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LAUNCH COMPLEX 39 (LC39) AND EDWARDS AIR FORCE BASE (EAFB)

PAD39A	-Total triangles = 12220 (same as pad39B)
PAD39B	-Total triangles = 12220
MLP	-Total triangles = 3002
FSS+RSS	-Total triangles = 8536
EAFB	-Total triangles = 132
CLOCK	-Total triangles = 242
Edwards MESH	-Total triangles = 161316
White Sands MESH	-Total triangles = 179180

This version have also landing sites for:

Abort-Once-Around (AOA): Edwards Air Force Base and White Sands Space Harbor.

Trans-Atlantic Abort Landing (TAL) : Ben Guerir, Moron, Banjul, Zaragoza, Istres.

for more infos go [here](#) or [here](#)

WHAT'S NEW IN THIS VERSION

mountains around Edwards Air Force Base



mountains around White Sands Space Harbor



pad 39A & B now with night lights



runway night lights for:

KSC (shuttle landing facility) rwy15/33
EAFB rwy 04/22



runway markers for :

KSC rwy 15/33



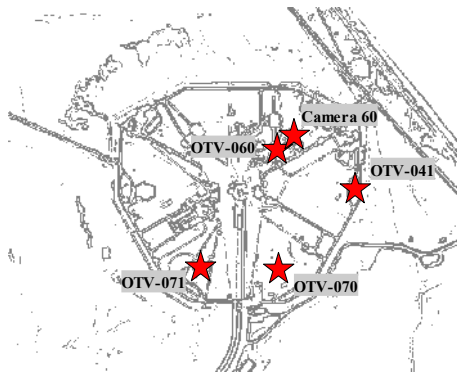
EAFB rwy 04/22



WSSH rwy 17/35

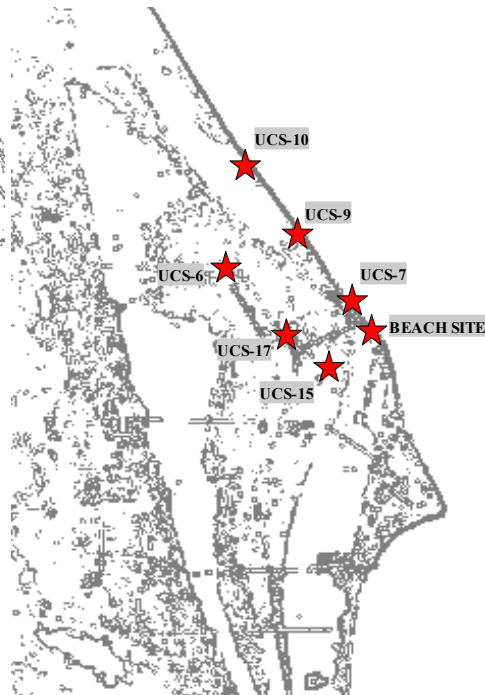


Short-range Trackers

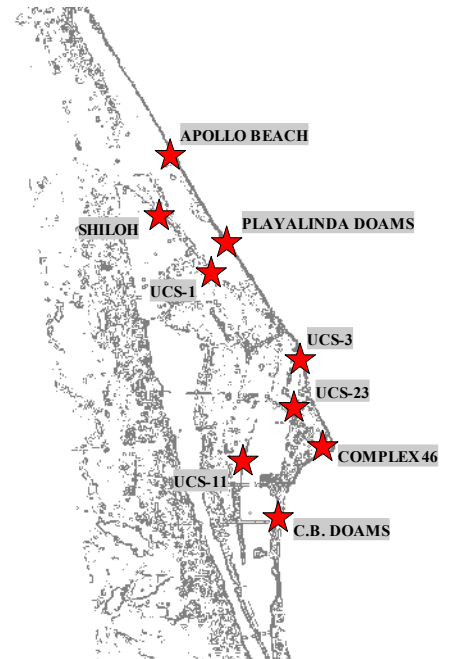


pad39A OTV-070
pad39B OTV-170

Medium-range Trackers



Long-range Trackers



***** !!! READ THIS !!! *****

This version is tested with ORBITER 2006 P1 Edition - build Sep 29 2006:

<http://www.orbitersim.com>

You have to install:

High Resolution KSC textures made by Arvydas "kukanotas" Cetyrkovskis, you can download from here:

<http://www.orbithangar.com/searchid.php?ID=2811>

Runway Markers made by "David413", you can download from here:

<http://www.orbithangar.com/searchid.php?ID=2188>

Launch Pad Lights made by Brian Jones, you can download from here:

<http://library.avsim.net/download.php?DLID=72651>

INSTALLATION:

Extract these files on your main Orbiter directory and overwrite old files (Don't forget to backup old files), Make sure that you use the "Use folder names" in WinZip so all files will be extracted to the proper folder and everything should go into the right place. It includes the "STS" extension so there are no conflict with other addon. For create custom scenarious change from this:

```
BEGIN_ENVIRONMENT
  System Sol
  Date MJD 51683,2097250694
END_ENVIRONMENT
```

to:

```
BEGIN_ENVIRONMENT
  System SolSTS
  Date MJD 51683,2097250694
END_ENVIRONMENT
```

and in the file *config/base.cfg* add these lines:

```
STSEdwrn1
STSRoof03
```

to the list of generic textures.

