

FALCON9 for Orbiter2016

Falcon9R v1.2 "Full Thrust"
Add-On for Orbiter 2016 (v. 160828)

INSTALLATION

Extract all files to the root of your Orbiter program directory, preserving the directory structure. This should NOT overwrite anything in the standard Orbiter package.

RECOMMENDED

"LC39A SpaceX" modified LC39A launchpad.

<https://www.orbithangar.com/searchid.php?ID=7090>

Orbiter2015 Hi-Res Texture Pack for West Coast USA "EarthHi_11_05.zip"

https://mirror.orbiter-radio.co.uk/orbiter/assets/packages/Earth/EarthHi_11_05.zip

WHAT'S IN THIS ADD-ON?

The SpaceX "Falcon9R V1.2" launcher, with recoverable 1st Stage and Fairings.
Historical OG2, NROL76 satellite launch scenarios and test scenarios.

Features optional Ascent-to-Orbit autopilot and 1st Stage Flyback-EDL autopilot, etc.
Optional Star48BV kick motor.

Recoverable Fairings with RCS, parafoil, autopilot guidance.

Payload "attachment" by editing scenario, or in-sim by payload name input.

Config file options: Expendable, No Fairing, Crew Dragon Adaptor, Cargo Dragon Adaptor, Custom Adaptor Mesh, Used Booster Skin, Fairing Recovery.

Also includes LC39A, SLC40 and SLC4E launchpads, LZ landing pads.

ASDS booster recovery vessel, FRV fairing recovery vessel.

Elev_mod tiles for flat LZ areas at KSC and VAFB.

QUICKSTART

Scenarios are in the "Falcon9 for Orbiter2016" folder on your Orbiter launch pad.
Select a scenario and press [V] at T-10 to start the ascent autopilot.

All launch parameters are set and 1st Stage Auto-Flyback-EDL to the ASDS, LZ1 or LZ2 is already enabled. Fairing recovery vessel FRV is on station.

SCENARIOS

OG2 launch - launch eleven OG-2 sats from SLC40 at 01:29 UTC, 22 Dec 2015

Target orbit 615 x 750km, 47° inc. Press [V] for ascent autopilot at T-10.

Switch focus to ESPA vessel and press [J] to deploy OG2 sats.

NROL76 launch – launch 10,000kg satellite from LC39A at 11:15 UTC, 01 May 2017

Target orbit 375km x 425km, 50° inc. Press [V] for ascent autopilot at T-10.

Test Scenarios

Various test-mass satellites to LEO, SSO*. 1st stage flyback to ASDS, LZ1, etc.

*If you have the "EarthHi_11_05.zip" installed, use scenarios in the "HiRes VAFB Scenarios" sub-folder.

SCENARIOS using LC39A SpaceX add-on

If you want to use the “LC39A SpaceX” add-on (LC39A launch pad modified for SpaceX) please note that your scenario environment entries (between BEGIN_ENVIRONMENT and END_ENVIRONMENT) must include the line:
CONTEXT SpaceX

FALCON9 MAIN CONTROLS

Press **K** for **Launch Control Panel** display On/Off

The screenshot shows the 'Falcon9 Launch Control' interface with the following sections:

- Payload Management:** Payload: 13K_Sat, Jettison, 13150 kg.
- Target Orbit Parameters:** Inclination: -29.00 deg., Enter; Perigee: 200.0 km., Enter; Apogee: 200.0 km., Enter.
- 1st Stage Flyback-EDL:** Flyback Autopilot Status: ENABLED, On/Off; Flyback Target Name: LZ1, Enter; Flyback Mode: FLYBACK-EDL, Change; Flyback Fuel Reserve: 49004 kg, Enter; Estimated Fuel Required: 49004 kg, Apply.
- Launch Control:** T-10 Launch Autopilot: ON/OFF, OFF; Launch Time UTC: hh mm ss, 00 00 00, Set; OFF, On/Off; Hardback Gantry: ENGAGE / RETRACT, Apply.
- Manual Jettison:** Jettison Fairings, Jettison; Jettison 1st Stg., Jettison.
- 1st Stg. Apogee at MECO:** 125.00 km., Enter.
- Estimated ASDS Position:** Lng. -76.574 Lat. 28.107.
- Estimated FRV Position:** Lng. -75.613 Lat. 27.980.
- Refresh** button.

Payload Management

Payload - Shows current payload name and mass.

If there is no payload, enter payload name and click on [Attach] button to attach any existing vessel to the Falcon9R at the payload interface ring. To jettison, click on [Jettison].

