROM PREVIOUS SESSION**

### **THIS SESSION IS PARAPHRASED AS IT CONTAINS A LOT OF MATERIAL THAT IS STILL UNDER NDA**

The session began with a quick recap of an NDA topic to ensure that the CSM was fully aware of it. The CSM was already caught up in this area so this discussion was quick.

Sort Dragon raised concerns on the speed that development indexes accumulate and decay at. He suggested that indexes accumulate faster and decay slower than their current rate to help alliance recover from losing their space temporarily. CCP indicated that this was something they would be willing to take another look at.

Sort Dragon then expressed his concern that defenders do not have strong enough advantages in the new Sov system, compared to attackers.

Discussion then moved to how different alliances are reacting to the new system.

Sion Kunitomo expressed concern that fleet members flying alongside the linking character do not have anything interesting to do when capturing unopposed. Later in the meeting some brainstorming was done around concepts for helping provide those other fleet members something to do. The idea of adding a shield bar to Command Nodes was floated by CCP, with lower shield values leading to slightly faster Entosis capture times to provide an optional way to speed up capture and a target for people to shoot and contribute.

Sort Dragon requested that alliance notifications be sent out at the beginning of the warmup cycle, rather than at the start of capture progress. Endie concurred, suggesting that the earlier a defender is notified, the better the chance of a fight. CCP responded that such a change would be possible, but expressed concern that the balance not swing too far against guerrilla fighters.

Sort Dragon suggested a notification in local chat whenever a player enters grid with a command node (like the Encounter Surveillance System). CCP agreed that this idea had a lot of potential and that they would take a closer look at it.

Discussion then turned to the recent Providence war, with CSM members describing the kinds of tactics that they saw emerge.

Sion Kunitomo requested that the overall speed of conquest be slowed down to aid with the epic feeling of warfare.

The topic then switched to structure killmails, with multiple CSM members expressing desire for killmails from the new system. CCP talked a bit about the status of their investigation into adding killmails for the new system, and the issues that have been found so far.

The addition of structure self-destruct abilities was then discussed, with CCP asking the CSM what they thought of the delay before the structure explodes. Thoric Frothammer expressed that he thought the timer should be longer, Sort Dragon disagreed.

The idea of adding a “switch to Freeport mode” option for outposts (equivalent to self-destruct for other structures) was raised, and CCP expressed that they thought this was a good idea.

Sort Dragon requested a notification when a member of an alliance drops a new TCU, so that alliance leadership can keep track of people dropping TCUs in potentially unwanted areas. CCP expressed that they thought this was a good idea.

Discussion then carried on to adding more detail to the “structure attacked” notifications, with the alliance name of the attacking party. CCP discussed the back-end code involved with the CSM, and said they’d keep looking into it.

The challenges of defending far-flung stations was then discussed.

The balance between living in NPC stations and outposts was then discussed, and whether living in NPC space should require more commitment in some way. CCP expressed that they are not inclined to allow too many ways for large sov holders to interfere with NPC null dwellers, but that they might be open to tying in bonuses for allying with the local NPCs to encourage making NPC sov a committed home.

Thoric Frothammer and Sort Dragon suggested some kind of “honeymoon period” to help alliances hold a system they just captured until the indices rise. CCP expressed concern that this would need to be balanced carefully and might need to be limited to Infrastructure Hubs, but that it’s worth taking a close look.

Cloaky camping was discussed, with Sort Dragon, Endie and Sion Kunitomo debating the significance of this tactic in high-density space.

Adding more input factors to the development indexes was discussed. Steve Ronuken suggested adding more factors to the industrial index. CCP agreed that they wanted to add more inputs into indexes, especially industrial. They intend to focus on factors that can’t be easily bought and that can be disrupted in some way, such as PI, reactions and hacking.

New PVE content for Nullsec was then discussed, but remains under NDA as the early concepts are tied closely to other NDA topics.

**SESSION CLOSED: 14:00**



COUNCIL OF STELLAR MANAGEMENT

**CSM X – Summit One**

**2015 / 09 / 14**

**Session : Capital Rebalance / Power Projection**

**CSM ATTENDEES:**

- Sion Kunitomo
- Sugar Kyle
- Sort Dragon
- Endie
- Corbexx
- Steve Ronuken
- Mike Azariah
- Jayne Fillion
- Cagali Cagali
- Gorski Car

**REMOTE ATTENDEES:**

- Thoric Frothammer
- Manfred Sideous

**CCP ATTENDEES:**

- CCP Leeloo
- CCP Falcon
- CCP Mimic

- CCP Foxfour
- CCP Larrikin
- CCP Fozzie
- CCP Punkturis
- CCP Masterplan
- CCP Bettik
- CCP Lebowski

**SESSION OPENED: 15:01**

**WHILE THE CSM WERE BRIEFED ON CURRENT PLANS FOR A CAPITAL SHIP REBALANCE, AND HEALTHY DISCUSSION WAS HAD, THIS SESSION REMAINS UNDER NDA GIVEN THAT DEVELOPMENT IS STILL ONGOING.**

