

# **“The Neb”**

## **THE MATRIX**

**CODE BY: GATTISPILOT**  
**TEXTURES: KENDO**  
**CREATIVE CONSULTANT: TMHLIVE**

**MIN REQUIRMENTS: ORBITER 2010, ORBITER SOUND AND HOVERMFD**

## HISTORY

Captain: Morpheus

First mate: Trinity

Pilot: Dozer, Link

Operator: Tank, Link

Other crew: Apoc, Cypher, Mouse, Neo, Switch



The Nebuchadnezzar, nicknamed the Neb, is the main hovercraft featured in *The Matrix* and *Matrix Reloaded*; it is used by the main characters Morpheus, Neo, and Trinity. The dedication plaque on its core read "Mark III No. 11; Made in the USA; Year 2069."

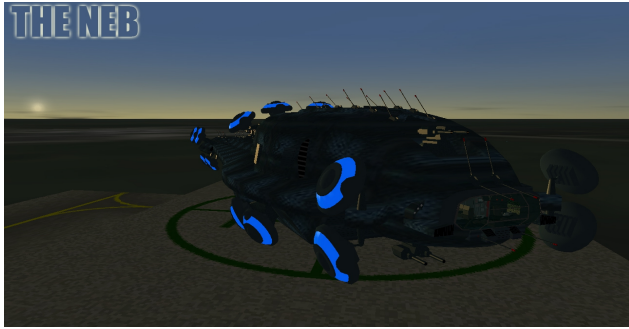
The Matrix Hovercrafts are designed to patrol the sewers and tunnels left over from the megacities that existed before the Man–Machine war. Their crews attempt to enter the Matrix in order to locate and free the minds of humans who are ready to understand the truth of the artificial reality. A ship's Operator remains as guide, and prepares crews with navigation data and by hacking equipment and information in the form of programs sent directly to them. Every hovercraft is equipped with a transceiver, used primarily to broadcast a pirate carrier signal into the wireless network that forms the Matrix. This transceiver is also used to communicate with Zion Control, the security staff monitoring access into the city docks. Typically, hovercraft do not attempt to contact Zion or other hovercraft while on patrol as this could give away their position to Sentinels, killing machines that regularly hunt for ships.

Each hovercraft is also equipped with an EMP device which disables any electrical devices in the blast radius. Since this includes the equipment of the hovercraft itself, in order for the EMP to be used the craft must land and its crew cannot be connected to the Matrix. EMP activation switches are placed on the Operator console. All ships are equipped to varying degrees with ballistic gun turrets (reminiscent of World War II-era bombers, like the B-29) for close-in point defence against Sentinels, for when the EMP-weapon is unavailable or its use undesirable. The turrets are controlled by proxy at turret control stations throughout the ships, either with control sticks or by computer interface (touchscreen). They also have multiple panels on the outside, which give off an electric shock to any machines in close proximity, such as sentinels on the hull of the ship.

The hovercrafts of the fleet came in range of sizes. The smallest was the Logos, which had a crew of three, while the Mjolnir was capable of carrying at least eleven. Crew members were furnished a basic blue (if First Mate or a regular crew member), gray (if an Operator or a regular crew member) or red (if captain) tunic to wear as a uniform while docked at Zion.

The Nebuchadnezzar was named after one of the largest sized bottles used in wine production. While writing the *Matrix*, the Wachowski brothers asked about the name of the giant display bottle of Veuve Clicquot Ponsardin at the cafe they frequented in Chicago.[citation needed] The bottle was a "nebuchadnezzar."

## ORBITER



The Neb is a ELECTRO-MAGNETIC Hovercraft. That being said we have done the movie research and have tried to bring the feel of the movie to Orbiter. The way this fly's around is just like a Hovercraft of today but in the air rather then riding on a cushion of air. What the Nebuchadnezzar as well as other Matrix Hovercrafts use is a EM field.

This is a combination of its surroundings as well as the Magnetic field generated by the earth it self.. (As seen in movie 3)

This gives you the added bonus of 100% control of flight and not using the general modes of lift vs speed. Within the movies the ship is very animated. This is due to the "PADS" moving to change the field, which in turn changes the flight. This has been replicated within this addon and is done automatically based on your flight input. (Fly by wire shown in movies 1, 2 and 3)

The orbiter flight controls are the same as for other vessels. The added controls are as follows

- G** GEAR
- J** PAD ROTATION (LANDING CONFIG/FLIGHT CONFIG)
- D** CARGO BAY DOOR
- K** ACTIVATION/DEACTIVATION OF ENGINE PODS

## FIRST FLIGHT

The Nebuchadnezzar is first and foremost a hovercraft. You have to treat her as such. She is not effected by wind or lift and drag so much rather, think of the EMF as your cushion on a hovercraft and the pads as the fans pushing you. With the use of **HOVERMFD** you will get to see the pads moving with you as you input flight command. For the Manual flight user the pads move to change the field around you based on what you do.

She can go forward just as fast as she can reverse. (RETRO) and require the hover engines to lift off and maintain flight. In keeping with the idea of flight being a cross between a hovercraft and a helicopter we have adjusted the flight dynamics to require trim control in order to fly true to altitude.

Use **HOVERMFD** for flight assistance or take manual control over the ship that helped save Zion. Or just buzz around trying to find Neo...Your Choice :)

## PROCEDURES

To follow the movie we have given the pilot the option of some pad control. In the movies the pilot moves the pads to different configurations in order to have the best field possible or to change the field. This happens when in stealth mode to take stress off of other pads as well as when landing. To replicate the feel of the movie follow these procedures.

### **Landing**

Right before expected touchdown

**J-** Pads to landing configuration

**G-** Gear down

TOUCHDOWN AND **K-** POWER DOWN

\*\*\*Leaving is reverse of the landing\*\*\*

### **Low Flight (Tunnel Low Flight or Stealth Mode in the movies)**

**J-** Pads to landing to take stress off of upper pads as you are above ground.

These will not affect the flight of the craft in any way or form.

## DISCLAIMER

The Nebuchadnezzar is made to be a **MOVIE REPRESENTATION** of the vessel and by no way or form is meant to be a direct copy of the movie. All parts and code was inspired by the work done for the movie and was recreated to the best of our ability for the enjoyment of all within the orbiter platform. We would like to thank all the people involved in helping us reach our goal of bringing this craft to life. Without your help we would not have been able to take this vessel as far as it has gone.

This is a first version of The Nebuchadnezzar. We are currently working to add more effects to help bring the ship to life within Orbiter that is seen in the movies.

This project as well as others come to life because of people coming together to make Orbiter better in some way or form. This means for all. Taking a idea and bringing it to life is what makes this platform an amazing achievement. It is our hope that we have taken this vessel and with your help brought it off the silver screen to your simulator screen and be able to do the same with other projects in the future.

## CREDITS

Original Mesh from	SKETCHUP
Code and Mesh work	GATTISPILOT ( <a href="http://goo.gl/pQoOQw">http://goo.gl/pQoOQw</a> )
Texture work	KENDO ( <a href="http://goo.gl/DLk1O">http://goo.gl/DLk1O</a> )
Creative Consultant	TMHLIVE ( <a href="http://www.TMHLIVE.com">http://www.TMHLIVE.com</a> )

## QUESTION or COMMENTS

Any questions or comments may be directed to your choice of the Orbiter Forum under the appropriate category. Or, you may email the TMHLIVE staff at the email below and someone will put you in contact with the person best suited to address your email.

This is the first rendition of our version of the Nebuchadnezzar. That being said it is not done yet. Lots more to add in the way of code. We are currently working on bringing the true feel of the the EMF to Orbiter. It is not as easy as it looks but if we can get it figured out it will mean we are one step closer to getting the Neb true to movie.

## OTHER PROJECTS

Be sure to check out some of the other projects in the works by the people involved in this addon. Any help to further the project would be welcomed

[info@TMHLIVE.com](mailto:info@TMHLIVE.com)

## WORDS FROM TMH

Big THANKS to everyone who helped out on this project. GATTISPILOT, KENDO you both are my life savers. Also big thanks to Dr. Martin Schweiger, the maker of Orbiter. My addiction when I am not working is always Orbiter. You have made an amazing simulator that has the ability of doing so much. I think that the Nebuchadnezzar helps show that. Something that has the ability to bring people together from all over the world to bring a dream to life is a page right out of Star Trek. We are all able to work together and prove that we can do anything. Thank you EVERYONE...TMH

## HAPPY ORBITING