

Keen Software House





- Studio established in 2010 by Marek Rosa
- International team of 70 people
- 19 nationalities
- 4 games on Steam
- VRAGE, own game engine



- Project management
 - Jira
- Communication
 - Discord
- Programming
 - Visual Studio
- Art
 - 3ds Max, Photoshop



JIRA Software



Issues

Projects

Resources



SE Official Board ▾ ⌆

Kanban board

QUICK FILTERS: Major v189 Only Bugs Only Tasks Only Goals Only My Issues Joachim Koolhof Jan Hloušek Petr Minařík Filip Dušek Petr Beránek Martin Pavlíček Sandra Lenardova Miro Farkaš Natiq Aghayev Jan Trauške

Kristiaan Renaerts Ondřej Nahálka Jan Hřivnáč Vojtěch Neoral Jan Petržilka Aleš Kozák Kateřina Červená ... Show fewer

178 To do	25 In Progress	13 Implemented	61 Merged	88 In QA process	219 Approved	Release...
<p><input checked="" type="checkbox"/> SE-10477 ↑ Find the way how to update scenario with Jochem visuals None None</p> <hr/> <p><input type="checkbox"/> SE-10506 ↑ Changes to a voxel are not visible after a restart of DS None None</p> <hr/> <p><input type="checkbox"/> SE-10493 ↑ Crash at VRage.MyEntityIdentifier.AddEntityWithId(IMyEntity entity) Crash None</p> <hr/> <p><input type="checkbox"/> SE-10409 ↑ Trees blending None None</p> <hr/> <p><input type="checkbox"/> SE-9885 ↑ Crash at hkpUniformGridShape.getCellsInRay(hkpUniformGridShape* , Crash None</p> <hr/> <p><input type="checkbox"/> SE-10517 ↑ Crash at</p>	<p><input type="checkbox"/> SE-10369 ↑ SKIT recharging Recheck None</p> <hr/> <p><input type="checkbox"/> SE-10514 ↑ Jetpack state when leaving cockpit None None</p> <hr/> <p><input type="checkbox"/> SE-10515 ↑ Power HUD indicator in cockpit None None</p> <hr/> <p><input checked="" type="checkbox"/> SE-10472 ↑ Check issue with first person camera for Wolf None None</p> <hr/> <p><input checked="" type="checkbox"/> SE-10428 ↑ Fix building according design document None None</p> <hr/> <p><input type="checkbox"/> SE-10276 ↑ [UseResponse] Object Serializers uses Type.GetMembers wrongly</p>	<p><input type="checkbox"/> SE-10356 ↑ Crash at Sandbox.Game.WorldEnvironment.MyLogicalEnvironmentSector Crash None</p> <hr/> <p><input checked="" type="checkbox"/> SE-10455 ↑ Icon for current ship inventories None None</p> <hr/> <p><input type="checkbox"/> SE-10062 ↑ New ladders None None</p> <hr/> <p><input checked="" type="checkbox"/> SE-10209 ↑ Scenario 2 world None None</p> <hr/> <p><input checked="" type="checkbox"/> SE-9995 ↑ Scripting Tools - Transformations screen polishing None None</p> <hr/> <p><input checked="" type="checkbox"/> SE-10142 ↑ Visual Scripting - new event and functions None</p>	<p><input checked="" type="checkbox"/> SE-10485 ↑ Add final scenario world into Scenario mission None None</p> <hr/> <p><input checked="" type="checkbox"/> SE-10453 ↑ Scale Rock Debris twice as big None None</p> <hr/> <p><input checked="" type="checkbox"/> SE-10059 ↑ Add definitions for research tree None None</p> <hr/> <p><input type="checkbox"/> SE-10533 ↑ Crash at Sandbox.Game.SessionComponents.MyIngameHelpBuilding..ctor Crash None</p> <hr/> <p><input checked="" type="checkbox"/> SE-10463 ↑ Voxel Materials - Per Material Tiling None None</p> <hr/> <p><input type="checkbox"/> SE-10357 ↑ [1.189.003] IMyEntities.IsInsideVoxel has signature changed, which is mod</p>	<p><input checked="" type="checkbox"/> SE-3195 ↑ Implement a way to have scenarios with scripts and state machines be able to be shared Visual Scripting None None</p> <hr/> <p><input type="checkbox"/> SE-10501 ↑ Assembler isn't taking components for production None None</p> <hr/> <p><input type="checkbox"/> SE-10374 ↑ Production queue can get broken in assembler type blocks on DS Desyncs None</p> <hr/> <p><input type="checkbox"/> SE-10375 ↑ Physical voxel changes do not get synchronized to the player after reconnect on DS None None</p> <hr/> <p><input type="checkbox"/> SE-10331 ↑ [UseResponse] Random sounds looping constantly - Coming from nowhere - Can be fixed by UseResponse</p>	<p><input type="checkbox"/> SE-10505 ↑ Rename MagPower generator to Hydrogen engine None None</p> <hr/> <p><input type="checkbox"/> SE-10496 ↑ Crash at at Sandbox.Game.Entities.Character.MyCharacter.UpdateAfterSimu Crash None</p> <hr/> <p><input type="checkbox"/> SE-10444 ↑ Crash - Error serializing MyObjectBuilder_Cockpit.Panels None None</p> <hr/> <p><input type="checkbox"/> SE-10447 ↑ Server becomes deadlocked when players go to respawn screen None None</p> <hr/> <p><input type="checkbox"/> SE-10436 ↑ Crash at VRageRender.MyHighlight.DrawMeshPartForSingle None None</p>	



