

UACS Exploration Cargo Pack

Add-On for Orbiter 2016 (v.160828)

Credits: NASA resources

Universal Astronaut and Cargo System (UACS): Abdullah Radwan

VesselBuilder: Fred18

Gattispilot

Buck Rogers

Martin Schweiger & Orbiter Forum members

REQUIREMENTS

"Universal Astronaut and Cargo System (UACS)" add-on

<https://www.orbiter-forum.com/resources/universal-astronaut-and-cargo-system-uacs.5610/>

"VesselBuilder for Orbiter2016" add-on

http://www.intech-srl.eu/fred/VesselBuilder1_PreRelease.zip

D3d9 Client (tested with R4.4-r1306)

<https://www.orbiter-forum.com/resources/d3d9-for-orbiter-2016.5493/>

RECOMMENDED

HoverMFD

CameraMFD

INSTALLATION

Extract all files in the orbiter2016 folder to the root of your Orbiter program directory, preserving the directory structure. This should NOT overwrite anything in the standard Orbiter package.

4x UACS Cargoes:

1x Scout Microcopter

1x Field Lights

1x ALSEP

1x Toxic Waste

Scout Microcopter (Marscopter)

NASA's Ingenuity as a UACS cargo

Keys:

[SHIFT]+G = Deploy

[CTRL]+[SHIFT]+G = Stow

[SHIFT]+K = Rotor spin

[CTRL]+[SHIFT]+K = Rotor spin off

[ALT]+[B] = Toggle All Beacons on/off

CTRL+[L] = Lights on/off

F8 = Toggle Virtual Cockpit/No HUD (Raise view height)

C = cam view

GenericCamera MFD: Ofs. +0 (remote viewing, zoom, night vision)

Manual flight: Hover, RCS, H-level

HoverMFD: Heli mode, vs 100, speed 100, alt 200

Field Lights

Keys:

[ALT]+[B] = Toggle Beacons/glow on/off

[CTRL]+[L] = Lights on/off (1,2,3)

Note: Not moveable or repackable. Sadly not doable without a .dll. With a little code they could also be multifunctional...

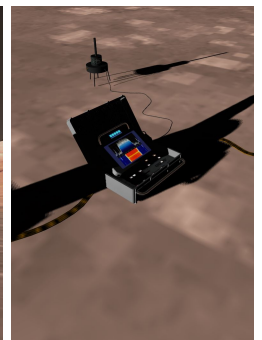
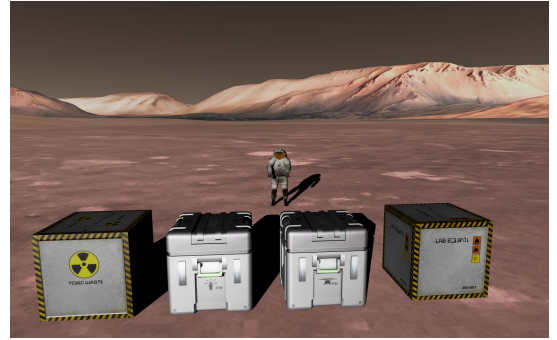
ALSEP

Artemis Lunar Surface Experiment Package: This is a NASA/SpaceX concept based Martian/Lunar Surface Experiment Package (MLSEP)

Basic UACS cargo: Deploy, Grab, Repack.

Toxic Waste

Static Container- does nothing. Human exploration/expansion is not conceivable without producing waste. Place somewhere and leave for future generations/other species to deal with.



-Maybe a future version can be coded so that the Marscopter can be repacked and the lights aren't such a compromise.