Target Orbit Parameters

Inclination - Enter target inclination (degrees, equatorial frame)

Use positive inclination for Northerly launch azimuth, negative inclination for Southerly azimuth. Inclination must be greater than current latitude.

Perigee - Enter target perigee (km.alt.)

Apogee - Enter target apogee (km.alt.)

If Perigee > Apogee, values are automatically swapped.

1st Stg. Apogee at MECO

Default value is automatically calculated from Apogee/Perigee.
Enter 1st Stage Apogee (km.alt.) at MECO (maximum 450km).

1st Stage Flyback-EDL

Flyback Autopilot Status - Enable or disable the 1st Stage flyback autopilot.

Flyback Target Name - Enter name of vessel(landed) or base for flyback target.
(Enter NULL for no target).

Flyback Mode - Change between the full “FLYBACK-EDL” sequence, and “EDL ONLY” which performs the targeted reentry and landing burns only (no Flyback burn).
EDL ONLY target must be located a few (20~30) km short of ballistic impact point of 1st Stage after separation. Obviously, you cannot return to launch site using EDL ONLY!

Flyback Fuel Reserve - Enter fuel reserved for 1st stage flyback (kg) (Maximum 80000kg)

Estimated Fuel Required - If the Falcon9 is on the launch pad, it will show a very approximate estimate of the fuel required for the Flyback-EDL burns, based on current flyback target position, flyback mode and 1st stage apogee at MECO parameter.

Estimated ASDS Position - Shows approximate position for ASDS vessel for 1st stage recovery, based on launch azimuth, flyback mode and 1st stage apogee at MECO.

NOTE: ASDS position influences the estimated fuel reserve – if you change ASDS position remember to “Refresh” the control panel for updated fuel reserve estimate.

Estimated FRV Position - Shows approximate position for FRV (Fairing Recovery Vessel).

Launch Control

T-10 Launch Autopilot - Activate the Launch Autopilot at T-10 seconds. Can be stopped and re-started but this is NOT recommended, and can result in serious flight anomalies!

Launch Time UTC

Set – Enter lift-off time (UTC)

On/Off – Enable/disable launch timer (countdown is displayed on-screen and Launch Autopilot activated at T-10)

Hardback Gantry

If Falcon9 is attached to the launch pad, you can raise or lower the Hardback.

Manual Jettison

Jettison Fairings - Manual fairing jettison.

Jettison 1st Stg. - Manual 1st stage jettison.

Refresh - Refresh the current parameters.

FALCON9 COCKPIT SHORTCUTS

[K] = Open/Close Launch Control Panel

[V] = Start Launch Autopilot at T-10s

[J] = Manual jettison fairing or payload

[N] = Manual jettison 1st Stage

[E] = Set camera view +Z / -Z

[B] = 2nd Stage Fuel Dump

Launch Control Panel Notes

FLYBACK-EDL usually requires 30000kg – 50000kg fuel reserve.

EDL ONLY fuel reserve is restricted to 23000kg.

The Estimated Fuel Required display is very “rule of thumb” and may not be reliable.

Setting a fuel reserve will reduce the maximum 1st Stage Apogee by ~50km per 10000kg (from a maximum of 450km using no fuel reserve). Setting 1st Stage Apogee higher than current maximum will reduce fuel reserve by ~10000kg per 50km. Fuel reserve will compensate automatically for changes to apogee, and vice versa.

FALCON9 1st STAGE CONTROLS (post stage separation)

[K] = Enter Flyback Target

Enter name of vessel(landed) or surface base.

[M] = Set Flyback Mode

Change between the full FLYBACK-EDL sequence, and EDL ONLY mode.

[B] = Enable/Disable Flyback Autopilot

Current sequence status is shown on the HUD.

[P] = Engine Selection

Cycle through either 9, 3 or 1 engines (not available when Autopilot active)

[G] = Deploy Landing Gear

[E] = Set Camera +Z / -Z Set the camera view forwards or backwards.

FAIRINGS

If there is a recovery vessel named “FRV”, the fairings will try to guide themselves toward it. Parafoil deployment is automatic at 5-6km alt. Glide range ~20km, from 6km altitude.

[P] = Enable/Disable Autopilot

Passive, non-recoverable fairings option is available via .cfg file.

