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#### Orbiter 2010 Software

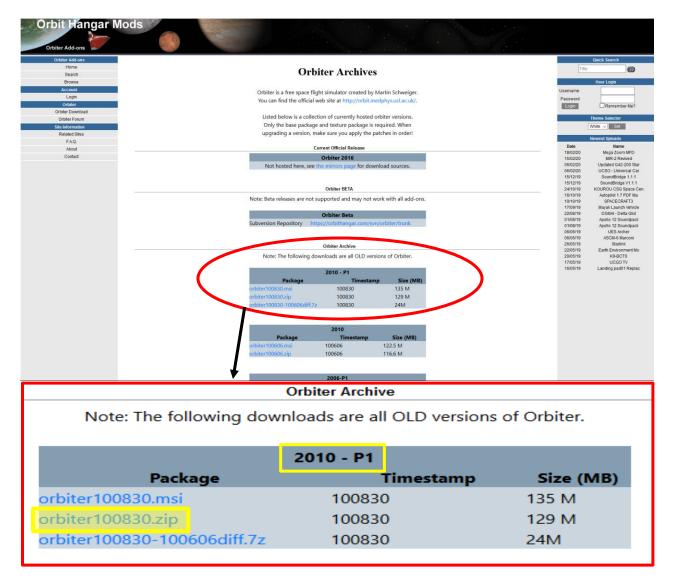
<u>Orbiter</u> is a freeware space flight simulator created by Martin Schweiger, Ph. D., at University College London England. Orbiter is a physics simulator which uses Newtonian physics to simulate the behavior of spacecraft & other objects within our solar system.

#### **Orbiter 2010 Installation**

Orbiter 2010 can be installed by two methods - manually by extracting a ZIP file, or automatically by running a Windows MSI installation file. We recommend using the ZIP file process as it does not install any entries into the Windows registry. All instructions for installation are provided as part of the file.

There is a significant amount of reference material and tutorial simulations in the program, feel free to let students explore these as they practice. There are also many help sites and forums on the web for Orbiter.

### Orbiter Download Web site is https://www.orbithangar.com/orbiter.php



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Locate the **2010 – P1** box and click on the <u>orbiter100830.zip</u> package (recommended) to open the download (save) dialog to save the Orbiter 2010 zip file in the <u>Download</u> directory (default location). Then double-click the zip file to extract all the files. Once extracted, open the **orbiter100830** folder, scroll down to the **orbiter** application and right-click it to create a shortcut. Place the shortcut on your desktop for ease of use.

The **orbiter sound add on files** is highly recommended and can be found at: <u>http://orbiter.dansteph.com/forum/index.php?page=download</u>



In the **My addons for Orbiter 2010+P1** section, locate the **Orbiter Sound 4.0** box and click on the **download** button to download (save) the

**OrbiterSound40\_20121120\_setup.exe** file. Then double-click on the file and follow the install instructions.

This instructional system only uses a small amount of the capabilities of the Orbiter program. There are other simulated space craft available to fly as well as digital reproductions of the planets and solar systems which can be used in the classroom.

### **Setup Hints for PowerPoints**

Go to the Student Astronaut Challenge website (<u>http://www.studentastronautchallenge.com</u>) and in the header, click on <u>Reference Material</u>. If <u>Reference Material</u> does not appear in the header, click on <u>More v</u> then click on <u>Reference Material</u> in the drop-down list. On the <u>Reference Material</u> page, scroll down to the <u>Finals Competition Software</u> area and click on the **Links** button. Scroll down to the file list. The two PowerPoints that need to be downloaded are the <u>Basic Control Data Panels</u> and <u>Flight Engineer Data Panels</u>. Click on the **download** label after each selection. The files will be automatically downloaded to the <u>Download</u> directory using the website index name. Rename each PowerPoint file to the proper name - **Basic Control Data Panels** and **Flight Engineer Data Panels**. The **Basic Control Data Panels** and **Flight Engineer Data Panels**. The **Basic Control Data Panels** and **Flight Engineer Data Panels**. The **Basic Control Data Panels** and **Flight Engineer Data Panels**. The **Basic Control Data Panels** and **Flight Engineer Data Panels**. The **Basic Control Data Panels** and **Flight Engineer Data Panels**. The **Basic Control Data Panels** and **Flight Engineer Data Panels**. The **Basic Control Data Panels** and **Flight Engineer Data Panels**. The **Basic Control Data Panels** and **Flight Engineer Data Panels**.

