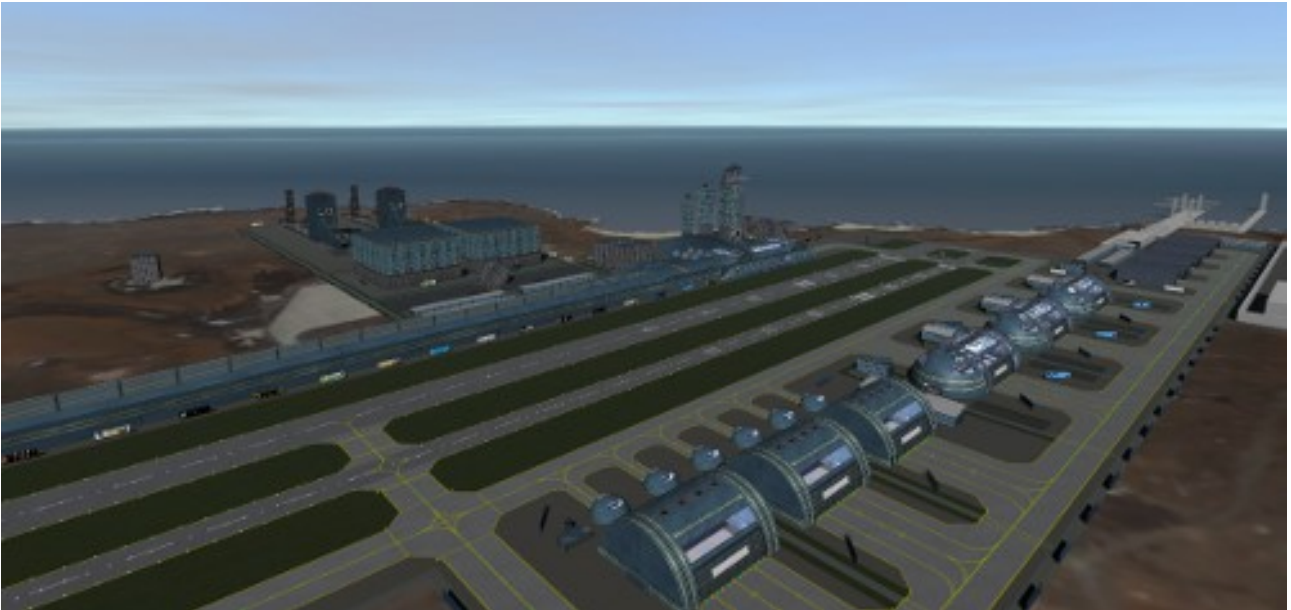


Wideawake International Ascension Ultra 2010 Edition



BETA DOCUMENTATION

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Once finished, Wideawake International Ascension Ultra will be made completely open source. Dr Martin Schweiger has given us a wonderful gift with Orbiter Simulator, and it is in his spirit of honest giving for the benefit of all, that we create this addon.

Credits

All base meshes and textures (excluding the doppler radar) were created by Tom 'wehaveaproblem' Fisher. All related code has been written by Friedrich 'face' Kastner-Masilko. The doppler radar mesh and texture were created by Greg "Loru" Lorens, and is included here with his permission, but is not included in with the GPL.



Beta Documentation Contents:

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Introduction from the Developers

Welcome! Let me start with the obvious. This is a BETA, it is therefore work in progress (as is this manual). You are not just testing “WHAP's new WIN”, but perhaps more importantly you are testing the tools Face is developing, which provide the base's functionality. Ascension Ultra (AU) is the test bed for these tools. Ultimately AU will become the flagship base, not only being the most advanced Orbiter base to date, but showcasing the tools which will be made open source, so that others can use them to create their own bases.

Therefore I'm asking you to not only test the aesthetics and usability of AU as a spaceport, but also the coded functionality, to identify bugs and suggest improvements/features. This process will only work if you can provide us with constructive feedback and proper bug reports. If you want to just 'play' with AU, then I suggest you wait for the full release, once beta is complete. If you are willing to help us test it, then I give you my thanks in advance for your time and effort.

The beta test will take as long as it takes, and we plan to release a new version at least once a month, with each release having whatever new features and fixes have been developed since the last.

WHAP & Face

[AIA development blog link](#)

List of Changes in 0.2

Resolved/New

- *[FIX] Taxiway guidance: lights to Storage Hangars now strobe correct direction
- *[FIX] Hangar clearance: Light Lease Hangars, no longer clip XR2 tail.
- *[FIX] Base name conventions corrected in in base config file
- *[FIX] Heavy Lease Hangars: Invisible/disappearing mesh problem resolved
- *[FIX] Transparency: Transparency issues viewed from Control room should now be resolved.
- *[CHANGE] Launchway: tunnel walls now flared for extra clearance on take-off.
- *[CHANGE] VLC: Second Vertical Launch Facility now reduced in size. (textures need to be scaled)
- *[CHANGE] MFD: Lease hangar entries are now numbered.
- *[CHANGE] MFD: Winged Launch Facility now named appropriately in MFD
- *[CHANGE] MFD: after selecting a guidance route, the mfd now jumps back to main menu.
- *[NEW] LFMC: 1st draft Control tower texture and passenger terminal mesh added
- *[DOCU] added lpad headings
- *[DOCU] added notes on bugs caused by UMMU

Issues not yet resolved:

- *[MESH] Windowframe flicker on hangars.
- *[BASE] Airport overhaul. Mesh and Texture improvements. Control Room view position.
- *[MFD] Taxiway Guidance auto-off
- *[MODULE] Doppler radar targeting base

Features in development

- *[MODULE] Configuration Tool: Instant Reset
- *[MODULE] Configuration Tool: Recorder Save
- *[MFD] Ground Control: VLC Launch wizard
- *[MFD] Ground Control: Cargo Management
- *[MFD] Air Traffic Control: Request Bearing
- *[MFD] Air Traffic Control: Request Launch Clearance
- *[MFD] Ground Control: LFMC Launch wizard
- *[BASE] Port and Dockyard Facility
- *[BASE] General detail improvements and static base 'clutter'

Future planned features

- *[MFD] ATC text chatter
- *[INI] Base Option menu, inc LoD settings
- *[MFD] Leasing of Hangars
- *[BASE] possible capitol ship landing/launch pad
- *[BASE] Trees/Palms/flaura
- *[BASE] Orbiter Racing League HQ

BETA FEEDBACK

As explained in the introduction, AU is far from finished, it is not yet ready to 'use' as a base per se. That said, we would like you to not only specifically test the features in isolation, but also try and use the base as you would intent to once it is released. This will help discover bugs that we cannot, because different people operate/think differently, as well as help educate us as to how to make using the base a more efficient, practical and enjoyable experience. At this stage please try to avoid using too many other mods or addons (vessels excluded), so that we can isolate AU bugs before working on any cross-mod compatibility issues, which will come later in the process.

Reporting Feedback

All feedback should be posted to the BETA Thread on the Orbiter Forum, found here:

<http://orbiter-forum.com/showthread.php?t=28106>

Bug Reports

This is the most important part of the beta test at the moment. Please try to be as detailed as possible with bug reports, with clear steps on how to recreate the bug. Please include information on addons installed, vessels and UMMUs used, the location of the action and any applicable MFD operations.

General Feedback

As important as bug fixing is, we are also keen to get general impressions, thoughts and feelings about AU as a whole. How does the look suit you? How well is the base designed? Is the MFD easily navigable? Generally speaking, what do you like and dislike?

Feature Requests

Please don't go mad on this front! There is a fairly comprehensive list of features yet to be added, or currently being worked on, but suggestions will of course be considered., especially if they improve on existing features or add something worthwhile to the base. We will consider suggestions for both aesthetic/base design elements and coded back-end/MFD features.

WIDEAWAKE INTERNATIONAL

Introduction

The Ascension Ultra version of Wideawake International is a complete redesign of the previous base. The base has been designed as a near-future tech spaceport capable of handling heavy traffic, both domestic and extra terrestrial, in the manner which a large airport might do today. It has been specifically designed to accommodate winged space vessels and vertical launch rocket stacks. Many issues of the original WIN have been addressed and a host of new features added. There has also been less concession made to low-end computer specs. Although every effort has been made to make the meshes as clean and efficient as possible, there are more meshes, the poly count is much higher for each mesh, the textures are higher resolution, and considerable transparency has been used. Therefore, some users may experience a low fps.