DISCORD





Keen Software House

help

Ask questions or help answer questions. There's a lot you can learn about Engineers games!

4 ONLINE



This server requires Two-Factor Authentication. Your admin privileges are disabled. Resolve



OBSERVATORY



ds-admin-lounge

moderators

time-out

TOP OF THE SERVER

rules

announcements

news-se

news-me

SPACE ENGINEERS

general

multiplayer

trading

help

help-for-official-servers

community-server-admins

community-creations



harryjoseph Yesterday at 11:43 PM
Difference between a beacon and an antenna?



Dan2D3D Yesterday at 11:43 PM
A cool light is the Beacon 😊



harryjoseph Yesterday at 11:43 PM
lmao
Does the beacon need to be exposed?



Dan2D3D Yesterday at 11:44 PM
No, can add everywhere
and it got a long range (edited)
seriously > Beacon can be use to name areas, stations , ships, asteroids, etch ... not much can be done tho I use as a light inside ships 💡

January 3, 2019



RiP_CoRd Today at 5:46 AM
has anyone successfully used rotors to angle drills while drilling, without the rotor heads snapping off?
or know of a way to stop them snapping off/strengthening them?



NikolasMarch Today at 7:06 AM
that is a good idea, but in planet gravity, they will be dragged down 😞
the rotor heads snap off?
strange



RiP_CoRd Today at 8:24 AM
yea as soon as there is lateral pressure on the head they seem to damage then break.
ive set them to lock, and/ore high torque and brake settings, but they still seem to break off

