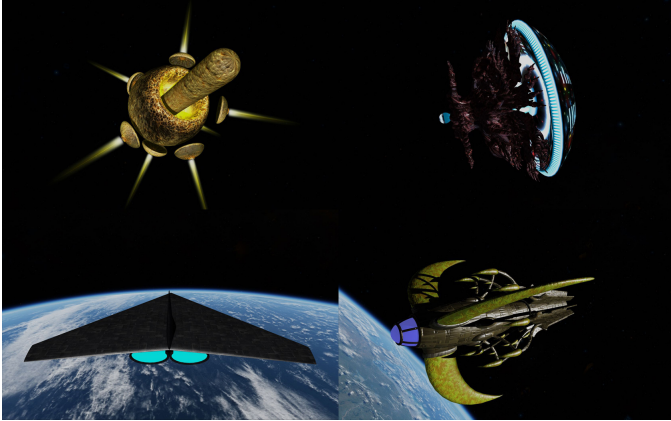


# First Ones Babylon5

Add-On for Orbiter 2024/2016/2010



## First Ones Vessels:

Lord Ship  
Thoughtforce  
Torvalus Dark Knight  
Triad  
Sigma Walker  
Soul Hunter  
Technomage

Third Space Capital ship  
Third Space Fighter

PSI Corp Mothership

## Credits:

Original mod: bcelestia for Celestia  
3D: Nadab Göksu, Todd Pederzani, Marc-Laurent Magnier, Chris Sapiano  
mesh rework, textures, cfg, etc.: Buck Rogers  
Martin Schweiger & Orbiter Forum members

## REQUIREMENTS:

"VesselBuilder for Orbiter2016" add-on  
[http://www.intech-srl.eu/fred/VesselBuilder1\\_PreRelease.zip](http://www.intech-srl.eu/fred/VesselBuilder1_PreRelease.zip)  
(.dll included in this package)  
or  
"Spacecraft4 for Orbiter2010" add-on  
<http://francophone.dansteph.com/?page=addon&id=202>

Orbiter2016 Optional:  
D3d9 Client  
<https://www.orbiter-forum.com/resources/d3d9-for-orbiter-2016.5493/>

## Recommended:

Homeworld Scenarios by Luke Reichelt

## INSTALLATION

Extract all files in the Orbiter2016 folder to the root of your Orbiter program directory, preserving the directory structure. This should NOT overwrite anything in the standard Orbiter package.

For Orbiter 2010 install the Orbiter2016 folder, and then the Orbiter2010 folder.

Known issues: Lord Ship flame alpha problem (mesh flag 20 -Orb24, solves alpha but looks worse)