

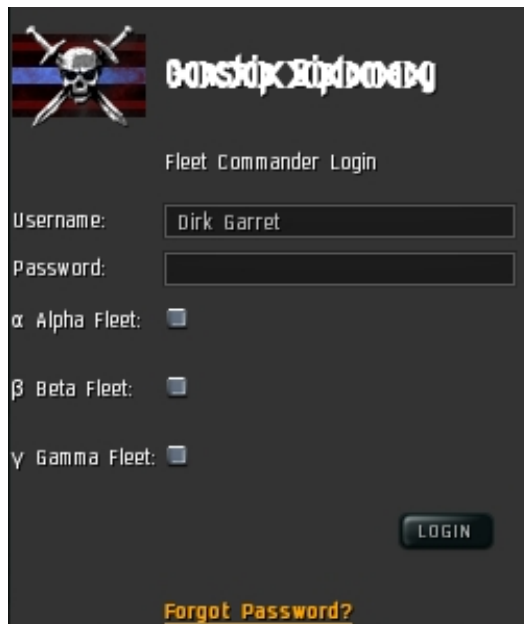
# EvE Fleet Management Tool v.4


## Overview

The EvE Fleet Management Tool (EFMT) is primarily designed to offer Fleet Commanders (FCs) a single-glance overview of their Player-versus-Player (PvP) fleet before the operation begins. Its secondary function is to provide a “streaming” status report of the pilots within the fleet. The tertiary functions of EFMT are in the form of an Administrator’s area (OOG only). This portion of the tool allows the tracking and reporting of fleet and individual pilot information, such as active participation and effectiveness.

## Fleet Commanders Only

EFMT makes use of two FC only forms. These allow for FC login and password retrieval. FCs will obviously be able to make use of all available screens, but fleet pilots will not be able to gain access or information from the FCO forms. The login page uses in-game functionality to auto-fill the FC name. The password field must be filled in correctly, or an error message will be returned by the form. If you forget your password, simply click the forgotten password link. The fleet tool now has multiple fleet capabilities, if desired. Test accounts will only have access to three optional fleets: Alpha, Beta and Gamma. More fleets are available for larger corps, or alliances, if requested. Each fleet started is locked until the next calendar day. The login screen is also a fleet status screen that will tell the FC what fleets are currently available.



 **EvE Fleet Management Tool**

Fleet Commander Login

Username:

Password:

α Alpha Fleet:

β Beta Fleet:

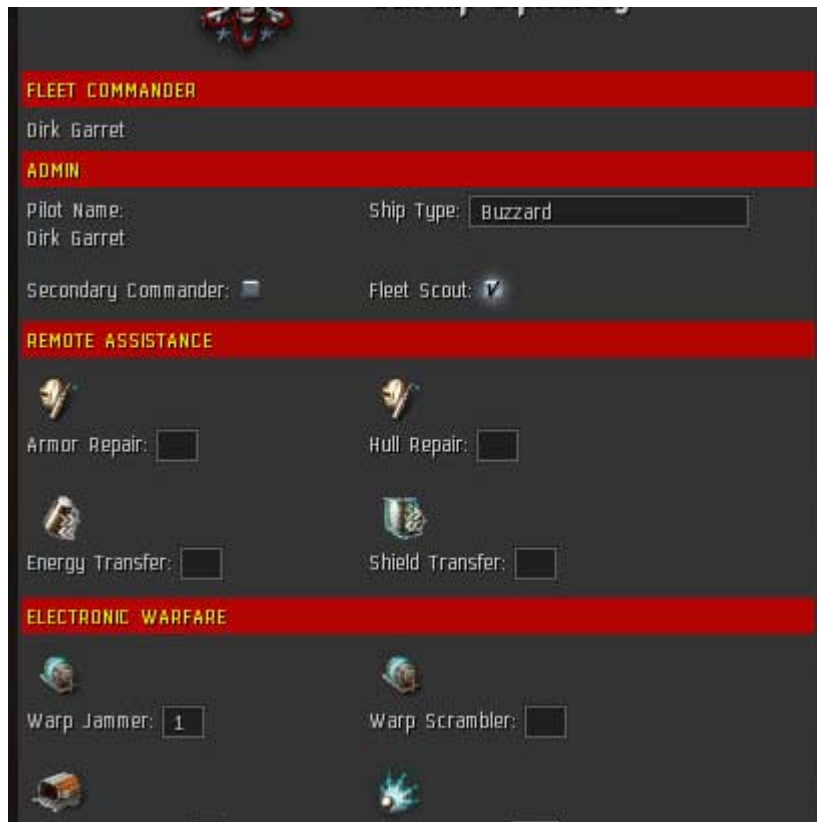
γ Gamma Fleet:

