

Uranus Moons for Orbiter 2016

TO INSTALL

To install simply unpack the contents of the *uranus_moons* folder into Orbiter's root directory. Note that this will replace the default configuration files for Uranus's moons. This is to allow for the use of .tree files for surface and elevation maps. The only changes made to these files are the surface tile declarations associated with this, all other components of the moons' configuration files are the same as those included with stock Orbiter 2016.

INCLUDED IN PACKAGE

- Configuration files for Uranus's five major moons (to replace texture tile declarations)
- Surface feature markings for names features on all five moons, taken from their respective Wikipedia pages.
- Vector maps for all five moons for use in Orbiter's Map MFD.
- A surface base for each moon.
- Bitmap maps for each moon (if using legacy Map MFD)
- Surf.tree and Elev.tree files (surface texture and elevation data) for all five moons.

NOTES

MOST IMPORTANTLY: The elevation and surface texture maps were not made by me, I simply converted them for use in Orbiter 2016. These beautiful maps were originally created by [Astra-Planetshine](#) on Deviantart ([Astra](#) on Orbiter Forum). The original images used can be downloaded from Astra-Planetshine's Deviantart profile [here](#). **The textures are semi-fictional**, as much of Uranus's moons' surfaces are yet to be mapped or imaged.

I added the bases just to add an interesting landing site for each moon. If you don't like them, they can simply be deleted by navigating to the moon's respective folder, then base folder, then deleting the associated .cfg file. For example, Ariel's base is found in Config/Ariel/Base/.

The bases make use of textures which are part of a base texture pack I am currently working on. The bases will still load just fine, but they will be white (like Olympus base). At some stage I might release this base texture package if people are interested, in which case the textures can be downloaded, and the bases will have textures. If you are interested in these textures prior to this just private message me and I can send them to you.

MICRO TEXTURES FOR D3D9 CLIENT

If you are using the D3D9 graphics client and would like to make use of micro-textures for the moons' surfaces, simply paste the following into the Config/MicroTex.cfg file:

```
BODY Miranda
NORMALS 1
LEVEL 0 D3D9Moon_A.dds 20.0
LEVEL 1 D3D9Moon_B.dds 5.0
LEVEL 2 D3D9Moon_C.dds 0.5

BODY Ariel
NORMALS 1
LEVEL 0 D3D9Moon_A.dds 20.0
LEVEL 1 D3D9Moon_B.dds 5.0
LEVEL 2 D3D9Moon_C.dds 0.5

BODY Umbriel
NORMALS 1
LEVEL 0 D3D9Moon_A.dds 20.0
LEVEL 1 D3D9Moon_B.dds 5.0
LEVEL 2 D3D9Moon_C.dds 0.5

BODY Titania
NORMALS 1
LEVEL 0 D3D9Moon_A.dds 20.0
LEVEL 1 D3D9Moon_B.dds 5.0
LEVEL 2 D3D9Moon_C.dds 0.5

BODY Oberon
NORMALS 1
LEVEL 0 D3D9Moon_A.dds 20.0
LEVEL 1 D3D9Moon_B.dds 5.0
LEVEL 2 D3D9Moon_C.dds 0.5
```

LICENSING

This addon is distributed under the MIT license. Credit for the surface texture and heightmaps goes to Astra-Planetshine, and to me for the vector maps and base files. If redistributing these files, ensure credit is appropriately given to Astra-Planetshine.

Thank you for downloading this addon. Please report any bugs in the addon's conversation page on the Orbiter Forum.

Enjoy!

MrMartian