

HDU-DSH Solace Base & Nectar Base 1.0

Add-On for Orbiter 2016 (v.160828)



Credits:

3d model: NASA

Universal Astronaut and Cargo System (UACS): Abdullah Radwan

VesselBuilder: Fred18

conversion, 3d, tex., cfgs: Buck Rogers

Martin Schweiger & Orbiter Forum members

2 Bases: Solace Base on Mars, and the Lunar Base Nectar

Features:

A breathable area for UACS astronauts

Lighting, Landing Beacon

Some rocks

Habitat Demonstration Unit – Deep Space Habitat

Even in space, there's no place like home

Specifications

Non-Flight Shell: Eight composite fiberglass, resin-infused sections from a single mold, supported by large, C-shaped steel ribs
Structure: Cylindrical with a vertically-oriented axis, on top of a 13.8-foot square cradle.

Volume: 5,230.1 cubic feet (148.1 cubic meters) in two levels.

Size: 16.4 feet (5 meters) inner diameter; 10.8 feet (3.3 meters) high, total (6.6 feet barrel height with two 2.1-foot end domes on top and bottom)

Features: Inflatable loft, two docking ports, one hygiene module and one dust mitigation module/airlock.

Regardless of what surface they're exploring, at the end of a long day collecting geological samples or performing scientific experiments, astronauts need a base of operations to return to.

-NASA

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

.dll provided in this package

D3d9 Client(tested with R4.4-r1306)

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

Mars/Moon Hi-res Textures

http://orbit.medphys.ucl.ac.uk/mirrors/orbiter_radio/tex_mirror.htm

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 EXCEPT:

Mars.cfg, (make a copy/backup), if you have added bases etc. manually update.
(Orbiter2016 original backup .cfg file provided in the Doc folder)

Keys:

HDU-DSH_lights (select vessel):

[ALT]+[B] = Toggle Beacons

[CTRL]+[L] = Toggle Spot Lights

-For the "full" lighting effect turn on both beacons and spotlights

NOTE: The breathable area is a separate object and can be renamed and placed anywhere to provide O2 for UACS astronauts.