

Shuttle2050 v0.5beta- Operation Manual

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Contents

1	Introduction	1
2	Technical Specifications	2
2.1	Engines	2
2.2	Hull	2
2.3	Flightmanagement System	2
2.4	Life Systems	2
3	Instruments & switches	2
3.1	Shuttlestatus Panel	2
3.2	att switches	2
4	Flight Instructions	2
4.1	Takeoff	2
5	Notes From The Author	2
5.1	Upcoming Features In The Next Releases	2
5.2	Bug List and Reporting	3
5.3	Files	3
6	HAVE FUN WITH THE ADDON ! :D	3

1 Introduction

The shuttle 2050 is specially designed for LEO. Its main purpose is to bring poeple from earths surface to LEO and back (for example as shuttle for interplanetary ships, waiting in LEO).

2 Technical Specifications

2.1 Engines

2.2 Hull

2.3 Flightmanagement System

2.4 Life Systems

3 Instruments & switches

3.1 Shuttlestatus Panel

Well... this instrument gives you an overview on the shuttles current “look & behaviour”. Its pretty self-explaining right now.

3.2 att switches

the left switch opens the blanking covers of the attitude thrusters. Once you have opened them (on), thrusters will be automatically set to Rotation mode. You can now switch between ROT and LIN mode.

4 Flight Instructions

4.1 Takeoff

The Shuttle is equipped with an additional tank, which helps the shuttle to accelerate to a speed at which the shuttle can use its Scramjets engines. Try to reach at least 10km Altitude before doing “anything else” with the additional tank. Once its empty you can jettison it with <j>.

5 Notes From The Author

5.1 Upcoming Features In The Next Releases

- fine tuning of animations
- additional instruments
- rearrangement of panel instruments
- integration with SSE environment, especially the various cruisers and spaceports
- Docking Port animations
- Life System

5.2 Bug List and Reporting

plz Report bugs to Thomas.Meschede@web.de.

Here is a list of all known bugs currently known:

- no known bugs, yet

5.3 Files

- \doc\Shuttle2050OM.pdf
- \Config\SSEshuttle2050.cfg
- \Config\SSEshuttle2050addtank.cfg
- \meshes\SSEshuttle2050.msh
- \meshes\SSEshuttle2050addtank.msh
- \modules\SSEshuttle2050.dll
- \modules\SSEshuttle2050addtank.dll
- \scenarios\SSE*.scn
- \Textures\SSE*.dds

6 HAVE FUN WITH THE ADDON ! :D