

HIGH RESOLUTION TILES FOR KOUROU SPACE CENTER (ELA 1-2-3 AND 4 ZONES)



IN REALITY




IN ORBITER



Bonus:
a Renault 4L

BY JACQUESMOMO

CONTENTS

I - INTRODUCTION	1
A) Why this add-on ?	
B) Why a Renault 4L ?	
C) V.A.T. Village	
II - INSTALL and ADDITIONAL INFORMATION.....	3
 A) Install	
B) Required Add-ons	
C) Specific case of ELA - 4 area for the Ariane-6 rockets	
III - THANKS and CREDITS.....	8
IV - BUILDINGS and PADS	9
A) Buildings of French Guyana Space Center (CSG)	
B) PADS	
V - CARS Renault 4 (or 4L).....	14
A) A brief history of the creation of the R4	
B) Features, animations and commands for the three R4	
VI - SCENARIOS.....	19
VII - TO COME IN THE FUTURE.....	21
VIII - APPENDIX A : R4 paper-model	21
IX - APPENDIX B : Renault 4 specifications	22

WARNING !!!

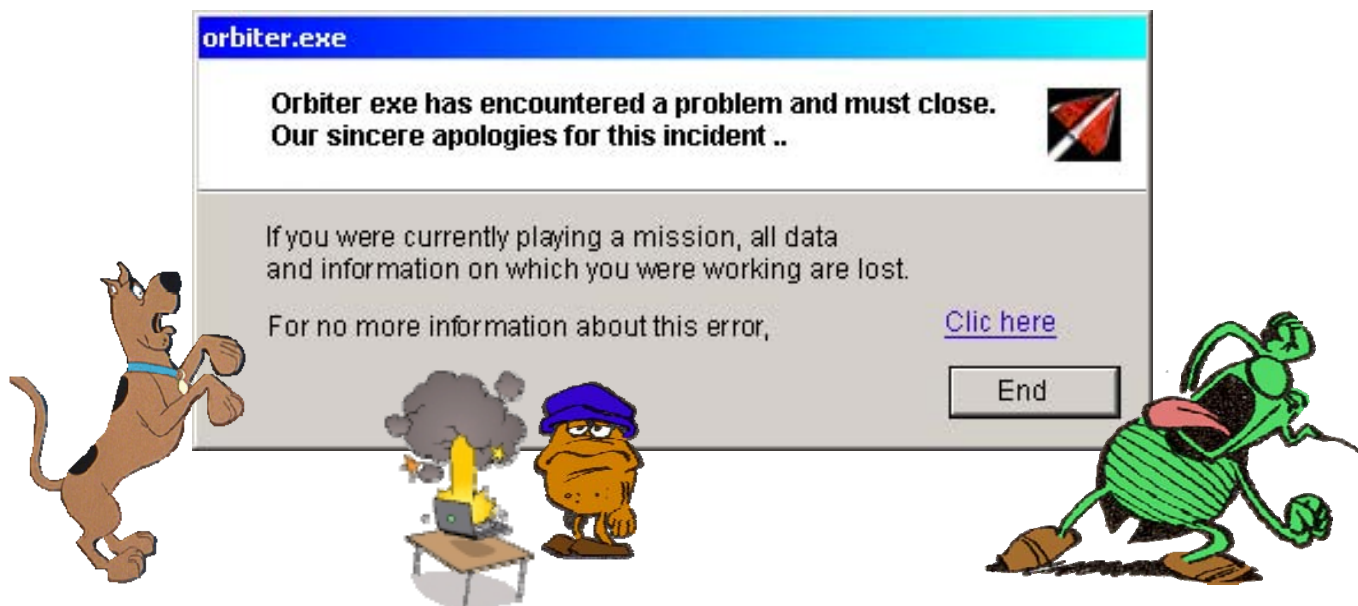
**Before installing this add-on
you absolutely have to install the
pack Kourou - C.S.G - E.L.A.**

because there is a incorporated update of this add-on. It is available here :

<http://www.orbithangar.com/searchid.php?ID=4610>

<http://www.orbiterfrancophone.com/index.php?disp=addons&id=91>

**If the *Pack Kourou CSG - ELA* is not installed before,
you will have a fine C.T.D. with this screen:**



I INTRODUCTION

A) Why this add-on ?



You may have noticed that most of my few add-ons (see list on last page) concern French Guyana. In fact I had the chance to reside in that country for two years at the time of the first 3 Ariane rockets launches. At that time the Guyanese Space Center (C.S.G.) in Kourou was not as developed as



today, and between launches, it was possible to walk around everywhere on the site. Except in the immediate vicinity of the ELA-1 zone, the only existing. The main road was crossing the space center, which is no longer currently the case: it has been modified and now bypasses the area. That is why I became interested in this area. Thankfully, Papyref and Mustard, too, took care of the space center, because before them there was nothing in Orbiter, while Cape Canaveral and Baikonur had for a while some detailed tiles and buildings. Kourou certainly deserved that! ... I hope you will enjoy my modest contribution and you will perhaps rediscover their work.



B) Why a Renault 4L ?

Between 1979 and 1981, all the engineers and technicians from C.S.G. had a company car and this car was a French **Renault 4L**, as you can see on these few photos taken at the moment of preparation of the third Ariane rocket, flight L03, which was successful after the unfortunate failure of flight L02.



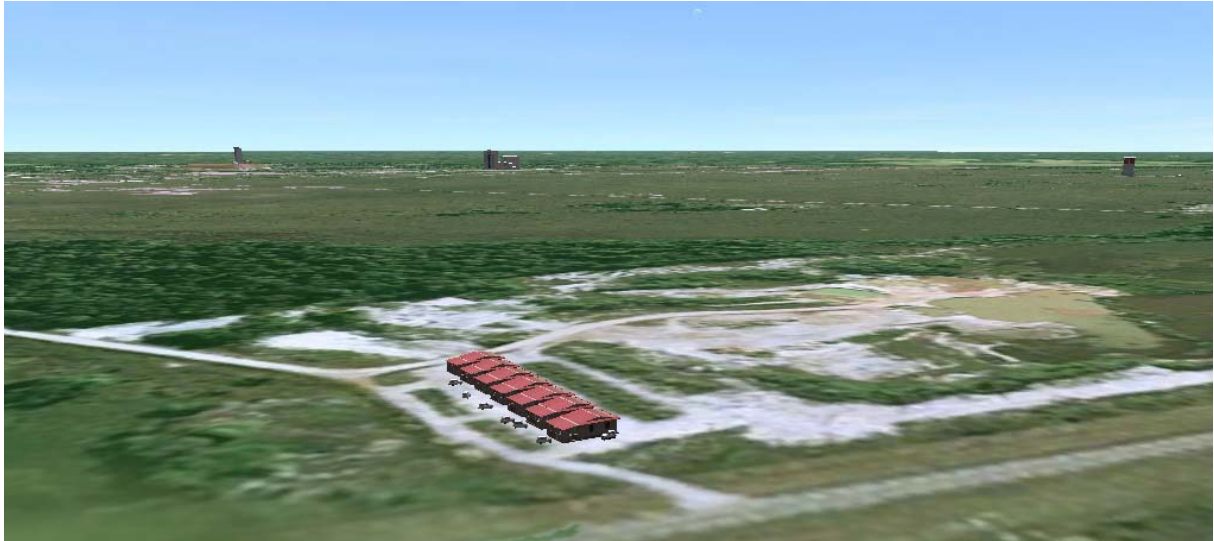
This is why that I have tried to include in this add-on a little R4 to walk around the area of C.S.G. I hope you will like it...



C) V.A.T. Village

You will see in this add-on a residential of a few houses, that I called the village VAT This village is of course fully fictional. But what's that?

The meaning of V.A.T. is **Voluntary Technical Assistance** (**Volontaire Aide Technique** in french). It was my status and my job.



At that time, *Military Service* (or rather the *National Service*) was obligatory. But it was possible under some conditions to do the National Service otherwise than in the army as a civilian practicing his profession. It was necessary to have completed his studies and having a qualification required in his pocket.

Into foreign countries, this was called **cooperation**, in the French overseas departments and territories (DOM and TOM) it was called **technical assistance**.

I enjoyed to add few houses, but in reality there are of course no residential on C.S.G. site : all staff, including VAT, were lodged in the little town of Kourou.

But as **Papyref** has made for me (for "Tiles of Guyana" add-on) the exact replica of the house where I lived, I wished to put it here. But in fact, it was inside **Cayenne**-city. You may try to find it there, if you have already installed my Guyana tiles.



