



This is addon package contains a simple flag for use with UMMU astronauts. It is fully skinnable via settings in the scenario and config files, and has a grapple point for "grabbing" in the left hand of the default UMMU.

Universal MMU is available at:
<http://orbiter.dansteph.com/>

NOTE: this addon does NOT require UMMU, but if you don't install it you won't be able to pick up the flag and plant it with an astronaut!

INSTALLATION:

Simply unzip into your Orbiter directory.

USAGE:

Open up the Orbiter Scenario Editor (CTRL+F4) and create a flag by choosing "New." Look for the classname "flag," then place it wherever you like. You can create as many instances of the flag as you want, each with a different skin. When created with the scenario editor, each flag will start with the default skin specified in the "flag.cfg" file. Once the flag is where you want it, you can grab onto it with a UMMU astronaut by pressing "g."

You can also download PlantFlagMFD by EscapeTomsFate to make it easier to spawn flags wherever you want them. This addon is available at OrbitHangar: <http://orbithangar.com/searchid.php?ID=3802>

You are welcome to add additional attachment points via the config file. Maybe you want to be able to carry the flag in a cargo bay or something. Be my guest!

INCLUDED FLAGS:

All the flags included with this addon are listed in the "Orbiter Flag Project Flags List" document.

To track the progress of the Orbiter Flag Project and see a map of all the places represented, visit:
<http://www.ryankingsbury.com/Orbiterflag.php>

SETTING A CUSTOM SKIN:

The skin is set in the scenario file via the "SKIN" parameter. Simply enter the filename (WITHOUT the .dds extension) of the texture that you want to use. For example, the USA flag is "USA.dds," so to set it in the scenario you would change the SKIN parameter to read "USA." If no skin is specified in the .scn file, the default skin specified in the config file is used.

You can change the default skin (the one the flag has when first created, OR when none is specified in the scenario file) by editing the Flag.cfg file in your Orbiter/Config/Vessels folder. Find the line that reads "Default_Skin" and set it to the skin you want using the same syntax as you would for the scenario file.

****UPDATE - January 2009****

Thanks to Court Blackburn, this package now includes .cfg files which set ANY of the included flags as the default. These are installed in /Orbiter/Config/Vessels/Flag. To use, simply find the appropriate .cfg for the flag you want as the default, then rename to "Flag.cfg" and move to the /Orbiter/Config/Vessels directory.

MAKING YOUR OWN FLAG:

I'd encourage everyone to make skins for their own country and post them! Or, send them to me and I can update the base package (crediting all the appropriate skin authors, of course). It's very easy to make your own flag to represent your country, organization, hometown, website, or whatever! Just follow these steps:

1. Find or create a .jpg file of the flag you want. The flag mesh has an aspect ratio of 2:1, so your flag will be stretched to these dimensions.
2. Resize the .jpg file to make it a square with dimensions that are powers of 2 (e.g. 64 x 64, 128 x 128, 256 x 256 pixels). This WILL stretch your beautiful flag and make it look funny. Don't worry! It will display correctly.
3. Convert the square .jpg into a .dds file using Yannick Leon's DDS Converter2 or a similar utility. This program can be downloaded at <http://eliteforce2.filefront.com/file/;29412>
4. Give your texture a simple, descriptive filename (this is what you will have to type in the scenario or config files, so make it short and easy)
5. Place in the Orbiter/Textures/Flag directory
6. Set your skin either in the scenario file or the config file (for default) and enjoy!
7. (optional) Send your flag to Ryan (ryanskingsbury@alumni.utexas.net) so he can update the addon package to include it (giving you full credit of course). Note that I reserve the right to refuse any flag that is objectionable, offensive, or in poor taste.

DISCLAIMER

You are authorized to use the contents of this pack for personal and non commercial use only. There is no guarantee or support associated to this addon.

ACKNOWLEDGEMENTS

Many thanks to Dan for creating the excellent UMMU addon, which has made EVA adventures so much more accessible to vessel developers and the Orbiter community. Thanks also to José Pablo Luna Sánchez for his MeshWizard utility. And of course, many, many thanks to Dr. Martin Schweiger for creating Orbiter in the first place.

Please report any issues or bugs to Ryan. Happy Orbiting!

Ryan
"Countdown84"

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