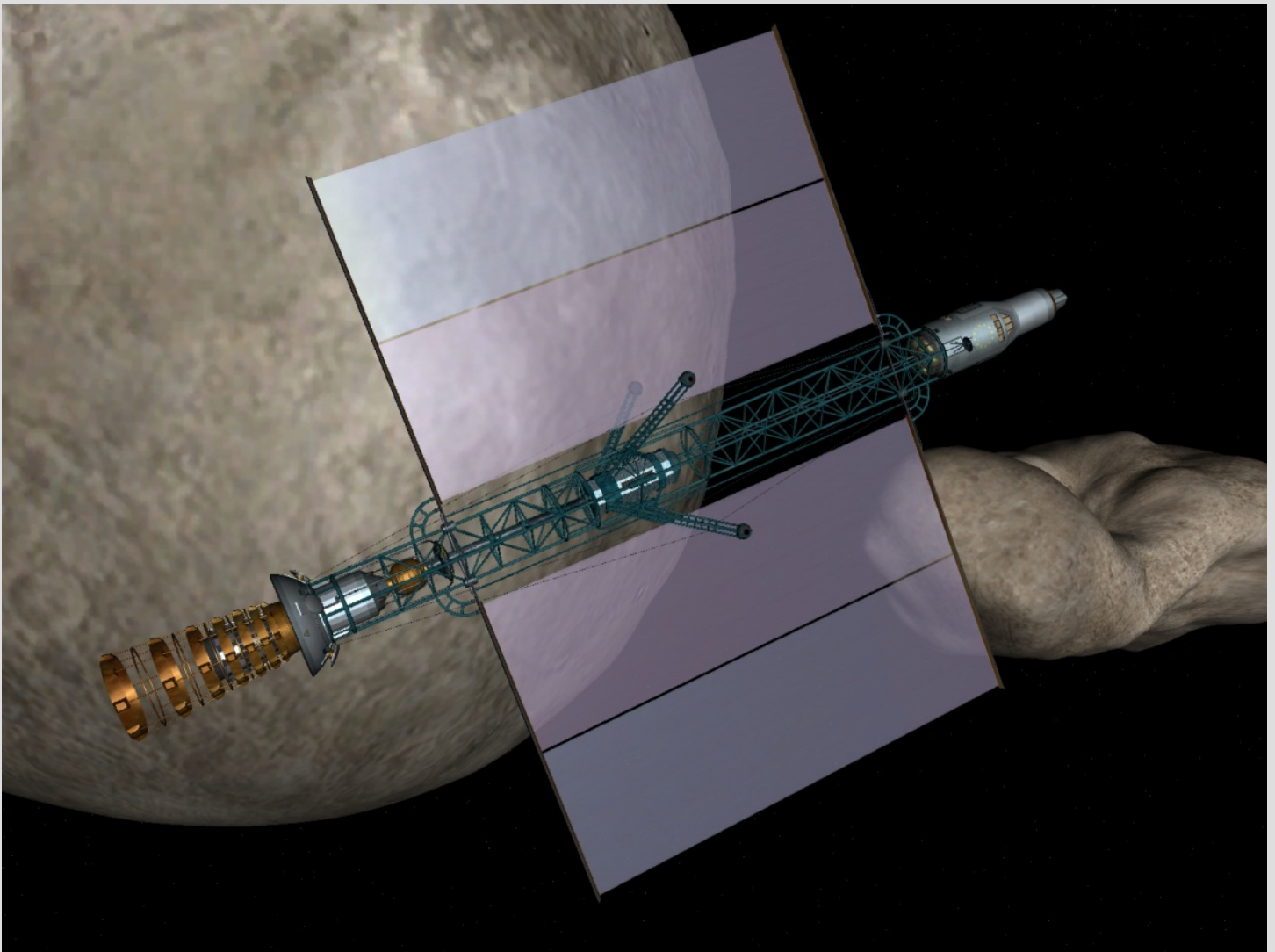


BULLET-mk1, ver 1.0

An addon for The Orbiter spacecraft simulator

"Artistic impression" of a high speed interplanetary station to station personnel carrier, powered by a matter- antimatter direct annihilation beam core drive, utilizing relatively high temperature super conducting magnetic coils to create thrust and cooled with highly efficient and lightweight liquid droplet heat radiators.



