

- JACQUES MOMO -

ADD-ON FOR ORBITER

JACQUESMOMO AND PAPYREF UMMU VERSION

USER MANUAL



ADVERTISEMENT

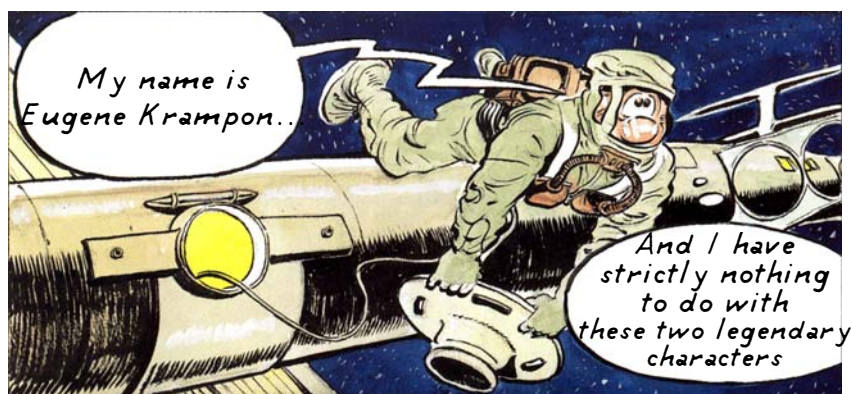
This add-on is for Orbiter 2010.

It is free and can be used only for recreational purposes.

Commercial use is strictly prohibited. Using this add-on and modified for private use is naturally allowed, but any publication of modification can only be made with the authorization of the author...

And finally: any resemblance to persons known is... desired !..

Note : All small beetles are © Gotlib.



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I - PROLOGUE

Finally, here are the two legendary figures that are **Papyref** and **Jacquemomo** (yes, that's me !) in **UMmu** version

*Of course you can use these two characters as any "standard" **UMmu** with your usual vessels (if compatible) as well as all **UCGO** vehicles.*

This modest notebook is only there to remind yourself how to use these 2 UMmus.

For more detailed information, please consult the documentation provided with the essential add-on from **DanSteph** :

- **UCGO 3.0 + UMmu 3.0**

- **DeltaGliderIV-3.0 + UMmu 3.0**

*I hope you will have a great time with these two news characters...
Happy reading and have fun !!!*



Jacquemomo Mars 2016

II - INSTALLATION

1°/ ADD-ON INSTALLATION

Simply extract (unzip) the **UMmu_Legends.zip** file into the root folder of your **Orbiter**, respecting the path folders..

That's it !..



IMPORTANT : It is mandatory to install DanSteph's Ummu 3.0 .

2°/ OTHER MANDATORY ADD-ONS TO INSTALL

- This add-on requires **DeltaGliderIV-3 + UMmu 3.0 - 2014 edition** by **DanSteph**

This module is not included in this package, so you must install it.

You can find this module at this address:

<http://orbiter.dansteph.com/forum/index.php?page=download>

- Of course you must have the essential **OrbiterSound** from **DanSteph**...
Otherwise you will have no sounds.

Address : <http://orbiter.dansteph.com/index.php?disp=d>







It is important to note that the visual for the **UMmus** is much better with the **D3D9 graphical client** (I highly recommend you install it if it's not already done).

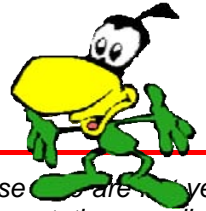
III - UMMU VERSION FOR PAPYREF AND JACQUESMOMO

Here is how the keys of the keyboard are represented:

The commands described below are for a **QWERTY** keyboard.

 to  keys refer to the uppers numeric keys.

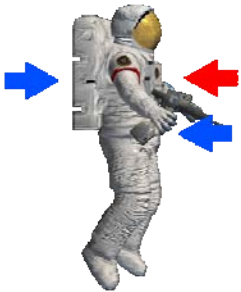
 to  keys refer to the numeric keypad.