My rig has the following specs and runs the base at 1920x1080, with all bells and whistles turned to max, and gets 70+fps easily:

Intel(R) Core i5-2500k @ 3.6GHZ, 8GB RAM, GeForce GTX 580, Win7



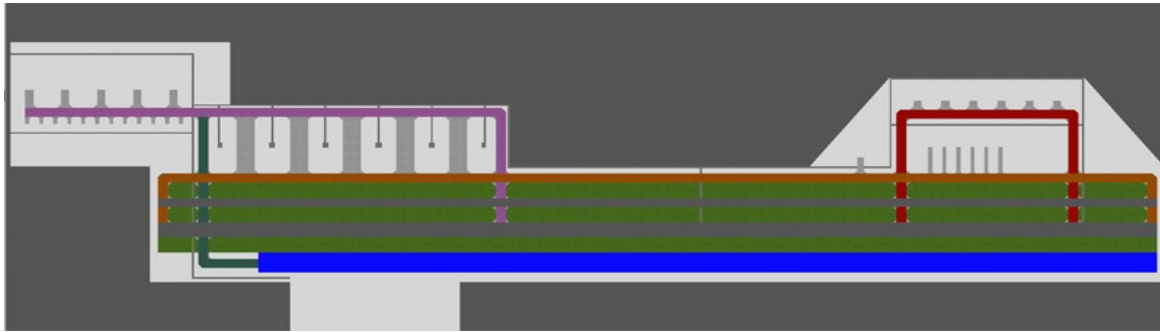
Base Components

What follows is a brief description of each of the major base components and their features. Below is a map of the base layout, showing all the key locations.



Taxiways and signage

The base includes taxiway markings and signage pretty much in accordance to those established on modern airports.



Taxiway Key: Purple - Taxiway A ; Red - Taxiway B ; Orange - Taxiway C ; Green - Taxiway D

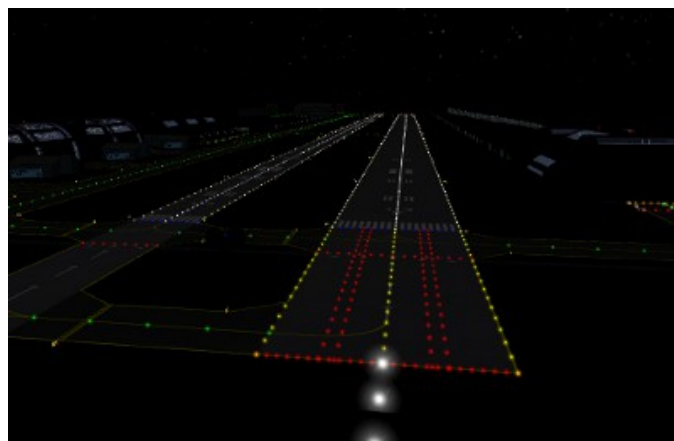
Runways

There are 2 runways on AU, usable from either direction, although the run-off is greater for westerly approaches, as most space vessels will approach from this direction on direct reentry flight paths.

Runway	13L	13R	31L	31R
VOR	113.00	113.00	113.00	113.00
ILS	113.20	113.40	113.60	113.80
Width	45m/148ft	80m/282ft	80m/262ft	45m/148ft
TORA	4270m/14009ft	4270m/14009ft	4270m/14009ft	4270m/14009ft
TODA	4725m/15502ft	4725m/15502ft	6755m/22162ft	6755m/22162ft
ASDA	4540m/14895ft	4540m/14895ft	4540m/14895ft	4540m/14895ft
LDA	4725m/15502ft	4725m/15502ft	4540m/14895ft	4540m/14895ft

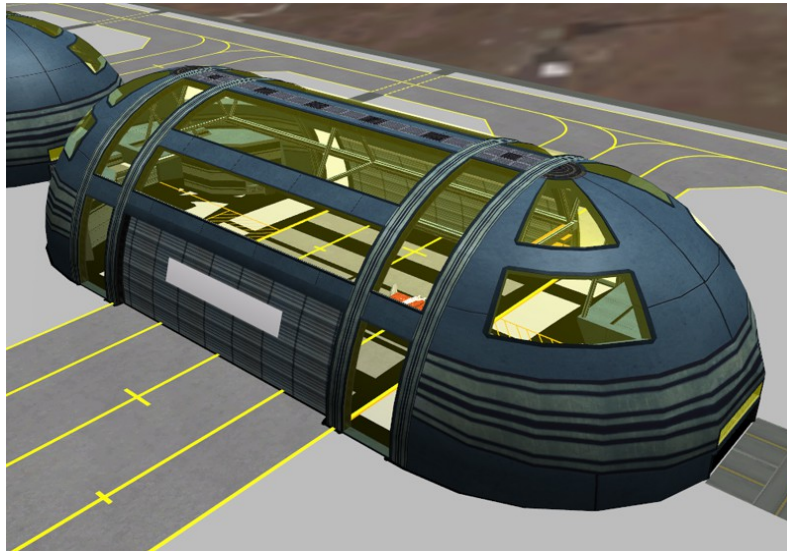
13L/31R: Classified for all domestic traffic and un-powered landings of light space vessels only.

13R/31L: Classified for un-powered landings of all winged space vessels. Powered landings may be permitted on this runway in cases of extreme emergency.



Turn Around Hangars

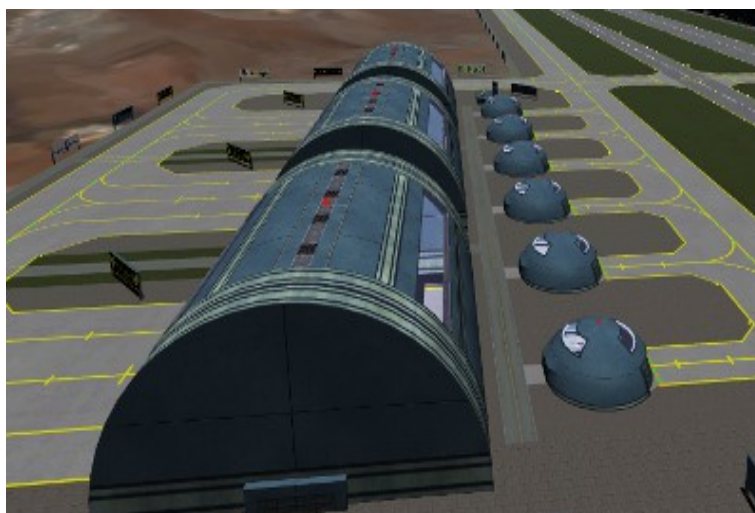
The TA hangars are designed for swift turn around of winged space vessels and can accommodate the giant XR-5 Vanguard. These hangars belong to AIA and are used by other companies on a per-flight schedule booked basis. They include a usable cargo crane, 2 control rooms, animated doors, and can ingress/egress UMMUs; all accessed via the MFD. Each Hangar also has 2 UMMU action areas. One is the Crew Lounge door which allows ingress into the hangar, the other is the control box on the left of each main door, which can be activated to operate the door manually.



Lease Hangars

As the name suggests, the Lease hangars are available for users to lease for their own private use. The Light hangars can accommodate XR1/XR/DG size vessels, whilst the larger ones can house XR-5 size vessels. Each has an animated door controlled through the MFD, or through the UMMU action area to the left of the door.

NB: The feature to actually lease hangars through the MFD is not implemented yet, only the animations work. However, you can replace the appropriate “Leasebillx.dds”(where x is the hangar number) texture in the Textures/AscensionUltra/Billboards folder with your own to 'privatise' a hangar in the meantime.

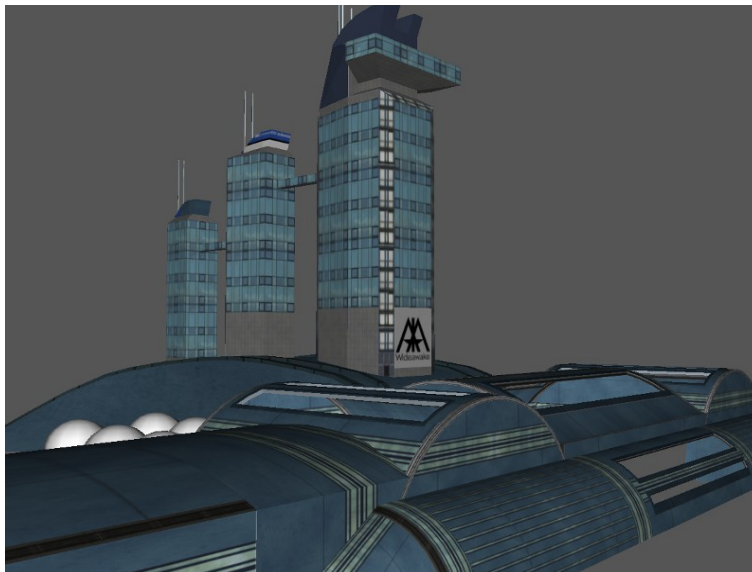


Launch Facility and Mission Control

This is where all winged space vessels take off from. Here vessels carry out their pre-flight checks, load passengers, load fuel, then launch. The shielded launchway has been designed to contain rocket exhaust and any catastrophic take-off accidents (plus it's a cool experience!). The LMFC has 2 control rooms, one in the pre-launch area, the other in the ATC Tower.

