# Voyager Modules Pack 1

Meshes made by: Marc Wubbema (Voyager)
Config files made by: Marc Wubbema (Voyager)

Example Voyager station by: Marc Wubbema (Voyager)

Launch Scenario's created by: Zachstar

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Introduction:

All of these 23 station modules are freely downloadable and useable as long as a reference to me as the author remains in the modules.

This module pack is created for Orbiter Build 17 December 2003 and my not be backwards compatible with older builds of Orbiter

To use the launch scenario's other then the Atlantis launches, you'll need to have the launchers installed before you can use the scenario's. These are not included in the pack. Here's a list of the Add-ons you'll need to download if you want to use all or part of the scenario's:

Vinka's A5 scenario's
−	ArianeV Add-on using Vinka's Multistage Dll. Downloadable from: http://users.swing.be/vinka/3dmodels.htm

Shuttle Discovery scenario's:
- Shuttle Fleet V3.5. Downloadable from:	www.orbithangar.com

GPDS_Ariane V scenario's:
- Ariane 5 v2. Downloadable from : http://ariane5.aibs.org.uk/

I also recommend that you add the following line to sbModule1.cfg and sbModule2.cfg in your Config file so your Ship Selection list wont get to full with Module-I's and Module-II's:

EnableFocus = FALSE

Everyone have fun with the modules and if you made some good stations. Be sure to send me a scenario file of it. If its good, I'll add it to the Example stations.

Regards,

Marc Wubbema (Voyager)
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Crew Modules:

These modules have all been designed to support the crew in there daily business. Each modules has a different function, for example, the Docking module has been designed to dock ships to the station while it absolutely wouldn't be smart to connect a ship to the Nuclear Reactor Module because of the potential danger.

Long Module:
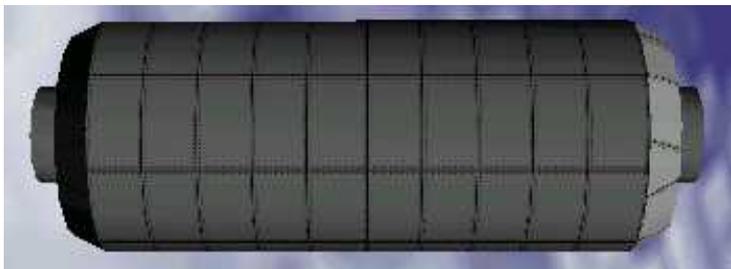
The Long module basically is a walkway between 2 modules, it can be equipped to be used as practically anything, from crew quarters to food storage module.

It has 2 docking ports.
Docking port 0 is located on the right of the module and docking port 1 is located to the left of the module.

|	
Docking Ports	2
Groups	5
Vertices	1075
Triangles	468
Amount of Materials	3
Amount of textures	3
Texture Sizes (pixels) (largest to smallest)	512x512 256x256 128x128
Config files used by this module	voymod_long.cfg
Mesh files used by this module	voymod_long.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex4.dds voymod_dock.dds voymod_tex.dds

Observation Module
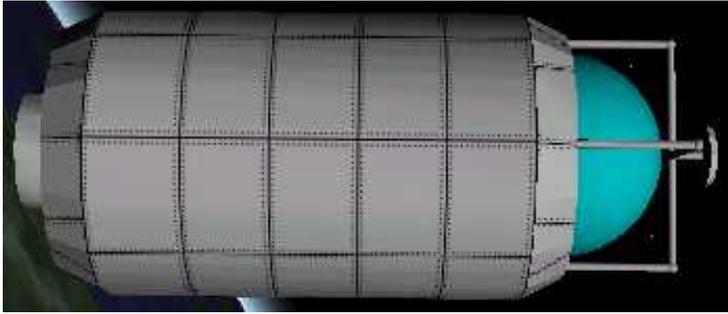
The Observation Module is primarily used to observe other celestial bodies and phenomenon. It has 2 docking ports, 1 for connecting to another manned module and another docking port that can be used to connect to the dragonfly to move the observation module into position

The most right docking port is docking port 0, docking port 1 is located on the left of the module.

