*** Orbiter Rocket Racing League - Closed BETA documentation ***

by wehaveaproblem

Thank you for taking part in the ORRL closed beta.

Please read this document in it's entirety before installing and racing as it explains the included functions and some of my content choices, and will hopefully better help you to offer constructive beta feedback. Thanks.

This addon is testing the following things:-

- Computerex's Racing Checkpoint MFD
- Various custom meshes/vessels
- Gate Racing
- Time Trial Racing

The addon includes:-

- The RCPMFD and 3 custom checkpoint sets.
- The Time Trial KSC-WIN suborbital Race.
- 2 short Gate Racing courses at Ascension.
- Custom meshes for start/finish lines and Balloon Gates.

Installation

Merge the unzipped folders with your orbiter directory.
You must have Wideawake International installed prior to this.

ORRL BETA INFORMATION

There are 2 types of scenario included:-

Time Trial from KSC-WIN   (Canaveral to Wideawake International)
Gate Racing around WIN (2 short courses are included)

Information

- Scenarios included for the stock DG, XR1 or XR2 for each race.

- All scenarios use the RCPMFD to guide you. The Time Trial scenario is a suborbital hop, so only has a runway-based start and finish, the Gate Races have numerous gates to navigate as well as runway-based start/finish. The scenario will tell you which checkpoint file to load.

- The Time Trial is aimed purely at offline racing with a League Table that will be set up.

- The Gate Racing is mainly aimed at future online MP, so please bear this in mind when testing. That said, if there is popularity for it offline too, then I will consider it.

- The mfd, combined with the Gate Racing, gives us some very simple tools to actually make some quite complex races, since we can control many factors about each CP. The included GR courses are simple examples to show you how it could work.

- Speed/Altitude limits. Pay close attention to the speed and altitude limits for each gate. You will need to control your flight characteristics accordingly, especially on take-off and landing.

- Both of the GR races only have one lap, but it would be a simple task to have races with multiple laps. It would even be possible to have refuel pit stops on longer races!

- Now that RCPMFD counts the time for a set distance, this will be the official timing mechanism for ORRL. You no longer need to worry about MET in the XR ships.

- Please feel free to create your own courses and offer them up the the ORRL group.

You can feedback your thoughts and stuff by email or PM. Or, preferably, if it is an idea for general discussion, please post it in the "ORRL – dev" thread on O-F.

Thanks to Computerex, Face, all the ORRL sponsors, dbeachy and all other idea contributors for making this possible.
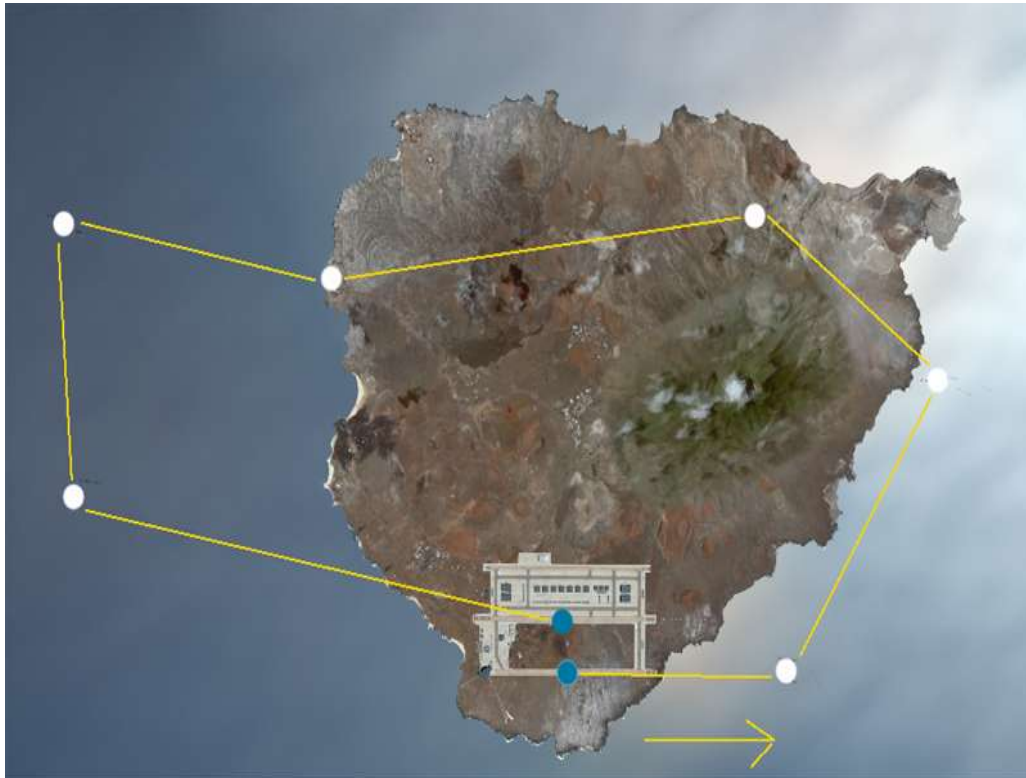
Cheers!