+ Message #help

BOT—1

KeenBot BOT

DEVELOPER—21

[KEEN] Blitzzz333

[KEEN] vlathew

[ME] CptTwinkie

[ME] Erebos

[ME] fremen
Playing Medieval Engineers

[ME] I2317
Playing Medieval Engineers

[ME] Indiana Codes

[ME] LeonserGT

[ME] Momopirou

[ME] NacoChata

[SE] Aragath

[SE] Defonten

[SE] FiLCoN

[SE] flexx

[SE] Hlws
Playing Space Engineers

[SE] Inflex

[SE] Mirzipan

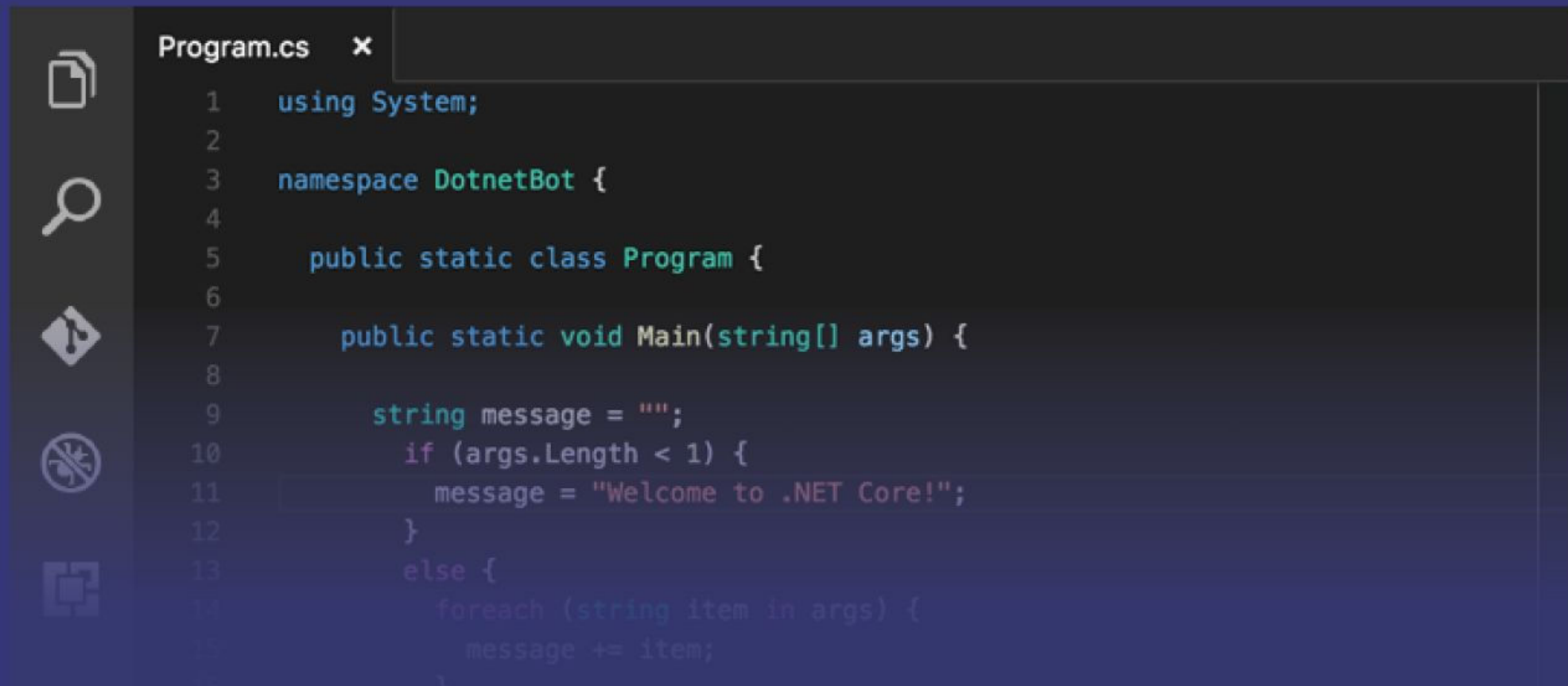
[SE] Neraniel

[SE] tchendos

vlathew #9678



Visual Studio Code + C#



The screenshot shows the Visual Studio Code editor interface. On the left is a dark sidebar with icons for Explorer, Search, Run and Debug, Test Explorer, and Extensions. The main editor area displays a file named 'Program.cs' with the following C# code:

```
1 using System;
2
3 namespace DotnetBot {
4
5     public static class Program {
6
7         public static void Main(string[] args) {
8
9             string message = "";
10            if (args.Length < 1) {
11                message = "Welcome to .NET Core!";
12            }
13            else {
14                foreach (string item in args) {
15                    message += item;
```


PlayerController.cs - Roll-a-ball - Visual Studio Code

EXPLORE

- WORKING FILES 1 UNSAVED
- ROLL-A-BALL
 - .settings
 - launch.json
 - Assets
 - _Scenes
 - Materials
 - Prefab
 - Scripts
 - CameraController.cs
 - CameraController.cs.meta
 - PlayerController.cs
 - PlayerController.cs.meta
 - Rotator.cs
 - Rotator.cs.meta
 - _Scenes.meta
 - Materials.meta
 - Prefab.meta
 - Scripts.meta
 - Library
 - obj
 - ProjectSettings
 - Temp
 - Assembly-CSharp.csproj
 - Assembly-CSharp-vs.csproj
 - Roll-a-ball.sh
 - Roll-a-ball.userprefs

