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Cyclops hull fragments mushroom forest

Help with Cyclops Hull Fragments! That really frustrates me. I found the bridge and engine fragments in my first hour of playing, but I can't find the ♥♥♥♥♥♥ fuselage fragments. I only need 2 hull fragments. I searched around the aurora, in this wreck in the path of the sea-treader (the Wiki says it should have a few things like cyclops fuselage fragments, but the only fragments there were nuclear reactor fragments and shrimp suit fragments that I already have.) Maybe it's because I'm playing in Experimental, so there are no fragments anywhere? I play in the experimental version 48174.Any coordinates to these God darn hull fragments would be large. Thank you! Also, tell me don't go to the ultra-large reef Biome then the floating mushroom Biome I only have this game for 2 days, I only know like 4 Biome. Note: This is ONLY used to report spam, advertisements and problematic (harassment, combat or rude) posts. Subnautica > General Gameplay Discussion > Topic Details Cyclops Hull Fragments I can't find. I saw a piece of hull fragment near the aurora and it looked like a random piece of debris that you wouldn't normally be able to interact with. I just swam over it when I got a notification to scan it. I have every other piece of cyclops except the hull. I was all over the map, upgraded 900m for my seamoth, fully explored the Aruroa, was to the Degasi excavation sites (250m and 500m), explored Aurora crash zones at 600m, looked all under the floating island and couldn't find anything. I found all the upgrades for the PRAWN suit, but no Cyclops Hull fragments. It drives me nuts! I'm between not knowing if I just haven't noticed the fuselage parts or if I've just been unhappy enough not to get over the remaining two fragments. Where the hell are the hull fragments?! Note: This is ONLY used to report spam, advertisements and problematic (harassment, combat or rude) posts. Huge submarine with industrial use. 500 mCyclops Depth Module MK1: 900mCyclops Depth Module MK2: 1300mCyclops Depth Module MK3: 1700m Plans for the construction of a Cyclops Plan for the construction of a Cyclops AuroraSeabedCrag FieldCrash ZoneCrash ZoneMountainsWrecksMountainsUnderwater Islands Plans for the construction of a Cyclops Advised: the Cyclops is designed for operation by a crew of three. Only experienced helmsman people should try to control this vehicle solo. The Dialogue The Cyclops are a player-controlled submarine built from Mobile Vehicle Bay. It is Vehicle bay that can store a seamoth or shrimp suit and can be modified with a number of different upgrades. With a length of 54 metres, a width of 12 metres and a height of 14 metres, the Cyclops Cyclops the largest vehicle available and capable of diving at depths of 500 meters, or 1700 meters fully upgraded. It can be used as a mobile base that can be equipped with the Habitat Builder with furniture and other amenities. Overview Access is obtained either via the diving chamber at the keel arch or over the docking bay when controlling a seamoth or shrimp suit. It is equipped with an ONBoard AI that warns the player of dangers, and a beacon that allows the player to locate him remotely. If the player decides to build several cyclops, each has its own lighthouse. Blueprints Unlike most other blueprints, the player must find and scan three different sets of fragments to make them. These are: Each set requires that three fragments be scanned to complete the component. Each component is displayed individually in the PDA. Each completed component will precede the entire Cyclops blueprint by 33%. To complete the Cyclops blueprint, the player must find and scan a total of nine fragments. Features The Cyclops acts as a cross between a Seabase and a vehicle: the player can walk around freely in it and control it only when approaching the control and using it. While controlling the rudder, the player is still able to move his point of view in a limited arc to look around. The Cyclops take over the movement control, moving forward sand sereer and backwards in this direction, swimming up and down and using it for ascent and descent, and left and right to rotate. It can't punish sideways, nor can it hit forward or back like the Seamoth can. The submarine is equipped with three external cameras operated via the HUD. These cameras are located on the keel, sail and screw, which are in amateur terms under, above and on the back of the submarine. The cyclops has three speed settings: slow, standard, and flank. In addition to speed, each setting affects the amount of noise generated and thus attention from the hostile fauna. For more information about noise, see