

Documentation (EN)

F1 2001 UCGO Cars for Orbiter 2010

By MaxOrbiter



1.Introduction

Probably since I was born, I always was an Formula One and motorsport fan. When I originally downloaded Universal Cars and Cargo back in 2011-2012, I had a lot of fun driving not just the space cars like moon buggy but also the everyday cars included in the UCGO pack (and some more available with the add-on Pictown).

Back in 2013-2014, I had found a mod of a F1 car from the 60s that was working on Spacecraft3 (<https://www.orbithangar.com/searchid.php?ID=2952>) and I wanted to convert it to UCGO, which did not worked at all considering that I had absolutely no idea how an add-ons on Orbiter worked.

Back in the present day, I know how add-ons works, I know how to do meshes, textures, etc. So this time I decided to go back on the "dream" of having an F1 car in Orbiter, a fast way to transport on surface.

Originally planned to only make one car, I had decided to convert #D models of the Ferrari F2001 from the EA Sport/Image Space Incorporated F1 2001 game but I changed my mind and also converted the Williams FW23 and an Arrows 3-seat car from the "School" mode of the game.

In this add-on, the Orbinaut will be able to drive and use 2 Formula Ones cars from the 2001 Formula One World Championship and a 3-seater Arrows F1 Car.

2.Add-ons Required

- Universal Cars and Cargo for Orbiter 3.0
- UMMU 3.0
- (Optional) OrbiterSound 4.0

<http://orbiter.dansteph.com/forum/index.php?page=download>

3.Cars presentation

- Ferrari F2001 :



The Ferrari F2001 without a driver.



The Ferrari F2001 with a driver.

Context : The Ferrari F2001 was the evolution of the F1-2000, the Championship winning car from the previous season that saw Michael Schumacher win his third driver championship and become the first Ferrari champion since Jody Scheckter in 1979. The F2001 was driven by Michael Schumacher and Rubens Barrichello. The car would see Schumacher and Ferrari win their second driver/constructor championship in a row.

Orbiter : The car is the fastest UCGO car available, with a top speed of 315 km/h and an amazing breaking and steering power. It can carry only one UMMU, making it more of a toy and fun car than a practical one.

- Williams FW23 :



The Williams FW23 without a driver.



The Williams FW23 with a driver.

Context : The Williams FW23, driven by Ralf Schumacher (Michael Schumacher's brother) and CART and Indy 500 champion Juan Pablo Montoya, making his debut in Formula One. The car was possibly the best car and chassis of the 2001 season but the team was not able to battle for the Championships. The BMW engine was unreliable and the chassis was not competitive on high downforce tracks like Monaco.

Orbiter : The car is exactly the same as the Ferrari F2001, only the meshes and textures have changed.

- Arrow 3-seater car :



The Arrows 3-seater car empty.



The Arrows 3-seater car full.

Context : I am not sure that this car ever existed in real life, but I know that a similar car, based (after my estimations) on the 1998 or 1999 car existed. But that specific car was modeled for the F1 2001 game, probably

inspired from the Arrows 2001 car. These kinds of cars are used to make demonstrations around the world to the public.

Orbiter : The 3-seater car has the same performances as the previous 2 cars but has the possibility of carrying 3 UMMUs, making it the most useful car of this add-on.

4.Scenarios

Only one scenario is given in this add-on, but the cars are all available in the Scenario Editor (in the same list as the official UCGO cars). The scenario is simply the 3 cars side by side, one driver each, on the Cape Canaveral Space Shuttle runway. A DeltaGlider is near the cars, in case you want to flight one.

5.Skins

The UVs from the cars are available in Doc/F1_UCGO/UV in case someone want to make a skin for the car. The chassis textures are named "Flarrowtx.dds" (3 Seated Arrows), "Flwilltx.dds" (Williams FW23) and "flcartxt.dds" for the Ferrari F2001. (The Ferrari UV seems to have been overwritten in the early stages of making this add-on so it won't be included) Take note that there I intentionally left big black spaces on the textures. These are not blanks but are home of a lot of textures of "carbon fiber". Skins can be redistributed online but you must indicate for what add-on is it necessary and indicate my name as author of the add-on, and add a link to the download page of this add-on.

6.Notes

The "UCGO F1 2001 cars" add-on is distributed for free only by myself. It is prohibited to share it as your own work.

Big thanks to DanSteph, creator of Universal Cars and Cargos for Orbiter (UCGO) to have made this amazing add-on that changed the game. Also personal thanks to him because he gave to me his 3DS Max script to import and export 3DS Max files to Orbiter Meshes.

Textures were made by myself but reuse some content from the F1 2001 and F1 Challenge '99-'02 games developed by Image Space Incorporated and published by EA Sports.

Software used : 3DS Max, GIMP, MASTudio2002, 3DsimED3