Installation: Unzip directly into your orbiter folder.

Uninstall: Delete the Bullet folder in the Meshes folder.

Delete all textures starting with "bul" and Cnoz.dds in the Textures folder.

Delete the Bullet folder in the Add-on docs folder.

Delete the Bullet folder in the Sound folder.

Delete the Bullet folder in the Scenarios folder.

Delete Bullet.ini and Bullet.cfg in the Config\Spacecraft folder.

(Designed for direct flight)

http://www.eharm.net/shop/freeware/orbiter/tutorials/orbiter_instrument/direct_method.html

Use your RCS to get in a good distance from the station before you start up the main drive.

The exhaust plume is highly radioactive, so never point your tale to any habitat. Due to my lack of programming knowledge, the RCS propellant (which is conventional) isn't simulated.

As long as you have antimatter, you've got RCS.

Don't forget to deploy your heat radiators (g), or your engine will melt down,..... or worse. (Not simulated)

Maximum acceleration is 9.8m/s/s (1g) so there's no need for any artificial gravity devices.

Just put the pedal to the metal and you'll feel right at home.

You've got enough antimatter stored to take you to the edge of the inner Oort cloud and back.

It's highly expensive stuff, (think of it as burning diamonds, which is an understatement.) so try not to waste any.

All energy is coming from the drive, so in free orbit, retract the cooling system (g) and keep an eye on your batteries. (Not simulated)

The antimatter storage always drains a little energy so when your batteries run dry.....BOEM!

You could always higher your apoapsis and lower it at next orbit to fill them up. Especially with long trips, it's recommended to disable Gravity-gradient torque, unless you want to do constant course corrections.

Because of the many tiny details I also recommend a high screen resolution.

G -deploys and retract heat radiators.

Shift num1 -rotates antenna 1.

Shift num2 -rotates antenna 2.