I only have specified here a **summary** of commands relative to **UMmu** (and **UCGO**). This will allow those who are not yet accustomed with this module to quickly manage it. But I recommend that you read the excellent documentation supplied with the **Dansteph**'s add-on for more information about general operations of his sublime add-on, as well as the specific control keys.

1°/ MAIN UMMu's CONTROLS

Here you are in possession of two new **UMmu** legendary characters.




Remark : Just in case you did not know yet, there are some attachment points with all the UMMu characters...


- **Blue** : 2 parents points
- **Red** : 1 child point.


A) Main controls you have to remember:


 +  ➔ Toggle wearing spacesuit on/off (spacesuit ↔ coverall).

 ➔ Grapple an object with hands (in front of him).



 ➔ Mount an object on his back (*Turbopack* for example).
(only available when Haddock is wearing his spacesuit).

 ➔ Enable or disable auto Chute (it will open automatically).

 ➔ Enter into a vehicle or into a spaceship.
(You must be enough close to it).

 ➔ Packing or unpacking a **UCGO-CARGO**. (if available).



 +  ➔ Change **UMmu**'s name, age, and function.
(Function change spacesuit and **UMmu**'s face). Please read after.



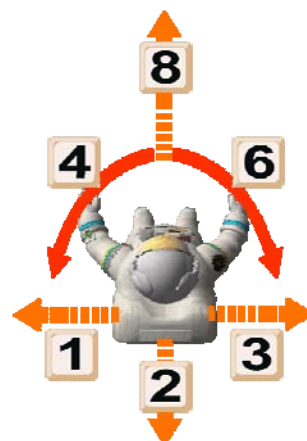
Remark : There are other controls for **UMmus**. For that, refer to **Appendix A** on page 9.



B) How to move the UMmu on the ground :

Controls are specific and shared by all the UMmus :

- | | |
|----------|----------------------------|
| 1 | → Translation to his left |
| 2 | → Translate backward |
| 3 | → Translation to his right |
| 4 | → Rotate to his left |
| 6 | → Rotate to his right |
| 8 | → Translate forward |



Remark : In this case, **/** key has no effect, as well as **0** , **Del** , **+** , and **-** keys.

C) How to move the UMmu in space :

It's very easy : as a "standard" spaceship with usual keypad keys.



2°/ HOW PROCEED TO GET ONE OF THESE 2 BEAUTIFUL UMmuS ?

There are 3 ways of doing this, but the simplest and most practice is described in the "C" subsection.



a) With a predefined scenario :

So it is really easy : you just run the appropriate scenario and that's it !

This is the case with the scenarios included with this add-on. You will find them in the following folders :

- **< Your_Orbiter > \Scenarios \UMmu legends**

b) With a modified scenario :

Let's take a simple example : **Habana Spaceport.scn**, one of scenarios included with **Orbiter**, and suppose you want to add your **Character-ummu** at the same location as the **DG** located in **Habana**.

Edit this **Habana Spaceport.scn** file with Windows *Notepad* and look for the section where the **DG** is.

Here is what you'll see :

```
GL-01S:DG-S
STATUS Landed Earth
BASE Habana:2
HEADING 5
PRPLEVEL 0:0.3 1:1 2:0.3
GEAR 1 1.0
NOSECONE 0 0.0000
NAVFREQ 562 162 50 0
TANKCONFIG 1
PSNGR 1 2
END
```


Now take a scenario where is one (or two) of the **legends Ummu characters** and find the section where the desired character is :

(for example scenario *Papyref+Jacquesmomo (KSC)*)

```
UMmu_Momo-Jacques:UMmu
STATUS Landed Earth
POS -80.6826077 28.5969555
HEADING 102.47
RCSMODE 0
AFCMODE 7
PRPLEVEL 0:1.000000
NAVFREQ 0 0
XPDR 130
O2Level 100.0000
O2MaxLevel 100.0000
CardiacBeat 65.0000
Age 62
HudColor 0
Chute 0
PressureDeath 0
MeshName ummu/UMmuJmomoX02X
crewweight 120.0000
ProjLights 0
END
```