II INSTALL and ADDITIONAL INFORMATION

A) Install

it is very easy :

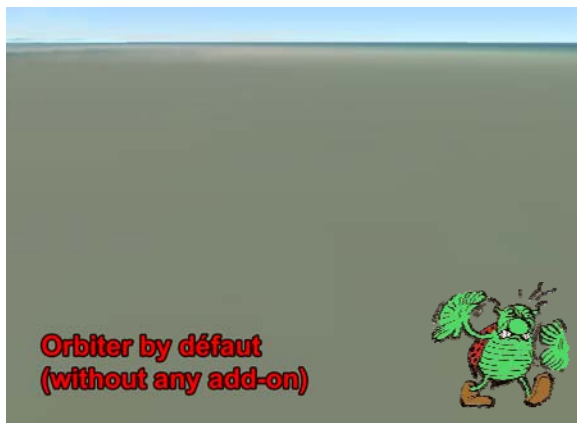
Just unzip **Kourou ELA_HiRes 20.10.2011.zip** file in your **Orbiter** main folder, respecting the path. (option "Use folder names" enabled).

See also further the chapters concerning :



- updates of C.S.G. Kourou - ELA add-on
- the specific case of ELA-4 Pad

**Here are what you can see, according to the different add-ons
that you will have installed into your Orbiter program:**



**Orbiter by défaut
(without any add-on)**



**With add-on
High Res French Guyana**



**With add-on
Kourou CSG - ELA**



**With add-on
Kourou - ELA - HiRes**

**In this add-on are included two updates for
Pack Kourou C.S.G. - ELA by *Mustard* and *Papyref*.**

- an update of the 407 car by Papyref for visiting the C.S.G.
- an update to the height of the buildings of C.S.G. above ground.



Papyref noted that his 407 designed to walk around the Space Center was floating slightly above the ground. So I modified some files so that his 407 sticks better with my tiles ... and my Renault 4L.

But also, when I did necessary "anti-bug" tests, I noticed that some of the buildings were floating about 1 or 2 meters above the ground. So I adjusted their positions in height above the ground. But I did not modified those of the three Pads.

All of this makes that there are 5 files belonging to the **pack CSG Kourou - ELA** which will be modified. That is why if you did not install this package, **you will have a nice CTD !**

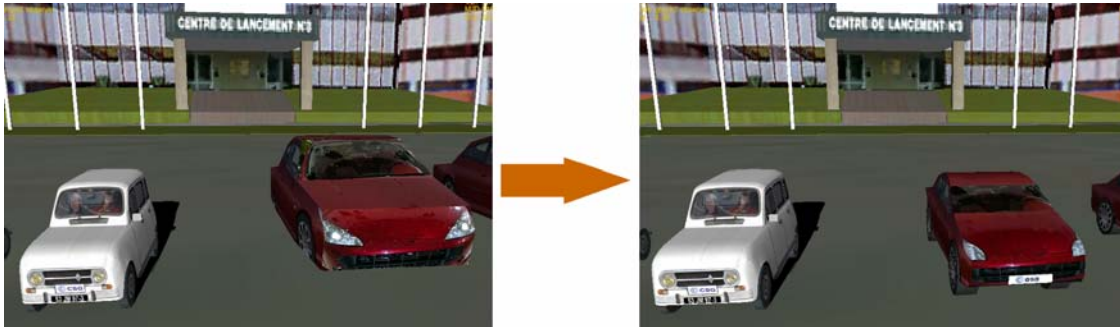


Modified files are as follows:

- kourou_CSG.cfg
- cdll.msh
- zlauto.msh
- zl1auto.dds
- zl1car.ini

Description of updates for 407 Peugeot by Papyref:

- adjustment of the placement relative to the ground for all 407-decor.
- Adding an animation: the front wheels turn when turning the steering wheel.
- Minor changes of the texture of the car.



Let me take this remark to specify that it is **Papyref** and his car which gave me the idea of making a new car (the Renault 4L), included in this add-on, for visiting the C.S.G. Thanks to him, I find this an excellent idea.

Please note that the 407 is in all scenarios included in the **Samples** folder, subfolder of **Kourou_ELA**.

Description of updates for buildings of the CSG :



I also modified the vertical position (altitude) from the ground of some buildings which were positioned a bit too high relative to tiles. These fixes are in **kourou_CSG.cfg** file, which will overwrite the previous during installation of my add-on.

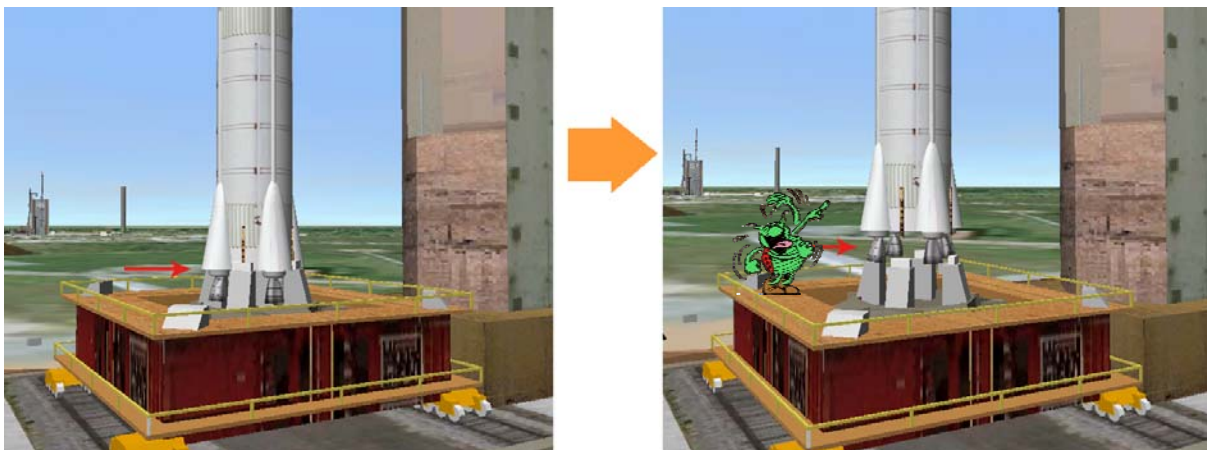
But I did not modified their positions. However as I was, I added few flags in front of the launching control center. It is better ...



Specific case for ELA-1 et ELA-2 PADS :

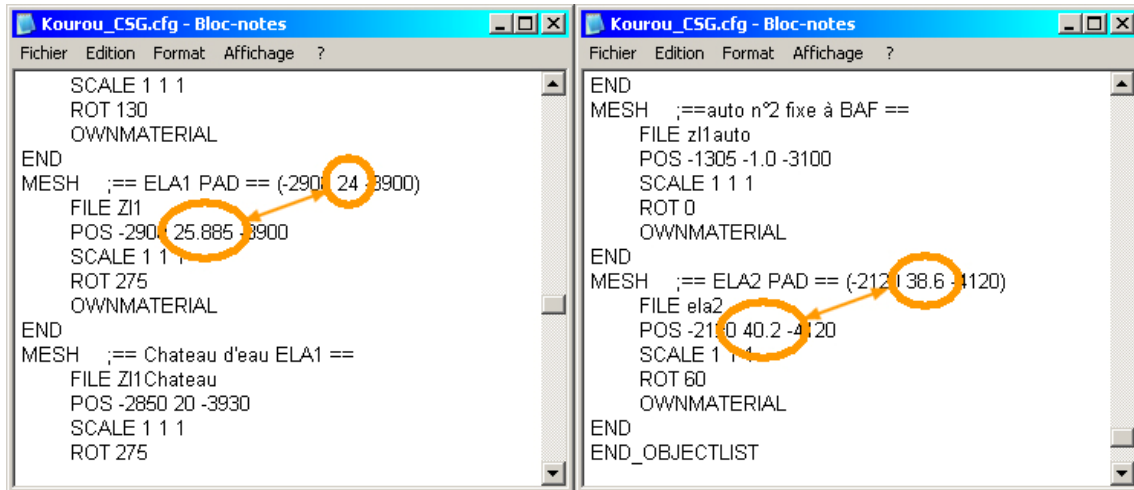


In agreement with **Papyref**, I did not modified the height position (altitude) relative to the ground for Pads, otherwise you should have to also modify the positions of **all** rockets positioned on these pads, as they would seem to "float" above platform. (see below).



If you wish to make the change, it is easy: here is the way how to proceed ...

- Edit *Kourou_CSG.cfg* file in ...\\Orbiter\\Config\\Earth\\Base folder.
- Find the corresponding lines for Pads.
- Modify the values with those I gave you for ELA-1 and 2.
- Pad ELA-3 does not need to be modified as it is at the right height.
- Save the file, it's done.



Now you may have to modify the position of your rocket. Here is for people who are not familiar to tritulating files how to do :

- Start the scenario you selected. In this example, we will take the following scenario:

Ariane 40 - Météosat.scn

(in *Kourou_ELA* → *W-Ariane4* folder).