[Forgot Password?](#)

## Fleet Pilots

EFMT's primary screens are for all pilots in the fleet, including the FC. This is due mostly in part that in fleet operations, anything can happen to anyone. It will be good to know who has what fitted to their ship and where each remaining pilot of the fleet is, if the fleet becomes disjointed or the Primary and Secondary FCs are taken out of play.

The Pilot Info screen is where each pilot will fill out his or her fleet-important modules. This screen also allows for a pilot to be assigned as either a scout or the XO (Executive Officer, or secondary FC). A pilot's name is auto-filled from in-game scripting. The only info required by the user is ship type (i.e. Caracal, Rifter, Armageddon) and installed modules. Once the user clicks the Submit button, all info is stored in the database and deposited on the overview screen.



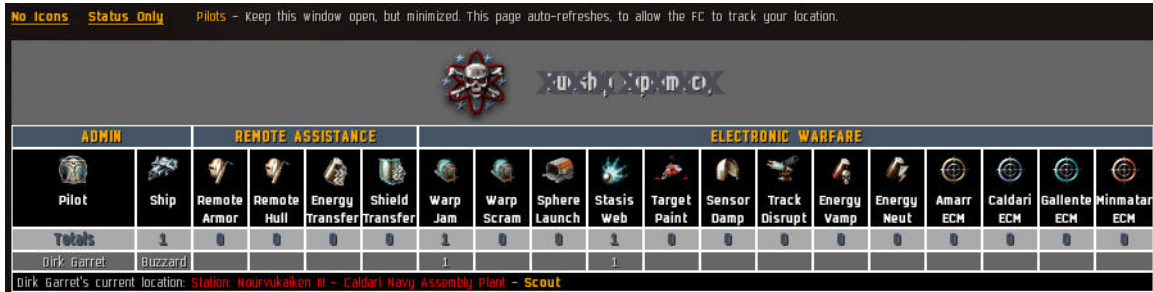
The screenshot displays the Pilot Info screen for a pilot named Dirk Garret. The interface is organized into several sections, each with a red header bar:

- FLEET COMMANDER:** Shows the pilot's name as Dirk Garret.
- ADMIN:** Contains fields for Pilot Name (Dirk Garret) and Ship Type (Buzzard). It also includes checkboxes for Secondary Commander (unchecked) and Fleet Scout (checked).
- REMOTE ASSISTANCE:** Features four icons with corresponding checkboxes: Armor Repair (unchecked), Hull Repair (unchecked), Energy Transfer (unchecked), and Shield Transfer (unchecked).
- ELECTRONIC WARFARE:** Includes checkboxes for Warp Jammer (set to 1) and Warp Scrambler (unchecked).

At the bottom of the screen, there are two more icons, one of which is a blue energy effect.

The overview screen is a table of all fleet pilots, their modules and their current locations. This screen has the available options of “No Icons”, “Status Only” and a return link to the pilot info if any modules need to be changed. If this is the case, the pilot info page holds previously entered data, so not all info needs to be reentered.

**No Icons**   **Status Only**   Pilots - keep this window open, but minimized. This page auto-refreshes, to allow the FC to track your location.