Select this entire section and then copy it to the file, following the DG section. Then replace the location line of the **UMmu** (in red) by the location line of the **DG** (in green). You get this :

```
UMmu_Momo-Jacques:UMmu
STATUS Landed Earth
BASE Habana:2
HEADING 177.11
(...)
```

Remark : The position may be declared in 2 different ways (on the ground) :

- either with **BASE <name_base> : n** (*n* is the PAD number)
- or with **POS -xx.xxxxxxx yy.yyyyyyy** (*x* and *y* are the location coordinates)

The same principle is applicable.

Of course your UMmu will have his head inside the DG ...

Move it a little bit, save your situation, and there you have a new scenario.

If your spaceship is in flight or in orbit, its location will be declared by these 4 lines :

```
STATUS Orbiting Earth
ELEMENTS 2238000.0 0.00000 90.000 0.000 0.000 0.000 51544.5
AROT 0.00 0.00 -72.91
VROT 0 0 10
```

The principle is the same as above: Use these 4 lines to define the location of your legend UMmu...

Remark : your UMmu may be not visible because it may be hidden by the mesh of your spacecraft. Move it a little, and you'll see it appear.

☺ Notice the line **STATUS Orbiting Earth** instead of **STATUS Landed Earth**.

Also the name of the celestial body reference may be different: **Moon** instead of **Earth**..

c) With a different standard UMmu :



This is in my opinion the best way to switch for the desired Ummu. Remember well this manipulation, it is very useful...

Let us take a "standard" scenario supplied with the *DanSteph*'s add-on. For example **UMmu performance test**.

Select the **ummu** you desire and press **Shift+R** keys

The following window will pop up :

Enter new crew's name (or escape)

Type the **name** you wish
(the name has no importance, so do as your
inspiration and your wish...)
then **confirm** (enter).

Then you will have this :

Enter age

Choose **how old** is your character (7,77,etc...),
again, what you want
then **confirm** (enter).

A new window appears :

Enter function (Capt,Sec,Vip,Sci,Doc,Tech,Crew,Pax)

Type **PREF** , then **confirm** (enter).
or
Type **MOMO** , then **confirm** (enter).

Remark : If you type a different name than one of these two, you will not have your legend **UMmu**, but another **UMmu** from those included with the **Dan's** add-on.
So watch out for your spelling...



Note : you can enter indifferently **Pref**, **pref** or **PREF**, as well as **Momo**, **momo** or **MOMO**.

d) By using a UCGO vehicle :

You need to be in control of the vehicle (focus), either in internal view (cockpit) or in external view.

Type the **M** key →

The following window will pop up :

Enter new crew's name (or escape)

Type the **name** you wish (Pierre, Jack, Leonardo, etc...), then **confirm**.



You will then have this :

Choose **how old** is your character (7,77, etc...), then **confirm**.

Enter age

And then a new window appears :

Type **PREF** , then **confirm** (enter).

or

Type **MOMO** , then **confirm** (enter).

Enter function (Capt,Sec,Vip,Sci,Doc,Tech,Crew,Pax)



One more time : If you type a different name than **Pref** or **Momo**, you will not have your legend **UMmu**, but another **UMmu** from those included with the **Dan's** add-on...

So it is very important to remember this :

The spelling of the name you type into the 3^d window "**Enter function**" is crucial.

On the other side, what you write in the windows #1 and #2 can be what you want: *Papyref* can be called *Bob* and be 20 years old...

And now, you can have a seated person on the driver's seat... but he is not necessarily your chosen character !... Sabotage ???

In fact, the act of creating a **UMmu** in a **UCGO** vehicle will make a predefined group to appear (i.e. already created in the mesh but hide before)...




