Council of Stellar Management Meeting With CCP 2.1
Meeting Minutes

Friday 16th January 2009
Present: Vuk Lau (Chairman), Ankhesentakempah (Vice-Chair), Omber Zombie (Secretary), Tusko Hopkins (Vice-Secretary), Bunyip, Darius JOHNSON, Issler Dainze, LaVista Vista, Pattern Clarc, CCP Xhagen, Agust Ingthorsson (moderator), CCP Hammerhead, CCP Greyscale, CCP Explorer, CCP t0rfifrans, CCP Diagoras, CCP Dr. EyjoG, CCP Zulupark, CCP Eris Discordia, CCP Chronotis, CCP Flatboy

I.   Incentivizing 0.0 & Environmental Effects
http://evajobse.net/csmwiki/index.php/Incentivizing_0.0
http://evajobse.net/csmwiki/index.php/Environmental_Effects

The following discussion is performed on an idea level - all possible actions in regards to 0.0 stated here are subject to change and/or not be taken.

CCP created the sov system in the Coldwar expansion to allow alliances to claim 0.0 and has been running for a while, but is in need of renovation and changes. The current system was given a brief summary. CCP feels the sov system should be more complex, more factors should weigh in, so CCP is thinking along the lines of 'the Pendulum' idea where sov can be determined by multiple forces, each force 'pushing' the pendulum to a desired state. The forces in question could be starbases, agent missions, deadspace complexes, agent bribes, and 'pillars of society' (still a concept). The idea is to bring more carebears into 0.0 to ally with alliances to effect sov. CCP wants to keep using the old systems to accomplish this, but wants sov to change things like exploration sites, what NPCs spawn, what moon materials are generated, output volumes, agents being available, and possibly NPC market seeding.
CCP wants to bring in a system that brings life to 0.0 not just through conflict but market forces and 'seeding' 0.0 with logistics.
Sov is currently pretty much all industry based, CCP wants to change that so it's more political and military based; i.e. kill the Amarrian priests to cause an Amarrian RP alliance grief and swing the pendulum.
Pattern raised the topic of Environmental effects. Aspects would involve slowing ships down, but the point here would be to use those effects to effect sov through alliances controlling them. This was stated as being slated for being part of EVE in Apocrypha's Wormholes – but not in a sov mechanic.
Issler raised the point of carebears in 0.0 – the current system doesn't seem to cater to allowing established alliances to allow them in. CCP is trying to find ways to get non PvP alliances/corps out there and be useful to those alliances.
Main point of the Pendulum system is to make it difficult for alliances to claim such large spaces – without them having a sizeable presence, all they can do is nudge the pendulum a little.
Bunyip brought up that sov bonuses aren't that great, but might work better under the Pendulum system.
Darius thinks that the proposed system is just high level discussion, lack of meat in the idea.
LaVista raised the issue that this is about making 0.0 more worthwhile – that needs to be discussed. *Pattern* wanted to know if they increased NPC belts dramatically, what effect on the economy would it have. At the moment there is very little reason to stay in 0.0 when you can generate income at a similar rate with no risk in empire.
CCP – NPC rats don't scale – agent missions can. They want to change how mining belts work, and it's high on the priority list, it's just hard to make systems scale.
Issler thinks that alliances should build more infrastructure to improve the sov of their space which in turn would give them unique abilities (e.g. monuments or ship repainting) – current system is not a serious commitment to live there.
Ankh wanted to raise the issue of giving incentives to solo players – small anchorable structures would allow those players to help populate 0.0, they could be part of the pendulum effect discussed.
CCP in response to the detail of the issues raised – lots of it is wanted to be implemented, but CCP wanted to talk to CSM about the issue before fleshing it all out. Regarding 'settlers' v 'hunter/gatherer' play styles, most 0.0 is hunter/gatherer, currently there is a lack of incentive for settlers (creating infrastructure), if they can create a dynamic for alliances to embrace the 'settler' mentality, it would go a long way to changing what they can do with 'improving' their space.
Vuk wanted to raise the issue about small entities not being able to get into 0.0 – it's not true, they can live in NPC stations. He thinks 0.0 space is only about 10% used, 0.0 is not utilized to its capacity, people need reasons to be in all parts of the space, not clumped into single systems. POS warfare is stupid and boring. The workload is insane for the gains, we want to remove POS from the sov system. Sov needs a total rework.
Darius, jumped in to add that the point of the game is to shoot people, over time the sov system is now about shooting objects. It's boring, people want to shoot other people.

