

N.E.A.R 2 Documentation

The eve online INTELLIGENCE VISUALISER FOR WINDOWS.

I will explain what the application can do, how to set it up and how to customize it to your needs.

N.E.A.R. 2 is an application that helps eve online players to be better informed of the space around them. It visualizes information in the form of a radar, where dots represent solar systems and every step on the ladder represents one gate jump distance from the origin location.

Besides the ladder-style radar, N.E.A.R. 2 has a tactical map builder that allows the user to create their own star maps.

A third feature is the so called near intelligence system, or in short, N.I.S., to keep track of enemy pilot data or look up data about characters quickly. It pulls this data from zKillboard and previously linked intelligence and possibly stores it in a local SQL database.

These are the functions of N.E.A.R. 2 in a nutshell. However, the application has many more features built in. I realise many of these might be hidden, because they are nothing but a simple checkbox in the settings, but that is why this documentation was created.

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Download and run

To launch N.E.A.R. 2. You should download all prerequisites as listed on the website www.nearforeve.com. The latest .net version and make sure you are on a windows OS. Also, install the Microsoft SQL server on your machine if you want data in between sessions to be stored. This means N.E.A.R. 2 will remember linked enemies last locations, ship types, etc in between closing the application and opening it again.

Now download the application itself. Create a folder anywhere on your machine and unpack the application in this folder. This is now the root of N.E.A.R. 2 and the application will run from here.

You can go ahead and launch the near executable to launch N.E.A.R. 2. You can create a shortcut to desktop the regular way, or simply have N.E.A.R. 2 run automatically when windows starts.

Let's begin with the source of all information: logs.

To navigate N.E.A.R. 2, you want to use the windows tray, which are all the little icons in the bottom or top of your screen. It's next to the time and date on your desktop. There should be an icon with N2 in white letters on a red circle. This is the N.E.A.R. 2 tray icon. Hovering over this, or left clicking it will open the tray menu. Here you can open different windows.

If you run near2 for the first time, it should have prompted the setup window. You can find the setup window in the tray menu if you have missed it, or want to redo the setup. Anything can also be changed within the settings window, also found in the tray menu, but sometimes it might be easier to use the setup window instead.

Now to explain what the application does:

The game logs chat messages to files and has a combat log. N.E.A.R. 2 checks the logs for new information and our parsing algorithms try to make sense of what was being said or linked. In order for near2 to be able to do this, make sure to find the 'general settings tab' in the settings window. So, open the settings window in the tray menu and look for the General settings tab up top. The first setting is called 'N.E.A.R. 2 working directory' and this is where near2 stores its files. Usually inside a folder called Cache.

General settings

The checkboxes, 'Allow multiple instances', and 'enable logging', can be found here too. The first one allows for multiple versions of near 2 to run at the same time, creating multiple radar windows / tactical map windows. The enable logging checkbox enables logging for some things, mostly for debugging purpose.

The next two are important for finding your chatlogs. If you have eve online installed, this path is generally already pre-set correctly. If you have told eve online to put the logs elsewhere, or if you want to run near2 from a different computer on the network, you can locate the Chatlogs folder and Gamelogs folder here. You can run near2 on a laptop and share these folders on your main computer over your network. Than set near2 on the laptop to use these network folders as a source.

Below these settings you can find the language. We currently only support English, but if somebody wants to translate the whole application, please do contact us.

The checkboxes below can be checked to your liking: run near2 when windows starts, for all windows users and save the application settings on closing.

The last setting is the auto updater which we highly recommend leaving checked. Patches are created often and many more features are released.

To the right under General settings are the Theme settings. These apply to the GUI of the settings and container windows (the Color theme) and to the elements on the radar (radar elements). The font sizes also apply here. The standard is 12, so some things might not scale properly if the sizes are increased. Color themes can be created by opening the theme folders and editing the example file.

Listeners

The second tab is called Listeners. Here you can add character names and add channels that near should monitor per character. A character is called a listener if N.E.A.R. 2 has to 'listen' to this character's logs. Enter the exact name under Listener name and click the little plus button to the right. We do not recommend using the Analyze Chat logs, unless you have only one or two accounts. Once a character is added, it should appear in the character list with gamelog and local automatically loaded. Adding channels, such as fleet, alliance, corporation, or custom chat channels for intelligence should be done here. If you for instance have a coalition channel called 'intel.east' you add this exact name to the character that has access to this channel here. Only when this specific character is online and 'hearing' this intelligence, near2 will pick it up. The application can parse virtually endless amounts of channels and characters at the same time.