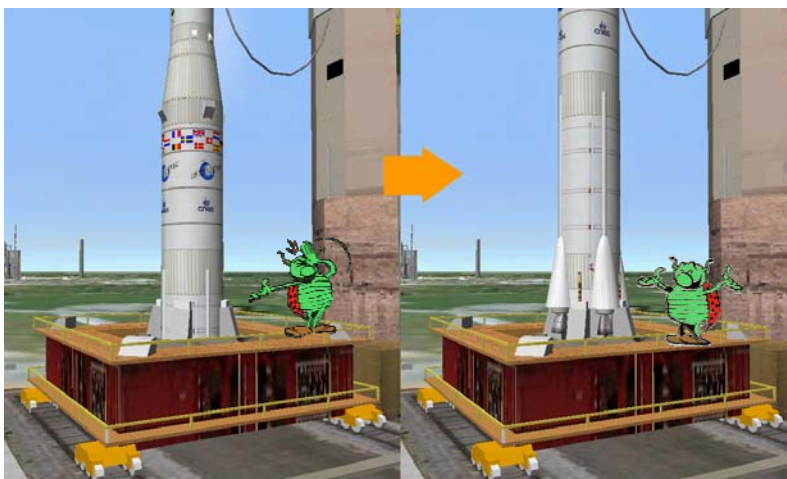
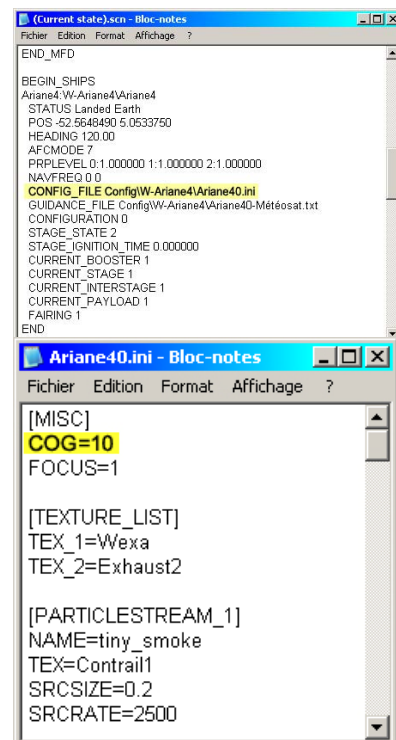
You will note that rocket is too high !

- Close your *Orbiter* and then edit either scenario *Ariane 40-Météosat.scn*, or *(Current state).scn* (because you just run the first one). In order to find which file you have to edit, look for the following line:

CONFIG FILE Config\\W-Ariane4\\ariane40.ini.

This allows you to easily identify the file you have to modify.

- Go (in this example) in the \\Orbiter\\Config\\W-Ariane4 and edit the *ariane40.ini* file. Now, look for the line beginning with "COG". Modify the value to a smaller one. It is often necessary to try several values ...
- Save the file, and restart your situation. If the value is not perfect, repeat the manipulation again...



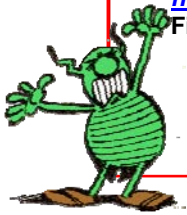
B) Required Add-ons

1) ABSOLUTELY REQUIRED :

- OrbiterSound 3.5 by **DanSteph** that you have necessarily installed!
<http://www.orbithangar.com/searchid.php?ID=3889>
<http://orbiter.dansteph.com/index.php?disp=d>
File **OrbiterSound.exe**
- Spacecraft3 by **Vinka**. If you did not have already installed it, it would be really amazing ...
<http://www.orbithangar.com/searchid.php?ID=3894>
<http://users.swing.be/vinka/>
File **spacecraft3_2006-P1.zip**

- Kourou CSG - ELA by **Mustard** and **Papyref** :
<http://www.orbithangar.com/searchid.php?ID=4610>
<http://www.orbiterfrancophone.com/index.php?disp=addons&id=91>
File **PackCSG_ELA_140211.zip**

If not, **you will not have** the buildings or launch facilities, nor the Space Center ground texture. Also included in this pack the module **Spacecraft3.dll**. In addition, if not installed, you will get a **bad CTD** (see above). One more reason to install it.



- High Res French Guyana by **JacquesMoMo** (it's me !)
<http://www.orbithangar.com/searchid.php?ID=4575>
<http://www.orbiterfrancophone.com/index.php?disp=addons&id=92>
File **Guyane_HiRes_tuiles.zip**

These are "basic tiles" for the whole area of Kourou-Cayenne in French Guyana. It is really nicer with it, and it is made by me... And as I have disabled one tile in the **Kourou CSG-ELA** file (I did not do this on purpose ...) if you do not install it, this will be ugly as you can see on the picture to the right. There will not be any **CTD**, but it is better to install it.



2) OPTIONAL but it would be too bad to do without it :

- Kourou CSG - ELS by **Papyref** :
<http://www.orbithangar.com/searchid.php?ID=4611>
<http://www.orbiterfrancophone.com/index.php?disp=addons&id=90>
File **PackCSG_ELS_120310.zip**

This launch complex (for Soyuz rockets) is not part of the area covered by my new tiles, but it would be a shame not to install it ... Enjoy work of Papyref...

3) OPTIONAL but WHY NOT ?

- Europa Program by **JacquesMoMo** (it is also by me)
<http://www.orbithangar.com/searchid.php?ID=5209>
<http://www.orbiterfrancophone.com/index.php?disp=addons&id=103>
File **Europa-Program_07.05.2011.zip**

Nothing in common with my add-on, but if you have not yet tried the "**Europa program**" that could at the same time enjoy yourself and interest you ... (A little pub...) 🍷



C) Specific case of ELA - 4 area for the Ariane-6 rockets

As you have to install the **PackCSG_ELA** by **Mustard** and **Papyref**, you will have in your **Orbiter** the **ELA-4 pad** for the **Jekka** and **Momo**'s Ariane-6. This pad is fictional, so some one may not wish it, and will want to delete it.

To do this, the manipulation is easy :

- go to the folder
...\\your_Orbiter\\Config\\Earth\\Base
- and delete **CSG-ZL4.cfg** file.

And in that case you can also remove my tiles specially textured for this Pad, by replacing them with those which are in a file located in the folder ...\\Orbiter\\Doc\\Kourou ELA-HiRes. (The same folder as the **manual** you are currently reading).

To do this, **unzip** the file "**Without_ELA4_(Tiles-Patch).zip**" directly in the folder \\textures2 of your **Orbiter**. You will no longer have areas of land but green.

But if you wish to keep this Pad, there is a included "mesh-tile", and by chance, it is not visible and does not interfere with my tiles. But if you still wish to see that plate, open the **CSG-ZL4.cfg** file and disable the following line by inserting a ";" at the beginning of this line:

```
BEGIN_OBJECTLIST
MESH
FILE Ariane6JM\\dalle
POS 2750 1 -322
SCALE 1 1 1
ROT 0
OWNMATERIAL
; UNDERSHADOWS <==deactivate this line.
END
```

So in conclusion, unless you do not want the Pad and the ELA-4 area, you have nothing else to do.

Life is beautiful, no ? ..



ela removed, with replacement tiles

III THANKS and CREDITS

Special thanks to:

- **Papyref** and **Mustard**
for having made the pack **Kourou CSG - ELA**, because before there was nothing to see in Kourou and it was so ugly! ... And also the idea of the car for visiting the C.S.G.
- **Papyref** one more time
because he realized specially for me a house, exact replica of the one where I was living, in Cayenne. It constitutes also here the village VAT. I have to tell you that you will find this house in each of my add-ons!
- **Fast_toche**
because he spontaneously made for me a **Renault 4L** mesh. (see below).
- **Vinka**
for his **Spacecraft3** module for creating animations.
- **ar81** alias **José Pablo Luna Sánchez**
for its awesome programs :
SurfaceTileCalculator, **SurfaceBaseWizard**, **OrbiterMeshMaterielGenerator**,
and **OrbiterMeshWizard**.
- **DanSteph**
for creating **OrbiterSound**, indispensable, and **BaseTileMaker** who saved me many hours of cutting tiles ...
- **Martin Schweiger**
for creating **Orbiter** without which we would all be orphans ...

For helpful comments and suggestions :

- **Geoair**
For his request: "Could it be possible to have the Kourou textures without the Ariane 6 Pad in the cases where one does not wish to install it ? "
→ See chapter II c (page 7) for how to proceed.
- **Jekka**
For his encouragement and compliments, and for permission to modify the area of the pad ELA-4 for his Ariane 6.
- **MrSpock**
Who did some great compliments for my cobbled R4 and especially who offered me (with **fast_toche**) to assist me for the model.

