1 X-Space (release 7)

X-Space is an aerospace simulator based on X-Plane flight simulator. It is available as a plugin, and as a dedicated server (for calculating spaceflight), also as an Orbiter space simulator addon (to provide networking).

2 Features

(new features in **bold**)

- > Provides information about partial concentrations and densities of atmospheric gases
- > Clouds visible from orbit (procedural clouds based on realtime weather)
- > Different visual effects based on fuel used in the rocket engine
- Detailed engine performance simulation (variation in thrust with external pressure)
- ▷ Support for multiple stages/multi-part vessels
- > Visual effects from heating (glow due to heat radiation)
- ▷ Earth gravitational field simulation (non-spherical gravity based on EGM96 model)
- > Support for extra fuel tanks (or additional weights)
- ▷ Orbital flight simulation (uses custom physics engine to override X-Plane physics at high altitudes)
- ▷ Detailed atmospheric model (including exosphere, high-altitude atmospheric drag)
- ▶ Atmospheric scattering visible from orbit (for X-Plane 9, X-Plane 10 without HDR)
- > Support for any amount of custom engines (reaction control engines, additional rocket engines)
- ▷ Advanced networking support (multiplayer)
- ▷ Fuselage drag simulation (drag from capsules, hypersonic vessels)
- ▶ Heating simulation (covers a wide range of external pressures and velocities)
- ▶ Earth magnetic field simulation (fairly precise magnetic field data from WMM)
- ▶ Material simulation (simulates properties of various materials the spacecraft is constructed from)
- Extra camera views (relative to vessel reference point, vessel center of mass)
- ▶ Vertical launch pads
- ⊳ Simulates planet rotation
- ▶ Publishes a large amount of variables (datarefs) accessible by other plugins

3 Installing

Please remove the old version of X-Space if it's present

Just copy contents of folders in this archive into corresponding folders in X-Plane 9 (or X-Plane 10) folder. The folders must be *merged* together (not replaced!).

To uninstall it just delete the following folders:

- ▷ \X-Plane 9\Resources\plugins\x-space
- ▷ \X-Plane 9\Aircraft\XSAG

4 Authorship

- ▶ **X-Space** © 2009-2012 by Black Phoenix
- $\,\,\vartriangleright\,\, \mathbf{XGDC}$ OS © 2008-2012 by Black Phoenix
- ▶ Simple OGL Image Library by Jonathan Dummer
- ▷ Scriptable Avionics Simulation Library by A.A.Babichev
- $\,\triangleright\,$ Lua 5.1.4 © 1994-2011 PUC-Rio
- WMM model implementation by Manoj C Nair and Adam Woods
- ▶ NRLMSISE-00 model implementation by Dominik Brodowski
- ▶ RV-550 Ares-1 with Orion capsule model by Curt Boyll
- ▷ SV-200 UHLSS model by Jeff Scott

5 Version Information

- ▷ RV-550 Ares-1/Orion (XSAG SVN R326)
- ▷ SV-200 UHLSS (XSAG SVN R326)
- ▶ XGDC OS (XSAG SVN R326)
- ▶ WMM (WMM2010)

6 Version History

6.1 Changes from release 7a

▶ Fixed Mac OS version of the plugin

6.2 Changes from release 6a

- ▶ Added new rendering features
- ▶ Added non-spherical gravity
- ▶ Added configuration window
- ▷ Can use ACF files as stages now
- ▶ No longer supports weapons as drop-stages
- ▶ Rewritten from scratch internally

6.3 Changes from release 5a

- ▶ Fixed accelerometer readings when in inertial physics
- ▶ Fixed Earth rotation pushing aircraft around runway
- ▶ Added material editor (for making drag model)
- ▶ Added SV-201 vehicle (as a demonstration)
- ▶ Added on-orbit drag

6.4 Changes from release 4d

- ▶ Added multiplayer
- ▶ Fixed memory related crash when loading aircraft after loading rocket
- ▶ Fixed unresponsive controls when loading aircraft after loading rocket
- ▷ Fixed rocket start with "don't start with engines running" option
- ▶ Added datarefs to check for existance of any body

7 Reference

7.1 Extra key functions

- > SHIFT+]: Locked-orientation spot around vehicle
- ▷ SHIFT+[: Spot camera around vehicle
- ▷ CTRL+LEFT: Previous object (cameras)
- ▷ CTRL+RIGHT: Next object (cameras)
- ▷ SPACE: Release vessel from launch pad