Singularity Time Accelerator (SETA) Fact Sheet
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SETA related reputation decrease

When using SETA, you decrease the time, in real-time, that will pass before your fight and trade reputation will start to fall. At 10x you have 6 minutes, because an hour of game time will have passed, at the original 6x you have 10 minutes. This **is not** punishment for using SETA, it is a simple consequence of not interacting with the game. The same would happen if you left the game running without using SETA, it would just take longer to start happening.

SETA related AI problem

When you run SETA, the AI becomes less efficient. This means that if you have lots of your own ships flying around, you will suffer a higher number of losses, particularly from collisions.

Using SETA to make money

To do this, fly out a long way from the stations and sector police. Do this with the 'move to position' command or fly out manually, having first targeted a station in the sector so you know how far out you are. Going right to the edge of the map (100-200 km depending on the sector) also takes you out of Kha'ak spawning range. You can then leave SETA on as long as you like. If you leave the ship moving forward, it will wrap around at 4000km out and head through the sector again. Avoid this, because if the police scan you as you fly through you'll go out of SETA.
A well set up trade empire with plenty of stations making products will make a lot of money fast in this way. You will experience ship, and even station/complex losses, sometimes costing more than the money you make, so it's not always the best choice.
Dock all your freighters/ST/UT ships, lower your selling prices, raise buying prices, and let the NPC traders do buying and selling for you. This cuts the shipping losses you would otherwise experience.
When it's time to fly back in, either jump to one of the gates in the sector, or autopilot in to a station and dock.

Using SETA to drop rank on purpose

If in the early game you have got too high a fight rank and the missions are getting too hard, you can drop your fight rank deliberately with SETA. Don't leave it for long, just couple of hours at a time, and let your PC recover (cool down) afterwards. If you've any ships trading, dock them, there's no point risking property losses in the early game just to make fight missions easier.

Using SETA and fighting

In general, it's not a good idea to use SETA while fighting, especially at higher SETA rates, but there can be some uses.
1: Getting out of trouble
If you are in a dogfight and your shields are getting low, turn on the autopilot (attack all enemies command) and hit SETA. While SETA is active, the hit rate of all ships falls off dramatically, so your shields will have time to recharge. This isn't a foolproof method, but it can be useful.
Turrets also become less efficient during SETA. That goes both ways, as does shield regeneration. You may be safer, but so will your opponents. The best you can hope for is a respite to recover from a bad missile hit or something.
Kha'ak beam weapons are unaffected by SETA, use it in a fight against Kha'ak ships, and you'll just die faster.
2: Missiles
Since turrets are less effective when SETA is active, your missiles have a greater chance of hitting. However this again goes both ways, your own missile defence will be compromised. You might equally lose your missile because it passes in front of the target ship and gets hit by their main guns, or taken out by AOE weapons. Try not to do this with expensive missiles, and only if you are *really* needing to increase your chances of a kill.

A word on SETA and your PC

 Using SETA for a day is unwise, not only in terms of in game consequences, but also for the effect on your computer itself. The components of your PC will be placed under significant stress. SETA was, after all, designed as an aid for navigation, not as something to be used for any length of time. Also, using SETA for long periods will use a lot of electricity, more than usual because your computer will be working at or close to maximum capacity, bear this in mind, especially if you aren't the one paying the bill.

Finally, remember, for 10 time the profit, build 10 times the stations :)