Launch Autopilot Sequence

T-10s	Countdown
T -2s	Throttle-up to 100%
100m alt.	Start roll to launch azimuth
57m/s vel.	Start pitch down, follow gravity turn
30km alt.	Start guidance steering, 4g limiter (3g for Dragon)
Flyback fuel res. limit reached.....	1 st Stage MECO and separation, 2 nd stage ignition
1 st Stage separation +20s	Fairing separation
Final Orbit reached	2 nd stage MECO

1st Stage FLYBACK-EDL Autopilot Sequence

1st Stage separation.....	Go to flyback burn attitude, perform burn (3 engines)
Burn complete.....	Go to reentry attitude
Reentry 100km - 20km alt.	Enable/perform reentry burn (3 engines)
Velocity < 2 Mach.	Enable aerodynamic steering
3km - 2km alt.	Start landing burn, deploy landing gear (1 engine)

1st Stage EDL ONLY Autopilot Sequence

1st Stage separation.....	Go to reentry attitude
Reentry 100km - 20km alt.	Enable/perform reentry burn (3 engines)
Velocity < 2 Mach.	Enable aerodynamic steering
3km - 2km alt.	Start landing burn, deploy landing gear (1 engine)

PAYLOAD MANAGEMENT

You can attach any existing vessel during simulation runtime. Press [K] for the Launch Control Panel, enter vessel name and click on [Attach] button. This will select the first available attachment point on the payload and attach it to Falcon9 at the centre of payload interface on 2nd stage.

You can also edit the scenario manually by adding the ATTACHED line to the payload vessel entry. (See included scenarios for examples).

.cfg FILE OPTIONS

Config files for the Falcon9 are located in Config/Vessels/Falcon9R_V12/ folder. Add the following lines for the required variant:

Dragon = 1	Add adaptor for <i>Cargo</i> Dragon, no fairing
Dragon = 2	Add adaptor for <i>Crew</i> Dragon, no fairing
NoFairing = 1	No fairing
NoFairRecovery = 1	Passive Fairings, no parafoil recovery.
Adaptor = Falcon9R_V12/star48bv_adaptor	Add custom mesh to 2 nd stage payload ring.
Expendable = 1	Passive 1 st stage post separation.
Charred = 1	"Used" booster skin for re-flights.

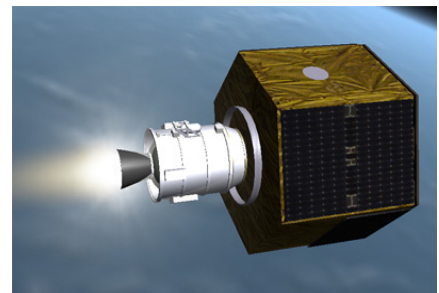
See examples:

f9_v12.cfg
f9_v12_charred.cfg
f9_v12_drg.cfg
f9_v12_expendable.cfg
f9_v12_nofairrecovery.cfg
f9_v12_star48.cfg

STAR48BV KICK-MOTOR

An optional Star48BV solid rocket motor is included. It can be attached to the Falcon9R like any other payload.

A further payload can be attached to the Star48BV during simulation by pressing [P] and entering vessel name, or edit the ATTACHED parameter in the scenario file before starting the sim.



Payload mass is added to Star48BV.

A 62" to 48" adaptor for attaching the Star48BV to the Falcon9 is included (see Fairing / Payload Adaptor Options)

[P] = Enter Payload Name

Attach any existing vessel to the Star48BV, at the payload interface ring.

[J] = Jettison Payload

Once ignited, the Star48BV will burn at full throttle until depletion.

LAUNCH PADS and LANDING PADS

Launch pads feature retractable gantry, LOX vent and liftoff smoke effects, auto night lights.

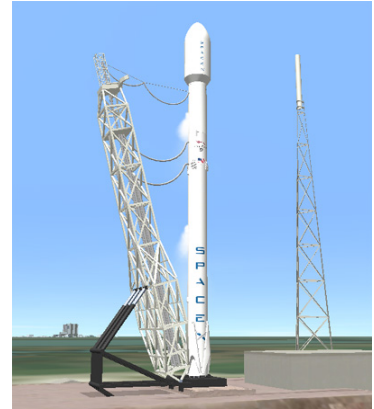
[G] = Raise / Lower Gantry

[K] = Night Lights On/Off

[V] = LOX vent On/Off

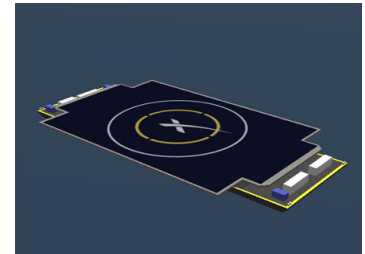
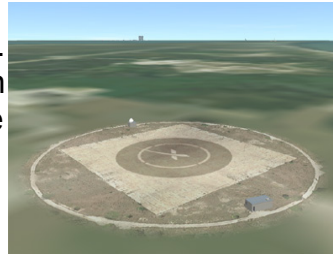
LAUNCH PAD "HOLD DOWN"