For having kindly make testing despite the risks involved:

- **Papyref** 

And at last for having write friendly words and encouragements on Dan's forum :

Alexandre - Bibi Uncle - Cslevine - DagoO - Duhagon - Fast_toche - Geoair - JulesV - Milouse - MrSpock - Mustard - NLS le pingouin - Nulentout - Papyref - Tallin - Thierry - Tofitouf - and all those who have read my post on French Dan's forum (more than 3500 readings....)



IV BUILDINGS and PADS

For a description and function of all those buildings, see the *Papyref* 's documentation included with the pack **Kourou CSG - ELA**.

You can have a quick overview of all these facilities by starting the following scenario:

8 - guided tour of CSG.scn.

I remind you that all of the buildings are not mine, but by *Mustard* and *Papyref*.

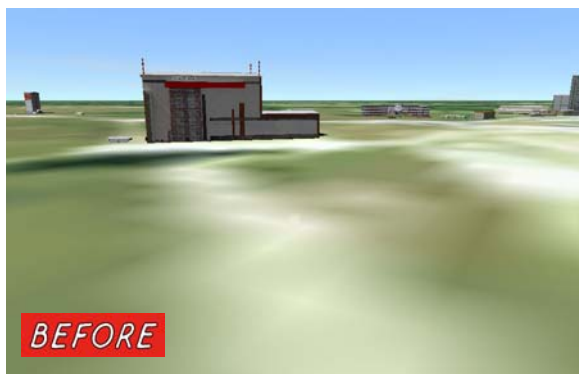
Admire the work! Following is an overview of what you can see:

A) Buildings of French Guyana Space Center (CSG)

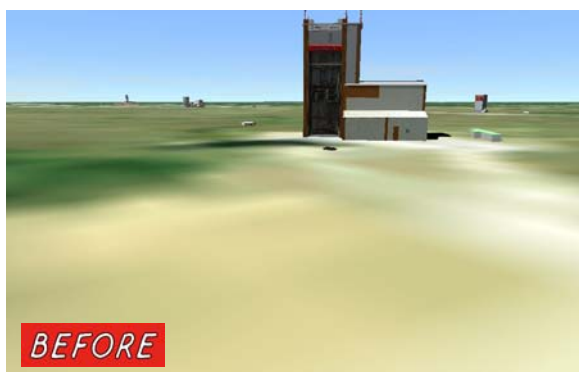
1) The launching control center



2) The Launcher Integration Building



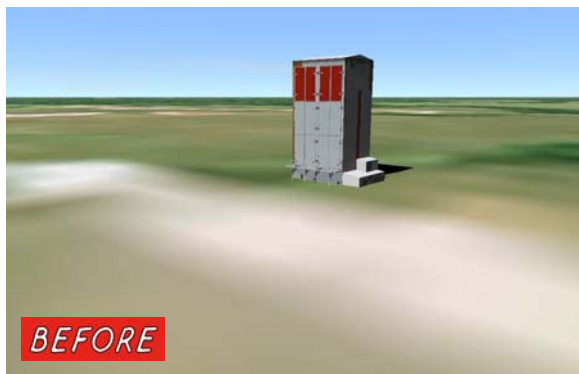
3) The final assembly building



4) The Booster Integration Building



5) The storage building boosters

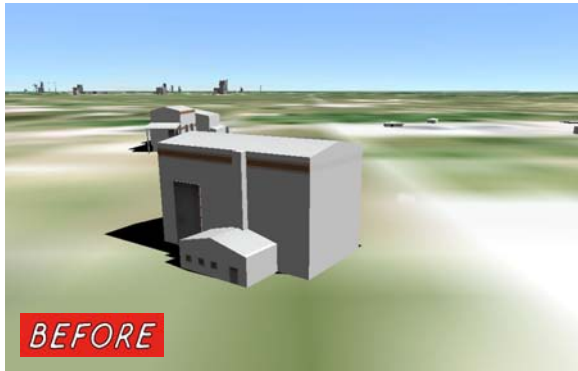
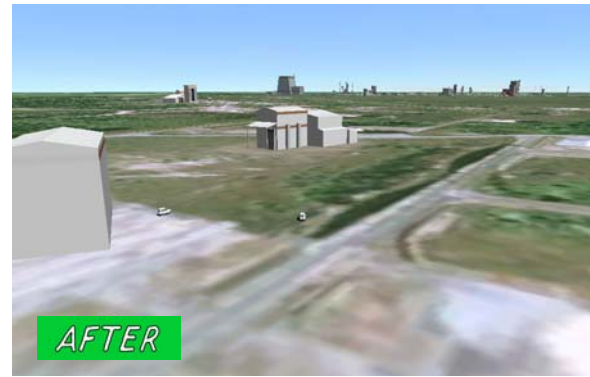
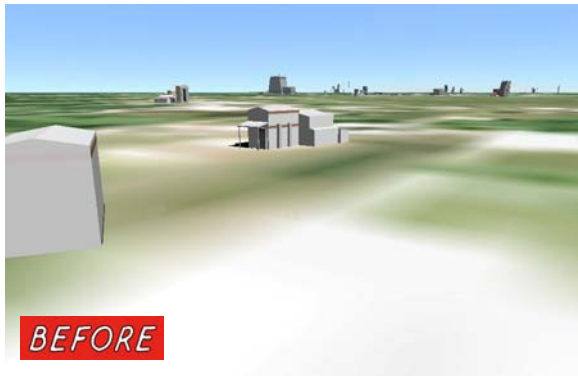


6) The test stand for boosters



7) The production factory for propellants (3 buildings)



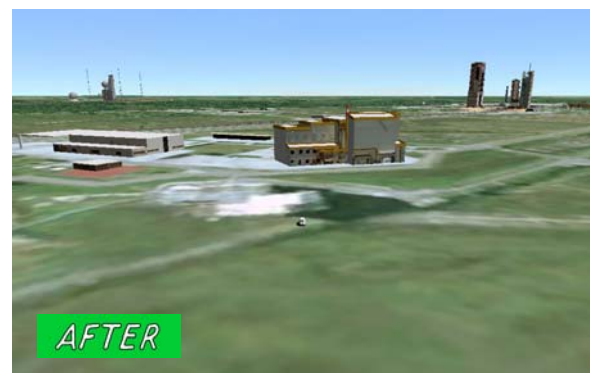
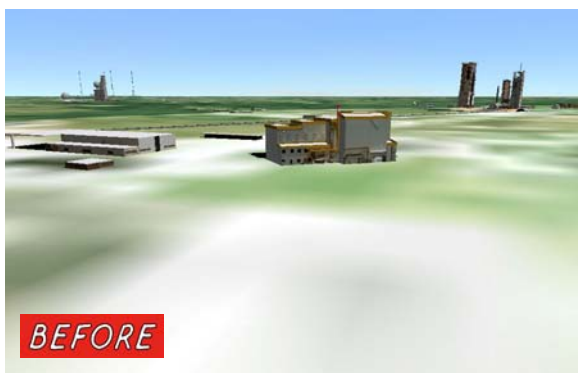


8) The payload preparation complex

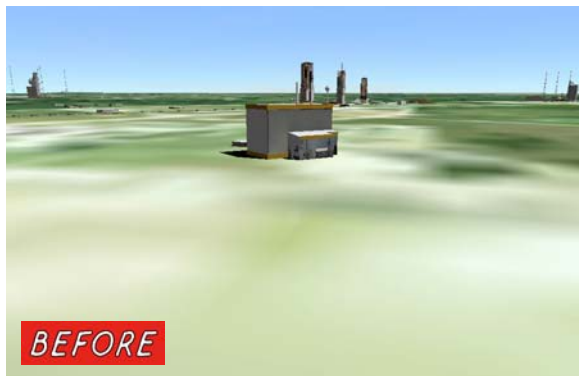


9) The three buildings in the zone of payload preparation complex

- S3A building



- S3B building



- S3C building



10) Kourou aerodrome



11) V.A.T. village (fictive)



B) PADS

1) The launch pad ELA 1

This is where have been done launchings of Europa 2 rocket as well as Ariane rockets 1, 2 and 3.



2) The launch pad ELA 2

This is the launch pad which has hosted the last Ariane-3 rockets and those of the Ariane-4 family.



3) The launch pad ELA 3

It is here that the firings take place for Ariane 5 rockets.