the Noise subsection. A Cyclops spawn with a full set of six standard power cells used in racks with three sockets on either side of the engine. The player can check the charging status of each Power Cell and remove or replace it with LMB. The upgrade manufacturer of Cyclops is located on the starboard hull. It works similarly to the upgrade Fabricator in the Vehicle Upgrade Console and Scanner Room, allowing the player to create dedicated Cyclops Upgrade Modules that can be installed on the upgrade console in the port side of the engine. On the outside of the harbour there is a fire extinguisher mounted on the wall. The player can dock a seamoth or shrimp suit within the cyclops by approaching the center of the keel, similar to the Moonpool. There is only room for one vehicle to be docked at the same time. Seamoths and while they are docked, and empty the power from the power cells of the cyclops. Vehicles in the Cyclops are also automatically repaired when the Cyclops are equipped with a Cyclops Docking Bay Repair Module. The vehicle slot can be reached via the ramp area or the Keel section, allowing the player to Vehicles. The keel section of the Cyclops has five built-in storage lockers with 18 (3×6) units each. Here is the dive chamber, which allows the player to get out of the ship through a hatch and get off. The ramp area is located under the engine room and serves as an access route between the engine room and the vehicle bay. It has a small amount of space on the walls for smaller wall objects such as wall lockers and fabricators. Design Recipe Upgrades and Adjustment The Cyclops can be customized with the Onboard Cyclops Upgrade Fabricator on the starboard side of the engine room. Upgrades can be installed and removed via a six-slot panel on the port side of the engine room. The Engine Efficiency Module and Decoy Tube Upgrade are unlocked for the first time after the first construction of a cyclop. Cyclops Depth Module Increases the vehicle's maximum crushing depth so it can withstand greater pressure. Each successive module increases the crushing depth by 400 meters. This effect is not stacked. Mk I Recipe: 1 Mk II Recipe: 1 Mk III Recipe: 1 Depth Module Crush Depth No 500 m MK1 900 m MK2 1300 m MK3 1700 m MotorEfficiency Module Increases maximum battery life through recycling engine thermal waste and increases engine efficiency to 300%, reducing total energy consumption by 75%. This effect is not stacked. Recipe: Thermal Reactor Module Replenishes the on-board power supply by using thermal energy in areas with an ambient temperature of 35oC or more. The charging rate depends on the amount of heat in the environment. This effect is not stacked. Recipe: ×4 Temperature Charge Rate 35oC (95oF) 10% 50oC (122oF) 18% 65oC (149oF) 26% 80oC (176oF) 3 4% 105oC (221oF) 42% 120oC (248oF) 50% Sonar Module Emitted a sound wave, which reads the topography of the surrounding terrain and displays the data on the HUD. Recipe: The fire suppression system module automatically extinguishes all fires caused by incoming damage, preserving most of the vehicle's fuselage integrity. Recipe: Docking Bay Repair Module Automatically Repairs any Seamoth or Shrimp Suit in Docking Bay. Recipe: Creature Decoy Tube Module Increases the maximum number of baits that can hold the launch tube by four, from one to five. This effect is not stacked. Recipe: Shield Generator Module temporarily projects an electromagnetic shield around the submarine, defending enemy or annoying fauna and negating any incoming damage. Recipe: Energy The submarine is powered by power cells and may have installed up to six; Standard power cells enable a total of 1200 energy units. The individual cells are emptied sequentially during use. Spoiler warning: The following section contains Material. Ion power cells can also be placed in the six slots, which provide a total of 6000 energy. The Cyclops' Cyclops' consumes energy when moving or rotating, but not when stationary. The Silent Running, Shield Generator, Sonar and all spaceable items that require an external power source also consume the energy of the cyclops. The different speed settings (slow, standard and flank) affect the ones below: Speed setting Energy consumption rate (units/min) speed (meters/sec) Efficiency (meter/unit) Before slowly 9 units/min 7 m/sec 45 m/unit Ahead Standard 20 units/min 9 m/sec 27 m/unit Ahead Flank 40 units/min 12 m/sec 16 m/unit movement in multiple directions (forward movement during turning or forward driving during turning and diving) increases the rate at which energy is drained. The motor efficiency module increases installation efficiency by 300%: the effect does not stack with multiple modules. The indoor and outdoor