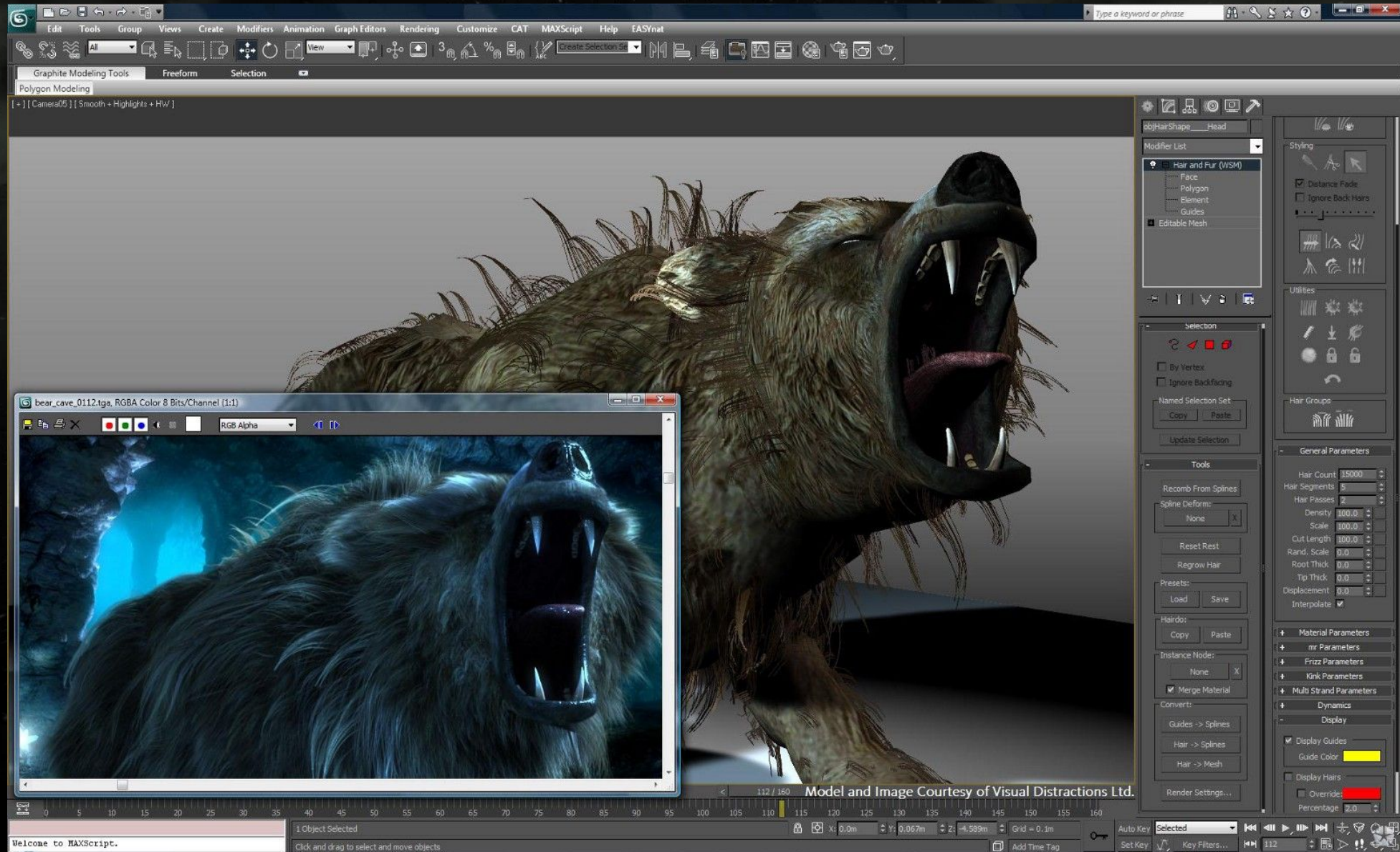
PlayerController.cs //Assets/Scripts

```
17     SetCountText ();
18     winText.text = "";
19 }
20
21     0 references
22 void FixedUpdate ()
23 {
24     float moveHorizontal = Input.GetAxis ("Horizontal");
25     float moveVertical = Input.GetAxis ("Vertical");
26
27     Vector3 movement = new Vector3 (moveHorizontal, 0.0f , moveVertical);
28     rb.AddForce(movement * speed);
29 }
30
31     0 references
32 void OnTriggerEnter(Collider other)
33 {
34     if (other.gameObject.CompareTag ("PickUp"))
35     {
36         other.gameObject.SetActive (false);
37         count = count + 1;
38         SetCountText ();
39     }
40 }
41
42     2 references
43 void SetCountText () {
44     countText.text = "Count: " + count.ToString();
45     if (count >= 12) {
46         winText.text = "You Win!";
47     }
48 }
```