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**Panels** will need to be placed on the Flight Engineer PC Desktop. Once placed to the desktop, each PowerPoint can be executed by a double-click.

#### Setup hints for Orbiter

Once Orbiter is downloaded and installed (either ZIP or MSI), start the program by doubleclicking the Orbiter icon.



The first time the program is started it will run a check on your PC and when successfully completed, click Launch Orbiter.

Test		Result		
Checking directory structure OK				
Checking runtime libraries OK				
Checking DirectX		OK		
1				
Details:				
Processor: Intel(R) Core(TM) i7-8550U CPU @ 1.80GHz (8 CPUs), ~2.0GHz Memory: 16384MB RAM DirectX Version: DirectX 12 Card name: Intel(R) UHD Graphics 620 For full DirectX diagnostics, see file dxdiag.log.				
For full DirectX diagnos	tics, see file dxdiag.log.			
For full DirectX diagnos  Moving Orbiter executa				
	ble into place.		ì	

If any of the three checks fail, consult your IT staff. The corrections are pretty simple and should not be a problem.

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customize the Orbiter program:

🜠 Orbiter Launch	pad	- 0 X
	ORBITER2010 SPACE FLIGHT SIMULATO	www.orbitersim.com (c) 2000-2010 Martin Schweiger
Scenarios	Simulation scenarios	Start paused
Parameters Visual effects Modules Video Joystick Extra About Orbiter	<ul> <li>[Current state]</li> <li>2010 Edition</li> <li>Checklists</li> <li>Delta-glider</li> <li>Demo</li> <li>Dragonfly</li> <li>Navigation</li> <li>Playback</li> <li>Quicksave</li> <li>Satellites and Probes</li> <li>Shuttle-A</li> <li>Space Shuttle Atlantis</li> <li>Space Stations</li> </ul>	Introduction to Orbiter 2010.
	<ul> <li>Space stations</li> <li>The Solar System</li> <li>Tutorials</li> <li>Views</li> </ul> Save current Clear quicksaves	
	Launch Orbiter	Help Exit

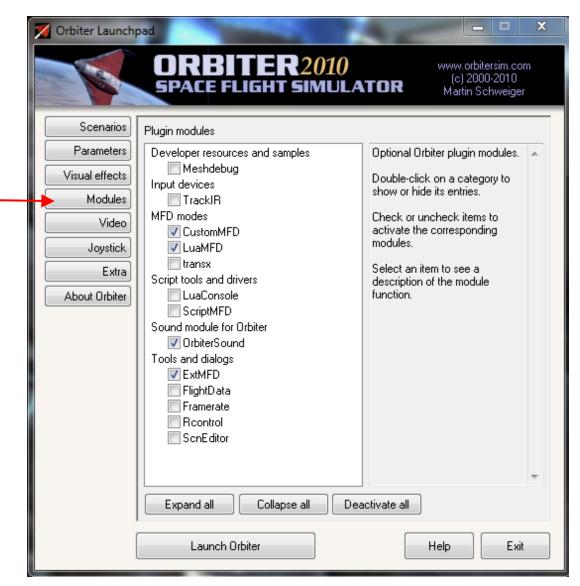
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In the <u>parameters</u> section, use the following settings as a beginning point.

Scenarios Parameters Visual effects Modules Video Joystick Extra About Orbiter			s cockpit MFD 1.00 4 1.00 30 use
	Magnitude-brightness mapping:	inear () exponential Help	Exit

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In the <u>Modules</u> section of the Launchpad, **activate the indicated modules** at a minimum by clicking the check box before each selection. You may activate other modules as you encounter a need for them:



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On the <u>Video</u> tab, full screen mode usually works the best but you may have to experiment to get the best visual settings for your computer.