lighting does not consume any energy. When leaving the vehicle, the engine is not deactivated and the lights remain in any state in which the player has left it. The power supply of the cyclops is also consumed when a Seamoth or Prawn Suit is charged in the docking bay. They charge at the same rate as if their Power Cell(s) were in a Power Cell Charger. When the cyclops run out of power, the lights turn off and the cyclops stop producing oxygen. The hatches continue to function as usual, and a docked vehicle can leave the Cyclops as usual. The same is not the case the other way around: a vehicle cannot dock with a non-powered cyclops. The horn of the vehicle still works even if it is not driven. Fabrication and Appliances The cyclops can be further customized with spaceable items created with the Habitat Builder. All fabricators, modification stations, battery chargers or Power Cell Chargers built into the cyclops will draw from the power supply. Other items such as lockers, aquariums and indoor wax beds can also be placed, which can be very useful for growing and storing food and materials in survival mode for long-term supply when removed from a lake base for long periods of time. Internal parts such as bioreactor or water filtration machine cannot be placed inside the cyclops. In addition, the player cannot throw items from his inventory onto the floor in the vehicle or specify placeable cosmetic items such as laboratory equipment. Devices can be used even if the motor is disabled. Energy-consuming devices cannot be used when the cyclops' onboard power supply is exhausted. Damage and Destruction Cyclops has 1,500 hit points that cannot be sanitised by any. These are divided into 300 hit points, which form a regenerating overshield, and 1,200 hit points connected to the hull of the cyclops. The shield absorbs all damage sustained by the Cyclops when the submarine has more than 80% of its health and prevents hull damage while it is active. If the Overschild Overschild absorbed damage, it is used up, but slowly insatised as long as the fuselage is intact. The transition is simply represented as the top 20% of the Cyclops health bar, without specifying what it is or where its cutoff point is. Damage exceeding the capacity of the overprotective wall causes one or more fuselage injuries. Hull injuries can only be repaired from the outside with the repair tool. The hologram on the left side of the bridge roughly marks where hull injuries are: the player can check this display by looking through the bow window while he is outside the ship. Unlike other vehicles, the fuselage injuries must be repaired directly to restore the health of the cyclops: no part of the fuselage, but a break indicates a repair progress symbol. If the damage continues, the fires start in random locations and spread when they are not extinguished. These fires cause additional damage (when the player is on board), reduce visibility, and damage the player's health through suffocating smoke or direct contact with the flames. Small fires can sometimes burn out by themselves, but they usually require the use of the on-board fire extinguishers to bring them under control. When the Cyclops Fire Suppression System is equipped and activated, it closes and locks all bulkheads until any fires are extinguished and the smoke is evacuated. The suppression system takes time to recharge before it can be reused (approximately two minutes). If you control a cyclops with a flank speed of more than 20 seconds, the AI is warned that the engine is overheating, and there is a chance that a fire may start every 2 seconds. Fires caused by overrun flank speed always end in the engine room. When the Cyclops reach their current breaking depth, the player is alerted by the aboard AI, which says: WARNING: MAXIMUM TIEFE IS REACHED! HULL DAMAGE IMMEDIATELY DAMAGED! As soon as this warning occurs, the health of the submarine will decline quite quickly. The depth is assessed by the horizontal centerline of the hull of the cyclops. The Cyclops depth module MK1, MK2 and MK3 upgrades allow the player to increase the crushing depth from standard 500m to 900m, 1,300m and 1,700m respectively. It should be noted that if a vehicle docked with a cyclops has a lower breaking depth to the cyclops themselves, the player in the voice of the AI of that vehicle warns a breaking depth if the cyclops pass their warning and maximum safe depths. However, the vehicle is not damaged while it is still docked with the cyclops no matter how deep the latter goes. When a cyclone's health is completely exhausted, it explodes. The effect does not fully happen. In case of explosion: If the player is on board at that time, they will be killed immediately. All