Elite dangerous solar system map

How many regions are in Elite Dangerous?

The galaxy is divided into 42Galactic Regions. Elite Dangerous features an immersive,evolving galaxy with dynamic star systems,economies,governments,and territory control via Powerplay. Commanders can influence the overarching narrative via community goals,squadrons,and supporting a Power to reshape star systems,regions and the galaxy.

What is Elite Dangerous?

Elite Dangerous has a 1:1 scale simulation of the Milky Way galaxybased on real-life scientific principles,scientific data and theories. It includes around 400 billion star systems,modeled on actual galactic charts. Planets and moons rotate and orbit with 1:1 scale in real-time,thus constantly changing a system's environment.

Why are planets so dangerous?

The planet-spanning mega corporations employ entire nations and rule unchecked over vast sections of the galaxy. Weapons are readily available and people are inclined to shoot first. The general lawlessness of space, inequality, greed of the galactic elite, navigational hazards and fierce creatures on planets make it a dangerous galaxy.

The official unofficial subreddit for Elite Dangerous, we even have devs lurking the sub! Elite Dangerous brings gaming"s original open world adventure to the modern generation with a stunning recreation of the entire Milky Way galaxy. Here battles rage, governments fall, and humanity"s frontier expands - and you can impact it all.

All charts and maps generated using data collected by EDSM and EDDN.All data is based on scanned bodies, and/or visited systems, so the numbers can be influenced by commander activity as much as actual distribution. The unusual patterns that emerge from some of the specific filtered maps are largely due to quirks of StellarForge, and there can be large variations between the ...

The Core Systems, also known as the Core Worlds and The Bubble, are an ellipsoidal region of star systems approximately 200 light years in radius around Sol in the Inner Orion Spur that contains the bulk of human civilization in the Milky Way galaxy. It is where the Federation, Empire, Alliance, and other powers compete for influence, resources, territory, and control. The Core ...

With four hundred billion stars, explorers play an important role in Elite: Dangerous. This is a place where we can share useful information, noteworthy discoveries and opportunities for collaboration among many other things.

The Galaxy Map is a very useful tool for navigating the galaxy. It has various useful features and information.

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Universal Cartographics provides all the information about systems in the galaxy. Such as the type of planets, stars, trade routes and stations. People can contribute by selling exploration data to Universal Cartographics when docked at a station. Hovering over a star on ...

The Stellar Forge is the system used to generate the roughly 400 billion star systems which are present in the 1:1 scale Milky Way galaxy in Elite Dangerous.[1][2] The Stellar Forge is part of the cutting-edge Cobra development platform. Frontier Developments has made its own state-of-the-art in-house proprietary engine technology and development tools since 1988. All Frontier"s ...

i Sola Prospect is a Planetary Outpost on planet Brestla A 1 in the Brestla system. It is the only Planetary Outpost to offer all modules and ships for sale, but all prices are 20% higher than usual due to the expense of transporting so much stock to a port directly under the influence of planetary gravity. i Sola Prospect gained this distinctive feature through a successful ...

Incredibly, Elite Dangerous features a procedural model of the entirety of the Milky Way galaxy, with over 400 billion systems to explore. That scale is hard to grasp, but for reference, in the 7 ...

Class G stars are white-yellow main sequence stars. They range in mass from 0.8 to 1.2 solar masses and have a surface temperature reaching 6,000 K. -- In-Game Description Sol, also known as the Sun, is the star of the Sol system. It is a G2-V Main Sequence Star, also known as a Yellow Dwarf. It is brighter than 85% of all stars in the Milky Way galaxy. Sol makes up ...

Yep. If you honk the system and there are 23 bodies, but when you look at the system map and all you see is a sun or suns, FSS (full system scan). Then do what Luriant said "When you sell the exploration data, the game include the system map for everyone, and our name as discoverer/mapper, with a big bonus in payment."

Elite Dangerous Galaxy Map. This is a point cloud of star systems in the Elite Dangerous Galaxy. ... Clicking a system will reveal the names of nearby systems. You can plot a route between systems by clicking systems or entering their names in the dropdown.

Maps may refer to the following features in Elite Dangerous: Galaxy Map - The map used to display the Milky Way galaxy and navigate between star systems. System Map - The map used to display specific star systems. Also includes the Planetary Map function, which displays the surfaces of landable worlds.

Galactic Regions are astrographical subdivisions of the Milky Way galaxy that were established by Universal Cartographics in December 3304 to aid in navigation, exploration, and the organization of Codex discoveries. There are a total of 42 Galactic Regions.[1] The two most important regions with respect to humanity are the Inner Orion Spur, which contains Sol and the vast majority of ...

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