Docking Ports	2
Groups	17
Vertices	2109
Triangles	1536
Amount of Materials	6
Amount of textures	4
Texture Sizes (pixels) (largest to smallest)	512x256 256x256 128x128 128x128
Config files used by this module	voymod_observation.cfg
Mesh files used by this module	voymod_observation.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex5.dds voymod_tex4.dds voymod_dock.dds voymod_tex2.dds

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Nuclear Reactor Module
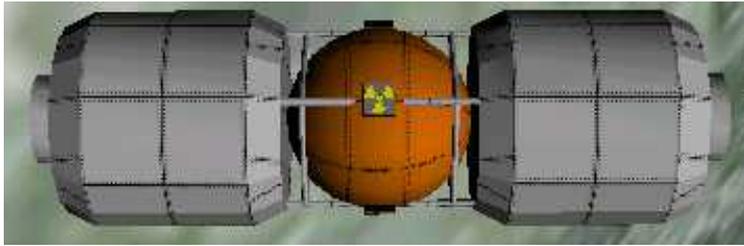
This module is very experimental attempt to use another form of energy other then Solar panels, which take up a lot of space and require a lot of launches. This nuclear reactor module has as the name implies, a nuclear reactor which at full power, could provide enough power for a small city, or a large space station. This module can be operated from 2 ends and is cooled by the vacuum of space itself. When a part of the outer case of the core is exposed to sunlight, its automatically insulated from the inner core so the core wont heat up.

The most right docking port is docking port 0, docking port 1 is located on the left of the module.

|	
Docking Ports	2
Groups	25
Vertices	2571
Triangles	1296
Amount of Materials	8
Amount of textures	6
Texture Sizes (pixels) (largest to smallest)	512x256 512x128 256x256 256x16 128x128 128x128
Config files used by this module	voymod_nuclear.cfg
Mesh files used by this module	voymod_nuclear.msh
Texture files used by this module (can be used by other modules as well)	voymod_nuc.dds voymod_tex7.dds voymod_nuc1.dds voymod_tex4.dds voymod_dock.dds voymod_tex6.dds
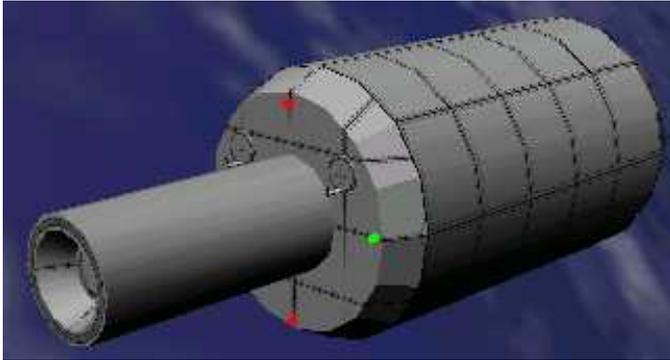
Docking Module

The Docking Module is designed like the name implies, to dock to a ship, its long docking port allows ships like the space shuttle who has its docking port deep in its cargo hold to dock to the station.

Docking port 0 is the port where ships should be docked to. Docking port 1 is used to connect the docking module to other modules of a space station.

Docking Ports	2
Groups	15
Vertices	1702
Triangles	748
Amount of Materials	8
Amount of textures	5
Texture Sizes (pixels) (largest to smallest)	512x256 256x256 128x128 64x64 32x64
Config files used by this module	voymod_dock.cfg
Mesh files used by this module	voymod_dock.msh
Texture files used by this module (can be used by other modules as well)	voymod_dock2.dds voymod_dock1.dds voymod_tex4.dds voymod_dock.dds voymod_tex2.dds
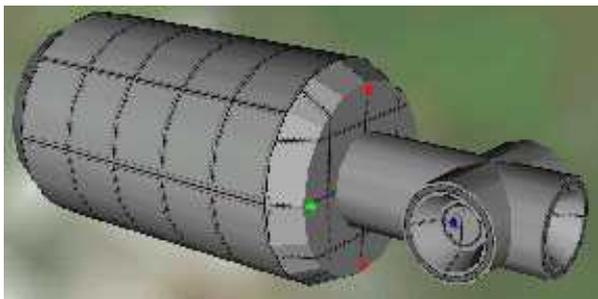
Escape Pod Module

This module is a modified Docking Module, its used to dock 3 escape pods to (also available in this pack) and should be placed on critcal area's of a station so the crew can escape if something catastrophic happens to the station.