Now press the **E** key : And there you are !!!

e) by using a compatible **UMmu** spacecraft:


Make your **UMmu** go out (EVA) and do the same maneuver as in paragraph "**C**".

3°/ The Legend UMMus and the TURBOPACK

These two characters can of course use the [DanSteph's "turbopack"](#), included in his package...

 It should be noted that the UMMu, to be able to "attach" the turbo-Pack on his back, (and thus use it) must be in "spacesuit " configuration. Type **Shift+X** if he doesn't.

How to use Turbopack :

- B** → To attach it on the **UMMu**-character
- B** → To detach it from the **UMMu**-character (if it is already attached)
(take care not to do it in flight...)
- J** → Enables the parachute.


How to pilot Turbopack :

It is like a spacecraft, with, as usual :

- +** and/or **-** (numeric keypad) → "Main Thrust"
- 0** and/or **Del** (numeric keypad) → "Hover Thrust"
- 7 8 9**
4 5 6
1 2 3 (numeric keypad) → rotation or translation movements
- /** toggles between the two modes

Specific commands for controlling the UMMu - Turbopack :

- D** → Engage the hover autopilot.
0 and/or **Suppr** keys (cursor keypad) control ascent/descent rate of the turbo pack.
- C** → Engage the hover auto descent autopilot
(allowing for a descent and soft landing).

 **Remark #1 :** If you run out of fuel with the Turbopack, you can use your parachute. (It can save your life !)

Remark #2 : If you turn the engine off then activate the parachute by pressing **J**, it will open. This can be really helpful...

Enjoy !...



V - CREDITS AND SOFTWARES USED

1°/ AFTERWORD



This is **Papyref** who suggested I to make us in **UMmu** version...
So, this add-on has been made because of his suggestion...

No sooner said than done !!!

*Note that I did not redraw the shapes of the 3D-UMmu characters, but I simply modified and adapted the existing 3D meshes, which, I must remind you, are from **Dansteph**.*

You can, if you wish, put your comments or some words on the Dan's forum and if you do, I will be pleased... It is my only pay for spending time in designing all these little tricks...



JacquesMomo - march 2016.

2°/ CREDITS

- Papyref's 3D Model..... **Dansteph** modified by **JacquesMomo**
- Jacquesmomo's 3D Model..... **Dansteph** modified by **JacquesMomo**
- Textures and config files..... **Dansteph** modified by **JacquesMomo**

3°/ ACKNOWLEDGEMENTS









DanSteph Awesome designer for "must have" modules as **UCGO-CARGO-UMmu**, as well as the essential **OrbiterSound**.

And what about the forum, whose friendliness is exemplary...

Thanks to him, and long life to this unique forum!

Papyref With whom I have always a lot of fun for the development of new add-on, and who helped me greatly when I started in creating.

4°/ LOGICIELS UTILISÉS

-  Anim8or (©S. Glanville)..... Free 3D modeling software, not bad when one is familiar with it.
-  UV Mapper (©Stephen L. Cox)..... Used for texturing 3D models. (*it is, for that, more powerful than Anim8or*).
-  Mesh Wizard (©ar81)..... **Essential** : to modify meshes, rename groups, even texturing, etc...
-  Make Human (<http://www.makehuman.org/>)..... Free software 3D for character creation.
-  Photoshop (©Adobe)..... With its DDS plugging, essential to elaborate all textures.
-  Bloc-notes (©Microsoft)..... Very useful for editing and for modifying *msh*, *cfg*, and *scn* files.
-  Microsoft Word (©Microsoft)..... For the writing of this manual.
-  Acrobat Pro (©Adobe)..... Used to publish this manual as a PDF file.

