**Space Engineers Feedback**

My Computer Specs used to play:

OS: Microsoft Windows 10 Pro

Version 10.0.19041 Build 19041

CPU: Intel(R) Core(TM) i7-4790K CPU @ 4.00GHz, 4001 Mhz, 4 Core(s), 8 Logical Processor(s)

Installed Physical Memory (RAM): 32.0 GB

My brothers specs used to play:

OS: Microsoft Windows 10 Pro

Version 10.0.19041 Build 19041

CPU: Intel(R) Xeon(R) CPU W3520 @ 2.67GHz, 2661 Mhz, 4 Core(s), 4 Logical Processor(s)

Installed Physical Memory (RAM): 8.00 GB

Issues I have experienced:

* A very high ping even in a local network (jumps around 60-100) I run Cat8 and Cat6 ethernet cables to a physical server in the house.
* Connectors causing explosions when attached at a strength of 0.0150% (default value)
* Ships breaking off connectors during space travel even when there is no cargo in them
* Server joining through steam for my brother as he cannot join using the ingame menu
* “Game Paused” with it hanging as brother is experiencing: [Image](https://drive.google.com/file/d/169O3VmDpsSb7OwrVfyxtQkxXgGLMrNbT/view?usp=sharing)
* Soundblocks not stopping when pressed stop and waiting for them to run their course
* When connectors break it causes more damage to internal parts like hydrogen tanks causing them to break or explode
* 3 pistons and an advanced rotor with 5 drills attached after being reversed to position 0 caused it to flop about and break off on the rotor, there was no explanation why it did this, it just did.
* Hydrogen being used even with all hydrogen thrusters off (I had to shut the whole ship down to stop the leak)
* Autopilot caused a connected ship via landing gear to break off
* Projectors causing massive lag spikes for low end PC’s

This is all I can remember so far with all issues I have had with the game, if I have more I will update this document and write a new feedback form when I have a formidable amount of information.

Improvement Ideas:

* Reduced hydrogen usage, I went from 50% to 30% just travelling a short distance and had to resort to using the jump drive, I have 9 large hydrogen tanks onboard
* Jump drive effects moddable as I would love to finish making my hyperdrive effect. (put this in the SDK)
* LCD’s can use images stored in a folder in the server side, something like “/SpaceEngineersDedicatedServer\Content\LCD\_Images”
* Soundblocks also using a stored folder for sound or music in a similar folder “/SpaceEngineersDedicatedServer\Content\Soundblock\_Sounds”
* Airtightness detection on doors this will stop the door opening, so when you open a door without venting into space by accident
* A tool in the server folder that can be used to cleanup worlds and ships, just like SEToolbox that is no longer in development, that tool I used greatly to remove space junk
* Atmospheric drag, as in when you enter planets you can get effects or physical damage as you enter a planets atmosphere, earths will be stronger than the moons and can cause a lot of damage to internal components if left exposed to the elements. (heat shielding panels can be used if you wanted to make it more realistic) Calculations can be done to simulate the drag too, 6 points of contact from all XYZ axis. [Link to NASA](https://www.grc.nasa.gov/www/k-12/airplane/drageq.html)
* Black holes or other space anomalies like cosmic dust causing a sort of space aura where it can mess with ships systems. (In Star Wars empire at war these were used to disable ship shields, which used against the right vessels can cause great losses to the enemy side)
* More compacted asteroid belts around planets, as finding asteroids that are far apart takes time and with already limiting supplies can end badly.
* Planetary rings for planets that might have a close resemblance to Saturn or a big gas planet like Jupiter which can be used to harvest hydrogen.

This is all I can think of technical wise and most of it will take time so I will stop here with the ideas, I hope you find this document of help, I am a very avid gamer with well over 1000 hours in space engineers and have loved this game every second, the improvements you have done has made the game even more spectacular for me to play.

Chris Masters