HOW TO USE:

The PAD 39B is animated and use Vinka's spacecraft3.dll (INCLUDED)

During the Hold at T- 11h 0m 0s
press "**k**" to retract the Rotating Service Structure

At T- 0h 9m 0s
press "**g**" to start the procedure for retract Orbiter Access Arm, External Tank Gaseous Oxygen Vent Arm and External Tank Hydrogen Vent Line Access Arm, all will be executed in automatic until launch.

To use the lights for Pads and runways follow this table.
...also see scenarios file as example.

<i>For Pad39A lights add this to the scenario file:</i>	<i>For Pad39B lights add this to the scenario file:</i>	<i>For runway lights at KSC add this to the scenario file:</i>	<i>For runway lights EAFB</i>
fsslight_39:spacecraft/spacecraft3 STATUS Landed Earth POS -80.6208830 28.6271200 HEADING 2.00 PRPLEVEL 0:1.000 THLEVEL 0:0.000 2:1.000 END padlight_39:spacecraft/spacecraft3 STATUS Landed Earth POS -80.6208830 28.6271200 HEADING 2.00 PRPLEVEL 0:1.000 THLEVEL 0:1.000 2:0.000 END mlplight_39:spacecraft/spacecraft3 STATUS Landed Earth POS -80.6208830 28.6271200 HEADING 0.00 PRPLEVEL 0:1.000 THLEVEL 0:0.000 2:1.000 END	fsslight_39:spacecraft/spacecraft3 STATUS Landed Earth POS -80.6041430 28.6083000 HEADING 0.00 PRPLEVEL 0:1.000 THLEVEL 0:0.000 2:1.000 END padlight_39:spacecraft/spacecraft3 STATUS Landed Earth POS -80.6041430 28.6083000 HEADING 0.00 PRPLEVEL 0:1.000 THLEVEL 0:1.000 2:0.000 END mlplight_39:spacecraft/spacecraft3 STATUS Landed Earth POS -80.6041430 28.6083000 HEADING 0.00 PRPLEVEL 0:1.000 THLEVEL 0:0.000 2:1.000 END	Rwy 15 runwaylight:spacecraft/spacecraft3 STATUS Landed Earth POS -80.708043 28.636000 HEADING 180.00 PRPLEVEL 0:1.000 THLEVEL 0:1.000 END Rwy 33 runwaylight:spacecraft/spacecraft3 STATUS Landed Earth POS -80.680683 28.593950 HEADING 360.00 PRPLEVEL 0:1.000 THLEVEL 0:1.000 END	Rwy 04 runwaylight:spacecraft/spacecraft3 STATUS Landed Earth POS -117.908109 34.892917 HEADING 88.00 PRPLEVEL 0:1.000 THLEVEL 0:1.000 END Rwy 22 runwaylight:spacecraft/spacecraft3 STATUS Landed Earth POS -117.859329 34.917757 HEADING 268.00 PRPLEVEL 0:1.000 THLEVEL 0:1.000 END

KNOWN BUGS:

please let me know.

CHANGE LOG:

*** Version 2006.3 *** released 11 Jul 2007

Mountain around Edwards and White Sands
Runway markers in runways KSC 147/35, EDW 04/22, WSSH 17/35runway.
NightLights in pad39A and pad39B.
Lights on runways for night landing.
More camera for Shuttle launch and landing

*** Version 2006.2 *** released 05 Jun 2007

Add Istres TAL site.
Add background sound during launch countdown
For KSC Now use the textures from Arvydas "kukanotas" Cetyrkovskis
Modified some textures of EAFB

*** Version 2006.1 *** released 30 Maj 2006

Updated various textures.
New surface textures for KSC.
New surface textures for EAFB.
New surface textures for WHITE SANDS.
New texture for runway 04-22 at Edwards (no mesh now! and no more sink).

*** Version 2.17 *** released 11 Sep 2005

Corrected various graphical problems on the pad (FSS, RSS) mesh.
Updated various textures.
Add clock and flag mesh in the press site at Kennedy space Center.
New textures for KSC.

