

# Pi/Tri Alpha 11.11

Pi/Tri and the underlying engine were written by one guy on his free time. Expect bugs (especially relating to collisions). If you would like to report a bug or anything else, go to the CSD website: [www.criticalsystemsdigital.com](http://www.criticalsystemsdigital.com).

Pi/Tri requires .NET framework 2.0, DirectX 9, and SlimDX (installer included).

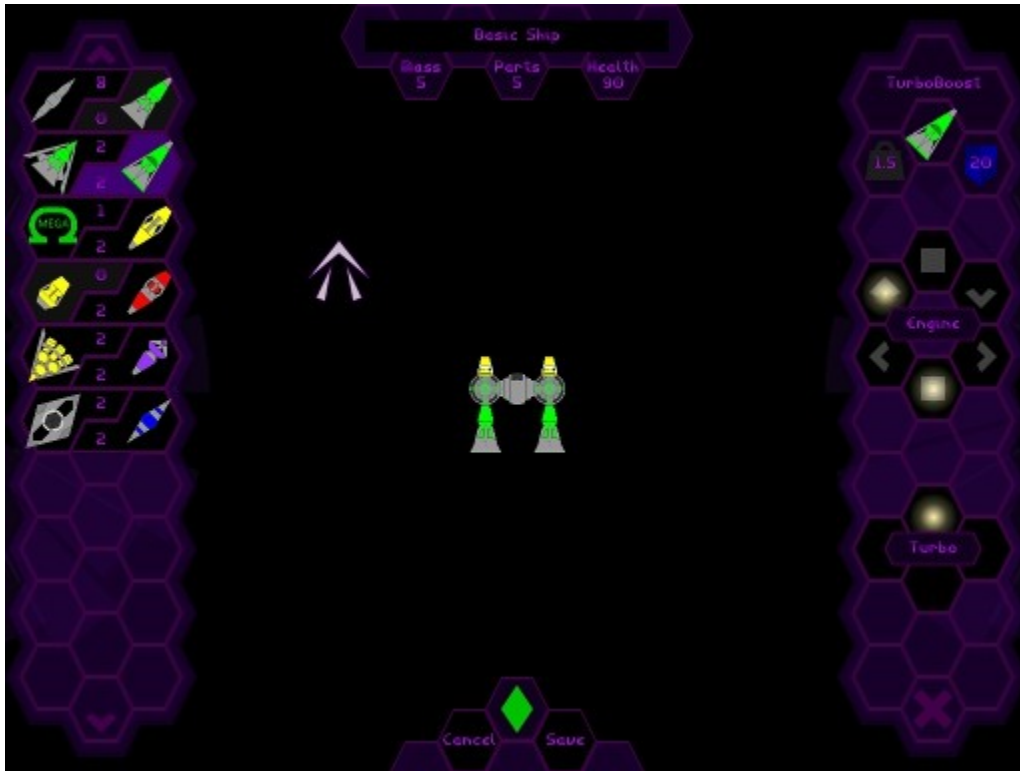
## What's new since version 11.10

- New missile launcher part
- New graphics for the Ship Builder interface
- Blaster turrets in demo map
- Various alterations to the collision detection engine
- Basic support for custom shapes (as opposed to square-shaped sprites)
- Other technical changes that won't be mentioned here

## Controls

W	Forward engines
A	Reverse engines
S	Left turn engines
D	Right turn engines
Space	Brake
Up	Trigger 1
Left	Trigger 2
Down	Trigger 3
Right	Trigger 4
Q	Zoom in camera
E	Zoom out camera
Escape	Pause menu
F4	System exit

## Using the Ship Builder



On the left side panel are the parts available to construct the ship. Click on the part you want to place. The linking discs on the ship will become highlighted. Click the disc where you want to attach the new piece. Move the mouse to select the angle of the new piece. A red outline will appear if the piece is not allowed to be placed at a particular angle. Click to finalize the placement.

On the right side panel are information and options for the currently selected part. For engines, there are two sets of three buttons. The top set determines if the engine is for forward or reverse thrust, and the bottom determines if the engine is for left or right turning. The game automatically guesses what each engine should be set to when they are placed. For weapons (and some other parts like the TurboBoost), there is a set of four buttons that determine the trigger used for that part. By default, the triggers are the up, left, right, and down arrow keys. At the bottom of the panel is an X used to removed placed pieces. Pieces can not be removed if they would cause the ship to be split into unlinked pieces. The core can not be removed either.

On the top is the ship's name and its overall mass, parts, and health. Click on the name to edit it.

On the bottom are buttons to save or cancel changes. The green diamond next to these buttons is the ship's balance. It will turn into a red arrow if the ship's center of mass is off.

Right-click is used to undo part placement and selection.