Updates

Release 2/18:

TSS:

- Note that telemetry values in TSS will be adjusted after further testing, but general TSS functionality should not change much
- Below the EVA telemetry ranges in the eva-telemetry-ranges document, you can find details on how to handle error scenarios
- Suit resources currently start at nominal values but will be simulated to fill up during Egress. Similarly, ingress procedures will also be implemented in TSS soon.
- Some errors may only throw if all LTV errors are switched off. One of such errors should throw within the first 10 seconds of all LTV errors being switched off.
    - EVA control block will not indicate an error if you have switched DCU properly to resolve error even though simulation value may still be out of range

LTV Task Board

- LTV Task Board errors are subject to change
    - documents/procedures/LTV-repair-procedures document has information about some sample LTV repair procedures

DUST:

- LTV spawning distance has been decreased to a value we believe to be reasonable
    - LTV spawning location will not be constant in further updates, *so don't depend on the current location for searching!*
- TSS has to be running for DUST to work so once you start that up you type the IP address into the text box (no port, just xxx.xx.xxx.xx) and connect. To drive around hit Control+G and then use the arrows to drive around. Control+R to reset to origin position.
- There's also debug settings in the new settings menu (You can open with Escape or the P key) that lets you toggle indicators for the last known good position or rover position.

Maps:

- The maps in the documents->maps folder are from last year and may be updated