How to filter the Galaxy Map for scoopable Stars!

ⓘ The Fuel Rats recommend you never fly without a fuel scoop!

Fuel scoops allow your ship to gather fuel from stars. The problem is not all star types are scoopable 😖. The good news is, you're not stuck to guessing which stars will give you fuel 🙂!

The in-game galaxy map has built-in filters you can use to sort out the scoopable star types!
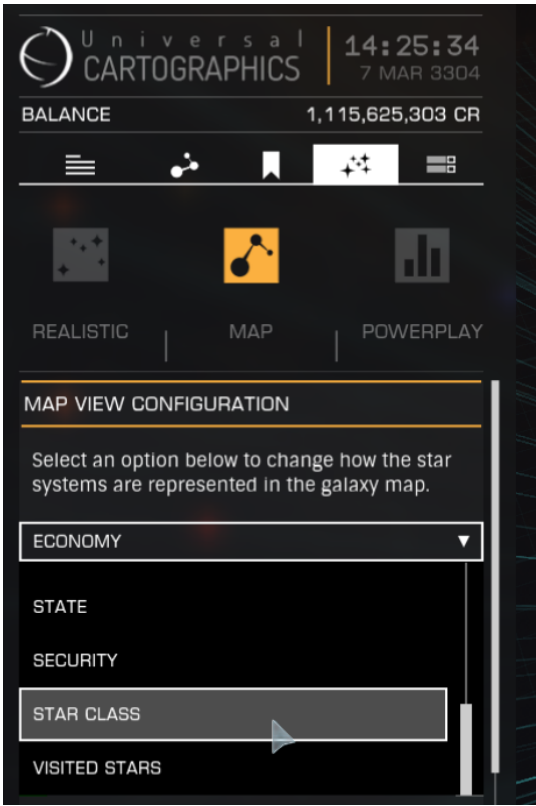
To do this:

1: Go to the galaxy map.

You can find the galaxy map on your navigation panel!

2: Click on the fourth tab, and select "MAP".
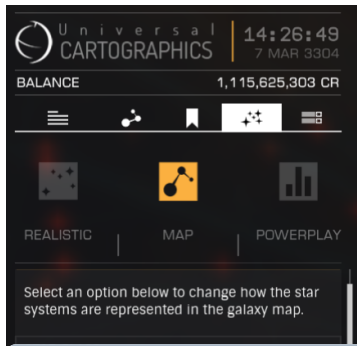
3: Filter for scoopable star types.

Under the "**MAP VIEW CONFIGURATION**" pull-down menu, select "**STAR CLASS**" and uncheck all boxes except the first 7. These are your scoopable stars. AKA: **KGB-FOAM**

TIP: If you wish to avoid unscoopables altogether, you can select "**APPLY FILTER TO ROUTE**" and your route plotter will never plot unscoopable stars.
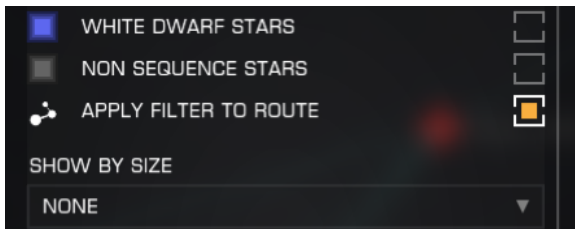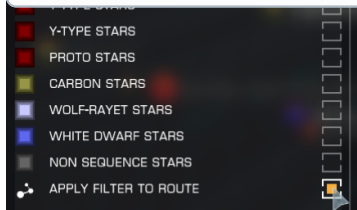
4: Route Plotting.

When plotting a course, check to make sure a **SOLID** plot line passes through a visible star before it becomes dashed. If it doesn't you will need to divert to either a scoopable star, or a station. A solid line means you have fuel to make that jump, a dashed lines means you don't have enough fuel to make that jump.

The route plotter will also show the **Fuel Star** which is the last scoopable star on your route, before you need to refuel.

Don't have a fuel scoop? The same principle works for finding stations! Just filter for stars by "**ECONOMY**" or "**GOVERNMENT**", and select all options except "**NONE**". Almost all inhabited systems will have at least an outpost.

Y-TYPE STARS

PROTO STARS

CARBON STARS

WOLF-RAYET STARS

WHITE DWARF STARS

NON SEQUENCE STARS

APPLY FILTER TO ROUTE

CMDR Blue Jade has put together a video demonstrating the information on this page. Check it out: