

Star Trek XI-XII for Orbiter: First Instalment

By MrMartian



1: Credit

All credit goes to me for the vehicles, bases, systems (not all included in this ad-on), however, there are some aspects that I did not create. These include:

Textures for some meshes: all the ones I used can be found at: <http://www.ex-astris-scientia.org/index.htm> and are created by different artists, thank you all so much.

The mars cloud map was originally created by [donatelo200](#) and can be found in his beautiful [Upsilon Andromedae system](#) ad-on.

Some of the sounds, especially the cockpit sounds, were made by [Cizurator](#), and can be found in his great [Star Trek small sound pack](#).

Special thanks to Martins, for making all of this possible.

Please rate or comment on this ad-on, your feedback really means a lot to me.

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2: The System

The system provided in this ad-on is a slightly modified Sol System. The worlds are described below:

EARTH/SOL 3



There are no major modifications made to Earth, except for the addition of the San Francisco Starfleet Academy (see below)

STARFLEET ACADEMY



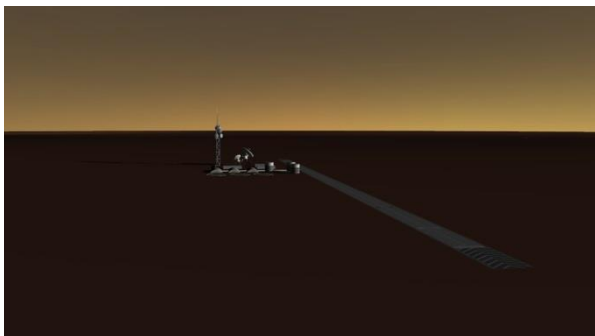
A large base in San Francisco. It boasts 7 large VTOL pads, and a facility capable of landing 1 small Starship. It also has space for an emergency landing for a medium sized Starship, but it is not recommended. There is no runway, but vehicles that require runways can land here.

MARS/SOL 4



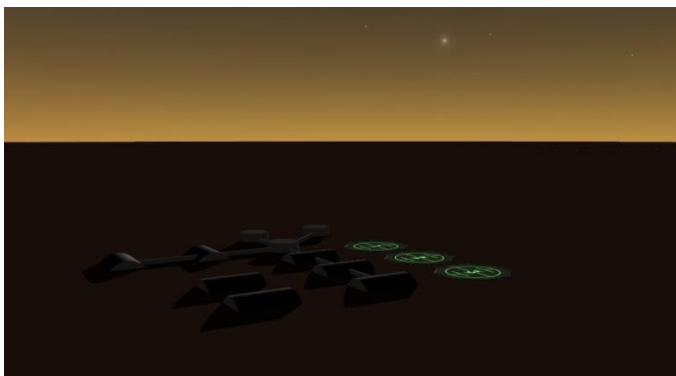
In the mid-23rd century, Mars is being terraformed. There are no major visible changes in the planet, besides a thin vapour cloud blanket, that is present due to a thickening atmosphere. There are also many facilities on the ground; two of which are included in this ad-on (see below)

MARS STARFLEET OUTPOST 1



This is a small-medium sized outpost (same class as the single Starfleet outpost on *Delta Vega*) it has one medium length runway, and 3 VTOL pads. There are no Starship landing/servicing facilities at this base.

MARS STARFLEET POLAR OUTPOST 1



This as a small northern-polar outpost. It has 3 VTOL pads, and no runway. There are no Starship landing/servicing facilities at this base.

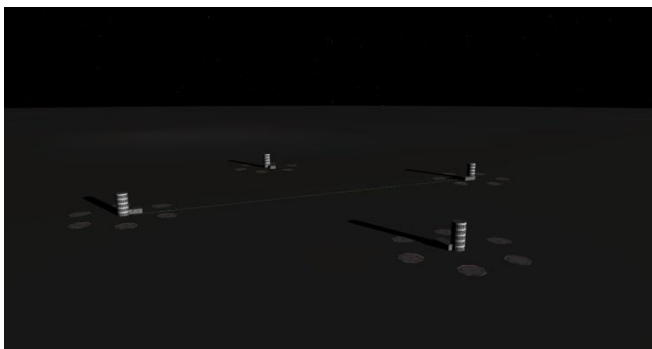
LUNA/MOON/EARTH I



The Moon is the same as it has always been: an endless desert.

There is a large Starfleet outpost in the middle of Plato crater (see below)

PLATO STARFLEET OUTPOST



This large base has 24 VTOL pads, and 2 rail systems between the 4 complexes. There are no Starship landing/servicing facilities at this base, however, there are 4 large, smooth sections where starships can make emergency landings, but it is not advised.

3: Vehicles

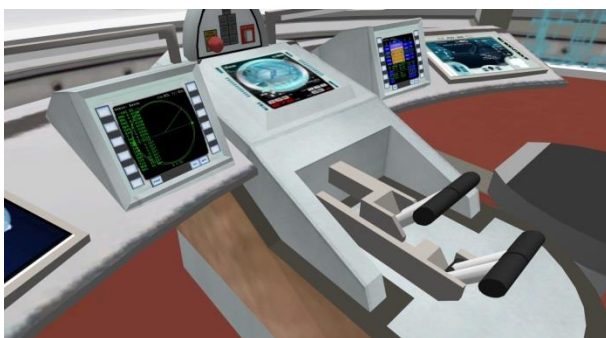
3-a: USS Enterprise



The USS Enterprise is a large Federation Starship. It has 1 large shuttle bay, and two engine nacelles.

PILOTING THE ENTERPRISE:

The enterprise can be piloted in a virtual cockpit. This cockpit has two MFD displays, two throttle levers, a docking lever, bay controls, and nav-mode controls (see below)



The two throttle levers each control forward thrust. The front/top lever controls auxiliary thrust (you will be using this the most) and the lower lever controls main thrust. The panel in the middle has a number of functions: there is a red lever, which undocks the forward docking port, 1 large switch, that

opens/closes the outer bay doors, and a panel of nav-mode buttons (self-explanatory).

THRUSTERS:

REACTION CONTROL SYSTEM



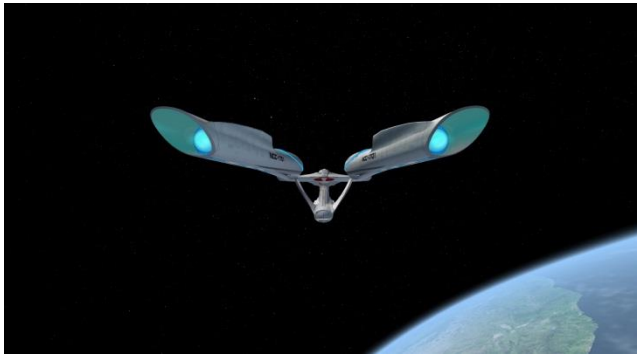
This system of thrusters is used to orient the Enterprise in space. It is also useful for making small orbital corrections, and hovering (the hover thrust is linked to the group THGROUP_ATT_UP).

AUXILIARY THRUSTERS



This row of thrusters are used most often. They are particularly useful for: atmospheric flight, inter system flight (e.g. flights between moons), and large scale orbital corrections. The auxiliary thrusters can be applied by pressing Numpad Enter (see Key map).

MAIN/NACELLE/WARP THUSTERS



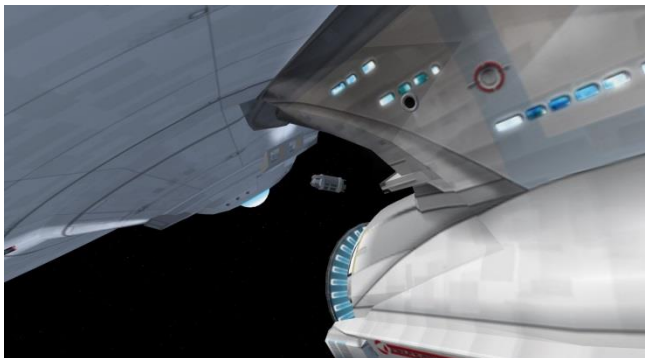
These thrusters are used the least. They are very powerful and highly efficient. They are particularly useful for inter planetary flight, and for system ejects. They could also be used for small scale inter stellar flight, however it is easier to use the warp drive (for warp drive, download RWarp:

<http://www.orbithangar.com/searchid.php?ID=4547>)

There will probably be a later MFD ad-on (similar to RWarp) that is closer to the warp in Star Trek.