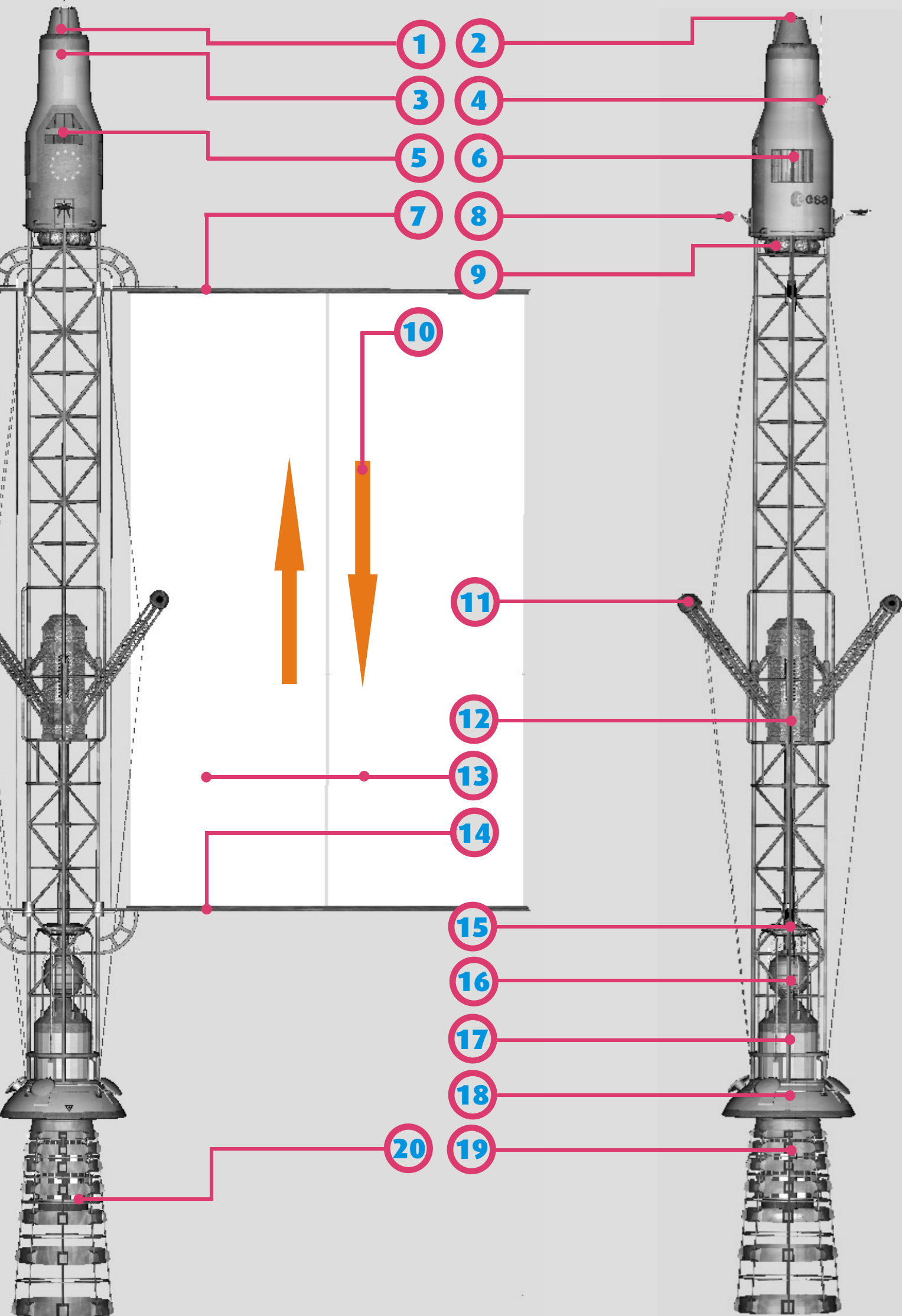
F1 -camera view

Recommended Addons:

