

# Planetary Interaction Manual

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[EVE Online: Planetary Interaction Guide \(3 of 4\)](#)

Planetary Interaction; Introduction to PI Planetary Interaction 101  
Creating a PI Alt Planetary Interaction Skills. The Basics Planets Planetary  
Commodities Planetary buildings Setting up a planetary colony. Advanced  
Identifying valuable planets Colony management Player Owned Customs  
Offices. E-Uni Campuses Planetary Interaction at the NSC ...

[Planetary Interaction 101 - EVE University Wiki](#)

50+ videos Play all Mix - EVE Online: Planetary  
Interaction Guide (3 of 4) YouTube EVE Online How  
To Make ISK Doing - PI (Full Planetary Interaction  
Tutorial) - Duration: 47:16. Metalcell 48,572 views  
**EVE Online: Planetary Interaction Setup - High  
Sec**

This is a guide for skilling and maintaining a  
Planetary Interaction (PI) alt character for  
your main account in about 12 days with the  
goal of earning semi-passive, low-risk income  
in high security space to support your more  
exciting activities in Eve Online. This guide  
will provide the skill plan to follow,  
estimated amount of money needed to start, and  
estimates of how much money you can ...

[\[PDF\] Planetary Interaction Manual](#)

The Magnate, Imicus, Heron and Probe have 1000m<sup>3</sup> default  
storage capacity and is a bargain at 100k isk. Also, having  
archeology upgraded to level three, it can make it have a total cargo  
hold of 1400m<sup>3</sup>. This is a cheap starter hauler that can be fitted with

a cloak for your planetary pickups in lawless space.

[Planetary Interaction in High Sec – pocket money for ...](#)

EZPlanetary On-Line User Manual (under construction)

Introduction. EZPlanetary is a simple and easy planetary video  
capture/record software developed by QHYCCD. It can control the  
following QHYCCD Cameras. QHY5L-II-M, QHY5L-II-C, QHY5-II  
IMG132E, IMG0H, IMG0L, IMG0S, IMG2S, IMG2S

[Planetary Interaction - EVE University Wiki](#)

3x Planetary Vehicles 10x Mechanical Parts: 10x Consumer  
Electronics 3x Robotics: POS Fuel, Manufacturing 10x Construction  
Blocks: 10x Miniature Electronics 3x Smartfab Units 10x Water-  
Cooled CPU: 10x Coolant: 10x Consumer Electronics: 3x  
Supercomputers 10x Supertensile Plastics: 10x Test Cultures

**Planetary Commodities - EVE University Wiki**

CCP Nullarbor discusses Planetary Interaction in Eve Online and  
explains how to set up Planetary Extractors. He instructs on how to  
set up a Extractor, creating links and routing Resources in a ...  
[Creating a Planetary Interaction Alt - EVE University Wiki](#)  
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hf. All rights are reserved worldwide. All other trademarks are the  
property of their respective owners.

[A guide to planetary interaction in EVE Online](#)

Planetary Interaction Manual Planetary Interaction Manual  
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Manual Printable 2019 Everyone knows that reading Planetary  
Interaction Manual Printable 2019 is effective,  
[Setting up a planetary colony - EVE University Wiki](#)

Planetary Interaction Manual

[Material Diagrams - H.St Soft](#)

The purpose of Planetary Interaction is to produce things from stuff  
you have extracted from planets and make money by selling it on the  
market.. To do anything on a planet, you need a Planetary Command  
Center matching that planet's type. Once you have deployed this  
from somewhere in space in the desired system, everything else can

be done from anywhere in the universe until you export your ...

*EVE - Planetary Interaction - Schematics*

EVE Online How To Make ISK Doing - PI (Full Planetary  
Interaction Tutorial) - Duration: 47:16. Metalcell 48,555 views.  
47:16. Owing a Citadel - Duration: 10:47.

[EVE Online: Planetary Interaction Guide \(2 of 4\)](#)

evehelper.tk - You mouse hover over a planet material or product and it  
highlights the relationships between it and other materials and products.  
Makes it easy to see exactly what things are used for and what it takes to  
make them.

[Planetary Interaction Guide - EVE Online Guide](#)

EVE Online - Planetary Interaction Guide [Rubicon 1.3.9]  
TigerXtrm. Loading... Unsubscribe from TigerXtrm? Cancel  
Unsubscribe. Working... Subscribe Subscribed Unsubscribe  
1.68K.

**EZPlanetary - Manual - QHYCCD Astronomical Cameras**  
Train Planetary Infrastructure Skills. The skills listed below  
affect your ability to interact with planets. Only one of these  
skills, Remote Sensing, is required in order to do planetary  
interaction. The other skills, while optional, will greatly help to  
improve your ability to mine resources from planets.

[EVE Online - Planetary Interaction Guide \[Rubicon 1.3.9\]](#)

Planetary Commodities are the materials and resources generated  
through Planetary Interaction. There are four tiers of planetary  
commodities produced in planetary interaction, each of which is used  
either in creating the next highest tier of commodity, or directly in  
another type of Industry as an input. Each type of planet has a mix of  
Raw Materials (sometimes called P0 commodities) which can ...

*Planetary Interaction - P2 Demonstration*

EVE Planetary Interaction – Material Diagrams by Korai Iarok  
Electro lytes Ionic RSol utions GS 20 uni ts Electro lytes  
Schemati c 3000 uni ts P la smoids 20 2unit s Plasmoids  
Schematic 30 00 un its Oxidizing Compound e activ G s 20 uni  
s Oxidizing Compound Schematic 3 units S ilco n Felsic M agm  
L S il con chemati I du t ra F be Industrial

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## **PI information - Fuzzwork Enterprises**

People new to planetary interaction and people with less than 8 or so planets should not build factory worlds. It will either end up sitting still most of the time or you will have to import a lot to keep it running. 3.1 Mining worlds. Now that you have power grid and CPU to build with, you should scan for a good location.

Planetary Interaction in High Sec – pocket money for casual players  
Posted by splatus on February 4, 2017 As both my remaining, loyal, handsome and intelligent readers may remember, I have a little alt-corp that lives in a High Sec pocket somewhere behind low / null systems.

### EVE Online Planetary Interaction Commodities Relations

Planetary Interaction (PI) or Planetary Production (PP), as it is named since the Abyss Expansion in 2018, is a type of Industry that allows pilots to create industrial colonies on just about any planet in the EVE universe. We will use the two terms and the corresponding abbreviations interchangeably for now. The aim of this is producing goods from raw materials extracted from the planet.