On the right side, you can Authorize near2 with the new SSO tokens, giving only this application on this computer access to your characters SSO. This basically allows near2 to set your destination for you if you right click on a system on the radar or tactical map, this feature does not work if you do not authorize each client here.

Radar

The radar tab holds most of the settings for the radar window, which is a representation of the space around your active listener.

The basic settings: working area optimizes N.E.A.R. 2's parser for your specific area. If you want the application to include High-low or null- sec in its parsing, check all three boxes. If you want only null-sec information, uncheck the other two.

The home system has two purposes: first it is the Origin of the radar in case you uncheck travel mode. It is also used to determine the likelihood of linked information if only partial systems are linked (if you set your home to a system in Aridia and a system called AB- exists, if somebody links just AB- in the intelligence channel, it is likely that it is the system that is located near the home system over systems that are 80 jumps away).

The jump radius determines the amount of jumps a system has to be to show up on the radar, so for a radius of 5 near2 shows all systems that are one through 5 jumps away from your origin.

If you check Travel mode, the origin is the active listeners current location, updated live as you travel. So, if you move around with a character, or switch between active listeners often, you want to check this box.

The next two check boxes determine what happens when you right click on a system on the radar (nothing if both unchecked, copy system name to clipboard and/or set destination to this system for the active listener) You need to be SSO Authorized for the destination to work. Both can be checked at the same time.

The next settings determine some of the visual behaviour of the radar. Blink radar when new intel is linked does exactly that, show radar window when new intel is being rendered puts the window back from the background on top, if it wasn't already and the checkboxes below can hide the intel window if the window has been inactive for a certain amount of time.

The last checkbox under the radar basic settings under the radar tab means the radar does not pop up if one of the known listeners is linking the intelligence.

To the right of the basic settings are the layout settings.

The Enable resizing checkbox and show radar always on top can be found here.

Also, the colour theme for the elements on the radar can be set here.

The render mode gives a user the option to choose between different behaviours and representations. There are three default behaviours built in N.E.A.R. 2:

The Status is the simplest one, just showing dots red and blinky when stuff gets linked.

The ShipType option displays colours based on linked ships, as set under the Rendering Shiptype settings. For instance, if you add the group 'cruisers' to the shiptypes, it has to be added to the list of a profile there first. Than any custom theme

can be created under the Theme settings tab, within the radar tab. Basically different colours per ship type can be set, so you know what type of ship was linked.

The last option is fleet mode. In fleet mode, the radar shows different colours per amount of enemies that were linked in a system.

The radar opacity slider removes the background from the radar, making it opaquer.

The checkboxes show on-radar add the drop-down menus to the radar (or remove them) for easy switching between listeners or radar modes.

The checkbox show system connection lines toggles the 'stargate connections' between systems and the show arc connection lines shows an arc when systems on the same level are connected, for better information on how the systems are wired.

Toggling the fixed sized nodes stop the systems from rescaling along with the radar size

The hide the title bar checkbox hides the radar title where the origin system name is located, for video recording or streamer purposes mostly.

The theme settings tab has its own user manual and is meant for people with some knowledge about using keys and have some very basic knowledge about programming.

N.I.S

The NIS is a window that shows information about possible hostiles. The NIS window can be opened using the tray menu, but the settings can be found under the settings window and then the N.I.S. tab at the top in the middle.

The NIS window has five different columns, each showing different information. These can be toggled on and off with the checkboxes at the bottom of the NIS window.

[The Parsed Intel overview](#)

This column shows what the parser is currently doing. Filters can be applied on (none) showing all parsing that is done from all chat logs combined, Last activity, only showing recent parses and active radar, only showing parsed data from systems that are currently active on the radar.

[The Names overview](#)

The names overview column shows clickable links for all characters that were linked during this session and discovered by the parser.

To retrieve data from a character that wasn't found by the parser, set the filter to CHARACTER NAME and then type in the name manually under filter value. For example, if you want to lookup Gwynneth Intaki, type this value here and N.E.A.R. 2 will search the SQL database. If it doesn't find anything it will first validate the name via Eve's servers and then retrieve zKillboard information and display it in the Character details section.

You can also filter on Active system, then only characters that visited the system your listener is currently in. That way if you had N.E.A.R. 2 running for a few hours you can check if your current system had reported activity.