3) The launch pad ELA 4

Fictitious, this Pad (included in the **Pack CSG_ELA_140211**) is for launching the Ariane 6 of **Jekka** and **Momo**, that you can find here:

<http://www.orbiterfrancophone.com/index.php?disp=addons&id=28>



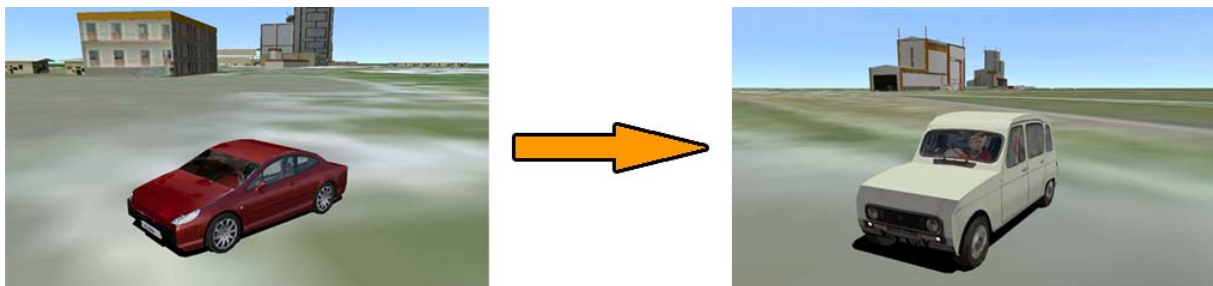
See the paragraph concerning this zone in the chapter "Install and additional information" page 7.

V CARS Renault 4 (or 4L)

A) A brief history of the creation of the R4

At the period of my residence in French Guyana, at the moment of the first three flights of Ariane rockets, in 1979-81, all the Guyana Space Center engineers had a company car. This car was the famous **Renault 4L**, changed in the following years with R5 cars.

So I wished to put in this add-on a little R4 to be able to walk around the zone of the C.S.G. Unfortunately my ability in creating 3D-meshes is very limited, so I took the Papyref's car (still available in his add-on, do not worry) that I have distorted in every sense and it give this:



Of course it was not awful and a bit too angulated! .. And this is where **Fastoche** came to my rescue: it created for me a cute 3D-form as you can see below, which I textured to get the funny little car included in my add-on.

Again many thanks to him!



And here is the final result :
Not bad, right?

There are three different versions of this car that you can find in all of the scenarios provided.

Please note that in the following scenario

8 - guided tour of CSG.scn

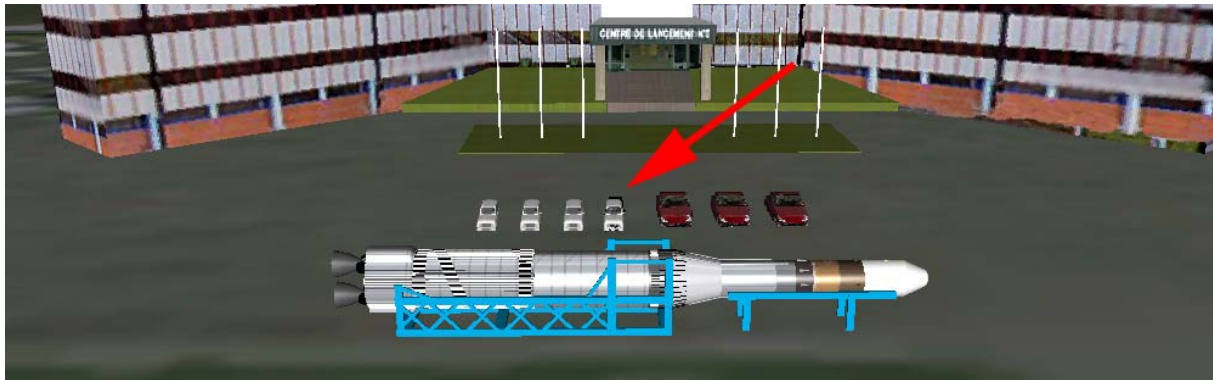
All the R4 parked in front of every buildings are basic models with no animation. But I have included the three special models which can be found by the name R4_1 R4_2 and R4_3 in the list. (key **F3**).



B) Features, animations and commands for the three R4

1°/ Renault 4L "R4 1" :

This car is parked next to the launching control center building of the C.S.G.

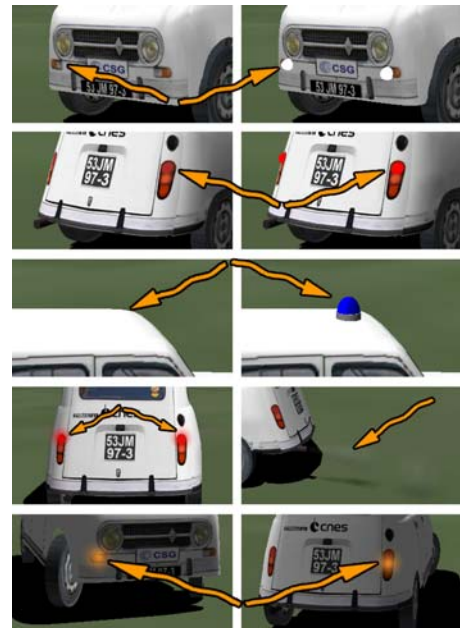


● Control keys for driving:

- speed up : key **+** num pad (or **Ctrl + +** num pad).
- reverse : key **-** num pad (or **Ctrl + -** num pad).
- brakes : keys **,** and/or **.**
or engage the *reverse gear* by pressing key **-** num pad.
- turn left/right : keys **1** and/or **3** num pad.

- Control keys for animations:

- make the wheels rotate:
key **G**.
- get out the flashing light:
key **Shift left + 1 num pad**.
- turn on the flashing light:
key **Shift left + 2 num pad**.
- light the front and rear position fires :
key **Shift left + 3 num pad**.
- When the car turns, we observe :
 - the front wheels turn
 - turn signals lamps light on
- If you brake (using the reverse) :
 - stop lamps light up
- We can turn on the headlights:
 - by pressing the key **0 num pad**.



- another delirious :

There is a random music or radio blah-blah in this funny vehicle ...
See below explanations and clarification ...



2°/ Renault 4L "R4_2" :

This car is parked close to the subdivision of VAT houses.



The only differences with the R4_1 are : the engine noise, the texture, and the radio program.
The control keys are exactly the same.

- Control keys for driving:

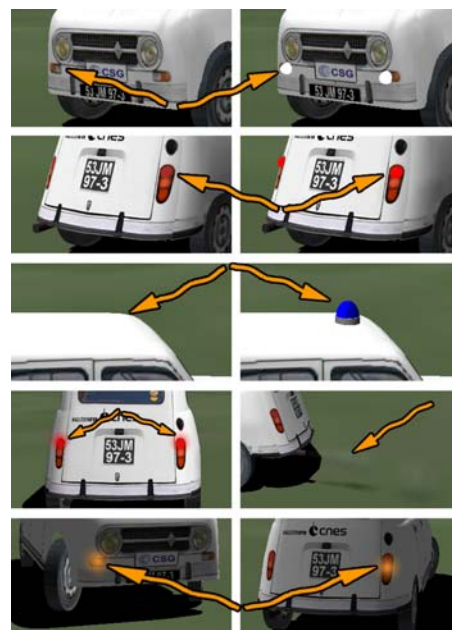
- speed up : key **+** num pad (or **Ctrl + + num pad**).
- reverse : key **-** num pad (or **Ctrl + - num pad**).
- brakes : keys **,** and/or **.**
or engage the reverse gear by pressing key **- num pad**.
- turn left/right : keys **1** et **3 num pad**.

● Control keys for animations:

- make the wheels rotate : key **G**.
- get out the flashing light : keys **Shift left + 1 num pad**
- turn on the flashing light : keys **Shift left + 2 num pad.**
- light the position fires : keys **Shift left + 3 num pad.**
- When the car turns, we can see :
 - the front wheels turn
 - turn signals lamps light on
- If you brake (using the reverse) :
 - stop lamps light up
- We can turn on the headlights:
 - by pressing the key **0 num pad**

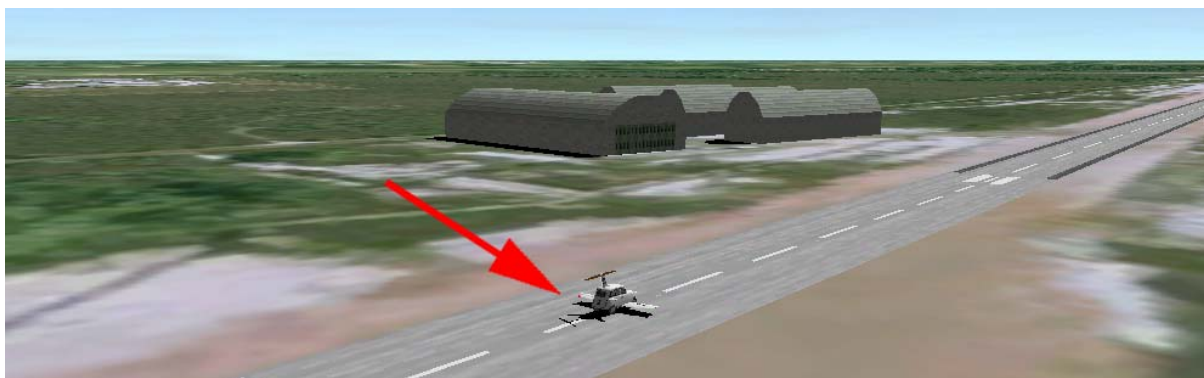
● Same delirious... :

There is also in this car random music or blah-blah...
See below explanations and clarification ...



