

# **Eve Manager Users Guide**

by

Sckoarn

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# 1. Introduction

## 1.1 History

The author had been having problems with knowing if I was making any ISK and/or how much. They know the tcl\tk programming language and created this tool.

## 1.2 Over View

Initially the tool enables you to calculate the cost of manufacturing items based on market values. The tool lets the user enter in items, blue prints and manufacture costs in a user defined way. This means the tool is different for every user, but users can share data bases. The current state of the tool is Alpha, and it's production is to get a feel for whether the community wants something like this. It will be updated to meet user requests.

## 1.3 Why?

You would use this tool if you wanted to know exactly the cost of making items in Eve.

## 1.4 Document Acronyms

Term	Definition



## 2. Installation

By now you have unzipped the download file. The problem you will have is with starting the Eve Manager until you download and install TCL. This can be done by going here [Activestate Downloads](#) . Once you are at the site download the latest TCL offering, this is usually at the bottom of the page with Perl and Python offerings. Installing this software is easy and quick. It is some of the best free software the author as used.

When you unzipped the download there should have been 5 files:

evemngr.pdf (this document)

evemngr.tcl.

evemngr\_var.tcl

common.tcl

start.dat

The main program file is evemngr.tcl .

Once TCL is installed create a shortcut to the file, evemngr.tcl, and move it to your desktop. You should be able to launch the Eve Manager by double clicking the desktop icon.

### 2.1 The First Look

Below is what the Eve Manager will look like at launch start. Hit the full screen expand button to make the tool fill the screen or adjust it's size to suite.

(screen shot here)

Slightly expended view.

(another screen shot, with tool expanded some)

## 2.2 Getting started

### 2.2.1 Database Control

The tool is useful because it can save the user setup and retrieve that setup (data base) for updates. The naming of these data base files is at the users discretion.

Hit the “Options” tap on the top left of the tool. Than hit the browse button in the “Working File” selection line. This will present a selection window for the user to select the file to load. Or hit the “Config Load” button on the bottom left of the tool. This can only be done if the tool has not had a data base loaded yet. If you hit the “Config Load” button after you have edited the tool, and there is a valid file name in the “Working File” entry, that file will be loaded and all edits will be lost.

If you hit the “Config Save” button at any time and there is a valid file name in the “Working File” entry, that file will be over written with no warning.

If you are starting a new data base file for the first time or for a distributed data base system, start by loading the “start.dat” configuration file. This will load the base elements into the tool so you have something to start from. Or alternately the first step is to add items to the “Items Market Cost” section of the tool. This can be found by hitting the “Items” Tab at the top of the tool window. The “Items Market Cost” section is on the left side of the tool.

### 2.2.2 Adding Items

Hit the “Items” Tab at the left of the tool.

The tool is based on items that are purchased off the market or mined and are base ore. The items list can contain anything you can buy off the market and represents the market value of items. To add a new item to the “Items Market Cost” section of the tool, place the cursor over that section and right click on the mouse. Select the “Add Item” menu item. (do not select the delete item or edit item selections, they will bugger things up.) Type in the item name into the prompt window presented and hit “ok”. The new item should appear in the items list. As well a new inventory item will be added to the right hand section of the tool, with the same name.

### 2.2.3 Items Cost Manufactured

This section allows the user to add a current BP to the list of items so that it can be used as an component for other BP's. This list will only allow the user to add existing BP's from the BPO Tab section. See the next section for instructions on how to enter a BP into the tool. To add Items to this section, right click and select “Add BPO Item”, then select one of the items on the list. (again: delete does not function)

### 2.2.4 Adding BP's

Hit the “BPO's P1” Tab at the left of the tool.

Add a new BP to the list of BP's by right clicking in one of the two sections, “BPO's 1” and “BPO's 2”, and selecting the “Add Frame” option. (Delete Frame works but, is not fully developed yet, do not use it) The user is presented with a text entry box for the name of the BP. NOTE: When choosing names, do not let the name get too long because it causes alignment problems. Hit “OK” once the name has been entered. The user will then be presented a window for selecting items from the list of items found in the “Items Market Cost” and “Items Cost Manufacture” sections of the tool. Select items the that are part of this BP by double clicking on the item or highlighting and hitting the “OK” button. When all the needed items have been added hit the “Done” button and the last part of the frame will be added by the tool.

### 2.2.5 Saving Your Configuration

It is advisable to save your tool regularly. This involves hitting the “Config Save” button, which saves to the file in the “Working File” entry. The user can edit the name in that entry field. It is suggested that you put a digit after the file name in increment it as you save different tool configurations. Remember that you can always reload from a saved setup but you can not recover from having to delete items like BPO's. The tool as it stands can save a configuration once a BPO has been deleted, but will be corrupted when you try to use that configuration file after loading it. Rule is: save if you have something input correctly, else kill the tool and reload from where you started. (this will be fixed in future releases, just have to figure out how to over come the numbering in the current system.)

## 2.3 Multi level BP's

The tool is designed to enable multi level BP's to be calculated. The following steps will guide you through the process.

### 2.3.1 Enter Items

Create all the items needed for the BP in the items section. This may include Datacores, and / or any thing you can purchase off the market.

### 2.3.2 Enter Level 1 BP's

Create the BP frames in the BPO's section of the tool. This would include the invention (manufacture) of tech II BP's, but creating a BP that includes the Datacores used. Ie, cost of BP. Also, any components the user can manufacture for the use in other BP's. Ie, the ship input needed for a tech II ship manufacture run and / or R.A.M. .

### 2.3.3 Entering BP Items

To the "Manufactured Items" section of the tool add the invented BP as an item, and any other manufactured items needed for the creation of the next level of BP. This list of items only takes those items found in the BPO's section of the tool.

### 2.3.4 Entering Level 2 BP's

With all the items needed to create the BP frame, create the frame as usual. Notice that the BP items you entered to the "Manufactured Items" section are now available as input items to this level of BP. This is should not be limited to level 2 items, the tool should be able to go to any level needed, just entry order is important.

## 3. Data Entry

The tool will calculate every field in the tool every time the user hits a key. This means it will update as you type. Most fields are protected against errored input, but the "e" key can cause problems. Percents are to be represented with fractions with notation: 0.25. This is equivalent to 25%. This would be used for components that are consumed by some percent each run, R.A.M for example.

The main input from the user is the Items section of the tool. This is market value and is the value used for calculating manufacture costs. The user needs to keep this up to date with the market values to be current with pricing. Other wise the update to the quantities used in a BP when some material or time research has been done to it. Then dynamically the user can see the cost based on the number of items created in the manufacture run. Notice the cost drops slightly as the run count increases.

If the user is concerned with manufacture cost of the installation, the time of the BP must be non-zero. Also the values for Installation cost and Per Hour Usage cost can be changed in the Options Tab. This value will be saved with the configuration and will not have to be altered once set. To get the true cost, take it from a manufacture job that you are just about to submit, your faction may reduce it some and give you more detailed costing.

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