



Skybolt

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Version 1.0



Thanks to Hendo, dh219, for the Vulcan bomber (required for this add-on).
Thanks to Kev33, who did the original Vulcan mesh.

Many thanks go to Martin Schweiger, for actually developing the simulator I used to daydream about in astrodynamics classes!

<http://www.orbitersim.com>

Unpacking:

Use Winzip to put each subfolder in its matching Orbiter folder.

Skybolt is a Velcro add-on; it requires the Velcro Rockets add-on for the base code. Install [Velcro Rockets](#) (v1.1 or later) first.

Skybolt is an add-on to the [CVEL Vulcan beta4](#) by dh219. Install it before you use this add-on.

You may want [BombMFD](#) by Computerex, for the warhead. If not, it will still work fine; there just won't be any bomb effects.

Introduction:

Welcome to the Skybolt add-on!

Skybolt was to be a US-UK collaboration for an air-launched nuclear IRBM. Skybolt was cancelled after 5 test failures; this rather upset the British government, which was counting on the thing. Eventually, the US provided the Polaris missile instead.

This is just a 1500-km-range missile. By Orbiter standards, its performance is unimpressive.

Skybolt Operation:

Since the code is from Velcro Rockets, keys will be the same:

Keys:

- O** – Autopilot toggle on/off
- J** – Jettisons the next payload
- U** – Enter a new launch azimuth

The autopilot defaults to ON, and there's an initial pitch-up to get the missile out of the atmosphere and on its way.

Once both stages are exhausted, the warhead will separate. If you have BombMFD, you can set a radius of destruction and get some nice effects. Otherwise, nothing will happen.

Known issues:

The same as with Velcro Rockets.

Version history:

V1.0

First release.