Docking port 1 is located to the left of the module (using the picture as a reference). Docking port 2 through 5 can be used to connect escape pods to (right side the the module)

Docking Ports	4
Groups	11
Vertices	2104
Triangles	868
Amount of Materials	6
Amount of textures	3
Texture Sizes (pixels) (largest to smallest)	512x256 256x256 128x128
Config files used by this module	voymod_escape.cfg
Mesh files used by this module	voymod_escape.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex4.dds voymod_dock.dds voymod_tex2.dds

Trusses:

Trusses are usually used to connect parts of a space station together that don't need direct access from the crew, by this I mean the solar panels, thermal panels, fuel pods, ect. The trusses below are very strong and if necessary can still function if one of the segments fail.

Long Truss (Normal)
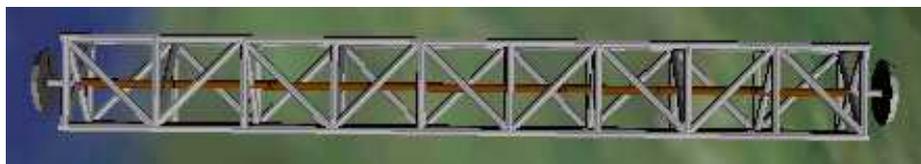
This is a simple long truss with 2 docking ports, its main purpose it to connect to another truss that allows you to dock solar panels ect to.
It has a brown tube through the centre of the truss and it connects to all docking ports that allow liquids and gas to pass through the truss (example: fuel, water, air).

Docking port 0 is located to the most right of the truss and docking port 1 is located to the most left of the truss.

Docking Ports	2
Groups	97
Vertices	7044
Triangles	2900
Amount of Materials	4
Amount of textures	2
Texture Sizes (pixels) (largest to smallest)	32x512 128x128
Config files used by this module	voymod_truss_long_normal.cfg
Mesh files used by this module	voymod_truss_long_normal.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex8.dds voymod_tex5.dds

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Long Truss (Variation 1)
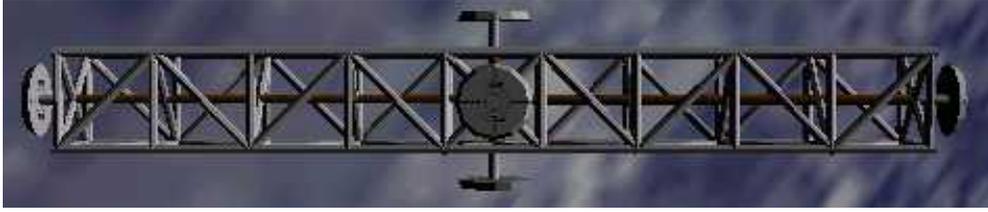
This is the first variation to the Long Truss, it has an additional 4 docking ports to make it more of a stretched truss node.
It has a brown tube through the centre of the truss and it connects to all docking ports that allow liquids and gas to pass through the truss (example: fuel, water, air).

The order of docking ports is: (picture above as reference):
Docking port 0 and 1 are the outer most docking ports (left and right).
Docking ports 2 through 5 are the middle cluster of 4 docking ports.