New runway 04-22 at Edwards (no mesh now! and no more sink).
Pad39B with lights! (thanks to Brian Jones)

*** Version 2.00 *** released 24 Aug 2005
Initial public release

FILES LIST:

<div>Add-on Docs/LC39-EAFB 2006.3.pdf (this file) Add-on Docs/STS-112.txt Add-on Docs/STS-117.txt Config/SolSTS.cfg Config/EarthSTS.cfg Config/Spacecraft/spacecraft3.cfg (by Vinka) Config/Spacecraft/runwaylight.ini Modules/spacecraft3.dll (by Vinka) Scenarios/STS-112 Launch from PAD39B at KSC.scn Scenarios/STS-117 Launch from Pad39A at KSC.scn Scenarios/STS-114 Night Landing at Edwards.scn Textures/STSLight.dds Textures/STSLightr.dds</div> <div>-LC39 Config/Earth/STS/Canaveral.cfg Config/Spacecraft/fssa.ini Config/Spacecraft/fssb.ini Config/Spacecraft/fsslight_39.ini Config/Spacecraft/mlplight_39.ini Config/Spacecraft/padlight_39.ini</div> <div>Meshes/STSpad39B.msh Meshes/STSm1p.msh Meshes/STSFss.msh Meshes/STSclock.msh</div> <div>Textures/STSpad1.dds Textures/STSpad2.dds Textures/STSpad3.dds Textures/STSm1p.dds Textures/STSFerro.dds Textures/STSFss1.dds Textures/STSFss2.dds Textures/STSFss3.dds Textures/STSFss4.dds Textures/STSFss5.dds Textures/STSrss1.dds Textures/STSrss2.dds Textures/STSrss3.dds Textures/STSclock1.dds Textures/STSDisplay.dds</div>	<div>-EAFB and TAL Config/Earth/STS/Banjul.cfg Config/Earth/STS/Benguerir.cfg Config/Earth/STS/Edwards.cfg Config/Earth/STS/Moron.cfg Config/Earth/STS/Zaragoza.cfg Config/Earth/STS/Istres.cfg</div> <div>Meshes/STSEdwards.msh Meshes/STSEdw.msh</div> <div>Textures/STSEdw2.dds Textures/STSEdwrun1.dds Textures/STSRoof03.dds</div> <div>Textures2/Earth_0_w0168_n0048.dds Textures2/Earth_0_w0168_n0049.dds Textures2/Earth_0_w0168_n0050.dds Textures2/Earth_0_w0169_n0048.dds Textures2/Earth_0_w0168_n0049.dds Textures2/Earth_0_w0169_n0050.dds Textures2/Earth_0_w0170_n0048.dds Textures2/Earth_0_w0170_n0049.dds Textures2/Earth_0_w0170_n0050.dds</div> <div>Textures2/Earth_1_w0336_n0099.dds</div> <div>Textures2/Earth_5_w5364_n1588.dds Textures2/Earth_5_w5364_n1589.dds Textures2/Earth_5_w5364_n1590.dds Textures2/Earth_5_w5364_n1591.dds Textures2/Earth_5_w5364_n1592.dds Textures2/Earth_5_w5365_n1588.dds Textures2/Earth_5_w5365_n1589.dds Textures2/Earth_5_w5365_n1590.dds Textures2/Earth_5_w5365_n1591.dds Textures2/Earth_5_w5365_n1592.dds Textures2/Earth_5_w5366_n1588.dds Textures2/Earth_5_w5366_n1589.dds Textures2/Earth_5_w5366_n1590.dds Textures2/Earth_5_w5366_n1591.dds Textures2/Earth_5_w5367_n1587.dds Textures2/Earth_5_w5367_n1588.dds Textures2/Earth_5_w5367_n1589.dds Textures2/Earth_5_w5367_n1590.dds Textures2/Earth_5_w5367_n1591.dds</div>	<div>-WHITE SANDS SPACE HARBOR Config/Earth/STS/White_Sands.cfg</div> <div>Meshes/STSw.msh</div> <div>Textures2/Earth_1_w0304_n0094.dds Textures2/Earth_1_w0303_n0094.dds Textures2/Earth_1_w0302_n0094.dds Textures2/Earth_1_w0304_n0093.dds Textures2/Earth_1_w0303_n0093.dds Textures2/Earth_1_w0302_n0093.dds Textures2/Earth_1_w0304_n0092.dds Textures2/Earth_1_w0303_n0092.dds Textures2/Earth_1_w0302_n0092.dds</div> <div>Textures2/Earth_5_w4842_n1499.dds Textures2/Earth_5_w4842_n1500.dds Textures2/Earth_5_w4843_n1498.dds Textures2/Earth_5_w4843_n1499.dds Textures2/Earth_5_w4843_n1500.dds Textures2/Earth_5_w4843_n1501.dds Textures2/Earth_5_w4844_n1497.dds Textures2/Earth_5_w4844_n1498.dds Textures2/Earth_5_w4844_n1499.dds Textures2/Earth_5_w4844_n1500.dds Textures2/Earth_5_w4844_n1501.dds Textures2/Earth_5_w4845_n1498.dds Textures2/Earth_5_w4845_n1499.dds Textures2/Earth_5_w4846_n1498.dds Textures2/Earth_5_w4846_n1499.dds</div> <div>-SOUND Sound/Vessel/wind.wav *</div>
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for the Kennedy Space Center textures you have to install Hi-Res KSC.zip by Arvydas "kukanotas" Cetyrkovskis

* file that overwrite the originals



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