

Playing A Starfleet Engineer

Yuuki:

I said in the Science presentation that Comp Sci is more like science than engineering, but most of the jobs you get with it are unambiguously engineering

Gregory:

Ops handles software, Engineering handles hardware, is how I sometimes explain it.

Yuuki:

it's engineering on a ship though. it has a similar background training and education wise but is a different job

Willvoy:

<http://engineering.thetafleet.net/manuals.html>

Yuuki:

Star Army's engineering occupations

???

My experience as an Engineering Manager makes me think the hardest part of being a Chief Engineer is simply making engineers do the right thing and not wandering but naval ship engineering is a bit more specialized

Yuuki:

That sounds like real engineers tbh

A Meowy (Alison):

I have an academy server on engineering and science...

Yuuki:

https://stararmy.com/wiki/doku.php?id=corp:yugumo_corporation:systems:kaminari_quantum_foam_generator#about_kaminari_quantum_foam_generators
some technobabble in a technical manual entry

Wes:

https://sto.fandom.com/wiki/Engineering_department

Here's a list of some specializations of Trek engineers that you could use??Star Trek Online Wiki - Engineering department

This article refers to the duty officer department. You may be looking for the captain and bridge officer Engineering career instead.

Wes:

E.G., "Matter-Antimatter Specialist" or "Diagnostic Engineer"?

@Yuuki - Star Army's engineering occupations

Wes:

Yeah, I've been meaning to give them more specialized MOSes but haven't found time to make the pages yet.

Wes:

Like Pidole Henitot is a power systems specialist.

@Wes - Yeah, I've been meaning to give them more specialized MOSes but haven't found time to make the pages yet.

Yuuki:

Systems and Safety Monitoring is in Starship Operations, and not Engineering, but it's kinda Engineering

Gregory:

The TNG episode "Tapestry"

Wes:

Note the wrench

Yuuki:

A Chief Engineer is the one who gets the Transporter Engineer and the Warp Systems Engineer to work together to accomplish the mission in theory

Gregory:

A chief engineer isn't the one who knows everything about everything engineering-related. The chief engineer oversees specialists in different areas of engineering and directs them as needed.

Yuuki:

Typical engineer sounds like
Engineers gonna engineer

Gregory:

But being a pain in the butt to everyone might be fun!?

@Gregory - A chief engineer isn't the one who knows everything about everything engineering-related. The chief engineer oversees specialists in different areas of engineering and directs them as needed.

Yuuki:

But also, the person the command staff talks to

@Yuuki - But also the person the command staff talks to

Gregory:

Yep, they're the "voice" of engineering.

@Gregory - Yep, they're the "voice" of engineering.?[?3:39 PM]?

Yuuki:

they're also the person who tells the command staff.... yeah, what he just said?

@Yuuki - they're also the person who tells the command staff.... yeah, what he just said

Gregory:

Yes. The chief engineer is the one who learns from the warp core specialists that it's going to take X amount of time to get the warp core up and running, and then says, "Captain, it's going to take us X amount of time to get the warp core back up and running."

@Gregory - Yes. The chief engineer is the one who learns from the warp core specialists that it's going to take X amount of time to get the warp core up and running, and then says, "Captain, it's going to take us X amount of time to get the warp core back up and running."

Yuuki:

then has to tell the warp core team captain said it has to take Y
lol

Yuuki:

That show recruited a lot of Marine Corps pilots in the mid 90's
or late 90s. whenever it was

Gregory:

We could all talk about engineers for quite a while

Terrie:

"Space is disease and danger wrapped in darkness and silence"

Wes:

Yeah!!

Yuuki:

The big thing I remember about S:AaB is when the captured enemy alien guy made them make him suicide by water

Terrie:

I remember "Who monitors the birds?"

Gregory:

"Relics"

Wes:

What, how long was I unmuted? lol

Willvoy:

<http://brunel.sim-station.net/index.php/main/index>

Yuuki:

Original Series and TNG Technical Manuals were my favorite books as a kid

Gregory:

Or there was the conversation between Kirk and Scotty in ST:III.

"Mr. Scott, have you always multiplied your repair estimates by a factor of 4?"

"Certainly, Sir. How else do you expect me to maintain my reputation as a miracle worker?"

Yuuki:

Actual procedure for giving estimates to executives

Double what the line engineers tell you, then double it again

and that's what you tell the boss

Gregory:

You know you've written a lot of engineering characters when you've actually lost track of how many!

Yuuki:

We have shipwide hardlight in Star Army

you literally could do it

Yamatai's whole ships are holodecks in some cases

boarders might get stuck on a treadmill?

Wes:

My engineer Cherry printed 10,000 inappropriate photos and hid them throughout her ship, they're behind access panels, hidden inside walls, in maintenance tunnels, under couch cushions.

You cannot maintain the ship without getting a face full of her coworker's parts now.

"It's just a prank bro!"

Why the ship can never be a museum ship now

Gregory:

My one full engineering character (started out as assistant chief, later became chief when the player behind the chief had to leave the sim for health reasons) was someone who was a bit of a workaholic. He was someone who liked to take care of the ship, to the point where whenever we'd have shore leave (the CMO character was smart, but was also the 24th

century version of Cindy Crawford, and could always get these elaborate venues for a crew party), he would do anything to avoid the shore leave, while the players behind the CO and CMO had fun trying to find ways to get him to go (to the point that the CO even had security physically escort him to a party).