



—Universal Breakup— (UB) vs. 0.81

By BJ

Universal Breakup makes every vessel in Orbiter breakup when subjected to extreme pressures.

Your ship WILL breakup when;

- Hull is subjected to extreme temperatures
- High G-force load on the ship (anything over 6 G's will destroy your ship)
- Touchdown speed is greater than ~3 m/s (depends on your ship weight)

Note;

This add-on is configurable by how many 'debris' you want created on a vessel's destruction.

In the Universal Breakup.cfg (located in the config folder), you can adjust your number of debris. Default is set to 16 created debris and I suggest staying below 30 for FPS and 'good looks.' – If the UB.cfg does not exist, then Orbiter will create one and default it at 16 debris.

--WARNING--

This version **DOES NOT WORK** for the **MIR vessel**. This is a limitation and I will try to find a way around it.

I have not been able to test it with every vessel known to Orbiter. So I cannot guaranty that it will work with all vessels. If there is a problem with a specific vessel, contact me via PT on O-F, and I will update the addon to solve the issues.

This addon automatically is disabled for the XR5 and DGIV only (currently). Since both of them have their own breakup engines, I disabled UB for them. Check back for updates on the addon, as some vessels may crash with this addon, and needs to be disabled for those select few.

I will also thank Mindblast for the use of his hull heating code; I would not have been able to do that without him.

I would also like to thank TL8 and Tex for giving it a test run.

Thanks, and happy Orbiting ☺