WHAP/Tom

Gate Race 1

1 lap Sprint Course

Checkpoint list file: "GR-WIN1.chkpt"

Gate Count: 8

Lap Distance: 57.14km

White gates have a speed limit of 300m/s and an altitude of 500-1500m.

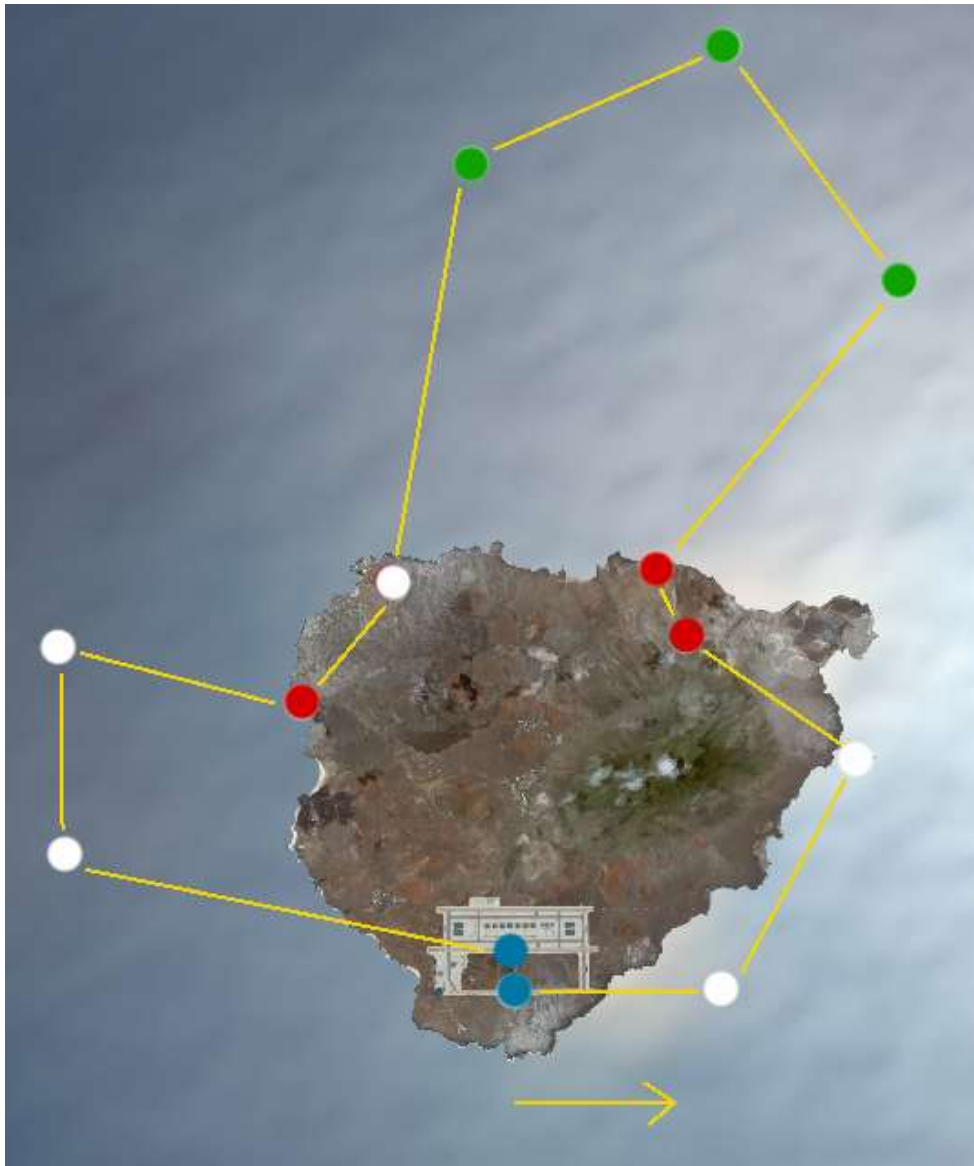**Blue gates** (start & finish) have a speed limit of 100m/s and an altitude of 0m.

