

Finding the current star system on PC without logging in



General

The method on this page is a detailed process if the use of <https://journal.fuelrats.com> (!journal) isn't successful for whatever reason. This method only works on PC.



Advanced

This technique for retrieving the player location can be very complicated and confusing and should be avoided unless logging the client in prematurely will result in certain death, please use this document as a resource to you in explaining the issue to the client do not just throw this document at them and leave them to themselves.

In some situations the client may be so short on fuel that the rats need to be in the same system even before they log in, this page will explain how the client may find their last known star system without logging into the game by the use of Elite Dangerous' player journal API.

First we must locate the Elite Dangerous player journal, the player journal was added in Elite Dangerous 2.2 and is available on Windows and macOS, it does not require the player to own the Horizons expansion.

The player journal files are saved under **C:\Users\<username>\Saved Games\Frontier Developments\Elite Dangerous** in Windows and

/Users/<username>/Library/Application Support/Frontier Developments/Elite Dangerous/ in macOS



The Library folder is hidden by default in macOS, to show it, right click in the home folder, select "Show View Options" and check the "Show library folder" checkbox

Sort the directory by last modified and open the newest file in a text editor such as Notepad in Windows or TextEdit in macOS.

Scroll down to the very end of the file and look for the last line of the file with the word "FSDJump" in it. The line should be in a similar format to this:

FSDJump Line Example

```
{ "timestamp": "2016-11-17T20:18:26Z", "event": "FSDJump", "StarSystem": "Flyiedge YQ-D d12-12", "StarPos": [-4807.688, -1003.750, 9007.656], "SystemAllegiance": "", "SystemEconomy": "$economy_None;", "SystemEconomy_Localised": "None", "SystemGovernment": "$government_None;", "SystemGovernment_Localised": "None", "SystemSecurity": "$SYSTEM_SECURITY_low;", "SystemSecurity_Localised": "Low Security", "JumpDist": 44.064, "FuelUsed": 8.286179, "FuelLevel": 39.713821 }
```

The client's last star system will be in this line next to "StarSystem", in this example it would be "Flyiedge YQ-D d12-12"