

# PACK OF 4 TINTIN'S SKINS

## For the DeltaGlider-IV by DanSteph

© Jacques Maurice (alias JacquesMomo) 2015

Add-on for the **Dansteph's DGIV** available here : <http://orbiter.dansteph.com/forum/index.php?page=download>

*This add-on is for Orbiter 2010. It is free and can be used only for recreational purposes.*

*Commercial use is strictly prohibited. Using this add-on and modified for private use is naturally allowed, but any publication of modification can only be made with the authorization of the author.*



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Remark : All small beetles are from © Gotlib



## - 1 - DESCRIPTION and INSTALLATION



Included in this pack are 4 news skins for the amazing **Dansteph's DGIV** that you must install. If not already done, you can find it here :

<http://orbiter.dansteph.com/forum/index.php?language=english&page=download>

### Installation :

Installation :

Simply unzip the **zip file** into the **root folder** of your **Orbiter**.

(Do not forget to check "use folder names").

No files will be overwritten.

### Requires :

- **DeltaGliderIV-3 + UMMu 3.0** by **Dansteph** (the link is above).

### The 4 skins :

#### ① Tintin (Moon)

Inspired from the Moon Rocket of the two comic books "*Destination Moon*" and "*Explorers on the Moon*".

#### ② Tintin (red)

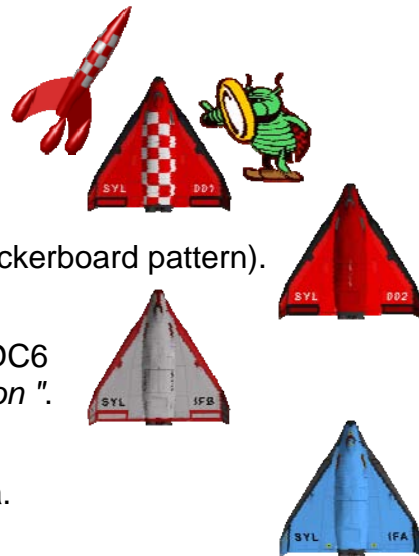
Nearly the same, but with a plain red color skin (no checkerboard pattern).

#### ③ Tintin (Syldavia)

National Syldavian aircraft company (like the Douglas DC6 on page 2 and 3 from the comic book "*Destination Moon*").

#### ④ Tintin (Ottokar)

This is the skin of the official and Royal **DGIV** of Syldavia. (fictitious version)...



These 4 skins are available with high resolution textures (2048 x 2048) and are compatible with the "**D3D9 graphic client**" (*normal\_textures*).

### Thanks to :

- **DanSteph** for his **DGIV** and for his ©Photoshop version **SDK-Skin** paint.
- **Spike Spiegel** for his ©Photoshop version **SDK-Skin** paint.
- **Dr.Martin Schweiger** for Orbiter.
- **Hergé** for the two comic books "*Destination Moon*" and "*Explorers on the Moon*".



## - 2 - HOW TO CHANGE EASILY YOUR DGIV SKIN

It is very easy, **Dan** made for us a very simple management system.  
Here is how to proceed :

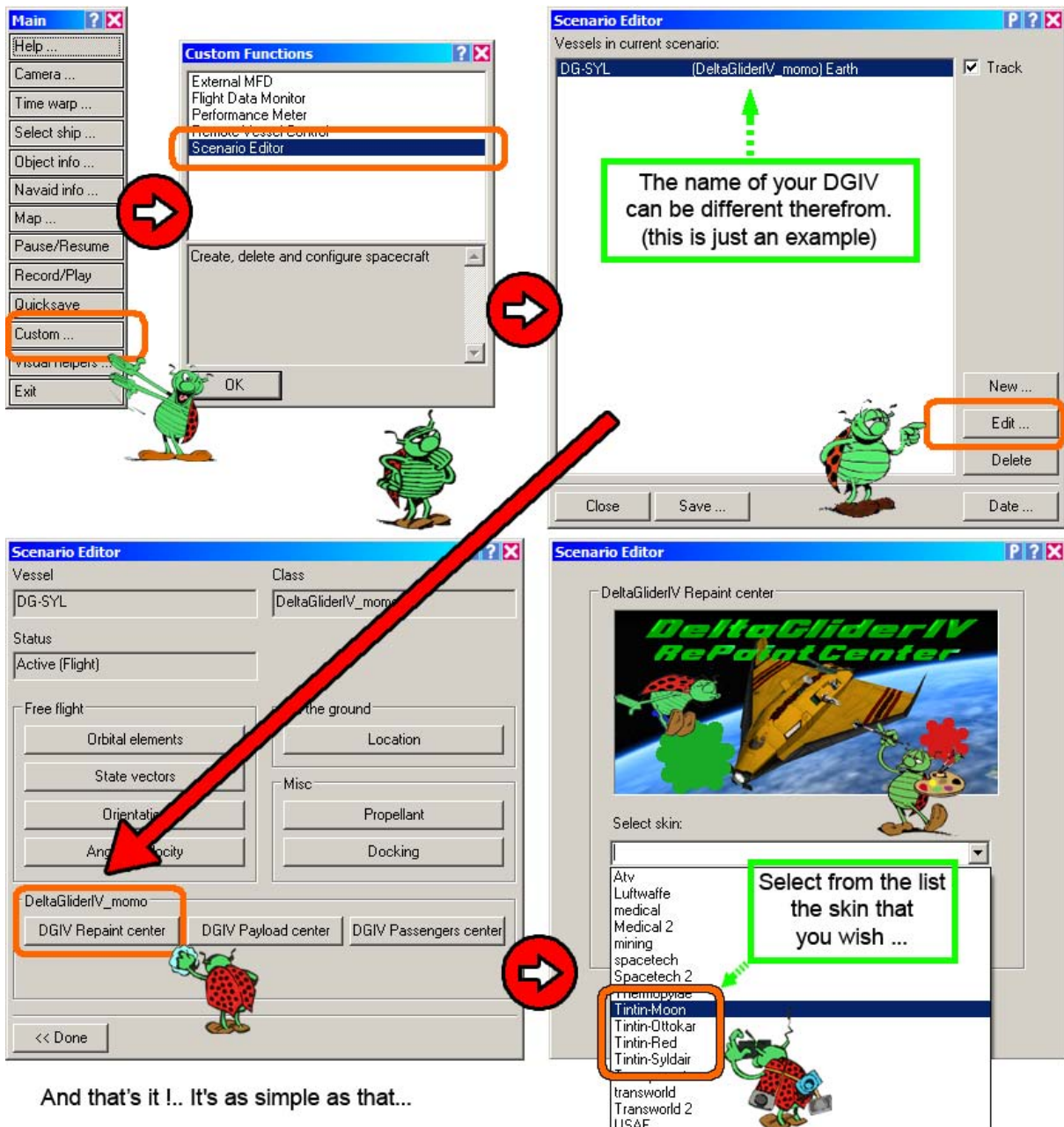
① First load any scenario of your choice... with the **DG-IV**, of course !..