**THERE WILL BE MORE INFORMATION ON THE CAPITAL REBALANCE REVEALED AT EVE VEGAS, AS WELL AS DETAILED INFORMATION FOR THOSE WHO ARE NOT ATTENDING THE EVENT.**

**IN THE MEANTIME, HERE IS A PICTURE OF CCP KITTEH IN A BOX.**



**SESSION CLOSED: 16:05**





COUNCIL OF STELLAR MANAGEMENT

**CSM X – Summit One**

**2015 / 09 / 14**

**Session : Supercapital Rebalance / Power Projection**

**CSM ATTENDEES:**

- Sion Kunitomo
- Sugar Kyle
- Sort Dragon
- Endie
- Corbexx
- Steve Ronuken
- Mike Azariah
- Jayne Fillion
- Cagali Cagali
- Gorski Car

**REMOTE ATTENDEES:**

- Thoric Frothammer
- Manfred Sideous

**CCP ATTENDEES:**

- CCP Leeloo
- CCP Falcon
- CCP Mimic

- CCP Foxfour
- CCP Larrikin
- CCP Fozzie
- CCP Punkturis
- CCP Masterplan
- CCP Bettik
- CCP Lebowski

**SESSION OPENED: 16:10**

**WHILE THE CSM WERE BRIEFED ON CURRENT PLANS FOR A SUPERCAPITAL SHIP REBALANCE, AND HEALTHY DISCUSSION WAS HAD, THIS SESSION REMAINS UNDER NDA GIVEN THAT DEVELOPMENT IS STILL ONGOING.**

**THERE WILL BE MORE INFORMATION ON THE SUPERCAPITAL REBALANCE REVEALED AT EVE VEGAS, AS WELL AS DETAILED INFORMATION FOR THOSE WHO ARE NOT ATTENDING THE EVENT.**

**IN THE MEANTIME, HERE IS A PICTURE OF CCP KITTEH RESTING AFTER A HARD DAY OF SNOOZING.**



**SESSION CLOSED: 17:05**



COUNCIL OF STELLAR MANAGEMENT

**CSM X – Summit One**

**2015 / 09 / 14**

**Session : Power Projection In Wormholes & Lowsec**

**CSM ATTENDEES:**

- Sion Kunitomo
- Sugar Kyle
- Sort Dragon
- Endie
- Corbexx
- Steve Ronuken
- Mike Azariah
- Jayne Fillion
- Cagali Cagali
- Gorski Car

**REMOTE ATTENDEES:**

- Manfred Sideous
- Thoric Frothhammer

**CCP ATTENDEES:**

- CCP Leeloo
- CCP Falcon
- CCP Larrikin
- CCP Fozzie

- CCP Nullarbor
- CCP Masterplan
- CCP Mimic
- CCP Lebowski
- CCP Bettik
- CCP Terminus

## **SESSION STARTED: 17:05**

### **THIS SESSION IS PARAPHRASED AS IT CONTAINS A LOT OF MATERIAL THAT IS STILL UNDER NDA**

The session began with discussions of the recent changes to Nullsec-connected wormholes.

Corbexx suggested adding a new type of K-K wormhole for Nullsec that would be fairly common but only allow frigates to pass. Endie agreed.

Sort Dragon suggested adding more wormholes with very short lifespans to add more opportunities to travel without allowing too much pre-planning. CCP mentioned that extremely short lifespans have had some technical issues, but that they'd look into it.

The Quantum Flux Generator was then discussed. Corbexx requested that CCP let players know the particular detail that since the most recent changes, the first two levels of the Quantum Flux Generator now provide a chance to spawn connections to Shattered (C13) wormholes. CCP agreed.

The mass-distance wormhole jump changes were then discussed, with debate about whether the Higgs Anchor rig has pushed people too far towards lower investment options like battleships for hole rolling.

Wormhole PVE was discussed, with some answers tied to NDA material and other answers consisting of "you'll have to ask Team Space Glitter".

Jayne Fillion asked about whether the highsec connections from Thera could be made to allow Freighter passage. CCP expressed hesitation to make movement of large ships into Thera that easy. Corbexx and Gorski Car suggested that battleships would be a better size for the highsec connections. CCP responded that this is an area they are very willing to tweak if there is good reason to believe it will lead to better gameplay. Further discussion at a later point was suggested.

One-way wormhole connections was discussed. CCP expressed interest and said that they have already been discussing similar concepts, but that it might not be simple to implement.

Discussion then moved to the topic of Citadels in wormhole space.

Corbexx asked about courier contracts to future Citadels in wormhole space. CCP responded that this may be complex, but could happen someday.

The combat strength of citadels in wormholes was discussed, as well as what sizes of citadels would be able to be hauled through what types of connections. The details are under NDA for now.

CCP requested CSM feedback on whether citadels in Thera would be a good idea. Gorski Car said that they should be allowed. CCP expressed that most shattered wormholes won't be able to use citadels, but that it was currently undecided on whether Thera should be an exception.

Some discussion of citadel fuel details and future plans for reactions then followed.

**>> END OF MINUTES FOR DAY ONE <<**