Docking Ports	6
Groups	111
Vertices	8892
Triangles	3660
Amount of Materials	5
Amount of textures	3
Texture Sizes (pixels) (largest to smallest)	32x512 128x128 128x32
Config files used by this module	voymod_truss_long_var1.cfg
Mesh files used by this module	voymod_truss_long_var1.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex9.dds voymod_tex8.dds voymod_tex5.dds

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Long Truss (Variation 2)
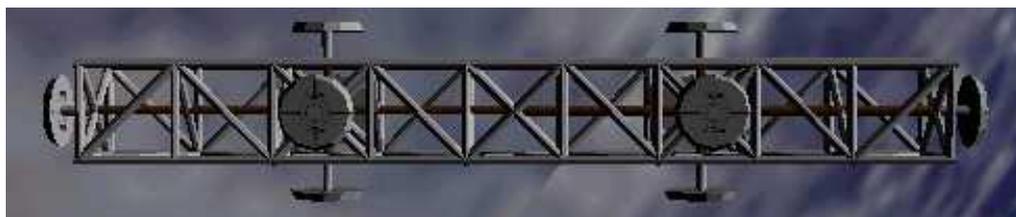
This is the second variation to the Long Truss, its has 10 docking ports and is very useful to connect a lot of solar/thermal panels to.
It has a brown tube through the centre of the truss and it connects to all docking ports that allow liquids and gas to pass through the truss (example: fuel, water, air).

The order of docking ports is: (picture above as reference):
Docking port 0 and 1 are the outer most docking ports (left and right).
Docking ports 2 through 5 are the right cluster of 4 docking ports.
Docking ports 6 though 9 are the left cluster of 4 docking ports.

Docking Ports	10
Groups	129
Vertices	11012
Triangles	4532
Amount of Materials	5
Amount of textures	3
Texture Sizes (pixels) (largest to smallest)	32x512 128x128 128x32
Config files used by this module	voymod_truss_long_var2.cfg
Mesh files used by this module	voymod_truss_long_var2.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex9.dds voymod_tex8.dds voymod_tex5.dds

Long Truss (Variation 3)

This Truss has 14 docking ports and can be used to connect a lot of other trusses to, or other modules like solar panels. It has a brown tube through the centre of the truss and it connects to all docking ports that allow liquids and gas to pass through the truss (example: fuel, water, air).

The order of docking ports is: (picture above as reference):
Docking port 0 and 1 are the outer most docking ports (left and right).
Docking ports 2 through 5 are the most right cluster of 4 docking ports.
Docking ports 6 though 9 are the middle cluster of 4 docking ports.
Docking ports 10 though 13 are the most left cluster of docking ports.

|	
Docking Ports	14
Groups	139
Vertices	12588
Triangles	5180
Amount of Materials	5
Amount of textures	3
Texture Sizes (pixels) (largest to smallest)	32x512 128x128 128x32
Config files used by this module	voymod_truss_long_var3.cfg
Mesh files used by this module	voymod_truss_long_var3.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex9.dds voymod_tex8.dds voymod_tex5.dds

Short Truss (Normal)
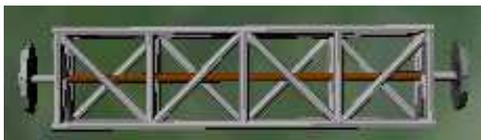
This is a short truss, its used if there is not enough space to use the Longer trusses, this normal version of the short truss has 2 docking ports do it can be docked to another truss. Docking port 0 is located to the right of the module, docking port 1 is located to the left of the module

| Docking Ports	2
Groups	52
Vertices	3984
Triangles	1640
Amount of Materials	4
Amount of textures	2
Texture Sizes (pixels) (largest to smallest)	32x512 128x128
Config files used by this module	voymod_truss_short_normal.cfg
Mesh files used by this module	voymod_truss_short_normal.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex8.dds voymod_tex5.dds

Short Truss (Variation 1)
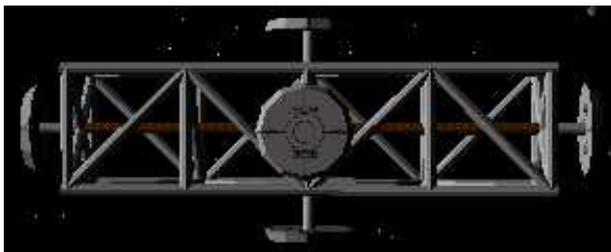
This is a variation to the normal short truss, it can be used to connect up to 6 other modules like trusses and fuel storage modules to.
Docking port 0 is located on the right, docking port 1 is located to the left of the ship.
Docking ports 2 through 5 are the cluster of 4 docking ports in the center of the truss.