Bunyip didn't understand why asteroid belts are tied to NPC's. i.e. tying NPC's to points in space rather than exploration sites or belts.

Pattern raised the topic of possibly bringing in more environmental effects – gas clouds, comets, gravity wells, etc. People should be made to fly through environmental effects rather than just warp around them. He also raised an alternate sov mechanic of having the claiming structure being at the sun and having other structures feeding it resources with a dynamic of having the option of going into siege over the main structure, or chipping away at the feeder structures to weaken the main structure.

Darius thinks things taking too much time is boring. The mechanic Pattern described sounds cool, but wouldn't work as people would just ignore it.

CCP wanted to know how adding time sinks would help – *Pattern* explained that it would force systems to become more important and force alliances to concentrate on smaller areas rather than entire regions. Adding space (Environments) which has to be traversed would give a choice between flying in ceptors and fast hacs to destroy infrastructure or acquire NPC-like resources, or slowly march in there with battleships and dreads. Furthermore it would open the possibility of placements of structures within these environments, providing a variety of tactical challenges in Sov warfare.

Tusko doesn't support time sinks with no reason, but environmental effects could be good for tactical fighting.

Oz & Darius raised the points that even if the sov system was changed – people need a reason to claim sov as the current system only creates a cycle of people calming sov purely to fund claiming sov. Sov needs to give a significant bonus or people will ignore the system entirely.

Pattern brought up the point of using different types of feeder structures to maintain a larger sov claiming system which would allow mixed smaller fleets to be useful in the system.

CCP asked the CSM their thoughts on what they want from Sov:

Ankh – individual player structures

Tusko – agrees with Ankh, wants a way to live in 0.0 without being in a large alliance

Pattern – environmental tie in to so, make space more interesting.

Issler – they want to build a home in space and make uniquely theirs, build up their own infrastructure

LaVista – wants to see corps being able to purchase their own space inside the claimed space

Vuk – wants to boost the resources of 0.0 but not nerf empire. Attract more people to 0.0, but not make it safe, and remove sov from POS

Darius – echoes Vuk, and wants more people involved

Bunyip – wants 0.0 to not be secure, but allow people to ally and create homes there. Space is too small, it's too easy to get around with jumpships and cynos.

Oz – too busy typing to answer :)

Issler brought up that early in the game space objects were placed in space by CCP as attractions, it might be worth adding unique things like that to 0.0 so people want to go see them.

CCP are in the process of developing something like that – adding landscapes to each system so that it feels like you really are moving like space rather than just static backgrounds. It's also a question of resources – making pretty things is easy, but if it can't be blown up it's a question of assigning work time to it as all it is eye candy.

Unique items take a lot of time to create, and can only be used once.

TL;DR: Risk v reward needs to be looked at and taken into account and a revamp of the sov system (like the concept system raised by CCP during the meeting). 0.0 should be both more personal and more exciting. This is a top priority for CCP and CSM for post-Apocrypha.

II.   General Discussion on Mining
http://evajobse.net/csmwiki/index.php/General_Discussion_on_Mining

CCP expressed the opinion that they want to change the mining system for Apocrypha, but it was too large to implement in time. They wanted to add new things like planetary rings and more dangerous scenarios. CCP don't like the way mining works and it's a drain on system resources. Reseeding asteroids is a large DT job, it should be done more effectively from a technological standpoint; they want to make an entirely new system due to that. Ideas thrown up were hidden belts only, how pretty should they be, should they all be scanned down.

