

RAMFD - An MFD that allows one to control the animations and attachment points

To install, extract in Orbiter's directory keeping the directory structure in tact. Then activate the module in Orbiter's launchpad.

#### USAGE:

In order to control the animations on a vessel, you need to create a cfg file for that vessel, and place it inside orbiter\config\RAMFD. You can open CFG files with notepad. The file name must correspond with the classname of that vessel. Look at the included cfg files for examples. Open Deltaglider.cfg, and you will see the AnimationCount, which is the number of animations on that vessel, the animation names, which are simply strings to help you identify the animation, and Init, which is the desired animation state at the beginning of a scenario.

You can click on the "MNU" button while inside the simulation with the MFD open in order to get help on the usage of the MFD's user interface. You will need to remember the following keyboard combination:

SHIFT + V: Enter the desired detachment release velocity

Whenever Orbiter saves state, the MFD generates a file, Scenarios/RAMFD/RAMFDStateN.cfg, with N being the number of the last file plus one. That file contains the animation states of the "registered" vessels at the time the simulation state was saved. The saved scenario will be pointing to that file. Like so:

```
BEGIN_RemoteAnimMFD
  STATEFILE Scenarios/RAMFD/RAMFDState7.cfg
END
```

If it's desired to use the default animation states defined inside the cfg files, simply delete the lines above in the scenario in question.

For additional support, visit my support forum at: <http://orbiter-forum.com/forum/forumdisplay.php?f=28>

regards  
computereX