Docking Ports	6
Groups	62
Vertices	5560
Triangles	2288
Amount of Materials	5
Amount of textures	3
Texture Sizes (pixels) (largest to smallest)	32x512 128x128 128x32
Config files used by this module	voymod_truss_short_var1.cfg
Mesh files used by this module	voymod_truss_short_var1.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex9.dds voymod_tex8.dds voymod_tex5.dds

Short Truss (Variation 2)
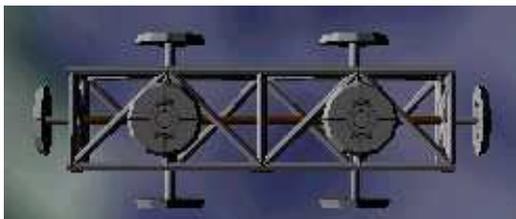
This is the last variation to the short truss, is can be used to dock up to 10 other modules to. Docking port 0 is located to the right of the truss and docking port 1 is located to the left of the truss. Docking ports 2 through 5 are the right cluster of 4 docking ports. Docking port 6 though 9 are the left cluster of 4 docking ports.

| Docking Ports	10
Groups	72
Vertices	7136
Triangles	2936
Amount of Materials	5
Amount of textures	3
Texture Sizes (pixels) (largest to smallest)	32x512 128x128 128x32
Config files used by this module	voymod_truss_short_var2.cfg
Mesh files used by this module	voymod_truss_short_var2.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex9.dds voymod_tex8.dds voymod_tex5.dds

Tiny Truss (Normal)

This is a tiny Truss, its primarily used to lengthen a truss just a very small bit. Docking port 0 is located to the right, docking port 1 is located to the left of the truss.

Docking Ports	2
Groups	27
Vertices	2284
Triangles	940
Amount of Materials	3
Amount of textures	2
Texture Sizes (pixels) (largest to smallest)	32x512 128x128
Config files used by this module	voymod_truss_tiny_normal.cfg
Mesh files used by this module	voymod_truss_tiny_normal.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex8.dds voymod_tex5.dds

Tiny Truss (Variation 1)
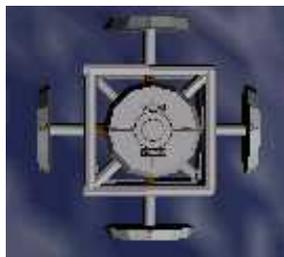
This Tiny Truss is more of a truss node, it's the same size Normal Tiny Truss but it has 6 docking ports. Docking port 0 is located to the right, docking port 1 is located to the left. Docking ports 2 through 5 are located on the center cluster of 4 docking ports

Docking Ports	6
Groups	37
Vertices	3860
Triangles	1588
Amount of Materials	3
Amount of textures	2
Texture Sizes (pixels) (largest to smallest)	32x512 128x128
Config files used by this module	voymod_truss_tiny_var1.cfg
Mesh files used by this module	voymod_truss_tiny_var1.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex8.dds voymod_tex5.dds

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Panels

There are several panels we can use to build a station with in this pack, for the moment I only build 4: Solar panel (large and small), Thermal panel (large and small)