3°/ Renault 4L "R4 3" :

This car... a little bit special is parked at the threshold of the runway of C.S.G. aerodrome.



● Control keys for driving on ground:

- speed up : key **+ num pad** (or **Ctrl + + num pad**).
- reverse : key **- num pad** (or **Ctrl + - num pad**).
- brakes : keys **,** and/or **.**
or engage the *reverse gear* by pressing key **- num pad**.
- turn : keys **1** et **3 num pad**.

The difference with the two other 4L is that this car can... **fly** ! ..

And it is so cool to visit the C.S.G. by flying over it. And you will find that this car is so very easy to control and pilot.

Of course, is a little delirious ... but I had a lot of fun in the development of this funny car !

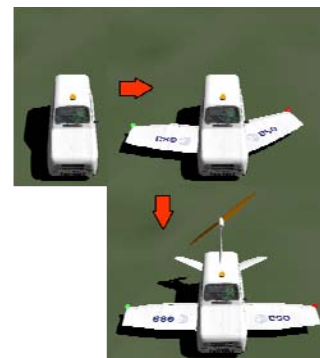


● Control keys for flight control:

- increase the engine speed : key **+** num pad (or **Ctrl** + **+**).
- reduce the engine speed : key **-** num pad (or **Ctrl** + **-**).
- elevators : key **2** and **8** num pad.
- ailerons : keys **4** and **6** num pad.
- rudder : keys **1** and **3** num pad.

● Control keys for animations:

- car ↔ plane configuration : key **K**.
- make wheels and propeller rotate : key **G**.
- get out the flashing light : keys **Shift left** + **1** num pad.
- turn on the flashing light : keys **Shift left** + **2** num pad.
- light the front and rear position fires : keys **Shift left** + **3** num pad.



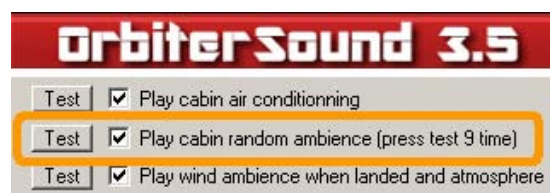
Ailerons, elevators and rudder are animated.
Front wheels also are animated (turn).

● And also the radio :

Like in the two other 4L, you will hear music, or blah-blah ...

4/ Concerning the three R4-cars radio :

If you select in **OrbiterSound** the option "Play cabin random ambience", you will have some music and extracts of radio. Those sounds are from the local Guyanese radio station, and were all recorded in 1980 by me, without thinking at that time I shall use they for an add-on of **Orbiter**, which was not yet born! Amazing, no ?...



But if it is funny a while, after a certain time this may be boring for some one. In effect, there are only 9 extracts per car (each car have different sounds) because **Spacecraft3** does not allow to play more than 9 different tracks.

So, if you want to disable this option, make following steps :

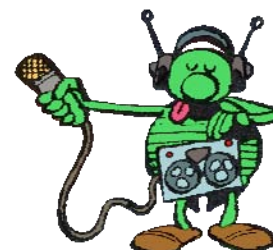
Go to the folder "Your_Orbiter\Config\Spacecraft" and edit one of these files :

R4_1.ini R4_2.ini R4_3.ini

To edit these file, use your old good **notepad** from Windows.

At the end of the file, you will find the following lines :

```
===== ambiance sonore =====
[SOUND]
MAIN_THRUST=Sound\ELA_hires\R4moteur1.wav
HOVER_THRUST=Sound\ELA_hires\none
RCS_THRUST_ATTACK=Sound\ELA_hires\R4freins.wav
RCS_THRUST_SUSTAIN=Sound\ELA_hires\R4cligno.wav
AIR_CONDITIONING=Sound\ELA_hires\R4ralenti1.wav
COCKPIT_AMBIENCE_1=Sound\ELA_hires\radiomguy.wav
COCKPIT_AMBIENCE_2=Sound\ELA_hires\Radio_ann1.wav
COCKPIT_AMBIENCE_3=Sound\ELA_hires\Radio_creol1.wav
COCKPIT_AMBIENCE_4=Sound\ELA_hires\Radio_creol2.wav
COCKPIT_AMBIENCE_5=Sound\ELA_hires\Radio_folk1.wav
COCKPIT_AMBIENCE_6=Sound\ELA_hires\Radio_hit1.wav
COCKPIT_AMBIENCE_7=Sound\ELA_hires\Radio_hit2.wav
COCKPIT_AMBIENCE_8=Sound\ELA_hires\Radio_pub1.wav
COCKPIT_AMBIENCE_9=Sound\ELA_hires\Radio_mbig.wav
```



To disable these sounds and music, simply write a "semicolon" at the beginning of line beginning with "COCKPIT_AMBIENCE_N" (with N = 1 to 9) as follows :

```
; COCKPIT_AMBIENCE_1=Sound\ELA_hires\radiomguy.wav
```

And if you want to change those sounds by others of your creation, it is easy :

- Specify a name for your file instead of mine
- Place your sound files (in **wav** format) into **Your_Orbiter\Sound\ELA_hires** folder.

Warning : names must be identical. Example:

In your **R4_n.ini** file :

```
COCKPIT_AMBIENCE_1=Sound\ELA_hires\mazizik_1.wav  
COCKPIT_AMBIENCE_2=Sound\ELA_hires\ mazizik_2.wav
```

In your **Orbiter\Sound\ELA_hires** folder :

```
mazizik_1.wav  
mazizik_2.wav
```

Don't worry, if the file corresponding to the writing in the R4_ini file can not be found, it will be no crash nor CTD ...

5/ "Standard" Renault 4L:

This car is found only (several copies) in the following scenario:

8 - guided tour of CSG.scn

In fact, its utility is relative, because it is only here to watch the facilities space center.

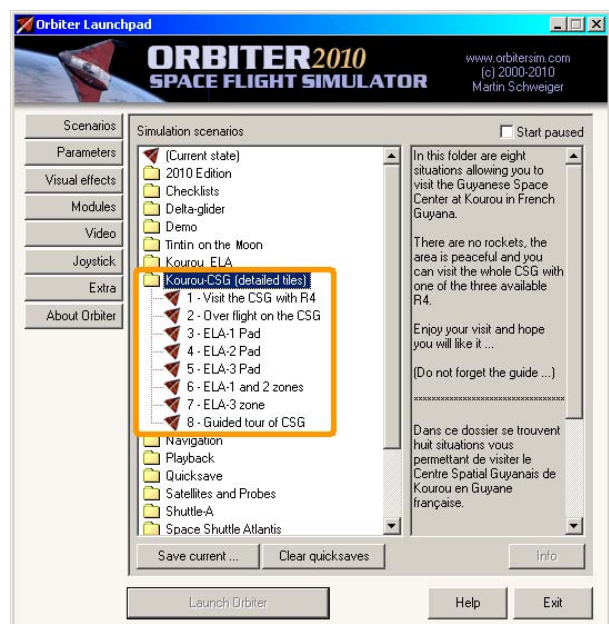
You can drive it like a *default vessel* with the following keys:

- speed up : key **+** num pad (or **Ctrl** + **+** num pad).
- reverse : key **-** num pad (or **Ctrl** + **-** num pad).
- brake : keys **,** and/or **.**
or engage the *reverse gear* by pressing key **-** num pad.
- turn left/right : keys **1** and/or **3** num pad (in *rotation* mode, of course).

VI PROVIDED SCENARIOS

You will find in the **Kourou-CSG (detailed tiles)** folder following scenarios:

- 1 - Visit the CSG with R4.scn
- 2 - Over flight on the CSG.scn
- 3 - ELA-1 Pad.scn
- 4 - ELA-2 Pad.scn
- 5 - ELA-3 Pad.scn
- 6 - ELA-1 and 2 zones.scn
- 7 - ELA-3 zone.scn
- 8 - Guided tour of CSG.scn



Here is a brief description:

● 1 - Visit the CSG with R4.scn

With this scenario, you can visit the whole Kourou Space Center (CSG) using one or all of the three Renault-4, including the one that can fly.

Here is their position:

- R4 #1 (R4_1) is parked close to the Launch Control Center building, next to the Papyref's car.
- R4 #2 (R4_2) is parked close to the VAT village.
- R4 #3 (R4_3) is located at the runway threshold of the Space Center airport, ready to take off...

● 2 - Over flight of the CSG.scn

You are flying with the Super R4... You fly over the area of the the CSG. This gives you a global view of the site and you can watch at all the buildings. Be careful, you are climbing.