Scenarios Parameters	3D device Direct3D T&L HAL (NVIDIA GeForce	JLATOR (c) 2000-2010 Martin Schweiger
Visual effects Modules	Always enumerate devices	Try stencil buffer
Video Joystick Extra About Orbiter	Full Screen         Screen resolution         1024 × 768         Colour depth [bpp]         16         Disable vertical sync.         Disable hardware pageflip	Window         Width       Height         1920       ×       1080         Image: Fixed aspect ratio       Image: Second sec

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If you are using a joystick (recommended) this is activated in the <u>Joystick</u> section. Plug in your joystick first, then click the down arrow under the <u>Joystick Device</u> label and select your joystick model:

Scenarios Parameters Visual effects	Joystick device Logitech Extreme 3D
Modules Video Joystick Extra About Orbiter	Main engine control          Z-axis           Ignore throttle setting on launch           Calibration            Throttle saturation [950]           Deadzone [250]

All these setup changes should only be necessary on the initial start of Orbiter.

#### **Operating the Simulator**

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#### Initiating Launch

To use the simulator program system, three separate programs are run on the classroom computers, one on each computer. The Mission Commander runs the *"Orbiter"* program on their computer. The Pilot runs (double-click the icon) the "*Basic Control Data Panels"* PowerPoint on their computer: The first slide is:



The Flight Engineer runs (double-click the icon) the "*Flight Engineer Data Panels*" PowerPoint on their computer. The first slide is:

СТВ	PRV CTD		PRV
PG	NXT PG		NXT
			RS .
ENT .	DEL >		DEL
80	v 60		v
PMR SEL MNU		ENTR SEL MINU	4.0

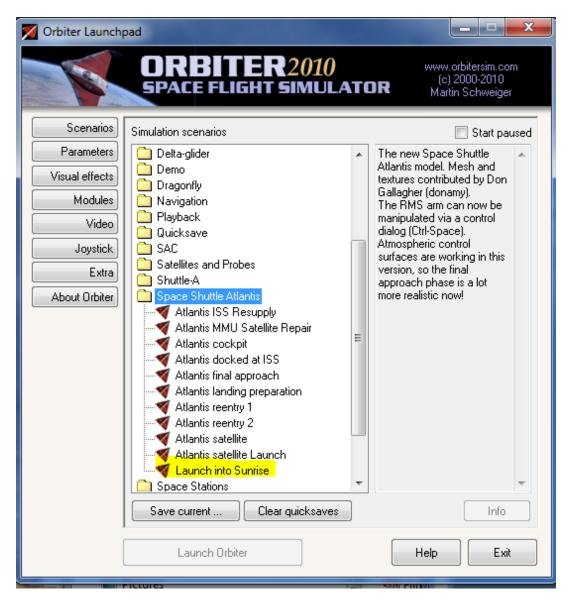
The Mission Commander loads the Orbiter program by double-clicking the Orbiter icon:



Orbiter will display the Launchpad. Select the "Space Shuttle Atlantis" file.

M Orbiter Launch	pad		_ <b>_</b> X
	ORBITER2010 SPACE FLIGHT SIMULAT	OR	www.orbitersim.com (c) 2000-2010 Martin Schweiger
Scenarios	Simulation scenarios		Start paused
Parameters Visual effects Modules Video Joystick Extra About Orbiter	<ul> <li>(Current state)</li> <li>Atlantis Final Approach - night</li> <li>Atlantis Landing Preparation - night</li> <li>SAC Landing scenario 2A - night</li> <li>_OrbiterSound 4.0 demo</li> <li>2010 Edition</li> <li>Checklists</li> <li>Delta-glider</li> <li>Demo</li> <li>Dragonfly</li> <li>Navigation</li> <li>Playback</li> <li>Quicksave</li> <li>SAC</li> <li>Satellites and Probes</li> <li>Shuttle-A</li> <li>Space Shuttle Atlantis</li> <li>Space Stations</li> <li>The Solar System</li> <li>Tutorials</li> <li>Views</li> </ul>	Atla text Gall The dial Atm suff vers app	a new Space Shuttle intis model. Mesh and ures contributed by Don lagher (donamy). e RMS arm can now be nipulated via a control og (Ctrl-Space). iospheric control aces are working in this sion, so the final roach phase is a lot e realistic now!
	Save current Clear quicksaves		Info
	Launch Orbiter	[	Help Exit

Then locate and select the sub-file "launch into sunrise" program



and then launch orbiter.

