Multiplayer Lite Mod Installation Guide for Orbiter

Welcome to the installation guide for the "multiplayer lite" mod for the Orbiter Space Flight Simulator. This mod allows you to join other players in an exhilarating space flight experience, keeping your simulation sessions synchronized for enhanced multiplayer interaction. Follow these steps to install the mod and join the fun!
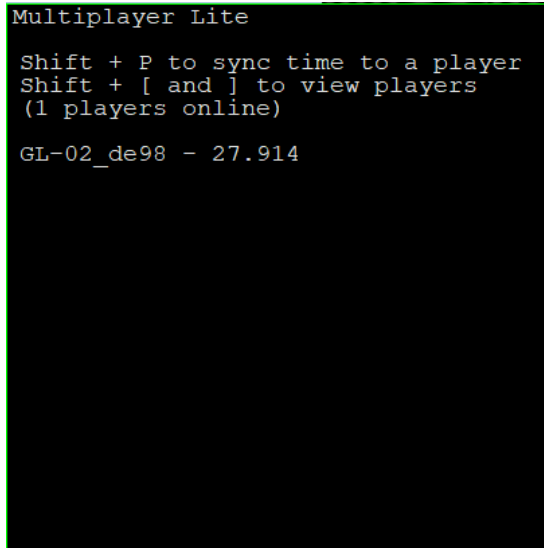
Installation Steps

1. **Download the zip** file of the Multiplayer Lite mod. Extract it into the root folder of Orbiter, ensuring the directory structure is maintained.

2. Activate the **"multiplayer-lite"** module under the modules tab in Orbiter.

Once the simulation loads, players whose Modified Julian Date (MJD) is within 10 seconds of your local client's MJD will automatically be added to your simulation session.

Using Multiplayer Lite MFD

The Multiplayer Lite Multi-Function Display (MFD) is an essential tool for interacting with other players online. See below for its interface and functionalities:


```
Multiplayer Lite

Shift + P to sync time to a player
Shift + [ and ] to view players
(1 players online)

GL-02_de98 - 27.914
```

Press **Shift + P** then enter a player's name to synchronize simulation times automatically.

You can also adjust the time manually using the **R** and **T** keys for time acceleration.

Next to each player's name, you'll find the time difference in seconds between your simulation sessions. A value close to zero indicates successful sync.

Experiencing Orbiter with others enhances the overall experience, making it a must-try for every orbinaut.

Recommended Additions

For an even more thrilling experience, consider installing the Orbiter Rocket Racing League to race against fellow players:

1. Install the [ORL offline package.](#)

2. Install [Face's conversion of WIA to Orbiter 2016.](#)

3. Load one of the ORL scenarios.

4. Sync with online players and enjoy the race!

Follow these instructions to set yourself up for an unparalleled space racing adventure.