ADMIN		REMOTE ASSISTANCE					ELECTRONIC WARFARE											
Pilot	Ship	Remote Armor	Remote Hull	Energy Transfer	Shield Transfer	Warp Jam	Warp Scram	Sphere Launch	Stasis Web	Target Paint	Sensor Damp	Track Disrupt	Energy Vamp	Energy Neut	Amarr ECM	Caldari ECM	Gallente ECM	Minmatar ECM
<b>Totals</b>	1	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0
Dirk Garret	Buzzard					1			1									

Dirk Garret's current location: Station Nourvukaken III - Caldari Navy Assembly Plant - Scout

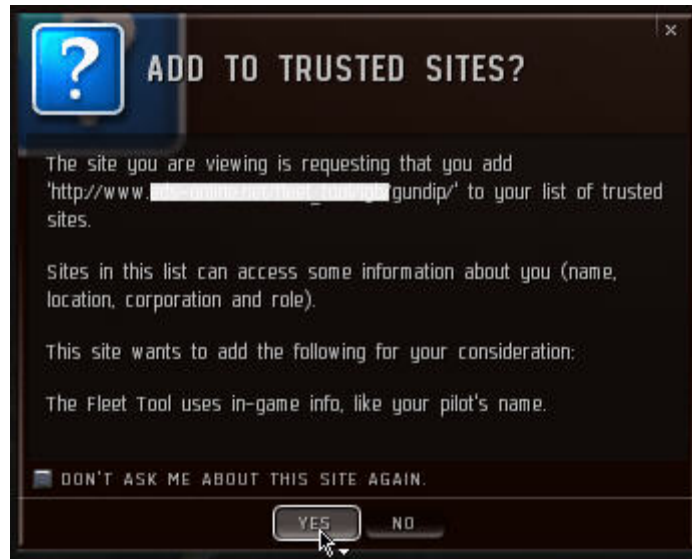
## IGB - Instructions for Use

FC Login is quite simply broken down into a few easy steps:

1. Browse to the provided login URL, via the IGB.
2. If it is your first time accessing it, you will be asked to trust the tool.
3. Since the username is auto-filled, just enter the password.
4. Click the checkbox of an available fleet.
5. Click the Login button.

Once logged in, the FC will be forwarded to the pilot info page (all pages give an IGB notification if viewed OOG).\* The pilot info page's web address is what the FC needs to copy and paste into the fleet chat channel. All pilots must paste the link into the IGB as it is given. The final part of the link is a specific session variable that must be included correctly or a pilot is given a session error.

The tool incorporates in-game functionality (pilot name and location only). This requires that each pilot accept the tool as a trusted site. A pilot can permanently accept the tool as trusted, by opening the IGB's options and doing so after the current session has been accepted. The trusted dialog will make the request for every use of the tool if this is not done.



Each pilot should keep their browser open (minimized is fine), as this allows for session retention, access to the pilot info page (if necessary to update modules) and an active overview page. To make module changes, a pilot need only click the Update Modules link and change the modules. If you forget to fill in your ship type (i.e. Rifter, Drake, Armageddon), the form will return an error when submitted and you will need to enter it before continuing to the overview page.

The overview page has an auto-refresh feature that gives the FC the ability to track the installed modules and location of all pilots.\*\* The FC should also keep his/her browser open to retain the session for the fleet. If any pilot/FC accidentally closes the IGB, DO NOT LOGIN AGAIN! Just paste the original URL (with the current session number) back into the IGB. The current fleet session is good until the next calendar day (when a new session is created), it is not lost if the browser is closed.

\* Only the FC needs to login.

\*\* Page refreshes are quicker if the overview page is set to "Pilot Status Only", as this only loads in-game location info and no icons.

## The Admin Console

The EFMT Administration area is only accessibly OOG, via any modern browser that allows JavaScript and CSS. This portion of the tool makes use of AJAX, to make the admin area very quick and lightweight.

There are a few powerful things you can do from this area, as a tool administrator. You will have control over some tool settings (like color schemes – yet to be added), FC maintenance and reviewing fleet structures.