Bunyip raised the issue that mining is mindless and can be done afk, low sec mining is worthless, and creating mini-games to make it a more active task.

Issler made the point that people want a change to mining, see it evolve. Rare ore experiences, give a reason to use your mining skills. Change settings as you mine to improve mining and pay more attention.

CCP agrees and wants to extend the new scanner system to include a new mining system. Reward the people that specialize in mining. They don't want to ruin the current experience as a lot of people like it, but they do want to allow options.

Oz brought up the issue that currently low sec is too risky for too little reward.

CCP brought up that they were looking at variable ores, and other ways of changing mining systems inside

complexes, the possibility of introducing ninja mining. Everything is all on the drawing board.
Recycled materials are accounting for 40% of the minerals in EVE.

TL;DR: Low sec mining needs to have a better reward vs. risk. Mining as a career could be fleshed out. Mining needs to have more variable rewards.
The option for active mining needs to be given without requiring players to use it. More interaction, more reward.

III.   Skill Training Queue mk2
http://evajobse.net/csmwiki/index.php/Skill_Training_Queue_mk2

CSM generally likes the skill queue and disagreed with CCP's initial stance of forcing people to log in to train skills - essentially making them play the game. CCP agreed in principal and has the skill queue functionality high on their priority list.

TL;DR – The training queue is high on the CCP priority list and will be worked on immediately.

IV.   Live Events
http://evajobse.net/csmwiki/index.php/Live_Events

No live events team exists. *Ankh* analyzed other MMO live events and mentioned a few examples: UO moved in the direction of how over time companies changed having developers in game to having volunteers run events which moved on to the volunteers demanding compensation and the live events being disbanded. Guildwars went the route of having automated events. *Ankh* went on to say that a similar system could be added to Apocrypha considering the new content coming in. Types of events that could be introduced:
> Story Driven – outcome can affect the EVE storyline or small storylines that can be played in game
> Competition Events – PVP Tournaments, treasure hunts, puzzle solving
> Automated Events – temp agents appearing, convoys, Luminaire Titan type of thing

CCP has thought about having devs to play characters in game events, unfortunately CCP devs really don't have the spare time for that – they're developing. The other risk was to imbalance the game running events in specific areas.
Pattern raised the point that they are EVENTS, they happen rarely to help introduce storylines.
CCP responded that they do something like that through the RP storylines on the website, it's not the same, but doing it with dev's running characters, it takes away from development time.
Issler pointed out that corps run their own events, and if there was more CCP support to promote those events it would be great.
CCP thinks that giving tools to players to create their own events are better.
Pattern pointed out that people have different play styles – some enjoy the guided rollercoaster, others like to create their own things.
Tusko brought up the old live events were done both large and small, and a lot of people enjoyed them as they added spice to the game.
CCP agreed, but that stuff required an insane amount of manpower to organize that they can no longer assign manpower to.
CCP has on the drawing board to link news to market events – i.e. planet runs out of wheat, wheat orders in stations near that planet start getting generated. Requests like this one go into a priority list for CCP, by adding this as a higher priority, something else would have to fall down.
Bunyip suggest a way for players to let CCP know about player events so that they can get advertising. *Pattern* pointed out a lack of history to EVE. By having live events and people involved it can allow for viral style marketing.
CCP agrees, but pointed out there are drawbacks with doing that and would require a reshuffling of priorities to allow them. Artists/programmers would have to be tasked to events.
Issler would like for CCP to encourage the storyline in EVE. It's a great backstory, it needs to be broadcast. *Darius* thinks that by adding more storyline would impact on the ability for players to create their own stories.

TL;DR CSM and CCP agree that more events would be great but it is a question of priority as well as trying to allow the sandbox experience of EVE to be effected by storylines as well as allowing players to affect the storylines. More 'monuments' will happen, live events are much harder to do, but they want to do it. There is no timeframe for implementation of this, but it has been added to the list.

