

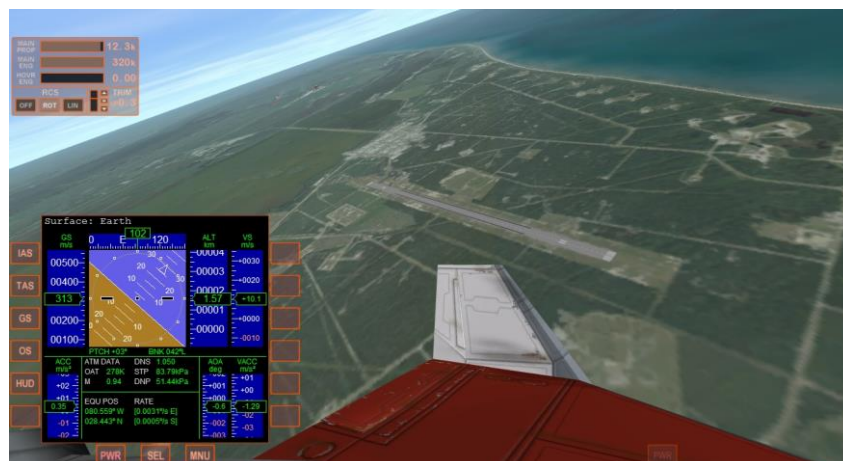
►Interior Navigator

The Plugin To Go Around and Take A Look

By Fred I8

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Interior Navigator

The Plugin To Go Around and Take A Look

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Introduction

Interior Navigator is a very simple plugin for Orbiter Space Flight Simulator by Martin Schweiger. Since I noticed there are a lot of addons with wonderful meshes but that from an inflight view it's not always possible to gain the best experience, I created this plugin that allows to view all the meshes of the ship and to move the internal camera in any position by simply going around with the arrow keys. So if there is a wonderful new space station or a beautiful ship that you want to go around to see, simply use this. Moreover, for addon developers it may push a bit to cure the details of the internal meshes of the addons to make them navigable by users.

Installation

Simply extract the content of the compressed file into the orbiter main directory.

Once done open the Orbiter Launchpad, go to Modules, Plugins and activate "Interior Navigator".

Usage and Keys

Interior Navigator is very simple to use:

Once the simulation and you are in the cockpit view of the ship you want to explore simply press:

[SHIFT]+[SPACEBAR] to activate Navigation mode.

This will make all the meshes of the vessels visible and will let you explore them.

Once you are in the Navigation mode (notified by the debug line as per the below image)



simply press:

[UP KEY] to move Forward

[DOWN KEY] to move Backward

[LEFT KEY] to move Left

[RIGHT KEY] to move Right

[CTRL]+[UP KEY] to move Upward

[CTRL]+[DOWN KEY] to move Downward

Note: arrow keys are NOT the numeric keypad keys!

To quit Navigation Mode but remaining in the position you are, enjoying the flight from there press again [SHIFT]+[SPACEBAR].

If you want to reset everything to the original status (meshes and position) press [CTRL]+[R] while in Navigation Mode.

Notes:

- 1) *Everything will be anyway reset if you switch vessel focus*
- 2) *If you quit Navigation Mode and then get back to Navigation Mode and try to reset it won't work because the status is saved at the beginning of the Navigation Session.*
- 3) *In anycase if you quit and restart orbiter everything will go back to normal so no worries!*

Thanks

Thanks to all the addon developers that produce marvelous meshes to be explored and gave me the inspiration for this!

And as usual the biggest thanks goes to Dr. Martin Schweiger for creating Orbiter!

Have fun up there!

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