


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!

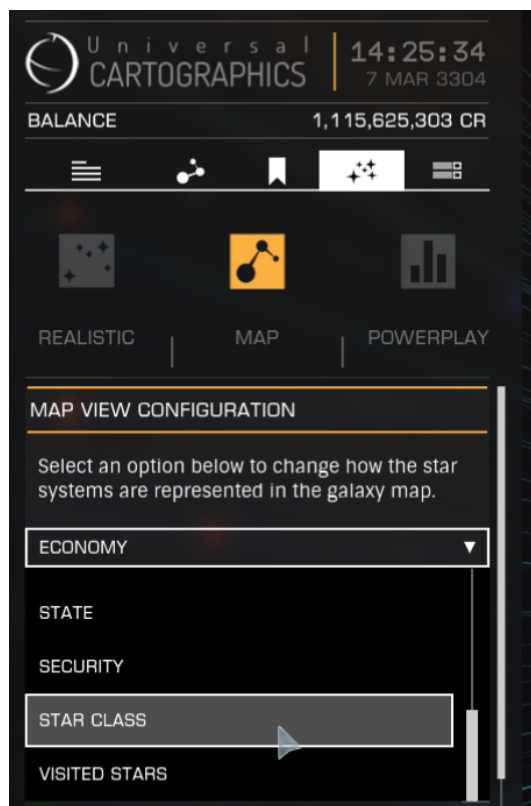
To do this:

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.

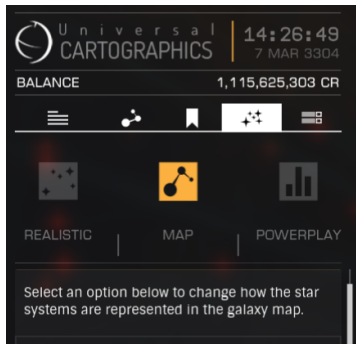
Under the "MAP VIEW CONFIGURATION" pull-down menu, select "STAR CLASS" and uncheck all boxes except the first 7. These are your scoopable stars. AKA: **KGB-FOAM**

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

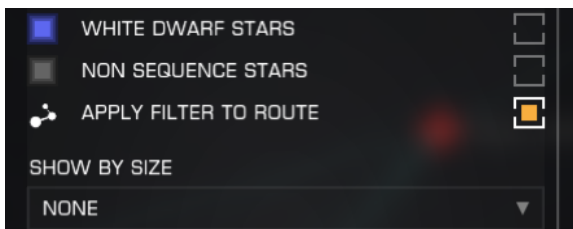
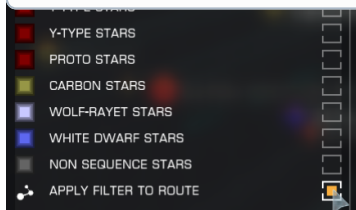
4: Route Plotting.

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.



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