V.   Drone Improvements & Drone Protocols
http://evajobse.net/csmwiki/index.php/Drone_Improvements

CCP agrees and the main issue is balancing existing things so they can add new things.
Ankh brought up the issue with utility drones not being used. Drones need a good look at. *CCP* agrees.
Allowing drones to be reconnected to control after losing connection or something similar was the issue.
CCP said this is possible they just question the priority of making your ship wait for drones and risk destruction.
Drones could possibly be allowed to be tractor beamed. Drones could also return to the warp in point.
The easiest way they thought was to just instantly place the drones in your drone bay on disconnect, however that opens up possible exploits.
Tusko raised the option of reconnect with lost drones once you re-enter the grid via user initiated action, CCP thinks it may be possible depending on the server load it creates.

TL;DR a way to reconnect to drones after disconnect will be looked at, but various options need to be tested and analyzed before anything can be implemented.

VI.   (1)R&D Job Security, (2)Addition of "View Contracts" to Context Menu, (3)UI Import/Export Overview Settings, (4)UI New Context Menu
http://evajobse.net/csmwiki/index.php/R%26D_Job_Security
http://evajobse.net/csmwiki/index.php/Addition_of_%22View_Contracts%22_to_context_menu
http://evajobse.net/csmwiki/index.php/UI_Import/Export_Overview_Settings
http://evajobse.net/csmwiki/index.php/UI_New_Context_Menu

(1) – *CCP* will send it to the dev team to review it if it is technically possible to add a new role for this. If it can be done, CCP agreed to implement it.
(2) – *CCP* said ok it will be done, but it will be limited depending on location due to regional filters.
(3) – *CCP* is aware of this request and was already planning to add this feature. It could be a addition to the ship fitting made easy issue. CCP really wants to do it but has no timeframe specified yet.
Hammerhead noted that they are going to change the default settings to be a lot more smarter.
Ankh indicated that she would like to see channels saved on server side.
Explorer answered that the UI team is aware of these things and hope that the UI team will someday implement these, but it is not at the top of their priority list.
TL;DR CCP is aware of the request and would really like to implement it, they just can't give a timeframe of when this will happen.
(4) - The UI team had numerous meetings on this. They have not come up with a good scheme yet.
They are afraid of an incremental approach to fix all the menus, people would be confused with menus changing with every patch.
Issler noted that the whole UI requires a complete revamp, CCP should make sure that the solution to this problem should be part of the revamp.
TL;DR CCP agreed that some of the context menu layout is unintuitive and is working on this as part of UI revisions. No timeframe specified.

VII.   Regular Revisit of Pre-Nerfed Features
http://evajobse.net/csmwiki/index.php/Regular_revisit_of_pre-nerfed_features

CCP made it clear that they always aimed for a balanced game. They do not have a long list of things they want to boost as they were always trying to balance out things before they were released.
Darius pointed out that CCP has been using the word "pre-nerf" in blogs.
CSM pointed out black ops ships as an example or pre-nerfing.
OZ asked if there is a specified schedule in fixing newly added stuff.
Hammerhead answered that there is no such thing, it just rises in the priority list as they are identified and talked about.
Zulupark agreed that such a regular revisit time might make sense but they can't get down to the specifics of how often that would be feasible.
Explorer noted that even if they review the pre-nerfed things regularly, even if it is found to be in need of changes it would just be added onto the priority list and might take a long time to get to the top of the list and get fixed.
Issler noted that such problems should then be added to the top of the priority list if such a weakness is found during a regular review.

Darius supported Issler reasoning that "fixing balance" is definitely easier than adding new content.

Pattern noted that it would be great if CCP added this regular revisit and releasing dev blogs about items entering the priority queue.

CSM did not give a recommendation on the frequency of the revisit, but suggested this principle to be implemented.

TL;DR CCP agreed with the principle to review features regularly and will look into adding it to their development pipeline.

VIII. Unanchoring Abandoned/Offline POS
http://evajobse.net/csmwiki/index.php/Unanchoring_abandoned%2C_offline_POSses

From the technical standpoint CCP is aware of the POS state changes and can allow unanchoring after a specific time period has passed.

Explorer wanted to know how long it should take structures can be unanchored by others.

