

Stardrive



During the Goa'uld attempt to destroy Atlantis, a program set by the Goa'uld operative started powering up the Atlantis stardrive while the ZPM's failsafes were disengaged. Without the failsafes, this would've been more than enough to destroy Atlantis had the failsafes not been reenabled just in time. (SGA: "Critical Mass") In order to drain the remaining power from the Tower's ZPM, Lt. Colonel John Sheppard ordered Doctor Rodney McKay to charge the Tower's stardrive, stating that it would be the single greatest power drain they could find. Charging the stardrive resulted in a great deal of shaking in the Tower, but successfully depleted the ZPM. (SGA: "The Tower") After taking control of Atlantis, the Asurans attempted to fly Atlantis

back to their homeworld using the stardrive. However, a drone attack by Doctor Carson Beckett disabled the stardrive before takeoff. The Asurans were able to repair the damage before they were eventually destroyed. (SGA: "The Return, Part 2", "First Strike") The stardrive allows a city-ship travel to distant galaxies in only a matter of hours when at full power, and the sublight function of a stardrive is so fast, even when powered by nothing more than one ZPM, that the dialing device of a city-ship's Stargate is incapable of establishing a point of origin when the city-ship is traveling through normal space. (SGA: "Adrift", "Enemy at the Gate") The stardrive requires an enormous amount of power to be exerted at once for the sublight engines to lift the city off of a planet, and so usually it can only be activated if there are at least 2 ZPMs powering the city-ship. This power requirement can be subverted, however, when an external power source supplies enough of the needed power that a single ZPM can supply the rest (such as when McKay and Sheppard powered the stardrive of Atlantis using only one ZPM and the drilling platform to supply

the extra power needed to get it into flight). (SGA: "The Tower", "First Strike") The hyperdrive itself requires relatively little power (compared to what a ZPM can generate) to travel interstellar distances, and the greatest amount of power expenditure during the entire process of taking off, flying through hyperspace, and landing on another planet typically occurs when powering up the inertial dampeners and achieving the necessary escape velocity to lift the multi-tonne city off of a planet's surface. When at full speed a stardrive is capable of matching the Asgard hyperdrives on the Daedalus. The only faster drive is the (experimental) Wormhole drive, installed only on Atlantis. (SGA: "The Tower", "First Strike", "Enemy at the Gate") While looking through the Satedan military museum, Doctors Radek Zelenka and William Lynn were able to locate a new hyperdrive induction array command crystal. With that, the expedition is able to restore the stardrive to full working order though they still lack the power to use it. (SGA: "Allegiance") Extremely powerful device in Ancient city-ship design, allowing the

gargantuan vessels to traverse the vacuum of space at faster-than-light speeds. In combination with an active shield, the stardrive permits space travel for the city of Atlantis, enabling it to even span the gaps between entire galaxies. Atlantis, utilizing its star drive, was able to travel from the Milky Way Galaxy to the Pegasus Galaxy, a distance of between 3.26 and 3.5 million light years. It is not known how long it took the ship to ferry through the void. Whether the stardrive was augmented with other shortcuts is not known. Ancient hyperdrives were extremely sophisticated, so it is doubtful it took an extended period. (The modern *Daedalus*-class cruiser can traverse the space in 18 days, shorter, if the engines are pressed.) Critical Mass - McKay is horrified when the inertial dampeners of Atlantis come online, a precursor to the initialization of the stardrive. When it reaches a critical capacity, the Zero Point Module will explode.

The Tower - McKay powers the stardrive of an Ancient city ship to drain the power of the Z.P.M. running it, effectively ending the rule of the dubious Lord Protector.

Progeny - The Asurans fire up their stardrive to bring their own city-ship to attack Atlantis.

First Strike - Under attack from the Asurans, the team uses Atlantis's stardrive to flee the planet where the Ancient city laid dormant for ten millennia.

Adrift - Atlantis drifts through space after the drive fails, and after a new Z.P.M. is installed eventually comes to rest on the surface of a new world.

Enemy At the Gate - The team takes Atlantis into space again and all the way to Earth, where the city-ship defends the planet from a Wraith assault in orbital combat.

1) Tooltips are wrong on about 90% of everything. I don't think it'd even help to list the wrong ones, because I don't know which ones are right.

2) Cerberus cruisers say they deal 80 damage per shot. It's actually about 12.

3) Spawning 6 hydralisks at the start of the game on top of the stardrive is just cruel.

4) Gamebreaking. The game pauses during the end of level score screen. You can purchase multiple upgrades during this period, and the

cost won't increase. For example, you can get all 4 vespene upgrades for 300 each (1200 total).

4) Fighters are just bad. They're really, really bad. At no point are they a good investment, and their cost becomes insane as you level them up.

5) Protoss units all lack death animations.

6) The 7000hp swarm guardians are just not fun. They're not really overpowered, they're just needlessly durable. They also come from a really strange angle.

7) Gamebreaking. The diamondbacks have far too much hp. Even if you spend the entire game preparing for nothing but the diamondbacks, you will still lose. Also the bottom-right side diamondback spawn is just plain lame. You have to know it's coming to defend against it, and even then, there's no space to really build up there.

8) Semi-gamebreaking. Fighters disappear off-screen after their route is complete. I imagine that this is intended, but it's still very silly. They should go after the remaining objectives, or at least attack the nearest unit.

9) Speaking of which, it'd be nice if there were an option to just have fighters attack whatever is

close, rather than an attack path.

10) The void seeker boss's attack is completely ruined by PDDs. While all bosses are, this one is especially vulnerable. Pretty much a single PDD will shut the boss down long enough to kill it.

11) Losing a BC level on BC death feels painful. Investing vespene in your BC is already less value than investing it in turrets, and you're doubly punished if you lose it. I'd rather just see a longer respawn time, or perhaps just having your BC be revived at the start of each level.

12) I don't really understand the point of the science vessels. Are they just for vision?

13) Engines don't seem to have a reason for existing. Losing all your engines has apparently no gameplay impact.

14) Gamebreaking. You can attack your ally's units. If you want to be a jerk, you can happily blow up your own stardrive. This shouldn't be possible, because if the map ever becomes a page 1 mainstay, this will become a real issue. The "fight your rival ship" level (Antiga Shipyard?) is bugged. All command centres are invisible, as is the Stardrive. In addition, the AI appears to be enemies with the NPC defenders,

causing the invisible defending marauders to attack their defending marines. Still, the stardrive is hidden, so you can't actually win the level. I'm trying to configure one of this system from tia portals v14 SP1 and i can't find any s210 to include in my proyect. Is it maybe due to the fact that s210 drivers are included only since the stardrive v15 version o they are available for the v14 version too?

Stardrive

21f597057a