

Common Terms

Here's a list of some common terms and abbreviations used during repair procedures. These are not required, nor official. As such, this list is provided as a courtesy. You are encouraged to use whatever works for you, so long as others can understand easily. In general, + is used for an affirmative or a good result, and - for a negative or bad result.

General Terms during Repair Ops

- **BC:** Wing Beacon.
- **Chemseal:** Hull Seal with Decontamination Limpet
- **CB:** A Code Black Situation
- **DC:** Disconnected, or kicked out of the game. Also used for game crashes.
- **FR:** Friend Request.
- **Fuel Rat:** A member of *The Fuel Rats* organization with a focus on emergency response for fuel shortages.
- **Inst:** Instance.
- **Killer Whales:** Hostile Players.
- **Mechanic:** Members of the Hull Seals.
- **Mode Conf:** Game Mode confirmed on Comms Panel.
- **Otter:** A Hull Seal with Fuel Limpet Controllers onboard, capable of providing emergency fuel.
- **Pied Piper:** A Seal on a Code Black who leads Clients to stars for fuel, providing a guide of safe range for scooping.
- **RC+:** Repair Completed.
- **RL+:** Repair Limpet Engaged.
- **PW+:** **Paperwork Complete.**
- **Seals:** This fine organization, or members thereof.
- **Sharks:** Hostile Ships.
- **Sys Conf:** System confirmed on the galaxy map.
- **Walrus:** A Hull Seal equipped for defensive, NPC-ONLY actions.
- **WR:** Wing Request.

Callouts during Cases in Order

- **FR+/-:** Whether a Friend Request has been successfully accepted and you can see the Client in your friends list.
- A message about the Client being in the wrong game mode or version if that's the case.
- **sysconf+:** Once you've confirmed that their system the Client is actually in matches the one they reported. If it doesn't send a message about the mismatch but don't mention the correct system, this helps with filtering bad actors.
- **WR+/-:** Whether a Wing Request/Team Invite has been successfully accepted and you can see the Client in your Wing/Team on the top of your HUD.
- **TM+/-:** same as WR+/-
- **SYS+:** Once you're in the Client's system.
- **BC+/-:** Whether you can see the Client's Beacon once you're in their system. Follow it up with the distance in LS, eg `BC+ 23LS`
- **inst+/-:** Whether you have successfully entered the Client's instance after dropping and can see their ship and not just the beacon markers. Follow it up with the distance in km if it's longer.
- **RL1+:** Once the first repair limpet has attached itself to the Client's ship. Increase the number for each limpet. Feel free to add the Client's hull percentage at the time so Dispatch can estimate how long the repair will take.
- **RC+:** Once repairs have been completed and the Client is at 100% hull.
- **PW+:** Once you've filed PW. Not really needed anymore as HalpyBOT will also send a message.

Dispatch may sometimes ask you about the status of certain things like if you've accepted the Client's friend request or if their beacon is visible by asking **FR? and BC?**

If anything odd happens during a case that has no well known callout just send a message explaining what happened.

Common Terms and Abbreviations

- **The Bubble:** Civilized Space, commonly fought over by powerplay factions.
- **Blob:** Did you know a group of seals is actually called a Blob?
- **Client:** The person in need of hull repairs.
- **Cascade Winging:** The way of quickly pulling CMDRs to an instance by entering with a wing, leaving, and pulling in more exponentially.
- **Dispatch:** The trained player coordinating the repair and assignment of Seals.
- **Pup:** A Seal-In-Training.
- **Drebin's Lament:** An unsuccessful Code Black.
- **XA:** Explorer's Anchorage, the most remote station in the galaxy. Located near the center of the galaxy.

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