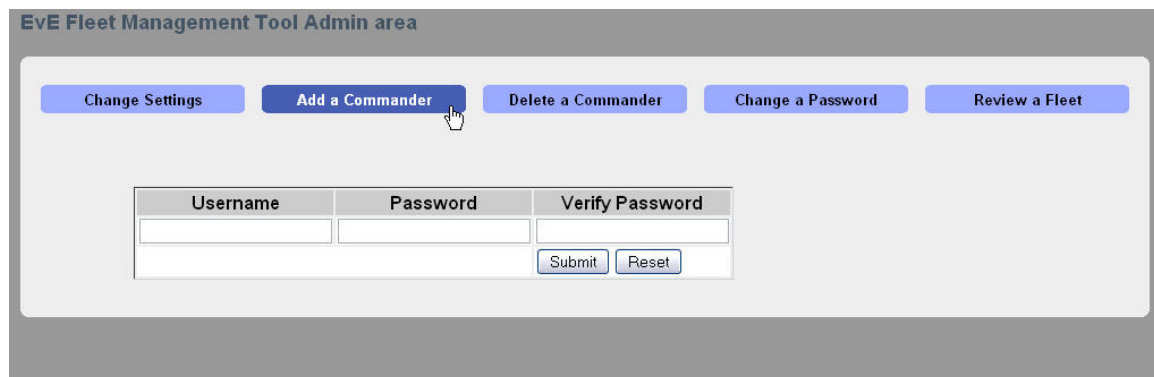
### ***OOG - Instructions for Use***

The admin area requires an administrator to login before accessing the different tools. Any FC can be granted admin rights at any time.

There are five admin tools that are available from the menu\*: Change Settings, Add a Commander, Delete a Commander, Change a Password and Review a Fleet.

**Change Settings**, at this time, will only allow a tool admin to change the corp name and ID. Color scheme options are yet to be added.

**Add a Commander** will allow a tool admin to insert the new FC's name and password, as well as designate the new FC as a tool admin. The pilot's name has to be entered exactly as it appears in-game, or the tool will not provide accurate IGB info regarding the FC. Editing an FC's name is not an available function at this time. Simply delete the FC and add it again.



The screenshot shows the 'EvE Fleet Management Tool Admin area' interface. At the top, there is a navigation bar with five buttons: 'Change Settings', 'Add a Commander', 'Delete a Commander', 'Change a Password', and 'Review a Fleet'. The 'Add a Commander' button is highlighted with a mouse cursor. Below the navigation bar is a form with three input fields labeled 'Username', 'Password', and 'Verify Password'. The 'Password' and 'Verify Password' fields are grouped together. At the bottom of the form are 'Submit' and 'Reset' buttons.

**Delete a Commander** is self-explanatory.

**Change a Password** is also self-explanatory, but this tool will allow for an FC to be granted Admin rights (after creation). Submitting an empty password field will leave the current password unchanged.

**Review a Fleet** has limited functionality at this time, but you can review through a three-step menu process of choosing an FC, then the date and then the session of a fleet operation. Once the FC has been chosen, the date and session options will remain available (as the CSS hides the FC option on leaving the link), to allow for reviewing of any date or session for that particular FC. You will need to hover over the menu link again, to regain access to the FC choices.

EvE Fleet Management Tool Admin area

Change Settings   Add a Commander   Delete a Commander   Change a Password   **Review a Fleet**

Date: 2009-02-15   Session: 7746950

Session: 7746950   Date: 2009-02-15   Fleet Commander: OzoneFriendly

Administration		Engineering						EWAR Support													
Pilot	Fleet	Ship Type	XO	Scout	Armor Rep	Hull Rep	Energy Xfer	Shield Xfer	Warp Jam	Warp Scram	Sphere Launch	Stasis Web	Target Paint	Sensor Damp	Track Disrupt	Energy Vamp	Energy Neut	Amarr ECM	Calda ECM		
<b>Totals:</b> 3			1	1	1	0	2	0	0	3	0	2	0	0	0	1	0	1	1		
Dirk Garret		Drake	X							1		1				1					
Llyan		Rifter	X		1		2			1		1									
OzoneFriendly		Rook								1								1	1	2	2

Review a Fleet dropdown menu:

- OzoneFriendly
- Select an FC
- Amberlie Ohmsford
- Audi Amarr
- Dirk Garret
- Grymn Loche
- Meridius Dex
- OzoneFriendly
- Pravius
- Terra Kuja
- Test

Functionality may be added, based on user acceptance and request, to also review overall kill ratio info. The kill data may be manually input by an admin. Importing kill info from Eve-dev's killboard application may also be integrated at a later date, if enough requests for this enhancement are made. This would obviously give an even better review of fleet performance, based on the FC and the fleet arrangement.

\*CSS controls the depth of the menu.