BLUE ORIGIN'S GODDARD

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For the Orbiter space flight simulator
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Goddard is a reusable test vehicle for development of a reusable suborbital passenger carrying rocket. The finished, New Shepard (named after Alan Shepard) will consist of a propulsion module that looks like the Goddard, and a passenger model on top that will descend separately braking with a parachute. The ascent is powered for 110 s enabling the rocket to reach 100 km altitude. The propulsion module is capable of making a pin-point landing using vectored thrust. It restarts its motors about half a mile altitude and takes about 15 s for the powered descent. Hydrogen peroxide and kerosene are used as propellants. The Goddard flew for the first time on 13th November 2007 to an altitude of 285 feet. Check out Blue Origin's website for more details.

With this model you can fly the Goddard yourself or watch as an observer as autopilot does the flying (requires the autopilot add-on which can be found at Orbit Hanger Mods). Goddard uses Orbiter's hover thrusters for the engines so it's easy to land. RCS thrusters are included (in reality it uses vectored thrust) so you can move it around with those. There are also main and retro engines. When the main engines are applied the Goddard moves forward with the small US flag as the "nose" (it's below and to the side of the large Blue Origin logo).

Unzip into the Orbiter directory as normal. Spacecraft3 is included courtesy of Vinka. Goddard texture is on a bit wonky, may fix that some other time. Anyway thanks for downloading this add-on and enjoy the short flight!