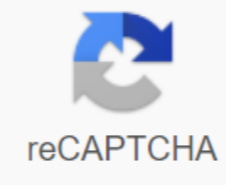




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Subnautica base building guide

This guide helps you with some basic building tips, and guidance issues you may have had with Moonpool, docking, and stairs. Stair orientation There are three orientation issues when building in Subnautica. If you are like me and somewhat obsessive with builds, then these problems will be a major drag. However, you can still deal with them once you understand the mechanics. We'll start with the stairs. The direction you face when placing the first compartment of the base determines which part of the ladder hatch gets placed on. The ladder will align with most of the front of the hatch when facing the same direction that you were facing when placing the compartment. This also means that the direction you face when placing the first compartment determines the front and back of the base. This cannot be stressed enough because it links with all the other guidance issues below. In this first screenshot, I'm about to set up an X compartment. I will have to enter in order to build a ladder to reach level 2. By entering the base from the same side was facing when we built it, it is easier to see the alignment. Note the unused hatch, which happens to always have text that appears upside down when facing in the same direction of compartment placement. Now note which side of the ladder letter becomes placed. If you ever turn around while inside a base and look in what direction your station is facing, this letter will get you oriented. Note that this only effects stairs placed in the connector compartments, would be I, L, T, and X. Stairs placed in the multifunction chamber will always align with the ladder along the outer circumference of the compartment to give you as much foot space as possible, except being a centered ladder placed - this will follow the same scale rule mentioned above. Moonpool orientation Once the first compartment is placed, Moonpool will always line up along its long side (part with two connections) compared to the first compartment placed. This means that you can't rotate Moonpool by repositioning yourself unless it's the first item you place. The stair rule still applies, which means that the stairs will always align perpendicular to the long side of Moonpool. Preparing to place Moonpool. In relation to your position, Moonpool will always appear perpendicular to you along the long side and if you attach it to an existing compartment, there is no to rotate. Once placed, it is easier to see the orientation. If I wanted Moonpool to align with the smaller part of the front of the small base, then I would have to change my own orientation when I set the original compartment. Sadly, this would also change Stairs. For this reason, most of my base builds have Moonpool orientation seen above, otherwise I have to deal with uncomfortably placed stairs that seem to get in the way. Hopefully one day the game will let us rotate these stairs. Seamoth Andocare Orientation The Seamoth will always dock with the left facing when looking directly in the same direction as when Moonpool was placed (i.e. face to back). Your character will always come out to the left after docking. This will help you decide on placing the tube when connecting the rest of the station to Moonbay. As a general rule, just remember this: When placing the first compartment, the direction you face during placement determines the front and back of the base, how the stairs get placed, and the direction facing Seamoth when docking, as well as the part on which you come out seam on a docked date. So the spot you choose because the first compartment is important, but "your position" in relation to this placement is even more important. Fortunately, you can always deconstruct to get the materials back and restart your build if necessary. You can also start a new base and change the orientation of the new base compared to the first, assuming that the first new piece you place is about 30 meters or further from the nearest compartment attached to any other base. Moonpool Vertical Placement The Moonpool can be placed above the water line, so you can see the surface of the water. As long as it's not too high, you can still dock and use the ladder... it looks cool from the inside too. To get this right, Moonpool will have to be above the water line, with a bit of a gap between the lowest point of Moonpool and sea level. This is useful if you want to build on or near these high points in shallow waters. Just make sure you have enough space to fly your Seamoth in shallow water or you won't be able to dock your car. In this shot you can see that the water level is low enough to look down over the water line, rather than being submerged enough to create a new waterline just for Moonpool. As a side note, if you want a bay for both your Seamoth and your prawns, then you might be interested to know that you can build more than one in one base. Two moonpools attached. Lag Warning Depending where you place the moonpool when you place it above sea level, lag may occur. On a PC with larger specs, you won't notice much unless you stream live or record video at the same time. In order to avoid lag problems while at your base, you may want to completely sink the moonpool. Lag can happen when the bottom of the moonpool is above the water line. You can also experience lag when moonpool is half underwater, and half above water, in which case, the water so seen from inside the moonpool will look... Strange. If you like to A view above the water line, you can still build a compartment above, while keeping the moonpool underwater. Partly sunken Base One from my favorite builds includes a basic design that has segments that are both above and below the water line. When placed carefully, you can get this beautiful effect of watching water crash against the windows as the waves throw about so seen in the picture below. O base that is partially above water and partly underwater can be fun. Especially when you have a multifunctional room set, so the water line is seen halfway through the windows; the effect looks super cool. However, since writing this guide it seems that there have been changes, some of which could interfere with this type of build. Namely, the water filtration device. When the water filter is placed in a multifunctional room that is above the water, it will produce water at only 1/8 of the speed. This means that instead of taking 15 minutes to produce a bottle of water, it will take 2 hours. In addition, the water filter will not produce salt. So you may want to choose a different compartment for the water filter, one that is below the water level. Floating Base Using vertical connectors, you can build above the waterline and then remove the connectors below and you will arrive with a floating base. This works in survival. I did this to create a cheap observatory above life pod 5, which easily fits 4 to 6 cabinets without clutter. This is handy as an early storage solution and the small base is out of the way the most important builds you have in mind. To mount a solar panel on top, create a temporary roof hatch to get access up, place the solar panel, then deconstruct the hatch, or leave it up if you want a patio. In this example, I can enter the base through the top of the life pod. Of course, you can get much more creative than this and combine both underwater and above water elements without using islands. Use smaller compartments it seems that the multifunction camera gets used the most, but also offers at least at least flexibility. Four smaller compartments can provide the same amount of workspace and storage as the larger room. I like to use smaller compartments in creative ways using windows whenever I can and handling stability with foundations instead of bulkheads. In fact, the foundations do not work very well with the multifunctional room, because they simply do not snap-to in a way that is useful. But the foundations are perfectly suitable for smaller compartments. This small construction occupies the same amount of as a multifunction camera and can be remodeled. Although you have to get inventive when trying to make room for larger workstations so that they don't block passages. The foundation adds +2 stability. The sealed wall with doors adds +3. And the reinforced wall wall adds +7. Custom Art Using the digital frame of the image, image, use any image taken with the PDA as art. However, if you upload a picture directly to the screenshots folder for the saved game, then you can use any image you want, real life or otherwise. Just be sure to use the same dimensions as other screenshots. Adding a familiar face. I just want the frame to be thinner, so I can control the look a little better. But this is still beautiful. The video version of this Guide For anyone who might prefer to watch this guide rather than read it, I created a video version that is embedded below, or you can click to watch. Original link - Continue the Next FAQ discussion to repair a base? Prev FAQ to craft items? In the game, you can build your own base. To do this, you will need to use the Manufacturer to create the Habitat Builder. Thanks to this tool, you will have access to the Habitat building menu. There, you will find a number of tunnels and utility objects that you can craft. Of course, each of the items requires a certain amount of materials. In this case, you will be able to see the outline of the structure without using materials. Materials will only be consumed after you direct the tool over the outline and select the construction option. Due to this, you will be able to plan the appearance of your habitat before you build. If you've already created a scanner, use it around different wrecks and abandoned bases. Thanks to this, you will get new plans, which you can use later for your own habitat. Next FAQs to repair a base? Prev FAQ to craft items? Items?

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