

**CANADIAN SPACE STATION  
DOCUMENTATION**

**By: Maxime Croussette  
(Maxorbiter/LordCroussette)**

**September 24<sup>th</sup> 2022**

**v.220924**

## **PREFACE AND CREDITS:**

The Canadian Space Station is a space station project I started in July 2022 and completed later in September. It was never originally meant to be shared with everyone else in the first place but, after I shared the progress of the station on the [Orbiter subreddit](#) and [DanSteph's forum for the French-speaking Orbinaut](#), I decided to publish it online for everyone to download and use.

I have been in the situation where I wanted to do a simple flight to dock to a station in low-Earth orbit yet was not interested in visiting the ISS or Mir for the hundredth time. Hopefully, this add-on can give you a brand new destination to visit with your favourite ship.

As stated earlier, the Canadian Space Station was originally a personal project. Thus, it use assets (textures and meshes) from other authors. As I am now posting this station on Orbiter-Forum and the Pappy's Hangar, I want to give appropriate credits to these authors.

First, I want to credit "Well" for this add-on [PMA Adapter](#) as the docking ports on my station come directly from that add-on. Not only that, but I also reuse his textures for nearly all of my modules, and used his module Artemis as a template to create mine. Thus, in a way, he can practically be considered a co-author of this add-on, despite all of the work on his part being done back in 2006, when I was six-year-old. (lol)

Second, I want to credit "Piper", whose mesh for one of his docking ports I used for Port-4 of the CSS, which is located at the very bottom of Module-8/External Fuel Tank.

And, speaking of the External Fuel Tank, the textures used for the tank were found in the textures offered in the add-on Space Transportation System-2016 by gattispilot. Since the add-on seem to be containing textures from

various other add-ons, I am unsure who created the texture I ended-up using. But, it is not mine. Whoever created the texture get the credits, whoever that is.

Now, let's get to the point of this documentation!

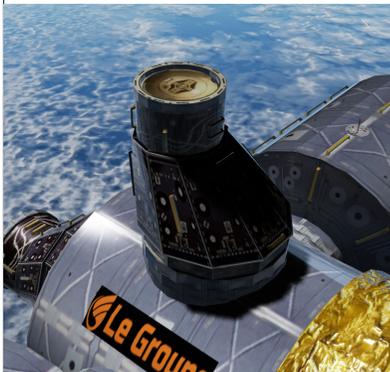
## DOCKING PORTS:

The Canadian Space Station contains eight different docking ports.

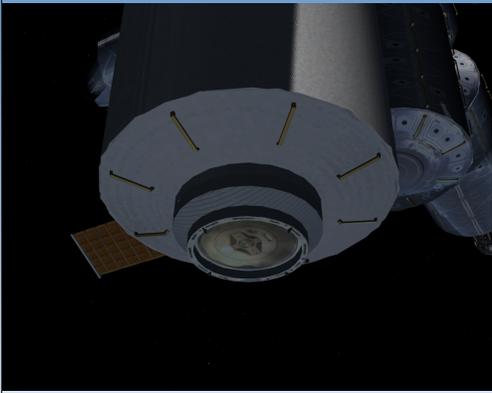


Docking Port #1 is located at the very front of the Canadian Space Station. It was installed there on the fifth assembly flight to permit for Space Shuttles to dock and work from that side of the station.

Docking Port #2 is located at the very back of the Canadian Space Shuttle. It was the first PMA adapter to be installed on the station as it was put into orbit at the same time as the core module, which it is docked on. It has been the docking port most used during the assembly of the space station.

