

Long Shot, an UMMu compatible interplanetary ship

by Hispa.

Version 0.0.3 - Jun 09, 2010

Hi! Welcome to Long Shot. The purpose of this ship is to transport large amounts of cargo or other ships and stations between planets. Now, with the new **UMMu compatible module**, we can accomodate up to 50 crew members and passengers inside the ship and transfer them from one ship to other.

KEY MAPPING

--UMMu key mapping:

- "1"-"2" : Select crew member to transfer/EVA.
- "A" : Open/Close airlock.
- "E" : EVA/Transfer.
- "S" : UMMu status information
- **SHIFT+NUMPAD "+"**or**"-"**: Select active docking port to transfer/EVA.

--LongShot class key mapping:

- **CTRL+1** : Changes RCS mode (full thrust/low thrust).

...and, of course, the rest of normal flight controls in any ship.

CHANGES FROM PREVIOUS VERSIONS

v.0.0.3

- The new LongShot 0.0.3 version **allow to load the ship with lots of UCGO cargos**, thanks to the XR5 UCGO Cargo Platforms and the Universal Cargo Deck. I changed the mesh to add a cargo section just over the ship fuel tanks.

v.0.0.2

- If you tested the previous v0.0.1 version, sure you have seen that RCS thrusters are really overpowered, so **I limited the use of the rotation thrusters** to 0.05rad/s for x and y axis and to 0.15rad/s for z axis.
- **Selectable RCS max thrust**: With "CTRL+1", you can change between maximum and minimum RCS mode to maneuver Long Shot in a easier way when not docked/loaded with other ships.
- **Changed the main engines exhaust** to other for eyecandy purposes.
- Now the select active docking port keys also **provides the name of the ship docked** to te active port if any to help transferring crew from one ship to other.

- **Added a transponder**, with default value or selectable by scenario. It's useful to docking maneuvers for other ships.

INSTALLATION

- Just copy all folders of this zip to your Orbiter root folder.

DEPENDENCES

Do not forget to install the following addons if you want to run Long Shot in your Orbiter installation:

- **Universal Cars and Cargos 2.0 (UCGO)** from DanSteph:
<http://orbiter.dansteph.com/index.php?disp=d>
- **Universal Cargo Deck release 4** from Kulch:
<http://www.orbithangar.com/searchid.php?ID=3262>
- **XR5 UCGO Cargo Platform v1.1** from woo482
<http://www.orbithangar.com/searchid.php?ID=4572>

IMPORTANT: If you want to run the "**LongShot Libertad loaded and moon base**" scenario, you must have installed all the specified addons shown in the scenario description.

FEEDBACK

- The source code and Anim8or model are available at "Doc/Long Shot/Sources" folder of this package. Please, note that it's not only my code, and important parts of it belongs to third persons. Ask Ummu developer if you pretend to use it for any other thing that Orbiter addon development.
- Please, report any bug/feature/suggestion to:

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You will be always attended. ;)