If Falcon9R is attached to launch pad (see ATTACHED parameter in scenario file), attachment is released when Falcon9 main engine reaches %95 thrust (after 2 seconds if using Launch Autopilot)



"LZ" LANDING PADS and "ASDS" BARGE

Auto proximity night lights – illuminated when any vessel approaches within 5km. ASDS should be placed along the launch groundtrack, some distance ahead of the 1st Stage Core at separation (or close to 1st Stage ballistic impact point if EDL ONLY flyback mode is selected)



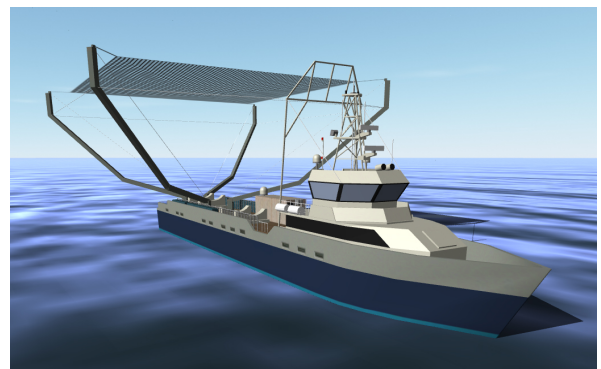
"FRV" FAIRING RECOVERY VESSEL

Place further along flightpath than ASDS, estimated pos. shown on Launch Control Panel.

Will collect and stow fairings if they fall within the net.

Max speed ~30kts, data on HUD, night lights.

Must be named "FRV" for fairing guidance.



MULTIPLE LAUNCHERS

If you want to use more than one Falcon9 in your scenario, you will need to do a little engineering!

Make a copy of the *f9_v12.dll* module (for each extra launcher) and re-name it (e.g. *f9_v12_duplicate.dll*).

Similarly, make a copy of *f9_v12.cfg*, re-name it (e.g. *f9_v12_duplicate.cfg*)
Open it with a text editor (e.g. Notepad) and change the "Module" line to point to your renamed .dll, thus:

```
Module = Falcon9R_V12\f9_v12_duplicate
```

Ensure the *scenario* vessel entry points to your new *f9_v12_duplicate.cfg*, e.g.
Falcon9_002:Falcon9R_V12\f9_v12_duplicate

FALCON 9 ADD-ON SPECS

1st Stage Empty Mass	22100 kg
1st Stage Fuel Mass	402500 kg
1st Stage Max Thrust SL	756222N x 9
1st Stage RCS (gimballed main engines)	38000 N (4 pairs, pitch/yaw/roll)
1st Stage ISP SL	2767 Ns/kg
1st Stage ISP Vac	3051 Ns/kg
1st Stage RCS(N) Fuel Mass	400 kg
1st Stage RCS(N) Max. Thrust	1000 N (6 pairs)
1st Stage RCS(N) ISP SL	800 Ns/kg
2nd Stage Empty Mass	4300 kg
2nd Stage Fuel Mass	104275 kg
2nd Stage Max Thrust Vac	934000 N
2nd Stage RCS (gimballed main engine)	13000 N (pitch/yaw)
2nd Stage ISP Vac	3549 Ns/kg
2nd Stage RCS(N) Fuel Mass	100 kg
2nd Stage RCS(N) Max. Thrust	500 N (4 pairs)
2nd Stage RCS(N) ISP Vac	800 Ns/kg
Payload Interface Ring	1.57m diameter
Fairing Mass (each)	875 kg
Fairing RCS(N) Fuel Mass (each)	40 kg
Star48BV Empty Mass	144.7 kg
Star48BV Fuel Mass	2011.8 kg
Star48BV Max Thrust Vac	68720 N
Star48BV ISP Vac	2865.5 Ns/kg
Star48BV RCS Fuel Mass	20 kg
Payload Interface Ring	1.05m diameter

NOTES

When main engine is off, attitude control is by cold nitrogen thrusters. RCS Nitrogen is very limited.

I've tried to make the performance of the Falcon9R v1.2 as realistic as possible, given the estimates, data, information and mis-information I have managed to gather on the www.

The ascent, flyback, landing and parafoil guidance algorithms are entirely my own nonsense, just to see if and how it can be done. Have fun :-)

Compatible with OrbiterSound4.0 (but OrbiterSound4.0 may not work in Orbiter2016)

Thanks as ever to Dr.S, Don, Barry, Fred18, IronRain and everyone else.

BrianJ
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