Large Solar Panel
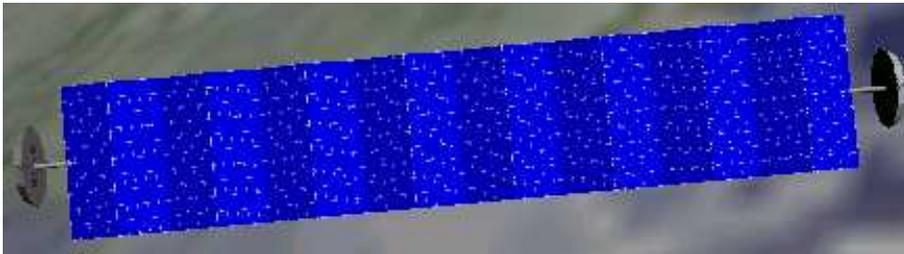
This large solar panel can be docked to any module, but if you want to keep it realistic, you should dock the large solar panel to a docking port of a truss. The large solar panel has 2 docking ports, so you can dock another panel the other end instead of having to use another docking port on a truss. The right docking port is docking port 0, the left docking port is docking port 1.

|	
Docking Ports	2
Groups	22
Vertices	1370
Triangles	696
Amount of Materials	4
Amount of textures	2
Texture Sizes (pixels) (largest to smallest)	512x256 128x128
Config files used by this module	voymod_solar_large.cfg
Mesh files used by this module	voymod_solar_large.msh
Texture files used by this module (can be used by other modules as well)	voymod_solar.dds voymod_tex5.dds
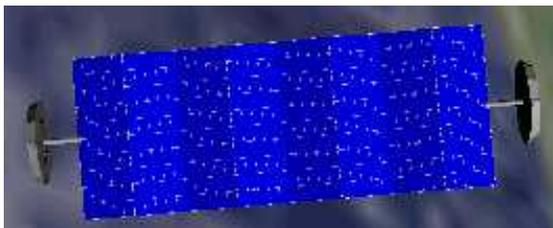
Small Solar Panel

If you don't want to use a large solar panel because you have to little room for example, you can use this smaller version. Its half the size of a large solar panel and also has 2 docking ports do another panel can be docked to it. The right docking port is docking port 0, the left docking port is docking port 1.

Docking Ports	2
Groups	14
Vertices	1114
Triangles	600
Amount of Materials	4
Amount of textures	2
Texture Sizes (pixels) (largest to smallest)	512x256 128x128
Config files used by this module	voymod_solar_small.cfg
Mesh files used by this module	voymod_solar_small.msh
Texture files used by this module (can be used by other modules as well)	voymod_solar.dds voymod_tex5.dds

Large Thermal Panel
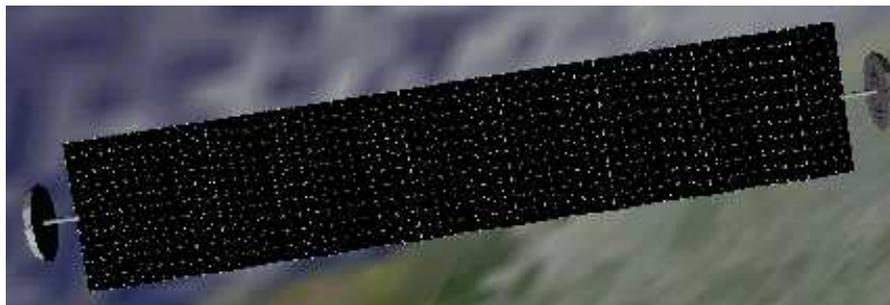
Just as important as the solar panels are the thermal panels, this large panel will collect heat from the sun which can then be used to keep the station warm or other heat-requiring processes. It has 2 docking ports so another Thermal panel can be docked to it. One end should be connected to a truss for the most realistic stations, but it can be connected to all modules. The right docking port is docking port 0 the left docking port is docking port 1.

Docking Ports	2
Groups	22
Vertices	1370
Triangles	696
Amount of Materials	4
Amount of textures	2
Texture Sizes (pixels) (largest to smallest)	512x256 128x128
Config files used by this module	voymod_thermal_large.cfg
Mesh files used by this module	voymod_thermal_large.msh
Texture files used by this module (can be used by other modules as well)	voymod_thermal.dds voymod_tex5.dds

Small Thermal Panel
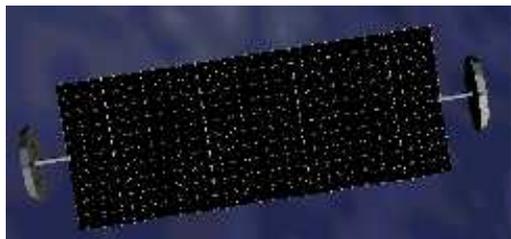
Serving the same function as its larger brother, the small thermal panel can also be docked to a truss or another panel because it also has 2 docking ports. Docking port 0 is located on the right side of the panel and docking port 1 is located on the left side of the small thermal panel.