Attitude mfd <http://solo.dc3.com/orbiter/>

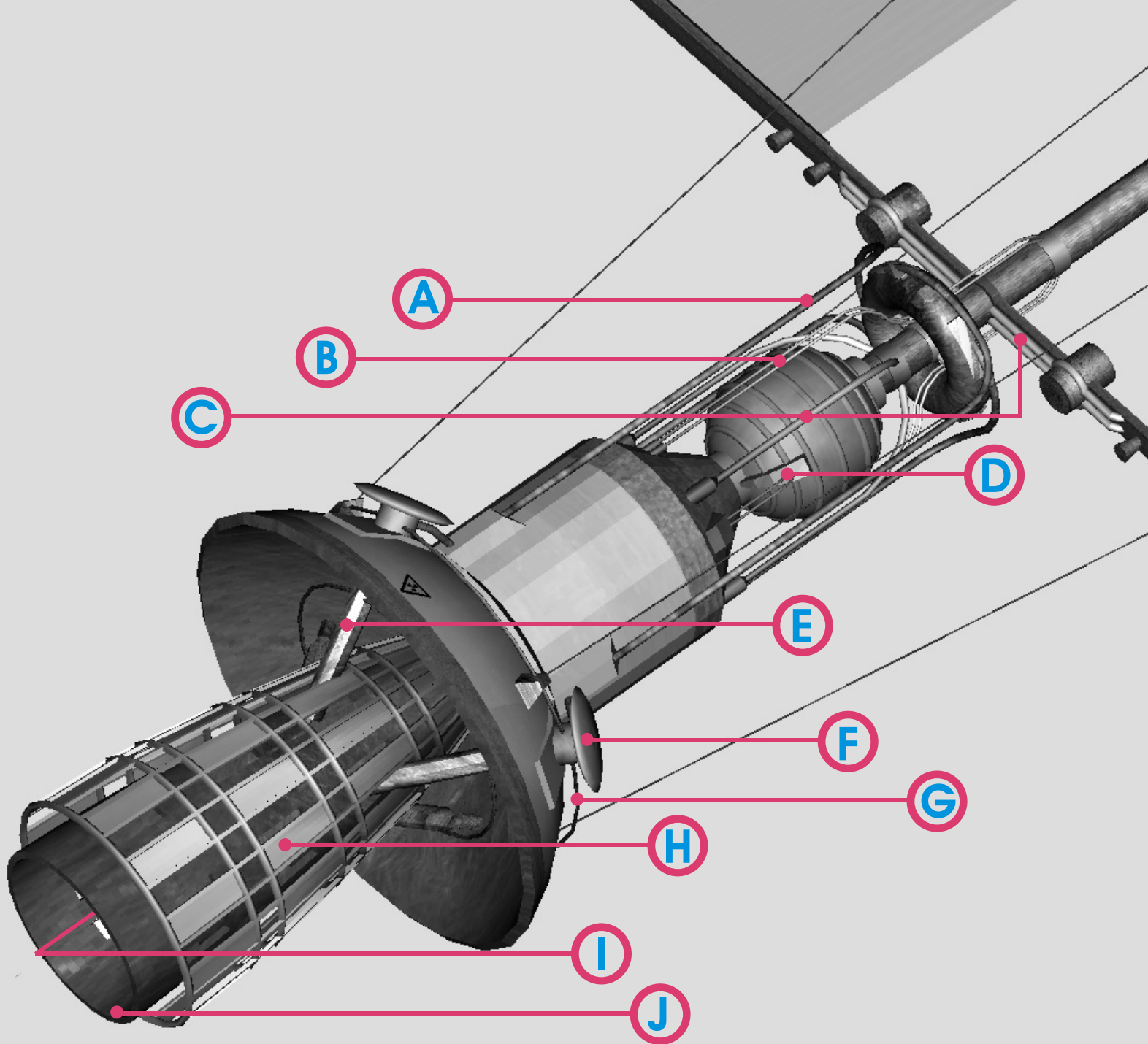
Imfd <http://koti.mbnet.fi/jarmonik/Orbiter.html>

When building a scenario, always make sure Bullet comes last, or some objects will not render through the rather large transparant droplet sheets.



- 1** Camera, Telescope, Spotlight.
 - 2** Docking Port.
 - 3** Magnetic Shield Generator.
 - 4** Sensors.
 - 5** Bridge.
 - 6** Radiators.
 - 7** Droplet Collector.
 - 8** Antennas.
 - 9** Life Support System.
 - 10** Droplet Flight Direction.
 - 11** RCS Thrusters.
 - 12** Mid Section: RCS Propellant Storage.
RCS Engine.
Batteries.
Lithium Tanks.
Pumps.
 - 13** Droplet Sheets.
 - 14** Droplet Generator.
 - 15** Proton Storage.
 - 16** Anti Proton Storage.
 - 17** Engine: Generator.
Energy Conversion System.
Kick starter.
Anti Proton Isolation System.
Lithium Pumps.
Heat Exchanger.
 - 18** Radiation Shield, Power Collector, Lithium Container.
 - 19** Super Conducting Magnetic Nozzle.
 - 20** Reaction Chamber.
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- A** Proton Feed Lines.
- B** Wiring.
- C** Liquid Lithium Lines.
- D** Freezer.
- E** Low Velocity Proton Guns. (Fires in turn)
- F** Extra Shielding.
- G** Synchronizing System.
- H** Heat Reflecting Outer Mantle.
- I** High Velocity Anti Proton Gun.
- J** Heat Absorbing Inner Mantle. (Lithium Cooker}



First of all I wish to thank Martin Schweiger for this great simulator. Also mindblast for his max2mesh utility, Vinka for his spacecraft module, DanSteph for his sound module, and last but not least everybody from the community who writes tutorials and/or answers questions on the forum.

You can use this addon in any non commercial fashion you like.
Just give me credit for the model.

If you like to develop this thing to a higher level, go right ahead.

For help on tweaking the model for that purpose you can always contact me through the forum.

Mister Kite.