CCP think the addition of a "tower hacking" structure is technically possible as a solution.

Vuk - suggests 30 days time period, and if a hacking is ongoing, the owner should receive a DED mail

Darius - does not agree with the original proposition. He notes that the possibility to shoot it is already there. He was pointing out that even abandoned offline POS's have strategic value in 0.0 for sovereignty defense.

Issler: Reported a huge number of obviously abandoned offline POS's

Vuk: agreed with Darius on the strategic value of offline POS's and pointed out that the problem of offline POS's in 0.0 would be solved if sovereignty system would be fixed.

Greyscale: if 0.0 is going to be revamped anyway, and the way it is going to be is uncertain, so discussing this topic at this moment is somewhat pointless.

Bunyip asked that if reserving a moon using a secure can is an exploit, why is it legit to use an offline POS.

Xhagen answered that the difference is that POS's were meant to hold moons, while giant secures were not.

Vuk pointed out that the situation is completely different in 0.0 and low sec.

Darius pointed out that the possibility to hack POS's instead of shooting them with dreads would tip out the balance of 0.0 completely

Greyscale agreed that in hi sec and low sec junk POS's should be part of some cleanup process.

Explorer suggested that this issue should be discussed separately for 0.0 and for low sec / empire

Issler agreed with Explorer.

Explorer said that the point of the junk in space program was a performance decision.

Vuk had worries about pilots with 2 million skill points flying around in a frig and hacking everything they find and of POS fuel prices rocketing.

Greyscale noted that if the price of the hacking is comparable to the deployment of a capital fleet, it could be acceptable. Like a 500 million hacking module hacking for days.

Issler suggests that CSM should concentrate on the hi sec/low sec problem.

Vuk suggested that the POS's belonging to dead corps should be the only ones that players can scoop from space.

OZ wondered if POS's of expired corps could or should simply disappear.

Explorer said that it should be possible. Definition of "expired corp" is needed but it can be clearly defined for technical purposes.

TL;DR CSM and CCP did not come to a conclusion about this topic. The issue needs to be examined separately for 0.0 and low sec and the aim of the proposal needs to be clarified whether it is targets stealing some other active corp's assets or help in sovereignty warfare, or just serve as a cleanup process for abandoned space junk.

IX. Colonies
http://evajobse.net/csmwiki/index.php/Colonies

Hammerhead noted that a game feature like this could be part of the 0.0 revamp. He went on to say that in the case of such high level proposals, we can assume anything is possible and the limitations can be decided later. Also noted that big features like this could be released in form of a separate expansion in itself.

Vuk and *Darius* noted that moving sovereignty control from moons to planets was discussed earlier, in this aspect the colonies could be part of the sov revamp.

Pattern pointed out that it would be great if there were many ways to gain sov, not just one.

Bunyip talked about a "happiness factor" for each planet affecting production and you could add other NPC goods to improve happiness (e.g. exotic dancers, slave hounds).

Issler said that CCP could make an Earth-colony framework where the nature of the colony depends on the materials it is made of (e.g. marines, scientists, or exotic dancers)

Hammerhead pointed out that there are only a finite number of planets so only a few people will decide on the colonization process, however it could be extended to other players as maintaining the colonies might require traders etc.

Issler proposed that normal players should be able to dock in the structure and fulfill the needs of the colony itself (like hauling exotic dancers to the colony). This way players would have influence on the fate of the colony.

Vuk pointed out that planetary colonies should not be the kind of time sink as the POS's are.

Hammerhead was talking about planets separated into districts, like continents, and making each of them manageable.

Pattern suggested that colonies should produce unique items and the owners should have the "license" to market these products.

Issler would be interested in having multiple organization putting things on the planet, and depending on how they supply to their colonies decide who will ultimately control the planet.

CCP pointed out that any high level plan like this is long-term.

Pattern asked if it would be possible to create a single death star style object that ultimately controls the systems fate. If the Pendulum was swinging high out, this object could be impossible to destroy: its strength would depend on the state of the Pendulum.