② Make sure you have enabled the **scenarios editor** in the **Launchpad** like this :



④ Then press on **F4** key to open the **scenario editor**, and then do as shown below :





### - 3 - PROVIDED SCENARIO

There is in the `...\Scenarios\Tintin Skins` folder a "test" scenario just for you to admire the different 4 skins and for helping you to choose...

This scenario is named *"Skins Tintin for DGIV"* .

Here is the splash screen :



**And ... don't forget to install the amazing and necessary Deltaglider by Dan !!!**

*Click on this image to access his download website*



**DeltaGliderIV-3 + UMmu 3.0 - 2014 édition**




The DeltaGliderIV-3 is a well know addon of the community regularly voted as a "Must have". It contain a lot of advanced systems but remain simple to learn and use. To see what's new in this version click on the "Preview doc online" link below.

Include **UMmu 3.0** and **PreludeIII** addons that can animate bases as the famous Orcus Patera.

**Really simple to use: run the setup.** (Standalone! The setup doesn't write anything in registry so you can have multi Orbiter installations).

**For best result you MUST use [DX9](#) or [DX11](#) graphic client !**

**Addon's Gallery**



## - 4 - HOW TO INTEGRATE A SKIN TO ONE OF YOUR SCENARIOS

It's really very easy :

- either you use the method previously described
- or you directly modify one of your favorite scenarios : here is how to proceed.....

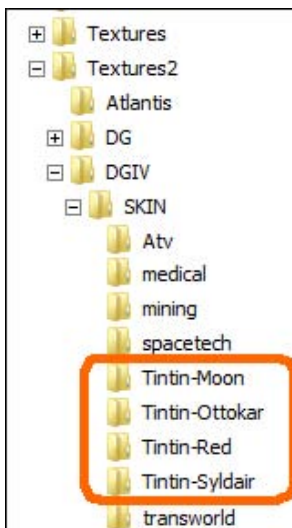
- First edit your scenario file (with **Note-pad** from Windows).
- Then search in the **DGIV** section for the following lines :

```
;----- Skin parameters must contain directory name of skin (without space)
MeshSkin spacetech
;----- Cargo payload must contain name of config file or "none".(see doc)
```



Note that you can find other name as **spacetech**, such as **Atv**, **Mining**, **Transworld**, or **medical** (these are skins included with the Dan's add-on) but you may also have added some more...

- Just replace the name after "meshskin" with the name of the folder where your customized textures are located. With this add-on, these are :



- Tintin-Moon
- Tintin-Ottokar
- Tintin-Red
- Tintin-Syldair



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## - 7 - MY OTHER ADD-ONS



**Crista-Atlas set for STS66 mission**



**Chandra Telescope and I.U.S.**



**Europa Program**



**UMmu - Tintin**



**UMmu - Haddock**



**Spacecraft vs UCGO-UMmu**



**Improvement for Gemini**



**French Guyana HiRes Tiles**



**Kourou-ELA HiRes Tiles**

**In cooperation with Papyref**



**Tintin on the Moon**



**Gaia Mission**

**by Papyref (with my modest contribution for the ground tiles)**



**Kourou CSG-ELS**



**Hammaguir**



**Cayenne-Rochambeau Airport**

**by Papyref, Mustard and Jekka**  
(with my modest contribution for the ground tiles)

**And here's my last recent add-on :**



**Kourou - CSG global (part 1 & 2)**



**Ladder for the DGIV**

**Click on the image to go to the download website...**