Let me remind you that to watch these buildings, you must you have installed "CSG Kourou - ELA" add-on by **Mustard** and **Papyref**.

The two other R4 are also available by pressing key **F3** at the same locations as in Scenario #1.

● 3 - ELA-1 Pad.scn

Closer view of the of ELA-1 launching area. The two other R4 are also available by pressing key **F3** at the same locations as in Scenario #1.

● 4 - ELA-2 Pad.scn

Closer view of the of ELA-2 launching area. The two other R4 are also available by pressing key **F3** at the same locations as in Scenario #1.

● 5 - ELA-3 Pad.scn

Closer view of the of ELA-3 launching area. The two other R4 are also available by pressing key **F3** at the same locations as in Scenario #1.

● 6 - ELA 1 et 2 Zones.scn

General overview of ELA-1 and ELA-2 area, and away the ELA-4 launch pad for the Ariane-6 rockets.

The two other R4 are also available.

● 7 - ELA-3 Zone.scn

General overview of ELA-3 area, and away ELA-1 and ELA-2 areas, and also part of C.S.G.

The two other R4 are also available.

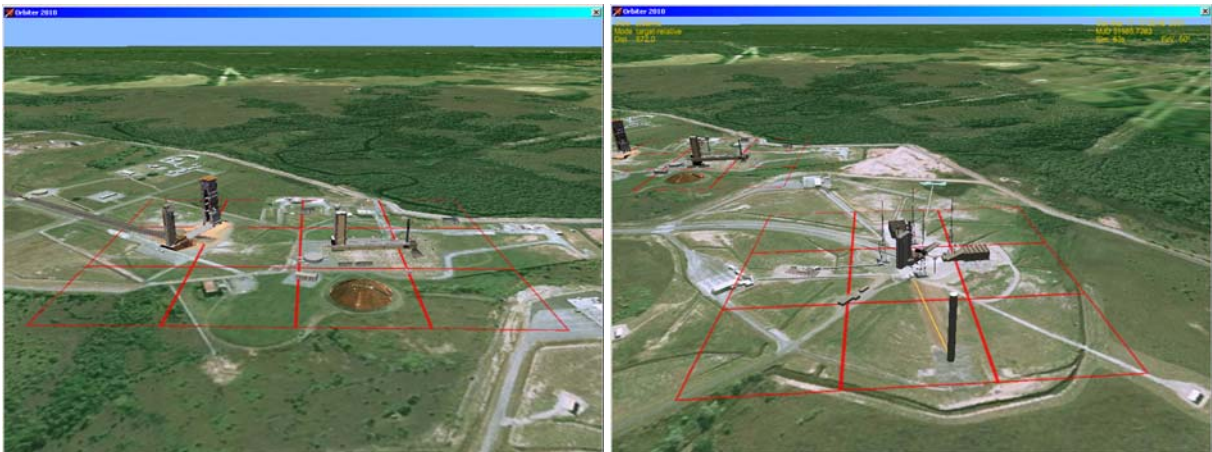
● 8 - guided tour of CSG.scn

Maybe the most interesting scenario to discover the Space Center, because with this scenario you can have a general overview of C.S.G. in Kourou. But ... with different R4: all Renault 4 of this scenario are a "simplified" version (with no animations) and you can drive them with the usual keys, like a "default" vessel. So they has nothing in common with the three **spacecraft3** versions being in other scenarios (but also in this scenario by the names R4_1, R4_2, R4_3) I strongly recommend you to try.

Use key **F3** and you only have to choose in the list that opens in front of your astonished eyes. You have a list of all the buildings, which, let me remind you, belong to **Mustard** and **Papyref**. But... to see them, you must install their "**Kourou CSG - ELA**" add-on. I'm just telling you one more time : If not ...



VII TO COME (maybe) IN THE FUTURE...



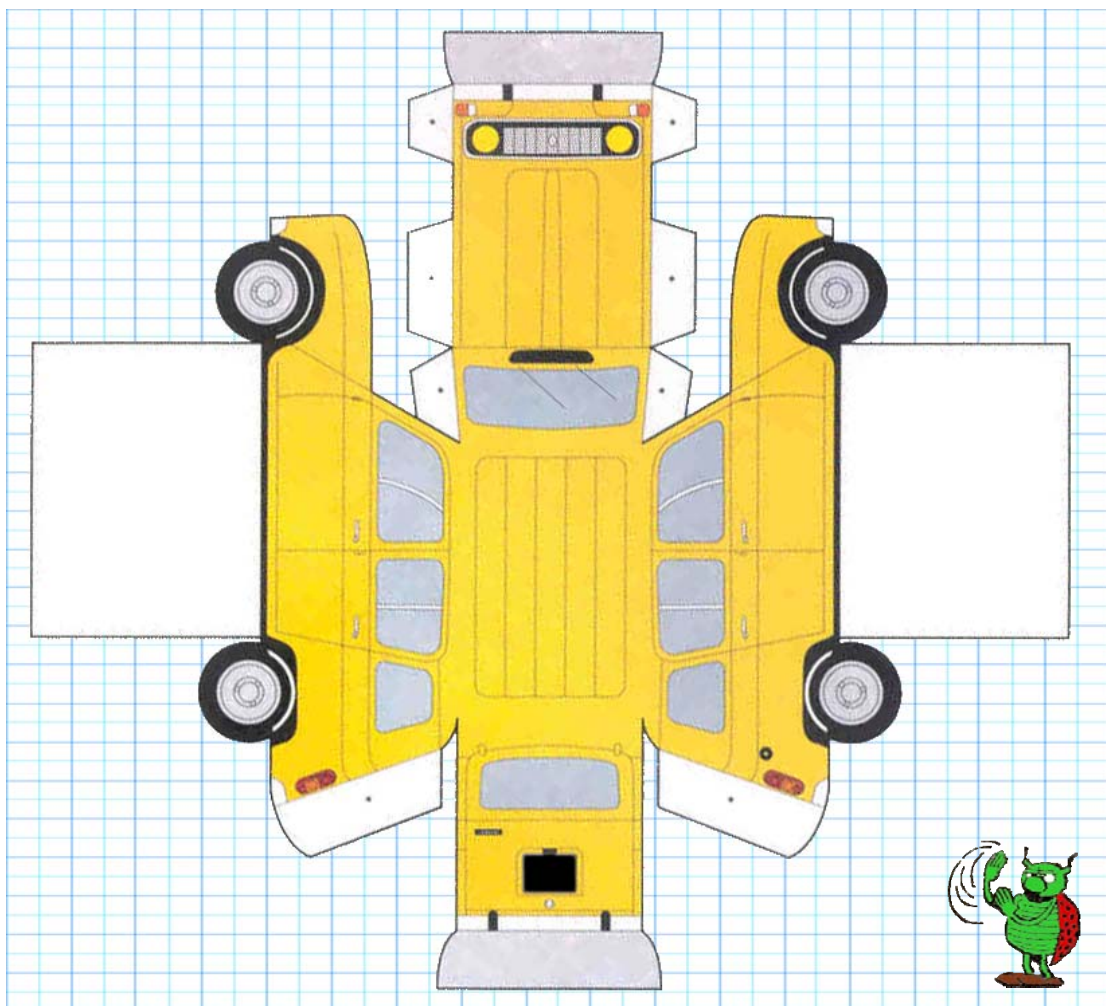
- May be some enhancements for Kourou area , why not ?
For example some more detailed tiles for ELA 1, 2 and 3 Pads ...
- Bug fixes. If you find any, please tell me ...
- Few others projects in my mind, I shall see according to my spare time ...

You can write to me in the [DanSteph's](http://orbiter.dansteph.com/forum/index.php) forum ...
<http://orbiter.dansteph.com/forum/index.php>

And my apologies for mistakes with french-english translation : I do not practice English very well...
Jacques.



VIII APPENDIX A : R4 paper-model...