Docking Ports	2
Groups	14
Vertices	1114
Triangles	600
Amount of Materials	4
Amount of textures	2
Texture Sizes (pixels) (largest to smallest)	512x256 128x128
Config files used by this module	voymod_thermal_small.cfg
Mesh files used by this module	voymod_thermal_small.msh
Texture files used by this module (can be used by other modules as well)	voymod_thermal.dds voymod_tex5.dds

Storage Modules

Storage modules can be used to store liquids and gas. I've only made 4 storage modules so far, the Large and Small Fuel Storage Modules and the Large and Small Gas Storage Modules. The Fuel Storage Modules can off course also be used to store other liquids like Water.

Large Fuel Storage Module
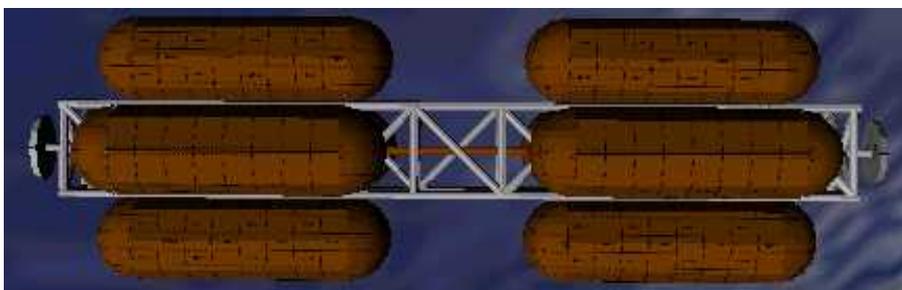
The Large Fuel Module is primarily used to store fuel in, but can also be used to store other liquids like water. It has 2 docking ports to connect it to a truss or another module. Docking port 0 is to the right of the module. Docking port 1 is to the left of the module.

This module has 8 fuel tanks which can all be filled up with 2000 kg of fuel per tank.

Docking Ports	2
Groups	125
Vertices	8692
Triangles	4580
Amount of Materials	7
Amount of textures	5
Texture Sizes (pixels) (largest to smallest)	512x256 32x512 256x256 128x128 128x32
Config files used by this module	voymod_fuel_large.cfg
Mesh files used by this module	voymod_fuel_large.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex9.dds voymod_fuel1.dds voymod_fuel.dds voymod_tex8.dds voymod_tex5.dds

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Small Fuel Storage Module

This is a smaller version of the Fuel Storage pod. It also has 2 docking ports and can be docked to another module like a truss or another fuel pod. Docking port 0 is located to the right, docking port 1 is located to the left.

This module has 4 fuel tanks which can all be filled up with 2000 kg of fuel per tank.

Docking Ports	2
Groups	66
Vertices	4808
Triangles	2480
Amount of Materials	7
Amount of textures	5
Texture Sizes (pixels) (largest to smallest)	512x256 32x512 256x256 128x128 128x32
Config files used by this module	voymod_fuel_small.cfg
Mesh files used by this module	voymod_fuel_small.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex9.dds voymod_fuel1.dds voymod_fuel.dds voymod_tex8.dds voymod_tex5.dds