Darius pointed out that there was already a thing like this, it's called station ping-pong.

Issler would like to see that if you supply the products to a colony, the colony value keeps growing.

Hammerhead gave a homework for the CSM: brainstorming on this issue.

TL;DR CCP is very interested in the direction this would take EVE and asked CSM to come up with a list of how they envision things could work. More discussion is needed but both CCP & CSM are excited about where this could go.

X.   Factional Warfare – Focus & Goals
http://evajobse.net/csmwiki/index.php/Factional_Warfare_-_Focus_and_Goals

Flatboy said CCP is aware of the problems with Factional Warfare (FW) but they had not yet found a brilliant solution to solve them all.

Regarding the lack of reward for defending/capturing complexes, Flatboy said maybe get faction-locked items or loyalty points.

Ankh said the problem is that everyone can reach the highest rank so rank has no meaning. It would be good to spend the victory points and the shop items would depend on the rank (low rank newbies could buy skill books as an example). Players could spend the victory points on a higher rank or on items.

Pattern thought factional warfare could contribute to the character development in some way. Characters could get certain advantages for using FW.

Ankh thinks that the problem with lack of rewards is that it costs money to participate.

Flatboy said it was a design aspect so that FW was not to be profitable, but at least sustainable.

Pattern posed the question of what if the victory points you have for a factions works as a multiplier for the LPs received from agents?

Ankh thought that it would be not a good idea to mix FW with other kinds of game play.

Flatboy thought this idea had merit as CCP was planning to bind many different game styles into FW.

Greyscale stated that CCP has a very different focus right now, but FW was high on the priority list.

Ankh noted that FW seems like another unfinished expansion and should not remain like that for another half a year.

Hammerhead said that making victory points count in some other area of the game would not be very difficult to implement.

Bunyip thought that that would be great because in this case FW would give advantage on another field.

Flatboy asked what awards CSM thought would be appropriate for kills

Bunyip - dog tags (can be possibly traded in for LP)

Greyscale said that for the average player it was supposed to be played for only a limited amount of time, not forever. CCP sees a big social value in 0.0 and do not want to disrupt them by boosting FW too much, the same mistake they made when they added level4 missions causing 0.0 players to return to hi sec.

Ankh thinks there are different types of players, those who PvP and those who don't (do complexes instead). She thinks that CCP has the wrong perspective on FW.

Flatboy said the aim was to mix these 2 groups. They had the idea for a faction to have a public list of complexes with enemy pilots in, so that there is more action.

Ankh said that no-one is doing missions because you would need a different setup for mission running and PvP.

Chronotis stated that CCP designed FW so that people find each other and shoot each other but apparently failed, people do not find each other.

Pattern thinks the problem is that there are no landmarks to fight around and PvE'rs can easily avoid combat.

OZ suggested that it should be possible to warp straight to the FW without the need to search for a target, similar to a cyno field. Questioned the point of FW.
Chronotis said it was designed as a sandbox that does not really affect the game.
Ankh asked about the fate of FW.
Hammerhead said CCP will take a look at the items outlined by the proposal, no ETA on when. There are suggestions (like stuff in the FW LP store) that are easy to implement.

TL;DR CCP agrees that generally there are issues with Faction Warfare and a lack of tangible rewards and endeavors to look into it.

XI.   Standing Recovery
http://evajobse.net/csmwiki/index.php/Standing_Recovery

Greyscale likes the idea to get standing for doing exploration sites.
Hammerhead said they removed Interbus because Interbus had no stations, so it had no LP store. They might re-enable it once they build one.
Hammerhead said it is a question if prioritization. CCP can put this problem into the content pipeline and do it very quickly.
OZ asked why not allow the ability to bribe agents to gain standing like the old CONCORD bribes?
Hammerhead said it was too exploitable.

TL;DR CCP is aware of these problems and some solutions are being looked at.