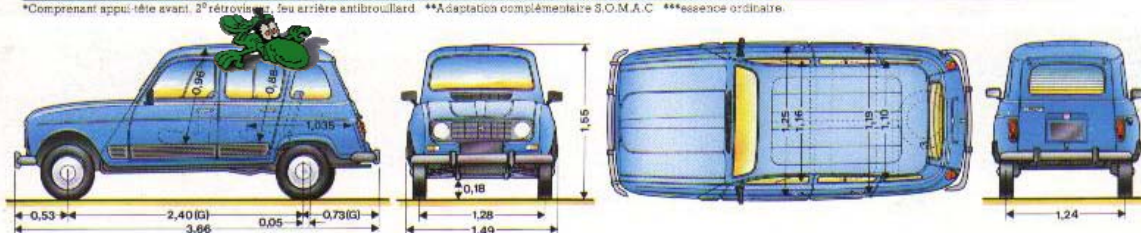
IX APPENDIX B : Renault 4 specifications

EQUIPEMENTS	RENAULT 4 TL	RENAULT 4 GTL GTL 4 × 4	EQUIPEMENTS	RENAULT 4 TL	RENAULT 4 GTL GTL 4 × 4
Pare-chocs gris	●	●	Pack sécurité*	●	●
Protections latérales grises et cornes de bouc	—	●	Banquette AR rabattable	●	●
Sellerie « Clan »	—	●	Sièges AV séparés à dossier inclinable	●	●
Sellerie « Savane » stripping	●	—	2 aérateurs d'air frais orientables	●	●
Essuie-glace à 2 vitesses - Lave-glace	●	●	Ventilateur de chauffage à 2 vitesses	●	●
Pare-brise feuilleté	●	●	Témoins de starter et de frein à main	●	●
Vitres AR coulissantes	●	●	Commande éclairage/avertisseur/ clignotants avec retour automatique	—	●
Tablette AR - Lunette AR chauffante	●	●	Montre digitale	—	●
Tapis de coffre vinyl	●	●	Console radio et grille HP	—	●
Sac de portières AV	—	●			
Panneaux de portes en drap et simili assortis à la sellerie	●	●			
Ceintures de sécurité à enrouleur à l'AV et statiques à l'AR	●	●			
2 feux de recul	●	●			

CARACTERISTIQUES TECHNIQUES - ANNEE MODELE 1991

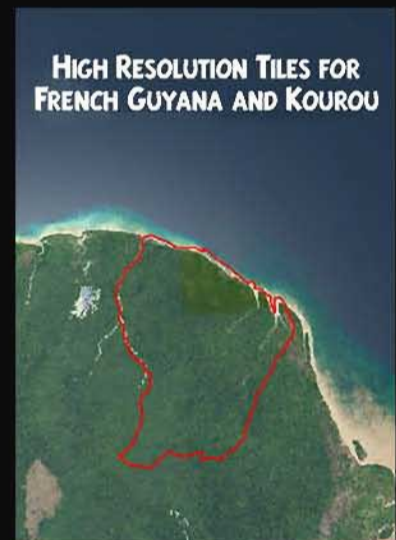
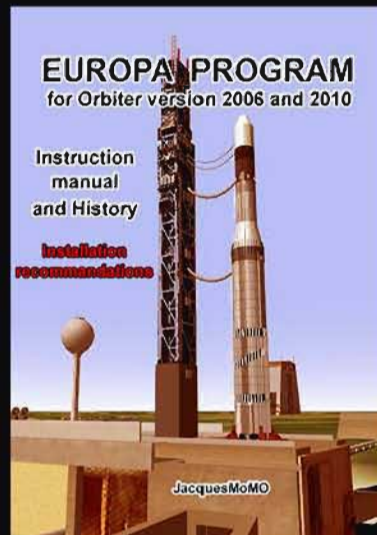
VERSIONS	RENAULT 4 TL	RENAULT 4 GTL	RENAULT 4 GTL 4 × 4*
Puissance administrative (CV)	4	4	4
Nombres de places	4	4	4
ARCHITECTURE STRUCTURE - Traction avant, carrosserie boulonnée sur plateforme formant châssis et plancher.			
POIDS			
Poids à vide en ordre de marche (kg)	695	720	780
Poids total maxi autorisé (PTMA) (kg)	1030	1050	1050
Poids total roulant (PTR) (kg)	1630	1650	1650
Poids remorquable (freiné) (kg)	600	600	600
Poids remorquable (non freiné) (kg)	345	355	355
MOTEUR - 4 temps, 4 cylindres en ligne.			
Cylindrée (cm ³)	956	1108	1108
Alésage course (mm)	65 × 72	70 × 72	70 × 72
Rapport volumétrique	8,3 : 1	9,8 : 1	9,8 : 1
Puissance kW	24,5	24,5	24,5
ch	34	34	34
à tr/min	5000	4000	4000
Couple Nm	62	72	72
mkg	6,5	7,5	7,5
à tr/min	2500	2500	2500
Ventilateur	électrique	électrique	électrique
BOITE DE VITESSES - Nombre de rapports avant	4	4	4
FREINAGE - Double circuit. Limiteur de pression asservi à la charge.			
Roues AV	disques	disques	disques
Roues AR	tambours	tambours	tambours
SUSPENSIONS - 4 roues indépendantes, barres de torsion longitudinales AV et transversales AR, barre antidive à l'AV, amortisseurs hydrauliques télescopiques. 4 roues motrices (GTL 4 × 4).			
DIRECTION - Diamètre de braquage entre trottoirs (m)	9,75	9,75	9,75
PNEUMATIQUES - Tubeless à arceaux	135 R 13 S	135 R 13 S	145 R 13 S
CAPACITES			
Volume du coffre (dm ³)	255 à 950	255 à 950	255 à 950
Réservoir à carburant (l)	34	34	34
PERFORMANCES Vitesse maximale (km/h)	118	+ 120	110
CONSUMMATION aux 100 km.			
A vitesse stabilisée à 90 km/h (l)	6***	5,4	5,9
Selon le cycle urbain (l)	7,1***	6,3	6,9

*Comprenant appui-tête avant, 2^e rétroviseur, feu arrière antibrouillard. **Adaptation complémentaire S.O.M.A.C. ***essence ordinaire.

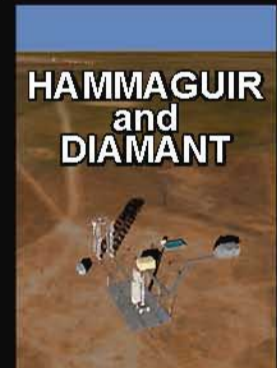


© Jacques M...

DID YOU INSTALL ALL OF MY ADD-ONS ?



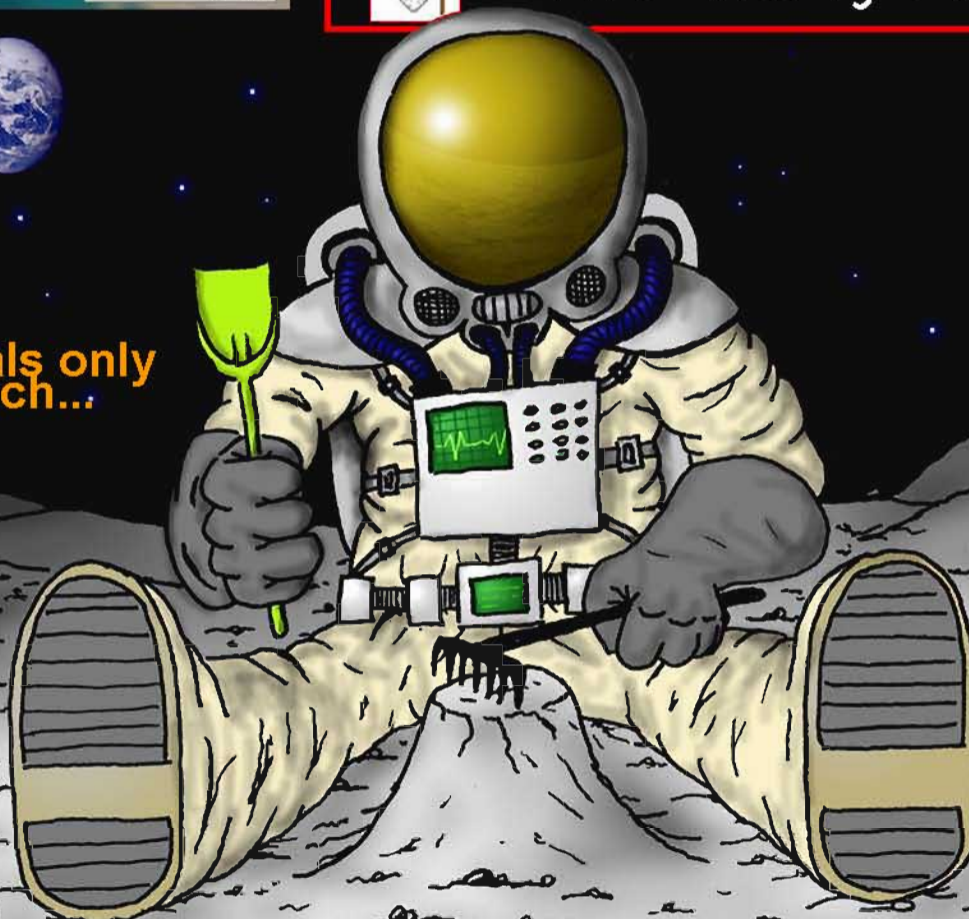
Also with my small participation (only for tiles) :



Add-ons by Papyref



Manuals only in french...



JacquesMoMo editions