docked docked or shrimp suit is destroyed immediately. It remains a wreck that will have openings in the bridge, the vehicle bay and the stern for access. All spaceable items, such as fabricators, Power Cell Chargers and lockers, are preserved and can be emptied/deconstructed. The contents of the built-in lockers, power cells in the engine and the upgrade panel are preserved and can be retrieved, as well as the fire extinguishers from their wall mounts. Power cells that are connected to the engine have reduced their charge to zero A small amount of metal salvage and computer chips is scattered around the site. A beacon is used at the site of the wreck. If the player uses the dev console damagesub command, the Cyclops will take 400 damage. Noise Noise will draw the attention of enemy creatures to the Cyclops. The more noise the sub generates, the larger the area from which aggressive creatures are drawn to attack the sub. The amount of noise produced depends on several factors. The different speed settings cause the cyclops to emit noise, with faster settings increasing the amount of noise. This is visualized on the sonar display on the right by a faint blue sphere. This blue sphere represents the area of water where the creatures can hear the cyclops: the default velocity is about the size of the first circle permanently present on the sonar display, while the flank velocity is almost as large as the entire sonar. Any enemy creatures that could damage the cyclops are marked as yellow blips on the sonar. When the creature hears the cyclops, the blip turns red. When this happens, it may be careful to either switch to flank speed and withdraw, activate the Cyclops Shield Generator in anticipation of a collision, or eject a Creature Decoy and calm the motors in the hope that it will be distracted by the more obvious target. The external floodlights do not affect the amount of noise generated by the cyclops, but cannot be turned on when Silent Running is active. If you enable Silent Running, 50% of all noiseed by the sub is suppressed until the player disables it. Silent Running discharges 5 energy every 5 seconds while it is active. This current outflow is not affected by the Cyclops Engine Efficiency Module. If you disable the engine or remain silent with Silent Running, the cyclops will prevent you from emitting sounds completely. Silent Running still drains the power supply even if the motor is disabled. It should be noted that even if the cyclops are completely silent, a creature that sees the vehicle, can still attack it. Hostile fauna Most fauna cannot damage a cyclops, and the player is immune to the attention of warpers while they are in the vehicle. Medium-sized predators such as Bonesharks and Stalker can attempt to attack a cyclops, but do no harm. The latter can drop a stalker tooth during the attempt. Only the largest predators present Threat to the vehicle: All of these are marked as enemy contacts on the holographic display to the right of the wheel. Lava larvae are not marked as enemy fauna on the enemy creature representation and cannot physically damage the cyclops, but will attach themselves to the hull and leech force from their cells. The damage indicator shows the approximate position of each lava attached to the cyclops with a yellow bug symbol: they can be removed by getting out and hitting with the survival meter or thermoblade, using a drive gun or device with a similar effect, activating the Cyclops shield generator (simply redraw and removing) or removing all power cells of the cyclops. When a creature attacks a cyclops, a wheezing alarm sounds and the interior lighting turns red for a short time, accompanied by the AI labeled Warning, Creature Attack. This warning does not necessarily mean that the Cyclops have suffered hull damage, only that they have been attacked by a creature that can damage them. The following creatures can and will attack the Cyclops if too much attention is paid to them. Audio These tracks are only played when there is a fire on board the cyclops while the player is in the cyclops. <soundcloud url= height=166 width=100% class=soundCloud></soundcloud> <soundcloud url= height=166 width=100% class=soundCloud></soundcloud> Data Bank Entry The Cyclops are the most popular and reliable deep-sea submersible in the galaxy. Compared to the competition, it can be occupied by only one pilot, hence the name. It has:- three-speed manual control control and front observation platform for precision maneuvers - Dry dock for transport, maintenance and charging of scout vehicles- Extensive storage solutions in the keel holding area- Internal and external video feeds- Onboard AI for threat detection- Extensive customization options