XII.   Modifiable Corporation Orders
http://evajobse.net/csmwiki/index.php/Modifiable_Corporation_Orders

Explorer said that it is technically possible however the market order is tied to a specific character, so the implementation is not a trivial matter.
LaVista noted that there is not much reason to do corp level orders because of the current implementation.
CCP said it can be done, it is just a matter of prioritizing.

TL;DR CCP said it's possible to implement but no timeframe has been specified.

XIII.   Probe Communication
http://evajobse.net/csmwiki/index.php/Probe_Communication

No discussion, see TL;DR

TL;DR This is currently under review by CCP, they are aware of the issue.

XIV.   Factional Warfare – Complex Spawning
http://evajobse.net/csmwiki/index.php/Factional_Warfare_-_Complex_Spawning

No discussion, see TL;DR

TL;DR This is currently under review by CCP, they are aware of the issue.

XV.   Alliance Logos
http://evajobse.net/csmwiki/index.php/Alliance_Logos

Issler said it is still very slow, logos still aren't in game.
CCP said next patch with logos is Apocrypha. It was a communication problem, they announced the new alliance logo posting feature, but it was broken. Addition of new alliance logos will be fixed after Apocrypha, every content patch will add logos.

TL;DR CCP admits fault here and have fixed the issue.

Meeting End.

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Meeting Minutes

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I.   Mission Monopoly On Standing
http://evajobse.net/csmwiki/index.php/Mission_Monopoly_on_Standing

Ankh introduced the issue being that standing gain is restricted to certain play styles, and CCP has acknowledged in the past that it would be a good thing to have it available to players from all play styles.
Oz questioned the need for industrial/science based standings gain. It is also easy for players to raise standings with missions and dog tags quickly.
CSM and *CCP* both pointed out that players shouldn't have to mission to raise enough standings for a POS deployment in high sec. A lot of arguments were made by everyone regarding the value of missions in general.
CCP thinks they can look into it, but as they are not happy with the current state of courier missions, they want a better way to do it.
CCP is also interested into looking how standing is tied to high sec POS anchoring and recycle/refining.
Bunyip brought up trade to Factional Warfare (FW) corps, so selling to them would help to raise standing. Smuggling was raised as an option.

TL;DR: CCP understands the need to look into this, and there was a general consensus between CSM and CCP that the systems could be a lot more interesting.

II.   Ghost Training
http://evajobse.net/csmwiki/index.php/Ghost_Training

Darius introduced the issue – a long running game issue being removed that he thinks had a significant impact on people playing the game. The issue was raised so that a discussion was had with CCP about their decision so that CSM could report back to the players.
CSM generally agreed that the removal was fair, just the implementation was bad.
CCP agreed the public relations for this announcement was handled extremely badly.
Oz raised the point that CCP removed it from the China server and then told the payer base that it wasn't coming to Tranquility, then a while later, they did it anyway. *CCP* responded that they removed it from China, and never considered it for Tranquility as the stats they had said that it wasn't significant. Over time, someone at CCP decided that the number of people using this had increased and it was deployed.
Pattern raised the datacore + production still running even when accounts are inactive.
CCP responded that they had discussed internally to remove those too but nothing had been decided.
CSM pointed out that the perception was CCP was being greedy.
Bunyip suggested a public apology.
Agust raised the point that when an account goes inactive – how long does the assets they own exist? The answer was forever. In that case people should come back to the game in the same state that they left.
Darius pointed out that the issue was that until now, it did change. Torfifrans added that they effectively took away a player right.
Darius raised the point that by removing this CCP probably lost money. *Hammerhead* said the exact opposite happened.
Torfifrans raised the point of them introducing the PLEX at the same time.
Bunyip said they were horrible due to the price rising. *LaVista* raised the point that market differences are evident in regards to them due to people being unable to move them.
CCP deliberately did not allow PLEX to leave stations due to the way that they exist they are easily attributed a $$ value.
The datacore issue was raised – *CCP* is of the opinion that it's a legacy system they would like to overhaul.

TL;DR: CCP apologizes for the communication of how this was introduced, but it is not going to be added back into the game.