APPENDIX A : UMMU CONTROLS

UMmu's main controls :

- E** → Enter into a vehicle or into a spaceship.
(*You must be enough close to it*).
- U** → Packing or unpacking a **UCGO - CARGO**. (if available).
- G** → Grapple an object with hands (in front of him)..- B** → Mount an object on his back (*Turbopack* for example).
- Shift + X** → Toggle wearing spacesuit on/off (*spacesuit ↔ coverall*).
- Shift + R** → Change **UMmu**'s name, age, and function. (*so, also UMmu's face*)
- V** → Open/Close the gold filter of the helmet.
- O** → Change HUD color.
- L** → Turns on the helmet light.
- J** → Enable or disable auto chute (*it will open automatically*).
- S** → Switch RCS in fine mode (keep button pressed).
- N** → Select next target for various HUD mode
- ←** → Activate action area if any defined for one vessel. (Ship dependent).
- Ctrl + ←** → Display information on all action areas available within 15km.
(Useful to know if there is any).
- Alt + X** → Analysis atmosphere to see if it's breathable (*good idea before switching spacesuit*).
- F10** → Open the permanent breathable area utility.
(must be on ground).
- H** → Displays help (*cockpit-HUD mode*)
- M** → Switch HUD mode. (*Cockpit-HUD mode mainly give you information to accurately navigate around objects*)

With the TURBOPACK attached on the back of the UMmu :

- +** and/or **-** (numeric keypad) → "Main Thrust" (*thrust forwards or rearwards*).
- 0** and/or **Del** (numeric keypad) → "Hover Thrust" (*thrust upwards*).
- /** → Toggle between *rotation* and *translation* modes
- 7 8 9**
4 5 6
1 2 3 → RCS Thrust

But there are also *specific* control keys :

- D** → Engage the hover autopilot.
Remark : **0** and/or **Del** keys (cursor keypad) control ascent/descent rate of the turbo pack.
- C** → Engage the hover auto descent autopilot allowing a soft descent and landing...
- J** → Enable parachute.



APPENDIX C : SCENARIOS (OR SITUATIONS)

You can find included with this add-on some scenarios.

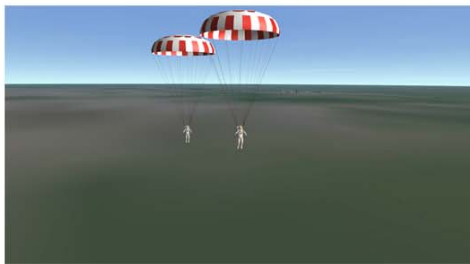
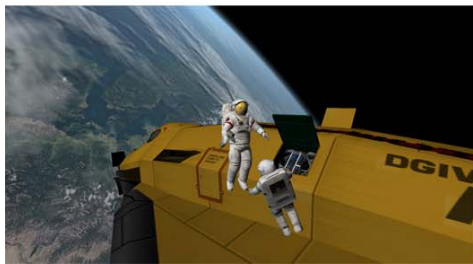
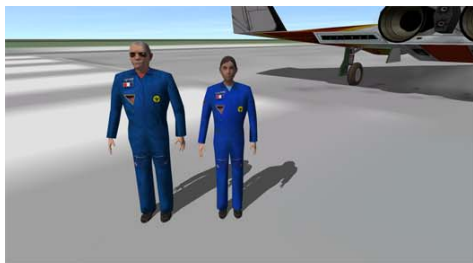
They are all located in this folder :  <Your_Orbiter>\Scenarios\ *UMmu Legends*

It should be noted that all of these scenarios are scenarios rather for "test"...

Here's the list:

- Papyref+JacquesMomo (DG-IV)
- Papyref+JacquesMomo (Gallery)
- Papyref+JacquesMomo (Moon)
- Papyref+JacquesMomo (Orbit)
- Papyref+JacquesMomo (Parachute)

And here are all the splash screens :



And once again keep in mind these 2 commands:

 + 

➔ Puts or remove his spacesuit.

 + 

➔ Change the name of the UMmu, his age, and his function
(and thus the face and the clothes).

I hope you have fun with these two new UMmus... really original !!!

JACQUESMOMO mars 2016