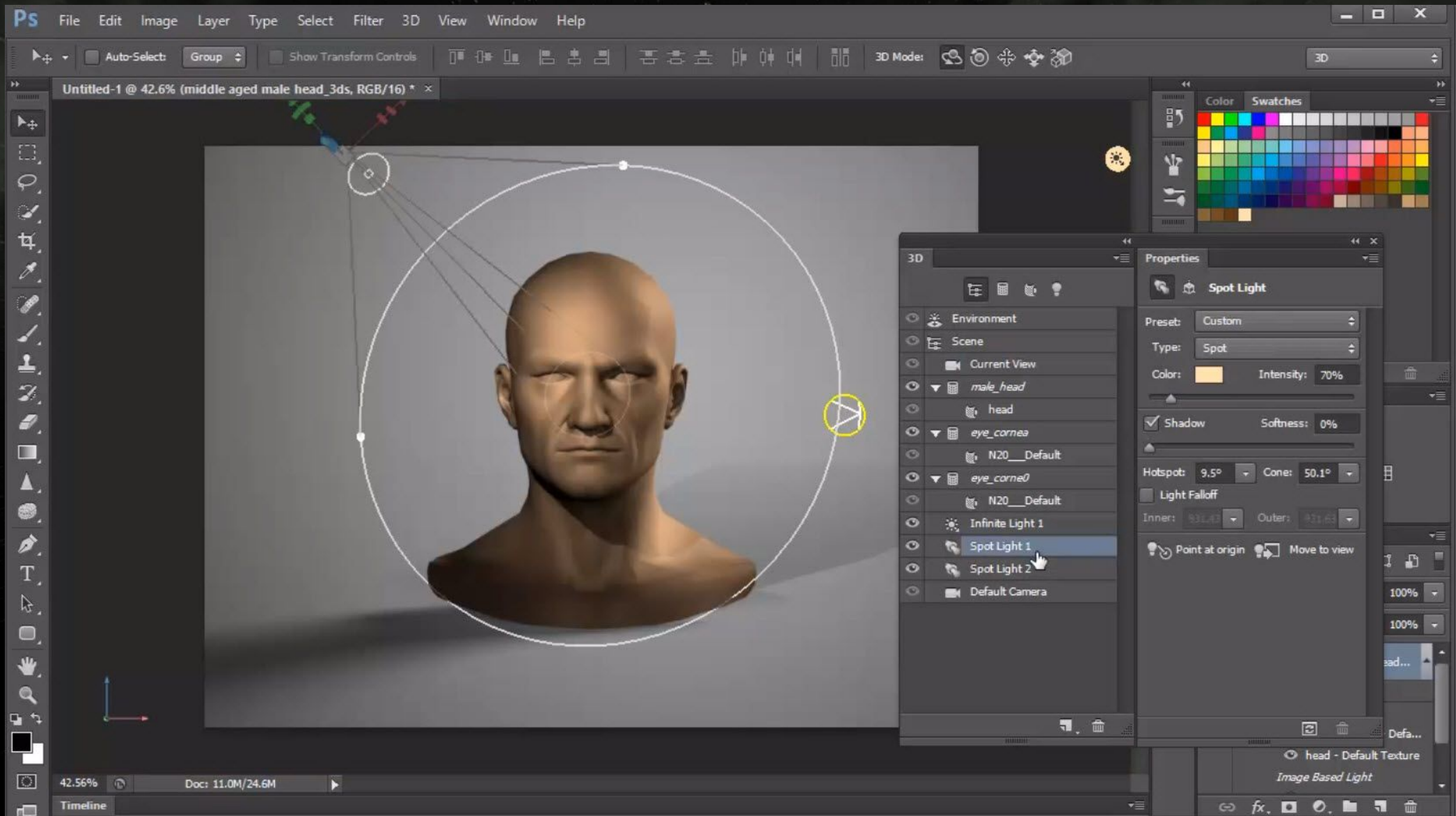
Ln 27, Col 39 LF C#



AUTODESK 3DS MAX



Ps | Adobe Photoshop





SPACE
ENGINEERS



2013



2020



- 4M players, 480k+ mods on Steam
- Sandbox game
 - Construction & Survival
 - Infinite playground
 - Singleplayer & Multiplayer
- Gameplay
 - Based on real science and real facts
 - Realistic volumetric-based physics
 - All objects can be assembled, disassembled, damaged and destroyed





SPACE ENGINEERS

- VRAGE 2.0
- Early access - Oct 2013
- Full Release, Feb 2019
- XBOX release, Apr 2020
- 10 DLCs