The third filter is Last activity, which you can set an amount of minutes for, so N.E.A.R. 2 can show only the names that were linked during a period of time. If you have SQL installed, you can query the database for information about previous sessions. (if you set the filter value to 1200 minutes than you can query a whole day)

Active radar filter shows only the characters that visited systems that are currently active on the radar.

[The Character detail overview](#)

This column shows data about one specific character. If a character was linked and you click the radar, if you select 'automatically try to show first character' it loads the first character that was linked in that system if possible. If 'keep auto show in sync with system' is checking your currently location and if you travel, then it will reload the character if there was any linked in that system.

General information about the character is listed here:

- Name
- Corporation
- Alliance
- Last known location
- Last known ship
- Linked ships in history
- Recently used cyno
- Recently used covert cyno

The visualize button highlight systems this character has visited before during this session

The kills overview shows the last kills this character has made: his victim, where it happened and the ship that was used by this character to do the killing

The losses show the ships this person lost and if they had a cyno fitted (orange box around the ship name) or a covert one (red box around the ship name) for easy lookup what this person likes to fly.

[The Systems overview](#)

The systems overview column shows information about systems. Different ways to sort and filter can be found here. You can use the Character Name filter to character on a certain pilot, displaying each system this pilot has visited. You can use the system Name filter to show every parsed data about a single system. The same can be done for region name, showing only systems from a certain region. The last activity filter shows only the most recent items and the radar filter shows only information about systems that are currently on the radar.

The System Details overview

If more information about a system is wanted, a system can be clicked under the systems overview column and this opens up the information about this system in the details section. Here the history is displayed, as well as active intel, in what channels information was linked, characters and ships that visited this system and its current status.

N.I.S Settings

The N.I.S. tab in the settings window (tray menu, then settings) holds some options for how N.I.S. works. You can check Show information about the current origin if you want N.I.S. to do just that. Clean up intel after (hours) means how long N.E.A.R. 2 is supposed to store data in RAM. Generally, after 12 hours in a busy region, N.E.A.R. 2 will use between 400 and 1000 MB of RAM (up to 1 gig of RAM) which can be a lot on low end systems. Probably a value of 2-6 would be fine.

The zKillboard settings determine how many kills and losses should be displayed on the character section and if N.E.A.R. 2 should ignore kills or losses that were older than a certain amount of days.

Below these settings, the user can add ships, structures or whole market groups for N.E.A.R. 2 to ignore. This means useless information such as capsules, structure bashes, etc are not displayed and the user can get a better grip on what the pilot likes to fly without having to dig through the dirt.

ON the right side are a bunch of check boxes for settings. Each will be explained here.

Enable resizing: allows for resizing of the NIS window

Show NIS always on top: needs to be checked to overlay over the eve online window

Opacity: Opaque the background of the NIS window

Show kill mails: show kills under character section

Show loss mails: show losses under character section

Show compact kills and loss mails: display the kills and losses on the most BASIC

things: what does this pilot like to fly and kill and does he use cyno's. Uncheck for displaying of more information about each kill, such as security status of the system, who the victim was, etc.

Show enemy overview in a vertical layout: toggle to display kills and losses next to each other or above one another

Show kills before losses: toggle to show the kills or losses first.

The two boxes with height for kills and losses determine when NIS should use a scrollbar

Show shortcut settings on NIS: toggle the shortcuts on the bottom of NIS

Show the section boxes: toggle to show or hide certain columns

Audio

The audio tab at the top of the settings window opens up the settings for all audio warnings and features of near2.

The audio system can be set up entirely separate from the visual system. At the left side are the options for audio warning when an enemy is being linked a certain amount of distance from your active listener. Choose VOICE as type and select any windows voice you have installed (there should be a default one for your language). Note that the application is in English and the voice has a language to it too. Right now, the English one is default but we also built a Dutch version, so the Dutch voice works if the application is set to Dutch. For different languages, we would like to ask you guys to help us out. If people want to translate the whole application and all warnings into their language, please contact us.

The checkboxes on the right hold all the settings for the audio warning system.

Silent mode checkbox: if checked N.E.A.R. 2 will not make sounds

Ignore self-linked intel: if checked all intel linked by added characters under listeners make no sounds

Delay between: set a number of milliseconds between intel if intelligence is linked fast in succession in the same system.

Audio volume: volume of the warnings

Preview voice and ping allows you to listen to your installed voices.

The GENERAL AUDIO settings determine what audio is used for the other warnings: the ratting mode / spawn warning / AFK ratting mode warning. SET TO VOICE if you want specific warning for each function!

