

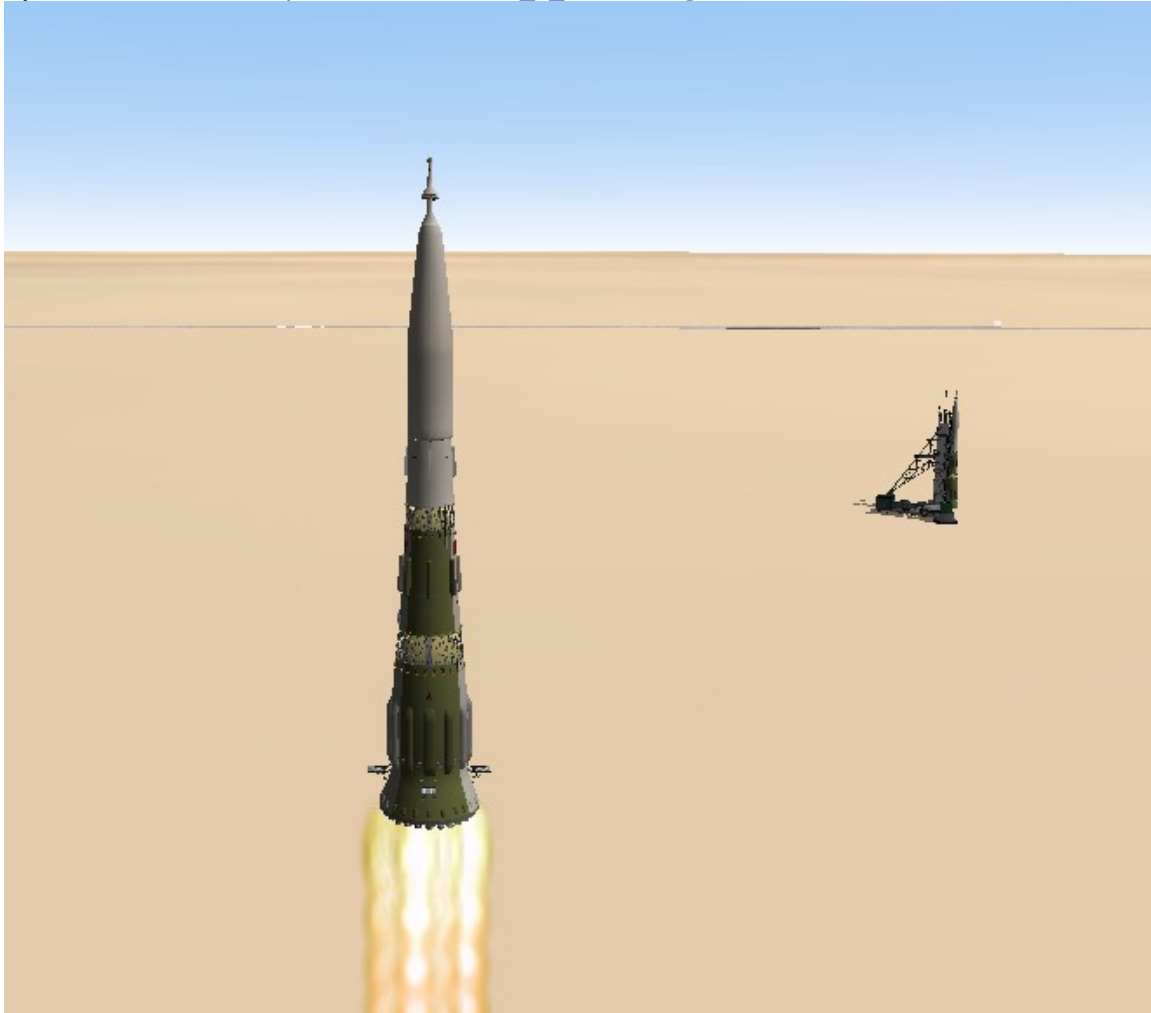


Velcro N-1

Version 1.0

By Erik Anderson aka Sputnik

erik_h_anderson@hotmail.com



Thanks to:

Jean-Marie Le Cospérec, for his kind permission to use his meshes, from his Celestia add-on.
<http://celestiasws.free.fr>

And, above all, many thanks go to Martin Schweiger, for actually developing the simulator I used
to daydream about in astrodynamics classes!

<http://www.orbitersim.com>

Unpacking:

Use Winzip to put each subfolder in its matching Orbiter folder.

Velcro N-1 requires the [Velcro Rockets](#) add-on for the base code, as well as a few parts like interstages, the Proton fairings used in the N-111, etc. Install Velcro Rockets (v1.1 or later) first.

Introduction:

Welcome to the Velcro N-1 add-on!

Velcro N-1 is an attempt to recreate the unsuccessful Soviet moon rocket in “Velcro Rockets” form. This means they are necessarily a bit generic, but use a building-block approach that makes them highly customizable. For example, we can make the N-11 and N-111 smaller rockets...and we have!

Velcro N-1 Operation:

Since the code is from Velcro Rockets, keys will be the same:

Keys:

- O** – Autopilot toggle on/off
- J** – Jettisons the next payload
- U** – Enter a new launch azimuth

N-1 variants included:

N-1. The original; 4 launches, 4 flight failures. Had it worked, it would still have been a distant second to the Saturn V in lift capacity.

N-1F. Flight 5 model. Improvements in every area. Higher-thrust and higher-Isp engines, and more propellant crammed into the tanks by chilling the propellants to just above freezing. Payload significantly improved.

N-11. A medium-lift launcher built by leaving out the first stage.

N-111. A light-lift launcher based on the third stage.

Known issues:

The same as with Velcro Rockets.

Version history:

V1.0

First public release.