Large Gas Storage Module
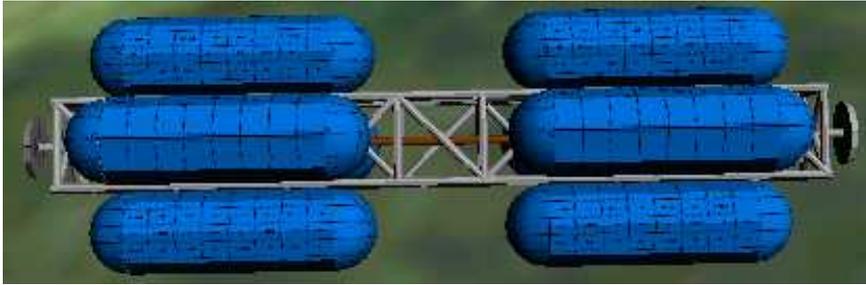
This module can be used to store any gas, for example: air, helium. It has 2 docking ports to connect it to a truss or another module. Docking port 0 is to the right of the module. Docking port 1 is to the left of the module.

Docking Ports	2
Groups	125
Vertices	8692
Triangles	4580
Amount of Materials	7
Amount of textures	5
Texture Sizes (pixels) (largest to smallest)	512x256 32x512 256x256 128x128 128x32
Config files used by this module	voymod_gas_large.cfg
Mesh files used by this module	voymod_gas_large.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex9.dds voymod_gas1.dds voymod_gas.dds voymod_tex8.dds voymod_tex5.dds

Small Gas Storage Module
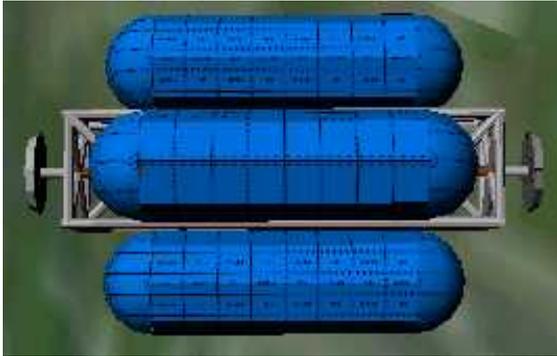
This module is half the size of the Large Gas Storage Module. It has 2 docking ports to connect it to a truss or another module. Docking port 0 is to the right of the module. Docking port 1 is to the left of the module.

Docking Ports	2
Groups	66
Vertices	4808
Triangles	2480
Amount of Materials	7
Amount of textures	5
Texture Sizes (pixels) (largest to smallest)	512x256 32x512 256x256 128x128 128x32
Config files used by this module	voymod_gas_small.cfg
Mesh files used by this module	voymod_gas_small.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex9.dds voymod_gas1.dds voymod_gas.dds voymod_tex8.dds voymod_tex5.dds

Other

This section contains part of the voyager station pack that are not actual modules, like vessels and escape pods

Escape pod
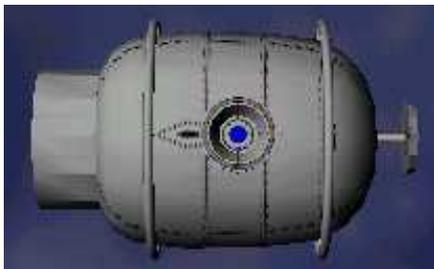
This Little pod can hold up to 4 people for a maximum period of about 2 weeks, it does not have any main, retro or hover thrusters what so ever, it has attitude thrusters to quickly move away from the station in a emergency scenario and then later on hold position close to the station to be recovered. It does NOT have any re-entry capabilities so even if you can use your attitude thrusters to do the de-orbital burn the pod will disintegrate on reentry. So in order to save the crew of a space station that stay in this pod they will have to be rescued. It has a small Fuel tank which will drain relativly quickly, so use your fuel sparingly.

Docking Ports	2
Groups	16
Vertices	2813
Triangles	1876
Amount of Materials	6
Amount of textures	4
Texture Sizes (pixels) (largest to smallest)	256x256 128x128 128x128 128x128
Config files used by this module	voymod_escapepod.cfg
Mesh files used by this module	voymod_escapepod.msh
Texture files used by this module (can be used by other modules as well)	voymod_tex5.dds voymod_win.dds voymod_dock.dds voymod_tex3.dds