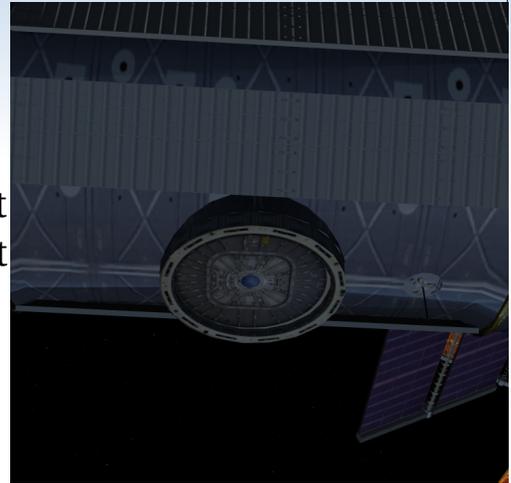


Docking Port #3 is located at the very front of the Canadian Space Station on the same module as Docking Port #1. It is also a PMA adapter, except it was built to be compatible with a Deltaglider instead of a Space Shuttle. It is the main docking port for Deltagliders, XR1s and DGIVs.



Located at the very bottom of the Canadian Space Station, Docking Port #4 is purpose-built to welcome the Albatross Space Plane tanker. It can also be used by any spaceship using a docking port size similar to PMAs to dock and refuel, like the XR2 Ravenstar.

Docking Port #5 is located at the bottom of Module-5. It is meant to be used by a Cupola to offer the astronauts onboard the station a place to see the beauty of the Earth. However, it is not present in the main scenarios of this add-on as it requires another add-on. Install the Cupola of your choice or download [Project Outpost](#), whose Cupola is used in the bonus “Cupola” scenario.



Located at the bottom of the module where the PMA adapters for Docking Ports #1 and 3 are docked to Docking Port #6. This docking port does not currently have an use, though it can be used to dock compatible ships and/or new modules.

Docking Ports #7 (under) and 8 (side) are located on the left side of the Canadian Space Station. Like Port #6, they do not currently hold any uses, though they can be used by compatibles ships/modules brought by the user.



## SCENARIOS:

The Canadian Space Station add-on contain five main scenarios and a bonus sixth scenario. They are located in the folder “Canadian Space Station (CSS)” in the launchpad.

### 1 – The Canadian Space Station

This scenario contain nothing more than the CSS. It is currently orbiting in its low inclination orbit. There is nothing else in this scenario. The purpose of this scenario is to be used as a template to create new scenarios containing the CSS.

### 2 – A Lot of Visitors

The Canadian Space Station with all four of its main docking ports occupied. Ports 1 and 2 have two Space Shuttles docked ot them while a Deltaglider is occupying the sole DG port of the station. Finally, the Dragonfly is docked to Port 4, which is at the bottom of the station on the CSS' fuel tank.

(I bet you forgot the Dragonfly existed, didn't you? :P)

### 3 – GL-02 Ready for Launch

GL-02 is parked on the runway of the Shuttle Landing Facility at the Kennedy Space Center. The Canadian Space Station is soon to fly overhead. Wait for the right opportunity and take-off. Once in the air, orient your vessel to point at 90° and travel to space to meet with the station!

As a bonus, GL-01 is also available to use. It is parked on the runway at Habana, though it does not have a close launch window in its hands. Still, it has a lot of fuel and DeltaV, so you can always use that ship if you want a harder challenge!

## 4 – To Return Home

Atlantis (STS-136) and a Deltaglider (GL-01) are docked to the CSS as it pass over the south of Florida. A reentry window for Cape Canaveral has just opened. Take control of one of the ships, reenter in the atmosphere and land at the Kennedy Space Center in one piece!

## 5 – Voyage to the Moon

After a successful launch, GL-01 has rendez-vous and docked with the Canadian Space Station. Now fully refilled, the iconic red Deltaglider is ready for the next step of its mission: travel to the Moon!

Your objective as Commander of GL-01 is to undock from the Canadian Space Station, travel to the Moon and land at Brighton Beach where GL-03 is waiting for you.

## 6 – (BONUS!) The Cupola of the CSS

A copy of Scenario 1, except it include a cupola docked to Port 5. Need the addon Project-Outpost for this scenario to work.

<https://www.orbiter-forum.com/resources/project-outposts-wet-workshops.5172/>