Gate Race 2

1 lap Extended Sprint Course with Limit Variations

Checkpoint list file: "GR-WIN2.chkpt"
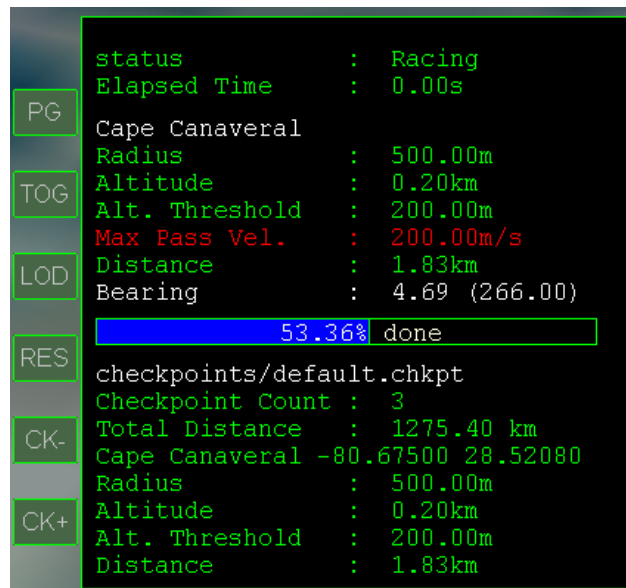
Gate Count: 13

Lap Distance: 91.12km

White gates have a speed limit of 300m/s and an altitude of 500-1500m.

Red gates have a speed limit of 250m/s and an altitude of 500-1500m.

Green gates have a speed limit of 350m/s and an altitude of 500-1500m.

Blue gates (start & finish) have a speed limit of 100m/s and an altitude of 0m.

The Racer Checkpoint MFD Information
by computerex

This mfd will bring your racing alive!

Function:
- PG. Switches between pages, this will be used for future MP.
- TOG. Toggle between Idle and Race mode.
- LOD.   Load a checkpoint file. The scenario will tell you which file to load.
- RES. Reset current loaded checkpoints.
- CK+. Cycle next CP in list
- CK-. Cycle Previous CP list

Display:
- Radius - width of the CP. 500 = balloon gate width.
- Altitude – Desired altitude.
- Alt threshold – Acceptable Altitude Variation
- Max Pass Vel. - Max speed you can pass through the CP
- Distance - Distance to the CP
- Bearing – Compass and relative direction from vessel to CP

Activation:
- Make sure you enable it in the modules tab before running a race scenario for the first time.
- Load up the required CP list (scenario description will tell you). You will see the list's details on the bottom half of the MFD. You can cycle through them if you wish.
- When you are ready to begin, TOGgle race mode on. Once race mode is activated, the timer will begin once you cross the first CP/start line and stop once you cross the last CP/finish line.
- Altitude and Speed: Pay attention to the altitude and Speed stats, if they turn red, then you are outside the required limits for that gate. The gate will not count as passed if either of these are red.

NB: It is a good idea to decrease MFD refresh (Parameters Tab) in order to get regular updated info in the MFD. Recommend at least 0.1.