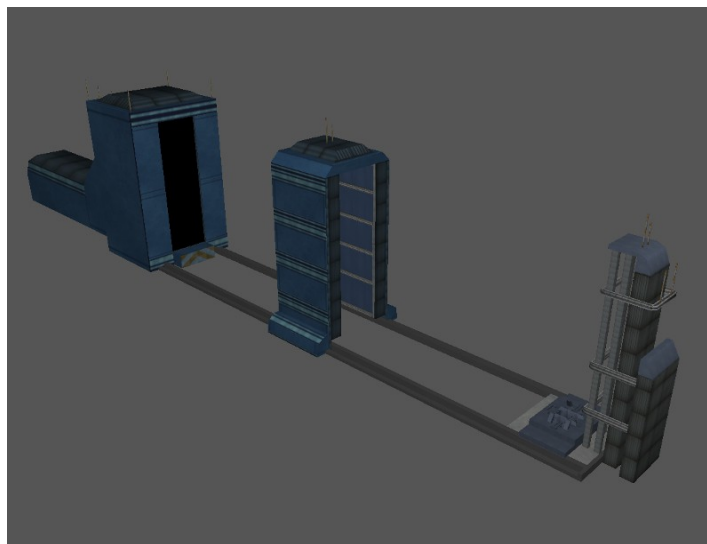
The Launchway: This is **NOT** a runway, and has been named accordingly. It is used explicitly for the take-off of space-bound vessels only.

TORA	4010m/13156ft
TODA	6000m/19685ft



Vertical Launch Complex

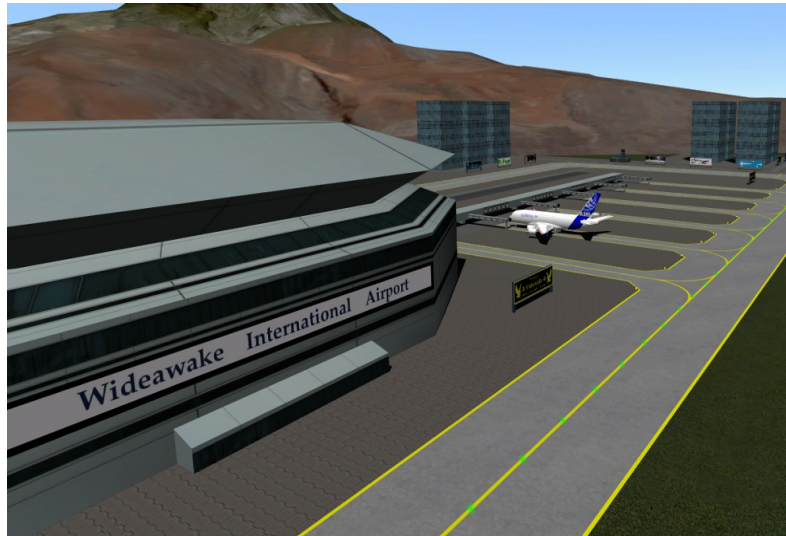
The complex consists of 2 VABs and pads capable of launching rocket stacks in excess of 100m height. The design is based on an up-scaled version of the Slick6 pad at Vandenberg, which uses a covered MLP for the roll-out. Loading rockets to the MLP and roll-out from VAB to Tower is controlled through the MFD.



Static Meshes

There are also many other static meshes around the base which currently have no interactive features. These include the Airport, The Storage Hangars, and all the other office buildings. The Airport will however have relevant UMMU functionality and maybe a control room.

In addition there are 2 doppler radar, which are animated, but all they do is follow the current active vessel, they have no interactive potential per se.



Lpads

There are currently 12 LPADS available for use through the scenario editor, to place vessels at key areas around the base. None have ILS, they are all invisible. These 12 are all that will ever be in the cfg file as standard, however the full release manual will include a comprehensive list of extra coordinates for all useful locations, should users wish to add more lpads themselves.

NB: The scn editor does not auto-rotate a vessel to the correct heading, so headings have been included below for ease of manual alteration.

Pad	Location	Heading
1	Storage Hangar	40
2	Turn Around Hangar	40
3	Light Lease Hangar	210
4	Heavy lease Hangar	40
5	Auxiliary Hangar	210
6	LFMC Entrance	130
7	LFMC Launchway	130
8	Runway 13L	130
9	Runway 13R	130
10	Runway 31L	310
11	Runway 31R	310
12	Airport Aircraft Stand	40

MODULE AND BASE OPTIONS

Base Configuration

The Base Configuration tool can be found in the Orbiter Extra tab. It allows the user to pre-set several options for the base, prior to loading a scenario. This is part of the base making toolbox, so different bases made with the tools will have separate settings entries. Double-click the 'Ascension Configuration' to see the options implemented so far.