M Orbiter Launch	pad		
	ORBITER2010 SPACE FLIGHT SIMULA	T	www.orbitersim.com (c) 2000-2010 Martin Schweiger
Scenarios	Simulation scenarios		📃 Start paused
Parameters	Delta-glider		Prepare for an early morning
Visual effects	Demo		launch with Space Shuttle Atlantis. The sun has not yet
Modules	Dragonfly		risen at the Cape, but you
	Navigation		will catch the first rays of the morning sun on your way to
Video			orbit!
Joystick	🗌 🚞 SAC		
Extra	Satellites and Probes		
About Orbiter	Shuttle-A		
	Atlantis ISS Resupply		
	🛛 🚽 🕂 Atlantis MMU Satellite Repair	-	
		=	
	Atlantis docked at ISS		
	Atlantis final approach		
	Atlantis reentry 1		
	Atlantis reentry 2		
	Atlantis satellite		
	🚽 🚽 Atlantis satellite Launch		
	Launch into Sunrise		
	Space Stations	Ŧ	
	Save current Clear quicksaves	]	Info
	Launch Orbiter		Help

This should launch Orbiter displaying an external view of the shuttle on the launch pad.



Press F1 to switch to the cockpit view.

		SRFCE_EARTH		Thu Mar 15 11:30:53 2001 MJD 51983.4798
MAIN PROP 719k	TAS 0.00	340 350 000 010 020 030	53.30 ALT	Sim 189s FoV 50°
MAIN 0.00		+70 +70		
HOVR 0.00 RCS TRIM				
OFF ROT LIN				
W I				
A		+80		
Surface: Earth		•••	Orbit: Earth	Frm ECL Prj SHP
GS 330 002 030	ALT VS km m/s	个 个	OSC.EL	
IAS 00200- 70 A 70	-00002 -+0020		REF PeR 8 478k ApR 6.371M	PRJ
TAS 00100 80 80 80 80 0000 80 0000 80 0000 80 000 80 000 80 000 80 000 80 000 80 000 8	-00001 - +0010 \$ 0.05 \$ +0.00		AR Rad 6.371M Ecc 0.9973	DST
GS 80 - 80 .	-0010	+80 +80	TGT PeT 896.4 ApT 1.793k	HUD
OS 70 70 PTCH +50° 8NK 000°L			NT LAN 176.90°	
ACC m/s <sup>2</sup> HUD 402 402 402 402 402 402 402 402 402 402	AOA VACC deg m/s*		MOD TTA 180.00°	
+01 = EQU POS RATE 0.00 2 080.621° W (0.0000% E)	+001 = +01 <u>-0.0</u> 0.00	+70 +70	FRM	
028.627° N [0.0000% N]				G 1.00
PWR SEL	MNU	KILL HORZ PRO RETR NML NML HOLD ALT	PWR	SEL MNU
				<b></b>
		need to configure the MFDs a	and enter the	launch
commands into O	rbiter.			
<u>Shuttle Launch C</u>	ommands	for the Right MFD		
	_			
		ouse and click on [SEL] on the	right Multifund	ction Display
(MFD) and then [C	orbit].			
Chuttle Laurah O		for the Loft MED		
<u>Shuttle Launch C</u>	ommands	for the Left MFD		
		1 on the left MCD with the move		
	-	] on the left MFD with the mous		iect [rerminal
		t <b>[SEL]</b> twice to get to this prom Script Command" dialog box w		ter of the scroop
	<u> </u>			
Input script	command	:		



- 3. In the dialog pop-up box:
  - a. Type in *run"atlantis/launch"* and press ENTER
  - b. Select [INP] and then type in *do\_oms2=false* and press ENTER
  - c. Select [INP] and then type in *launch()*
  - d. Press ENTER when you are queued to launch the shuttle at <u>T-minus 4 seconds</u>.

Be careful not to touch the keyboard before T-minus 4 seconds or it may change or erase the final command and mess up your launch timing with the Pilot's PowerPoint.