Neptunian Moons for Orbiter 2016

TO INSTALL

To install simply unpack the contents of the *neptune_moons* folder into Orbiter's root directory. Note that this will replace the default configuration files for Neptune's moons. This is to allow for the use of .tree files for surface and elevation maps. The only changes made to these files are the surface tile declarations and some minor atmospheric visual changes for Triton associated with this addon, all other components of the moons' configuration files are the same as those included with stock Orbiter 2016. This addon will also replace the TritonM.bmp map file.

INCLUDED IN PACKAGE

- Configuration files for Neptune's three major moons (to replace texture tile declarations).
- Surface feature markings for names features on Triton and Proteus, taken from their respective Wikipedia pages.
- Vector maps for the three moons for use in Orbiter's Map MFD.
- Two surface bases for Triton and one for Proteus.
- Bitmap maps for each moon (if using legacy Map MFD).
- Surf.tree and Elev.tree files (surface texture and elevation data) for the three moons.
- Scenario files set in the Neptunian system.

NOTES ON VISUAL AND ELEVATION DATA

Proteus

I made the Proteus surface texture by combining [Astra-Planetshine's Proteus texture](#) with details generated from SpaceEngine. The surface texture was modified to reflect the albedo defined in Orbiter 2016. The heightmap is a modified version of [Oleg-Pluton's Proteus heightmap](#), which is a greystyle conversion of [this data](#).

Triton

The Triton surface texture and height map are both modified versions of [Kexitt's Triton Maps](#). The colours in the texture map have been modified to more closely reflect those in the original Orbiter install, and the heightmap adjusted to reduce the depth of the sulci features. As it has yet to be imaged or mapped, the northern hemisphere of Triton is fictional.

Nereid

The Nereid heightmap and surface textures were taken from SpaceEngine. The surface texture was modified to reflect the albedo defined in Orbiter 2016. As it has yet to be mapped in any detail. The surface and elevation maps for Nereid are entirely fictional.

OTHER NOTES

I added the bases just to add interesting landing sites for Proteus and Triton. If you don't like them, they can simply be deleted by navigating to the moon's respective folder, then base folder, then deleting the associated .cfg file. For example, Proteus's base is found in Config/Proteus/Base/.

The bases make use of textures which are part of a base texture pack I am currently working on. The bases will still load just fine, but they will be white (like Olympus base). At some stage I might release this base texture package if people are interested, in which case the textures can be downloaded, and the bases will have textures. If you are interested in these textures prior to this, they can be found in the [Uranian Moons for Orbiter 2016 – Expansion Pack](#) addon.

MICRO TEXTURES FOR D3D9 CLIENT

If you are using the D3D9 graphics client and would like to make use of micro-textures for the moons' surfaces, simply paste the following into the Config/MicroTex.cfg file:

```
BODY Triton
NORMALS 1
LEVEL 0 D3D9Mars_A.dds 20.0
LEVEL 1 D3D9Mars_B.dds 3.0
LEVEL 2 D3D9Mars_B.dds 1.0

BODY Proteus
NORMALS 1
LEVEL 0 D3D9Moon_A.dds 20.0
LEVEL 1 D3D9Moon_B.dds 5.0
LEVEL 2 D3D9Moon_C.dds 0.5

BODY Nereid
NORMALS 1
LEVEL 0 D3D9Moon_A.dds 20.0
LEVEL 1 D3D9Moon_B.dds 5.0
LEVEL 2 D3D9Moon_C.dds 0.5
```

LICENSING

This addon is distributed under the MIT license. Credit for the source surface texture and heightmaps goes to those mentioned in [Notes on Visual and Elevation Data](#), and to me for the vector maps and base files. If redistributing these files, ensure credit is appropriately given to those mentioned.

Thank you for downloading this addon. Please report any bugs in the addon's conversation page on the Orbiter Forum.

Enjoy!

MrMartian