SVTU (Small Vehicle Transportation Unit)

Build 100617 vs .90

Brief intro:

SVTU is created to be able to more easily transport small vehicles protecting them from the stresses of launch and the harsh conditions of space.

Example payloads could be modules, UCGO cars ext…

Best used with Universal Cargo Deck, release 4

Found here: http://www.orbithangar.com/searchid.php?ID=3262

How to use:

In Orbiter:

Focus on the vessel, then press 'k' to deploy.

The fairing will automatically disappear after ~8 minutes.

Configuration:

There are different sizes available: Large, Medium, and Small.

Large is 10 metres in diameter, Medium is 3.9 metres in diameter, Small is 2.6 metres in diameter.

-To change the SVTU size-

[name]:SVTUs   -Small
[name]:SVTUm -Medium
[name]:SVTUl   -Large

You can also spawn a SVTU from the scenario editor, however it defaults the 'create' object to itself.

-To change the spawn-able vessel-

Change the line; CREATE [Module]

Example;

```
SVTU-Forklift:SVTUs
  STATUS Orbiting Earth
  RPOS 7005569.76 -0.00 188712.26
  RVEL -203.081 -0.000 7538.951
  AROT 0.00 0.00 0.00
  NAVFREQ 0 0
  CREATE UCGO\Cars\CarForkLift
  NAMED Forklift
END
```

CREATE = module to be created. To select a vessel to be created, (relative to the Config/Vessels directory) find the config file of the vessel to be created.

NAMED = the name of the new vessel

Note:

Be careful what you put into the CREATE field, it does not check if the vessel actually exists.

Also, make sure there is a name… ☺

Example: we want to make a UCGO lunar rover find the cfg file name and address of the vessel;

```
SVTU-Rover:SVTUs
  STATUS Orbiting Earth
  RPOS 7005569.76 -0.00 188712.26
  RVEL -203.081 -0.000 7538.951
  AROT 0.00 0.00 0.00
  NAVFREQ 0 0
  CREATE UCGO\Cars\ CarLunarRover
  NAMED LunarRover
END
```

Another non UCGO example (Creates stock DGs):

```
SVTU-DG:SVTUl
  STATUS Orbiting Earth
  RPOS 7005569.76 -0.00 188712.26
  RVEL -203.081 -0.000 7538.951
  AROT 0.00 0.00 0.00
  NAVFREQ 0 0
  CREATE DG-S
  NAMED DGs-1
END
```

Note: SVTU when created by the Scenario editor will default to itself, meaning it will constantly create itself when you press k and can result in (which is rather fun looking at)