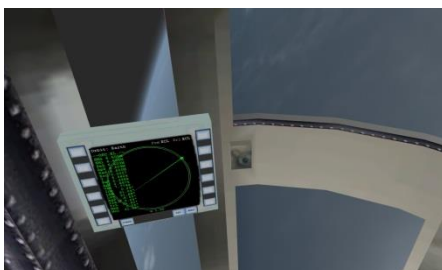
OTHER FUNCTIONS:

ESCAPE PODS



The USS Enterprise has two escape pods (the shuttles would be used for a full scale evacuation)

These pods have virtual cockpits too, which contain 1 MFD display



NUKELETS

USS Enterprise is not a warship, but it does have powerful defensive capabilities, and is armed with nukelets



3-b: Shuttle



These shuttles are standard issue and cheap to manufacture in vast quantities. Being one of the most reliable shuttles, it has a near-flawless service record, and has been in effective operation for decades.

PILOTING THE SHUTTLE:

The shuttle has a virtual cockpit. From there, the shuttle can be fully operated, but it can also be operated from the glasspit cockpit if desired.



There are two throttle levers; one is for hover, and the other is for the main thrust. These levers are labelled accordingly. There is also a gear lever (pretty self-explanatory). The cockpit also has a dashboard similar to that of the Enterprise: and undock lever, inner and outer door controls, and nav-mode controls. There are two MFD displays. The shuttle is relatively easy to get to orbit, but due to its minimal lift, it requires a steep incline.



OTHER FUNCTIONS:

The shuttle has one docking port, which is able to dock with any of the Enterprise's 10 bay docking ports. It also has the ability to re-attach itself to the Enterprise docking ports for long journeys. Users should note that the outer door will automatically shut if the shuttle reaches an altitude greater than 10 m.

4: Visual Improvement

Be sure to have "local light sources" activated, or there will be no effects for the nacelle engines.

THIS AD-ON IS D3D9 CLIENT COMPATIBLE! TAKE ADVANTAGE OF THAT!

For best results, use the D3D9 client, which can be found here: <http://www.orbiter-forum.com/showthread.php?t=18431>

This ad-on was designed for use with the D3D9 client. You will notice that there are bump maps and emissive maps in the textures folder. There are also reflect files in the *Config* folder, which give the vessels best effects.

Here are some comparisons between the D3D9 client and the default client:



5: Key map

USS ENTERPRISE

K	Open/close bay doors
Shift+P	Spawn/Detach a shuttle
1	Jettison port escape-pod
2	Jettison starboard escape-pod
B	Drop nukelet
Numpad Enter	Hold to apply auxiliary thrust
D	Undock main forward docking adaptor

