

# High Resolution Jupiter Minor Moons Part 2 Version 1.0 (Freeware)

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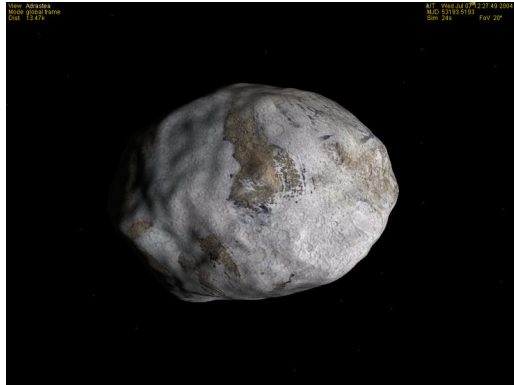
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For ORBITER Space Flight Simulator (c) 2000-2004 Dr Martin Schweiger

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## IMPORTANT NOTE

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This high resolution pack has a VERY tall system requirement to use. If you run anything less than 512 megs RAM and at least a 1.5 Ghz processor with a good quality video acceleration card with a minimum of 64 megs video RAM, don't use this addon. Although you may get good results with lower end specs, it can't be gaurenteed. Won't hurt to try anyways! :)

The reason being these are very complex meshes with high resolution and detail. You have been warned!

## 1. WHAT IS THIS?

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Simply these are high resolution versions of 14 of the minor moons of Jupiter. These moons use very detailed meshes and texture files. Since surface maps are scarce for the minor moons, a number of them have been fabricated with LunarCell and Paint Shop Pro, and some of them are textures found on the web of various rocky-type surfaces. Some of the mesh models have been created by myself as I learn Anim8tor, some are 3D models of generic rocks, and a few are free Celestia 3D models ported over to Orbiter format.

The moons that have been changed are:

Adastea  
Amalthea  
Anake  
Carme  
Elra  
Erinome  
Isonoe  
Leda  
Lysitea  
Megaclite (NO jokes,please)  
Metis  
Sinope

Thebe  
Themisto

Part 3 of the Jupiter Moons addons will have another 14 more. Stay tuned!

## 2. WHATS REQUIRED?

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The ORBITER simulator program, located at <http://www.orbitersim.com> is a good start.:)

**ALSO REQUIRED:** The Outer Planets-Update-031217 addon created by Rolf Keibel and available on

<http://library.avsim.net/esearch.php?CatID=orbmisc&DLID=40816>

Cut and paste this URL. THIS ADDON IS REQUIRED as it has all the moons listed in the SOL.CFG file enclosed in the addon.

Note that this addon is a complement to the Outer Planets addon. **It is NOT a stand alone addon!**

## 3. KNOWN BUGS

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None known. It has been tested and works fine. BUT if your system cannot handle these meshes, it is not a bug. These meshes are that big!

## 4. INSTALLATION

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Simply unzip the archive in your ORBITER, preserving the directory structure. If you have the Outer Planet Addons installed, overwrite ALL files.

If you do NOT have the Outer Planets addon installed, get it and install it FIRST, then install this addon, making sure to overwrite ALL files!

MAKE SURE TO BACK THE ORIGINAL FILES UP FIRST BEFORE OVERWRITING OR MOVING THEM! YOU MAY NEED TO GO BACK TO THE OTHER ONES IF YOUR SYSTEM CANNOT HANDLE THESE TEXTURES AND MESHES!!

## 5. OK, WHAT NOW?

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Just start ORBITER and enjoy the view!

## 6. UNINSTALLING

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Simply reinstall the Outer Planets addon and overwrite ALL files.

## 7. DISCLAIMER

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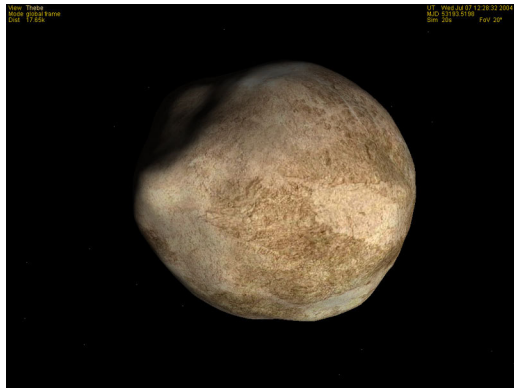
USE THIS AT ON AT YOUR OWN RISK. While the filenames contained within this archive are unique to the STANDARD ORBITER INSTALLATION, I cannot guarentee that it will not overwrite any other files using similar filenames from other third party ORBITER Addons.

This addon has been tested and while it works under our testing, it may not work as planned on your particular installation. Results may vary.

## 8. MISC STUFF

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One of the things about Orbiter that I enjoy is the ability of not only acheiving orbit, but actually going to places to explore. Unfortunately, in Orbiter, most places are low resolution representation of itself (Planet Mercury is a good example). Not much to see when you finally get there.



One day, I sat back and created a level 9 texture of the Earth using a ultra-high resolution image supplied by NASA, and it came out great! (In fact, it's one of the hottest addons I have created to date). I then desided to set my sights on Planet Mercury, giving it a real level 8 texture. They came out so good, that I desided to try my best at giving other places a work over. Now, not only can we fly to all these places, but actually have something to explore and map when we get there!

Some of the textures and meshes of these moons are fictitious, since data is scarce as they are so small in real life. But I tried my best to give you a physical place to see when you fly by in your Voyager Spacecraft (or use the F1 key to change your view). it is my hope that you enjoy these textures. Part 2 is coming up soon!

## 9. BUG REPORTS

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Just drop me an email at [webmaster@moonport.org](mailto:webmaster@moonport.org) and I'll take a peek. Make sure to give me the who, what, where, when, and hows when the problem occured so I can try and replicate it.

## 10. CREDITS

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- \* Thanks go to Dr. Martin Schweiger for creating the best Space Flight simulator for the PC.
- \* Rolf Keibel for his great Outer Planets addon
- \* Vinka for his 3DS to MSH converter

\* Sources for some of the texture/3ds files:  
+ <http://jextras.012webpages.com/moons/moons.html> (Celestia)  
+ <http://www.anim8tor.com> (3d Rendering program)

Enjoy!

- Jim "BigJimW" Williams