

MAG MEL SYSTEM ACCESS

11.227 NA. Collected by Vaydris Rax

Mag Mel's systems are connected via a network of **nodes**. There was a node for each of the systems analyzed during the 217 NA survey (and likely more beyond those for more specialized tasks). These nodes were mapped and connected to **Primary Control** in Sanctum for Mag Mel's lift-off from Tempest.

Some node locations were obscured by the reconfiguration of Mag Mel, and are in the process of being re-mapped by researchers and independent explorers. Fortunately, Sanctum retained a version of **Primary Control**, which has maintained many of the node connections it had before the Withering. The configuration has shifted somewhat since the original survey, but most functions are present in one form or another.

All node access points currently accounted for have been located within the Habitat Zone, but it should not be ruled out that some may be located elsewhere on the ship. These nodes have been discovered individually as well as in grouped in **Hubs**. Nodes connected in a hub generally work in concert or share some similar purpose, collectively making up a **Core System**.

As one might expect, the interfaces located at these access points utilize Exile tech (as did Primary Control following the ship's Withering, Mag Mel having rejected modifications made previously). Several methods are being developed for translating or otherwise adapting these interfaces to work seamlessly with other technology, to make it easier for those less versed in Exile tech to manage the ship. (It appears the ship is picky about what sorts of tech modifications it will accept, and under what conditions).

Assisting in all matters regarding Mag Mel's systems are the Ship Motes: Exile pods generated by the ship in order to help guide the crew in making repairs or detecting problems with the ship's systems. Ship Motes are usually only active if there is a problem with the ship or a ship-related issue needing resolution, and are absorbed back into the ship when the problem has been managed. Ship Motes can serve as 'translators' for Exile tech, and are able to help facilitate communication between the ship and crew - they have proven essential in locating and identifying nodes, and in making sure any tech adaptations made to those nodes are accepted by Mag Mel.

SYSTEM ACCESS SUMMARY

PRIMARY CONTROL

Located in Sanctum. Allows remote status monitoring and basic command of any of the ship's systems with connected nodes. This interface is **direct and very simple**, accepting basic commands (such as navigation coordinates) and relying heavily upon systems being 100% operational. If something is malfunctioning, this cannot diagnose the issue - to do so, one would need to visit the Node or Control Hub itself.

Currently adapted to work with most tech.

CONTROL HUB

Located throughout the Habitat Zone, generally underground. Protected by security systems which activate with any unauthorized access. Security will not activate if a Ship Mote is present.

Control Hubs contain:

- A main area housing the **Core System Controls** for that Hub;
- Sealed tunnels which branch off to the **individual nodes** connected to the Hub.

The **Core System Controls** can be used to analyze problems within the Hub, narrow down the cause to a particular node or nodes, and determine the extent of the damage. From here, access can be granted to the **individual nodes** in the hub, or to the bowels of the ship for more intensive repairs. This is the only method by which someone can access these areas safely.

Most Control Hubs have been adapted to work with most tech.

INDIVIDUAL NODES

Normally accessed via a Hub, individual nodes can be accessed by other means - many people have accidentally discovered node rooms. In these cases they are faced with the same security measures encountered by those accessing a Hub room without a Ship Mote present - even if they have a Mote with them. The only way to ensure security measures do not activate is to access the node via the Hub.

Nodes contain **Controls and interfaces** for that specific node. This is where one can repair, adjust, rewire and reprogram individual systems. These interfaces can accept very complicated commands.

Only a few Node Interfaces have been adapted to work with other tech. Many are still Exile tech.

SHIP MOTE

A small autonomous pod of Exile material, akin to a drone, which is generated when a repair to one of Mag Mel's systems is needed or a request for assistance has been made via Primary Control. **The ship mote cannot fix things itself, but rather is intended to instruct and guide crew members in completing a task**, utilizing a connection to Mag Mel's vast stores of knowledge to answer questions which may come up in the process. Once the task is completed (or once it has determined assistance is not needed) the Mote is re-absorbed into Mag Mel.

Motes do not appear to be sentient, but do have a sense of self-preservation when it comes to getting the job done; some researchers swear they have heard motes sound peevish when faced with distractions and frivolous requests.