Vary the messages: simply vary the messages so they are not the same every time something is linked (different ways of saying the same thing)

Play specific message checkboxes: have N.E.A.R. 2 try and explain what was linked based on the display mode on the VISUAL RADAR. So for shiptype, N.E.A.R. 2 will read out loud what ship was being linked, in fleet mode how many enemies were linked.

Play when system was cleared: when somebody links 'system clear' in intel, play message

Ratting mode: when checked, N.E.A.R. 2 checks for Faction spawns, carrier and dreadnought and other special spawns. Basically, it checks ALL your online characters that have the 'gamelog' channel added for these spawns and will display a message. ("commander spawn detected", or "Hauler spawn detected")

Play rat specific messages: if checked read aloud what type of special spawn was detected.

The cooldown means it waits x seconds before warning you again that there was a spawn, to prevent spamming

AFK ratting should be UNTICKED. This checkbox should be checked if you start afk ratting. It checks EACH CHARACTER that has the GAMELOG added to the listener list. If any of these characters do not receive any combat for the set number of seconds, it will display a sound warning. We recommend copying N.E.A.R. 2to a new folder and add all listeners that you AFK-rat with, with nothing but the gamelogs and local- channel added. This way you can keep this a bit separate.

Parsing

Here information about what the parser does can be found. Some settings can be done here:

Extra ship words: tell the parser to use 'something;' as a shiptype. For instance, if people link 'nv' as a shiptype, add this here. (default ones are added already)

Common garbage: these words are ignored, to prevent 'chatter' from clogging up the parser: things that people say often but are basically garbage can be added here (such as gate, fleet, and, you, is, system, just, came, from, etc.). The algorithms do a great job, but sometimes finetuning to a different chatty culture can be difficult.

You can add known characters that cause troubles: mostly characters with NUMBERS in them (Gallente citizen 12043459 for instance), so the parser recognizes them as a name. if you notice somebody uses a SHIPNAME (Blackeyed Raven) or a NUMBER in his name, you can add this person here so his name is recognized properly. Optional the community can use STRICT PARSING by typing c: in front of the name before linking him, so that this is done correctly automatically. (this is preferred but getting people to do this seems impossible)

Tactical Map

The tactical map has its settings under this tab. These apply to the tactical mapping window in general. Building the map and customizing systems is done within the tactical map itself.

The layout settings have four check boxes:

Show marker lines: shows marker lines for better organizing

Show grid lines: shows grid lines for better alignment of items

Show item selection: highlight selected item in tactical mode

Show scroll bars: toggle scroll bars in tactical mode

The 'extract example maps' will download and extract example maps from our webhost.

The center column holds all **Tactical map BEHAVIOURS**

Show always on top checkbox: show the tactical map on top

After map load: determine what the map should do when a new map is loaded (4 different behaviors)

After intel: determine what the map should do when new intel is linked: (bring into view, into center or do not follow)

After active listener moves: determine what the map should do when the active listener is travelling (bring into view, into center or do not follow). This will try to keep the system the character is in within view, within center or does nothing.

After following intel: Determine if the camera should move back to previous location / to the active listeners location or do nothing.

Delay: set delay for returning

The checkboxes:

Use animated scrolling: check for more animated moving of the camera.

Automatically switch region maps: this tries to follow the active listener. IF the region map with the exact name of the region the character is located within exists, load this map.

Show system note panel: show a notepad to copy-paste information about a single system and have it stored to this system for easy access. WORKS ONLY PER SESSION. Closing N.E.A.R. 2 erases the notes!!!

Show parsed intel panel: when checked shows the parsed intel to the right of the map nested within the map window for quick access to intel

Structure info settings: Customize the size and font of the pop up for citadels and complexes.

The right side are two columns. One is the PUBLIC STRUCTURES list. This one is loaded once at least ONE character is SSO authorized. This pulls a list of all structures in the game that have public access and nobody banned from the list. This may take a while the first time!!! N.E.A.R. 2 now adds these automatically on the tactical map.

The last column shows MANUALLY added structures. You must know the ID of the structure, or be able to dock in it if you want to add it. We added an easy way of adding structures: if a character is docked in a structure (an authorized character) you can add this structure by clicking the Add current structure button (either in settings or on the bottom of the buttons in the tactical map window itself). Then the whole structure is added automatically!

Private structures will never be listed by the SSO system, according to sources within CCP, for in game- gameplay security reasons.

About

Hold the latest patch notes, credits, and the donation link