Star Trek XI-XII for Orbiter: USS Newton

By MrMartian

1: Credit

All credit goes to me for this ad-on, however, the Newton's textures were from this site: http://www.ex-astris-scientia.org/index.htm I cannot recall the particular artist who made Newton's textures, but special thanks to him.

Special thanks to Martins, for making all of this possible.

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2: USS Newton - details

The Newton (NCC 1727) was built before the Enterprise, and is somewhat out-dated by it, however it is still a highly capable and efficient Starship. The Newton is not part of the Federation's primary fleet, and is seen somewhat as a "spare" Starship, along with the Armstrong. Once it probably had a similar role to that of the USS Enterprise. The Newton was unfortunately destroyed by the *Narada* on its arrival at Vulcan (along with the Armstrong), as it was unprepared for an attack, and would not have had its shields up.

3: USS Newton - operation

FLIGHT:

The Newton can be piloted from a virtual cockpit. The virtual cockpit has two MFD displays, two throttle levers, a docking lever, bay door controls, and nav-mode controls.
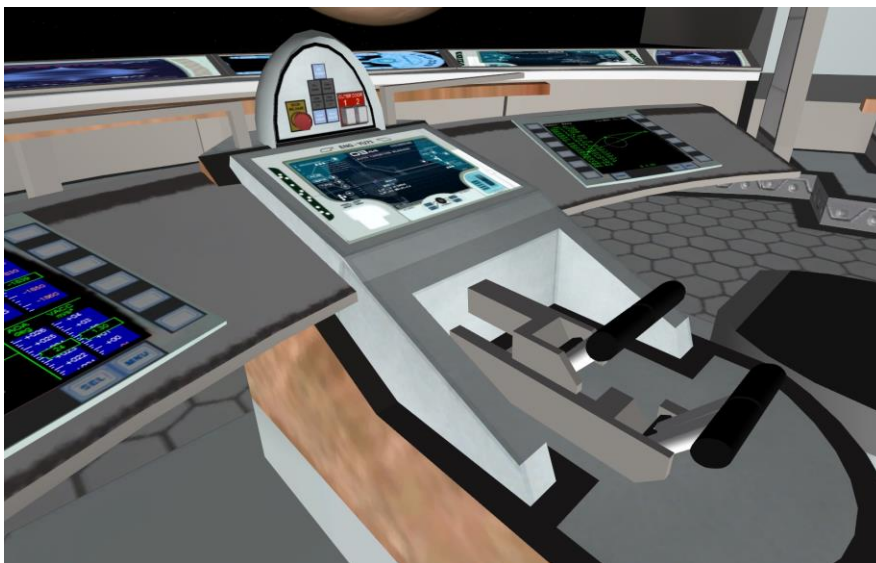
The two throttle levers each control forward thrust. The front/top lever controls auxiliary thrust (you will be using this the most) and the lower lever controls main thrust. The panel in the middle has a number of functions: there is a red lever, which undocks the forward docking port, two red switches to control the shuttle bay doors, and a panel of nav-mode buttons (self-explanatory).
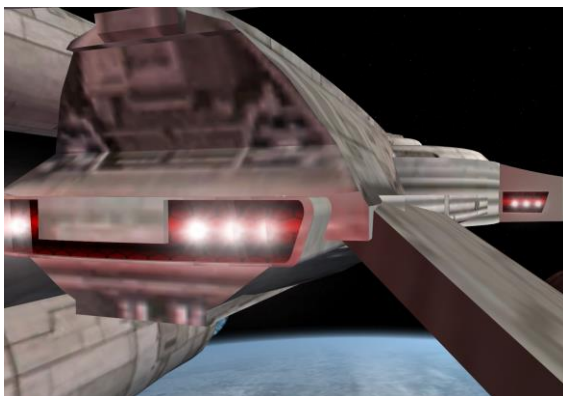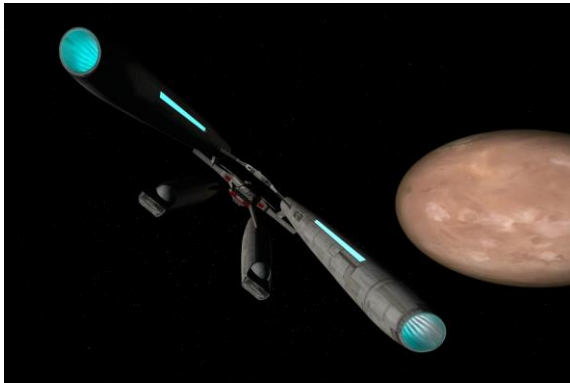
THRUSTERS:

REACTION CONTROL SYSTEM
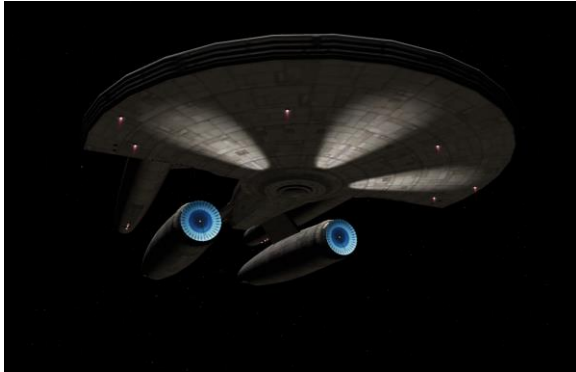
This system of thrusters is used to orient the Newton in space. It is also useful for making small orbital corrections, and hovering (the hover thrust is linked to the group THGROUP_ATT_UP).

AUXILIARY THRUSTERS

This row of thrusters are used most often. They are particularly useful for: atmospheric flight, inter system flight (e.g. flights between moons), and large scale orbital corrections. The auxiliary thrusters can be applied by pressing Numpad Enter (see keymap).

MAIN/NACELLE/WARP THUSTERS

These thrusters are used the least. They are very powerful and highly efficient. They are particularly useful for inter planetary flight, and for system ejects. They could also be used for small scale inter stellar flight, however it is easier to use the warp drive (for warp drive, download RWarp: http://www.orbithangar.com/searchid.php?ID=4547)

There will probably be a later MFD ad-on (similar to RWarp) that is closer to the warp in Star Trek.

4: Visual Improvement

THIS AD-ON IS D3D9 CLIENT COMPATIBLE! TAKE ADVANTAGE OF THAT!

For best results, use the D3D9 client, which can be found here: http://www.orbiter-forum.com/showthread.php?t=18431

This ad-on was designed for use with the D3D9 client. You will notice that there are bump maps and emissive maps in the textures folder. There are also reflect files in the *Config* folder, which give the vessels best effects.

Here are some comparisons between the D3D9 client and the default client:

5: Key map

1	Open/close bay doors for bay 1 (port bay)
2	Open/close bay doors for bay 2 (starboard bay)
Shift+P	Spawn/Detach a shuttle
Numpad Enter	Hold to apply auxiliary thrust