III.   Display Account Expiration Date On Character Selection Screen
http://evajobse.net/csmwiki/index.php/Display_account_expiration_date_on_character_selection_screen

CSM said: Just DO IT
Explorer laughed and said it's more complicated than it sounds since the EVE server only knows if the account is active or inactive. The billing systems only updates the active flag during login authentication. The PLEX tie-in to the billing system has made the programmers cry. The billing system is in constant development and they are expecting updates soon that will allow them to obtain the information they need in a simpler manner. The billing team are working on this, but as to when they can complete the work they can't give a timeframe.
CCP think it is a good idea and wants to add this to the game.

TL;DR: CCP says this is being looked into, but due to the complexity it may take some time.

IV.   Contract API
http://evajobse.net/csmwiki/index.php/Contract_API

CCP said yes, but it will only be raw data, no search will be offered by CCP in that data - that has to come from the players. The contract system is one of the heaviest loads on the system and it causes them the most issues, so they want to tread carefully. *CCP* are unsure if contract ID's carry across to journal entries, but it will be checked.

TL;DR: Yes with no timeframe

V.   Grouping of Non-Weapon Systems
http://evajobse.net/csmwiki/index.php/Grouping_of_non-weapon_systems

In general there is no issue with grouping non-weapons technically, but from a usability standpoint *CCP* think that grouping different mods would be confusing. *CCP's* question is why would anyone want to do this?
Pattern pointed out shield resistance mods, tracking enhancers etc.
Explorer said that grouping was introduced due to a discussion with CSM regarding reloading everything with one click. From CCP perspective, they saw it as a way to reduce unnecessary data being sent to server. Performance issues were the main goal.
CCP just do not see non-weapons as being wanted to be grouped and the performance gain is not noticeable for those type of modules.
Pattern summed it up as: people want it, can CCP implement it.
Greyscale saw the point for things like tracking/sensor boosters.
When CCP were first implementing this, they looked at where the biggest impact would be made performance wise, they just didn't consider the player need for non-weapon grouping.

TL;DR: At this point CCP don't think this is a high priority or shows an obvious benefit to the game over other things they can do, but they will add it to the backlog of things to implement.

VI.   Smartbomb Overhaul
http://evajobse.net/csmwiki/index.php/Smartbomb_Overhaul

Very little discussion; see TL;DR

TL;DR: CCP agreed to review smartbombs.

VII.   Marks Against Account
http://evajobse.net/csmwiki/index.php/Marks_Against_Account

No real discussion, see TL;DR

TL;DR: CCP will investigate the feasibility of this and implement it Soon™

VIII.   Item Database Updates & Database Exports
http://evajobse.net/csmwiki/index.php/Item_Database_Updates

http://evajobse.net/csmwiki/index.php/Database_Exports

No real discussion, see TL;DR

TL;DR: This was an old request and has been solved since the issue was first raised. CCP releases this data regularly and is now tied into the Evelopedia.

IX.   Bookmark My Ship
http://www.evajobse.net/csmwiki/index.php/Bookmark_my_ship

No discussion, see TL;DR

TL:DR: CCP says yes

X.   Suicide Ganking Part 2
http://evajobse.net/csmwiki/index.php/Suicide_Ganking_Part_2

No discussion, see TL;DR

TL;DR: CCP is aware of this defect and are exploring ways to fix it as a priority.

XI.   Events & Gathering Forums being merged
http://evajobse.net/csmwiki/index.php/Events_and_Gathering_Forums

Wrangler commented that these threads being merged has had little effect since that forum is somewhat inactive. *CSM* recommended moving Lotteries to Sell Orders as a possibility. After the meeting CSM was informed that a calendar system for the upcoming COSMOS web page system has been bumped up in priority as the COSMOS project leader was more than happy to facilitate an enhanced venue for the Events and Gathering subjects.

TL;DR: This was discussed but no conclusion was reached as no better solution could be thought of.

Meeting End.

Minutes compiled by Omber Zombie and Tusko Hopkins. Any errors or omissions please contact OZ(oz@omberzombie.com)