

ProgressM1 for Orbiter2006 p1

no matter - august 2008 - **version 1.0**



Installation

Unrar the archive inside orbiter main folder.

Requested addons:

Universal MMU 1.5 by Dansteph <http://orbiter.dansteph.com/download/UMmu15.php>

***Soyuz series and Baïkonur LC1 pad** <http://orbiter.mustard-fr.com/>

***Project R-7 by astronaut** <http://www.orbithangar.com/searchid.php?ID=2844>

*You can choose one or both launchers.

Scenarios

Scenarios are listed under "ProgressM" folder in launchpad (Orbiter/scenarios/ProgressM).

- **Progress launch with Soyuz series**
Soyuz - Progress launch (*using Soyuz series as launcher*), T minus 145s. Target ISS.
- **Launch Progress with R-7 project**
Soyuz - Progress launch (*using R-7 project as launcher*), T minus 220s. Target ISS.
- **Progress docked**
Just after docking to the ISS. Waste gauge at 0%, payload tanks full.
- **Progress orbiting**
Progress orbiting 196.3 x 237.9km, just after upper stage separation.

Keys

All keys are listed on HUD in "vessel infos" view (use F8 to switch panels views).

Specification / Usage

PROGRESS SPECIFICATIONS	
Launch mass	7150kg
Fuel mass	880kg
Thrust(vac.)	6197N /700N
Payload fuel mass	1950kg
Payload water mass	420kg
Payload O2 mass	50kg
Dry payload mass	1300kg
Total Payload Limit	3720kg

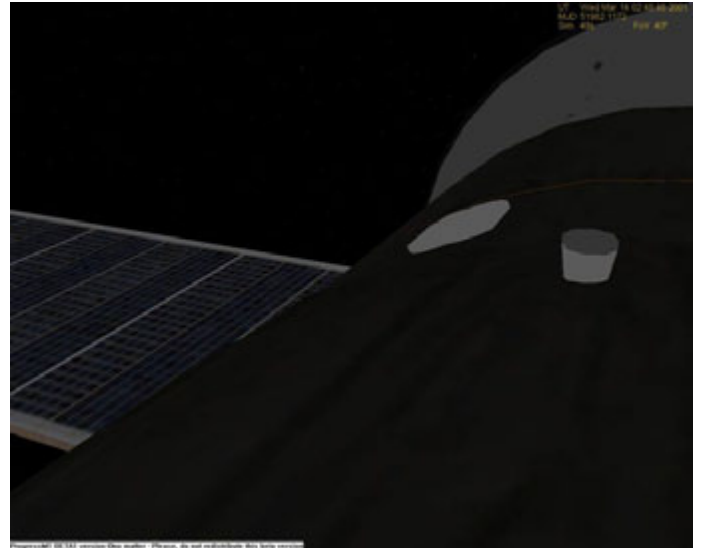
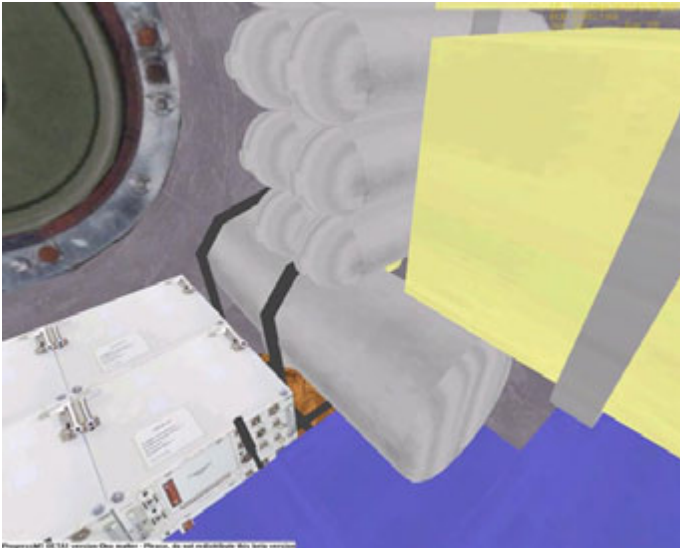
- RCS exhausts rendering is disabled if time acceleration is above x10.
- Engine won't work if cover closer.
- Docking will fail if probe not extended.
- Airlock can't be opened if docking port is not engaged.
- When Wastes gauge reaches 100%, Progress will auto-undock and further docking will fail.
- Solar arrays can't be refolded once unfolded.
- Kurs AS-VKA & 2ASF1-M-VKA antennas can't be restowed when unstowed.



Periscope and Vessel's infos views (F8)



Front camera and rear camera views (CTRL+0 in periscope view)



VC view (F8) and Free camera (CTRL + DOWN ARROW in Vessel's infos view)

Check lists available in a separate document in pdf and txt format (ProgressM1 check lists.pdf / ProgressM1 check lists.txt).

Known bug

Never use cursor arrows keys up or down alone (usually used to slide panel bitmaps) in vessel's infos panel (2d cockpit panel without bitmap) or it will crash Orbiter, I don't know how to fix that.

Credits and Thanks

Thanks to Dansteph, Picto, SPQR, Thorton, Pagir, Mustard, for support, help or anything else, as well as all the beta testers and everyone I forget.

3d model obtained from modifying Jason Benson's TMA mesh parts available on Orbithangar.
Textures "Soy-serv.dds" and "Soy-descent.dds" by Jason Benson.

Textures "ATV-upper.dds" used inside pressurized section by Well.

3d model, textures and C++ code by no matter except other indication.

