Atlas V Beta files ver. 0.3
9/20/2004

This is the 0.3 beta document for the Atlas V 400 series version 2. This is a prerelease beta for testing purposes only. This is now in a single zip file located at Orbithangar, **avver2beta03.zip**. If you have received these from me, you have requested it for testing purposes. Please test it in any way you can, try your best to break it. Please send comments/flames/smart remarks to my email below.

NEW FILE ACCESS LOCATION: This file is now available at Orbithangar.

Installation: Unzip into your Orbiter folder with Winzip, making sure you have the include folders option checked. All the files should unzip into their proper Orbiter folders.

Required additional addons: You **_MUST_** have the latest version of Vinka's multistage.dll for the Atlas V to function properly. I have taken the liberty of including the zip file of this addon within the AVBETA03.zip file.

WARNINGS!!!: This is a test beta. I have no idea what it may do to your system, nor what the system limitations are. This addon has a high poly count, over 40k polys for the 552 booster at launch. Most of the textures are 256x256 or smaller, however, there is one 256x1024 texture. ALL the textures are dxt1 formatted.

Changes: ver. 0.3 9/20/2004

Added separation speed line to CCB data, -5 meters per second.
Added ignition delay to Centaur.
Added Pitch, Yaw and Roll thrust data to CCB and Centaurs. Everyone has noted the 'twitchiness', especially in roll. This is much better now.
Added 500 Series Short Fairing versions to beta.
My original models were 90 degrees off. This has been changed. Thanks to dljolly for the heads up on this one.
Added a payload to all versions. This uses the Carina mesh that is with the stock Orbiter.

ver. 0.2 9/16/2004

Modified scenarios to start with HUD, Surface MFD and Orbit MFD already active.
Note: Killrot used with the upper stage does not quite stop all rotation. You have to press killrot several times to do it. This appears to be a bug in multistage. Thanks to Mustard for noting this.
I have changed the addon file structure to make the various variants easier to locate, ie, all 400 series dual engine Centaurs under

/400_Series/Dual_Engine_Centaurs, etc. This structure is used with both the config files and scenario files. Texture files, docs and meshes are left as they were.

Credits: Atlas V 400 CCB, SRBs, and Fairing models, and associated texture, multistage .ini and scenario files by Travmind (jaclem2000@yahoo.com)

Dual engine and single engine Centaurs are slightly modified versions of STS 107's excellent Centaur III model and textures. Many thanks to him for donating his work to this project.

Multistage.dll by Vinka, without which this project would never fly. Many thanks to him for his programming work.

Many more thanks to Martin Schweiger for his most excellent Orbiter simulator. Thanks for sharing your hobby with the rest of us dude!

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