NB: All options are checked 'ON' by default.

Auto-spawn

Regardless of which scenario the user starts, the system will scan for the presence of the base vessels and, if not found, will create new vessels at the proper locations automatically. No more need for special scenarios!

NB: This will only work if scenario contains the Earth Gbody.

Instant Reset

As you will see, the MFD has the option to reset all base states back to default. This option will dictate whether the resets are animated(if applicable), or instantaneous.

NB: This function is not currently implemented.

Scenario Save

The system will automatically save all the animation and settings states (doors, crane, opening/closing etc.) into the scenario file on game save or exit.

NB: Un-checking this option will cause all base elements to be reset to default settings on game save or exit.

Recorder Save

Triggers whether any Recorder events should be saved.

NB: This function is not currently implemented.

ASCENSION TOWER MFD

Introduction

The Ascension Tower MFD lies at the heart of Wideawake, bringing her to life. All base functionality can be accessed through the various multi-page wizards and menus. It has been designed with future bases in mind, and will become a key part of the open source tool set. All animations controlled by the MFD are Orbiter recorder compatible, so animation states will be loaded/saved from/to the scn file.

General Navigation

There are 4 main sections to the MFD: Ground Control, Air Traffic Control, Control Rooms, Roster. Each takes you to a list of relevant sub-options.

NB: There is also the dev option to reset all variables for all functions to default.



The top 3 buttons on the right hand side of every screen (except for main menu) are the same. **HOM**, will return you to the main menu. **BCK**, takes you to the previous menu screen. **RES**, resets the state of the current page (if anything can be changed). If there is more than one sub-menu, then there will be **NXT** and **PRV** buttons in the bottom right also, for scrolling between them. A sub-menu page count is displayed in the bottom right corner of the screen..



Ground Control Menu

Request Rollin/Roll Out: This opens the relevant doors for hangars. Select the hangar, then the door, then command to open/close.

NB: LFMC: The full launch wizard is not yet finished, so its doors can be opened/closed using this MFD screen at present.

NB: VLC: Currently the Cover and MLP are animated, but rocket attachment is not functional and beacons do not animate. So the ability to test the animation alone is added to this section at present.

Request Taxi: The Guided Taxi System is a visual navigation aid for pilots. Select your current location and your destination, and beacons will strobe out the appropriate route for you to follow.

Request Cargo Control: This grants access to the TA cargo cranes. The crane can be controlled through the MFD or via WASD once activated.

NB: The crane is currently only an animation, its functionality for cargo transfer is not currently implemented.

Request Passenger Transfer: This option will only appear when inside a vessel that itself is inside either a TA Hangar or the passenger area of the LFMC. Activate the appropriate location and when you EVA a UMMU from that location it will transfer directly into the vessel instead of appearing on the ground.

NB: This option will still appear when inside a non-UMMU compatible vessel, however the functionality will be void as a result.

Air Traffic Control

Request Clearance to Land: Select the appropriate runway when on final approach and the appropriate landing guidance beacons will activate.

Control Rooms

There are a number of control rooms at key locations around the base, used as viewing and control platforms. Select the appropriate control room to be moved there.

NB: AIRPORT control room not yet implemented as intended. Position and mesh needs to be developed.

Roster

Add UMMU: Create a new UMMU entry on the AU base roster. You can set their basic stats, then select their location to move them there.

UMMU roster list: Once a UMMU has been created or transferred to the base, they will appear on this screen. Click the required person to edit their details or use the **EVA** button to egress them from their current location.

SOME THINGS TO BE AWARE OF WITH UMMU

These are UMMU coded issues we cannot resolve, so what follows are workarounds to avoid the problems caused.

TRANSFERS: When transferring a UMMU between base/vessel an error can occur if the vessel name has a space in it. Therefore, when adding vessels to an AU scenario, you can avoid this using dashes or underscores. For example “DG 1” will cause an error “DG-1” or “DG_1” will not.

UMMU TITLE: When entering the title/role of a new UMMU, only the first 4 letters entered will be saved.

General note on Beacons in BETA:

Please be aware that many of the beacons you see in the above facilities are not yet functioning as intended. That is to say they do not animate and move as intended. Many have a purpose connected to an animation that has not yet been coded. This is especially true of the VLCs and LFMC