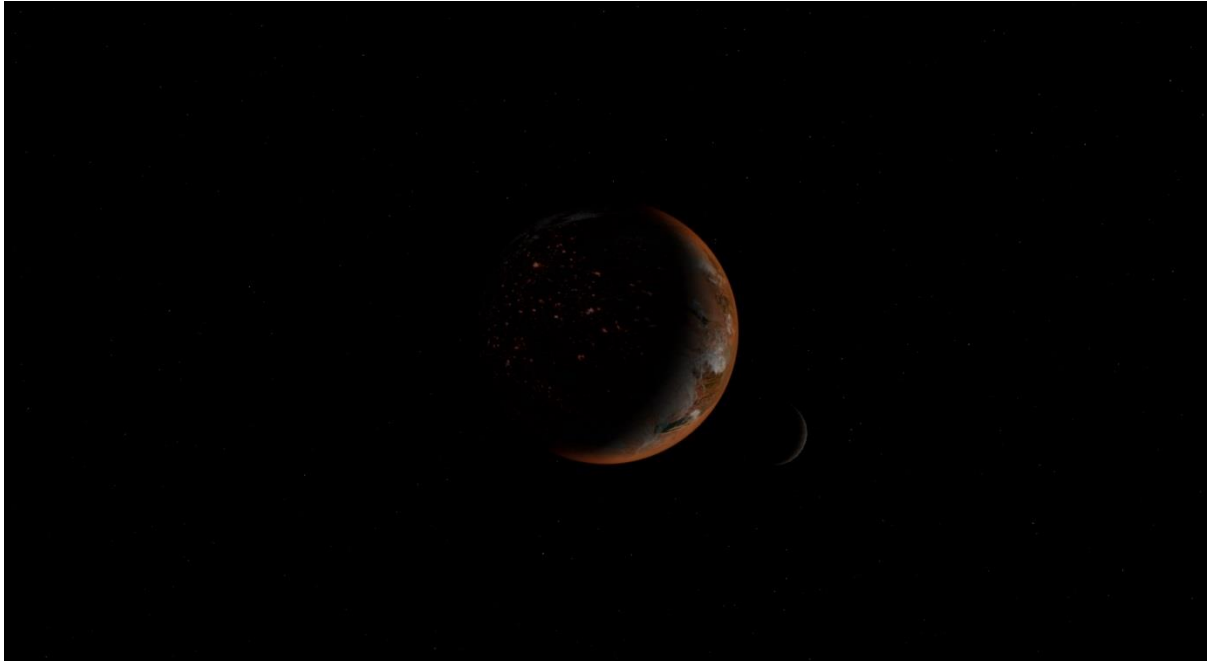
SHUTTLE

K	Open/close outer door
Ctrl+K	Open/close inner door
Shift+P	Re-attach shuttle
G	Raise/lower gears

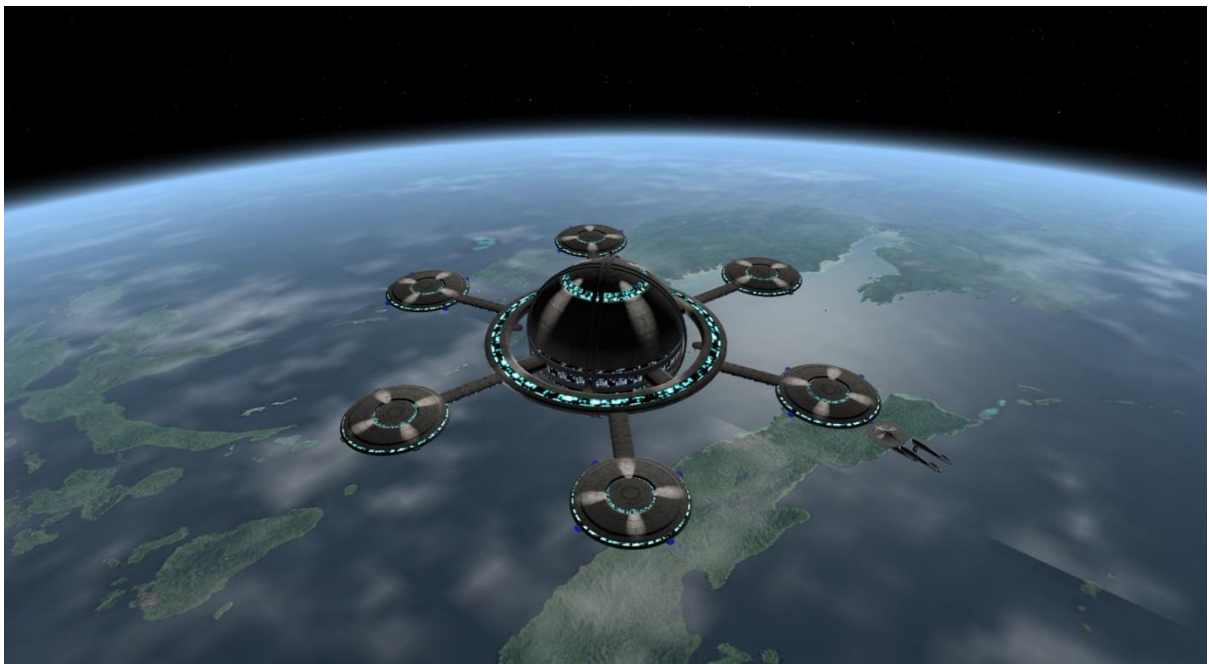
ESCAPE-POD

K	Open hatch
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6: Future Development



Depending on the popularity of this ad-on, I will be uploading more ad-ons as part of an ongoing project. Some of these ad-ons will include: Starfleet stations, more bases, other systems (e.g. Vulcan, Delta Vega, Kronos System, etc.), other Starships (e.g. USS Kelvin, USS Newton, USS, Armstrong, etc.)



Please rate and comment on this ad-on. Your feedback means a lot to me.