LAUNCH DIRECTOR
LAUNCH TROUBLESHOOTING GUIDE

Issue: The rocket does not reach its target altitude
Solution: Increase the *Fuel Volume %*. If this is already at its maximum value, also increase *MECO @ % FOB Used*. This will allow the rocket to use more fuel during ascent, and therefore fly higher.

Issue: The rocket lands too hard and explodes
Solution: Decrease the *MECO @ % FOB Used* value. The rocket will keep more fuel in reserve for its landing burn, allowing it to decelerate more and land softer.

Issue: The rocket shoots back up into the sky during its landing burn
Solution: Increase the *MECO @ % FOB Used* value. This will leave less fuel in reserve for the landing burn, leading to a shorter burn and a smaller change in velocity.