

Space Shuttle Vessel Virtual Cockpit Textures and Mesh Add-on

Orbiter version: 2016

SSV versions: Tested in versions 1.3 and 1.9

Add-on version: 1.0

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Requirements: [Space Shuttle Vessel](#)



Add-on Description

This add-on slightly modifies two of the original virtual cockpit textures and overwrites the original mesh file (VC.msh) which now includes:

- New front panel plates and labels
- Panel vents
- Glareshield lights
- Windows (forward and aft flight deck)
- CDR and PLT seats
- F1 utility power panel
- Fire extinguisher
- Touch-ups to 2 of the original SSV texture files

Installation

- Unzip to your Orbiter 2016 root folder
- Overwrite existing files

All original texture and mesh files have been included in this add-on.

The original texture files have been renamed to:

- stsvc01orgnl.dds
- stsvc03orgnl.dds

The original mesh file has been renamed to:

- VCorgnl.msh

To revert back to the original texture and mesh files, delete the following files that came with this add-on:

- stsvc01.dds
- stsvc03.dds
- VC.msh
- ShuttleSeats.dds
- SSV_Custom.dds
- WindowGuards.dds

Then rename the original files and remove the (orgnl) from the file names.

- stsvc01orgnl.dds --> stsvc01.dds
- stsvc03orgnl.dds --> stsvc03.dds
- VCorgnl.msh --> VC.msh

Credits

A huge thank you to the authors of SSV for creating this beautiful and highly realistic orbiter.

Download all versions of SSV from here: <https://github.com/GLS-SSV/SSV/releases>

And to Martin Schweiger for Orbiter: <http://orbit.medphys.ucl.ac.uk/>