

MIDDLE EARTH FROM SPACE

a) Unzip the file in an empty directory.

b) If you obtained this file from the Orbiter Space Simulator web page [<http://www.medphys.ucl.ac.uk/~martins/orbit/orbit.html>] or from its originating web site at [http://www.sandinovive.org/webusers/guests/e_worlds/mdleearth_from_space.htm] check that your file contains the following files:

This file, ME_FROM_SPACE.pfd (45.1 Kb)

 Readme.txt (2.31 Kb)

The folder Config with the following:

 Me3.CFG (2.15 Kb)

 Me3Sun.CFG (149 bytes)

 Me3Sys.CFG (107 bytes)

The folder Scenarios

 MiddleEarth folder with the following:

 Description.txt (380 bytes)

 Hobbiton.SCN (883 bytes)

 Me3.SCN (916 bytes)

The folder Texture with the following

 Me3.tex (1,135 Kb)

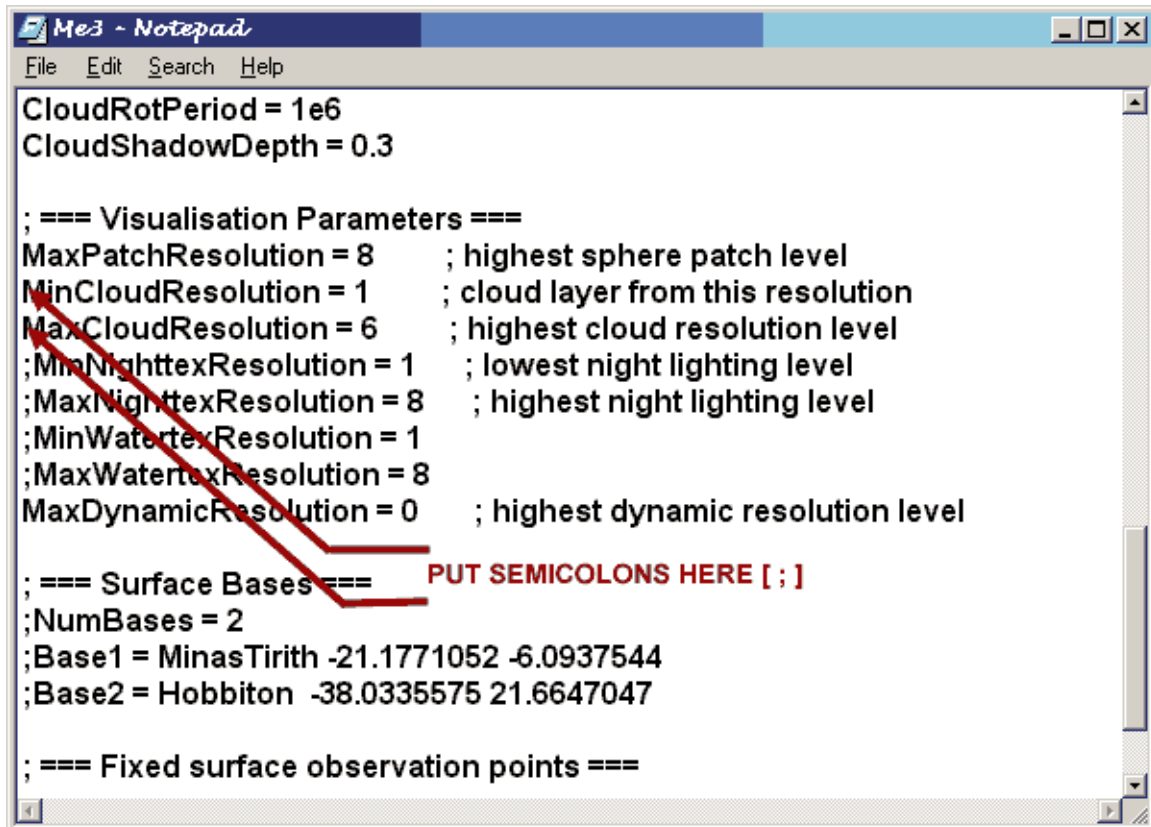
 Me3_cloud.tex (2,265 Kb)

 Me3m.BMP (96 Kb)

After making sure you got these files, place all the files in the Conf folder in the Conf folder created by Orbiter; place the whole folder MiddleEarth in the Scenario folder created by Orbiter, and finally place all the files in the Texture folder in the Texture folder created by Orbiter.

Run Orbiter, open the MiddleEarth scenario and you are ready! There will be a Glider Ship ready to take off on the ground (Outside Minas Tirith or in the middle of the Shire –depending on the file you opened).

** To view the Middle Earth Planet without the cloud cover, open with notepad the file Me3.CFG that you stored in the 'Config' and place semicolons [;] at the beginning of the cloud cover lines in the visualization parameters section (MinCloudResolution... and MaxCloudResolution...), see figure 1.



```
Me3 - Notepad
File Edit Search Help

CloudRotPeriod = 1e6
CloudShadowDepth = 0.3

; === Visualisation Parameters ===
MaxPatchResolution = 8      ; highest sphere patch level
MinCloudResolution = 1      ; cloud layer from this resolution
MaxCloudResolution = 6      ; highest cloud resolution level
;MinNighttexResolution = 1  ; lowest night lighting level
;MaxNighttexResolution = 8  ; highest night lighting level
;MinWatertexResolution = 1
;MaxWatertexResolution = 8
MaxDynamicResolution = 0    ; highest dynamic resolution level

; === Surface Bases === PUT SEMICOLONS HERE [ ; ]
;NumBases = 2
;Base1 = MinasTirith -21.1771052 -6.0937544
;Base2 = Hobbiton -38.0335575 21.6647047

; === Fixed surface observation points ===
```

Fig. 1 Lines to Edit

For any further help, consult your Orbiter Space Simulator Manual.
Files created by M. Estrada (e_worlds@sandinovive.org). These files were
downloaded from: [http://www.sandinovive.org/webusers/guests/
e_worlds/mdleearth_from_space.htm](http://www.sandinovive.org/webusers/guests/e_worlds/mdleearth_from_space.htm)

NOTICE:

Code and Images provided 'AS IS' without any warranty of any kind for any purpose whatsoever. For help with the Orbiter Space Simulator, please consult the user manual or visit any of their many user groups discussion pages. The images are available for non-commercial, non-profit, personal use on single computers ONLY. Any other use is NOT authorized, including reproduction and posting on any of the internet facilities such as websites, newsgroups, etc.
