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/mdlearth_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.

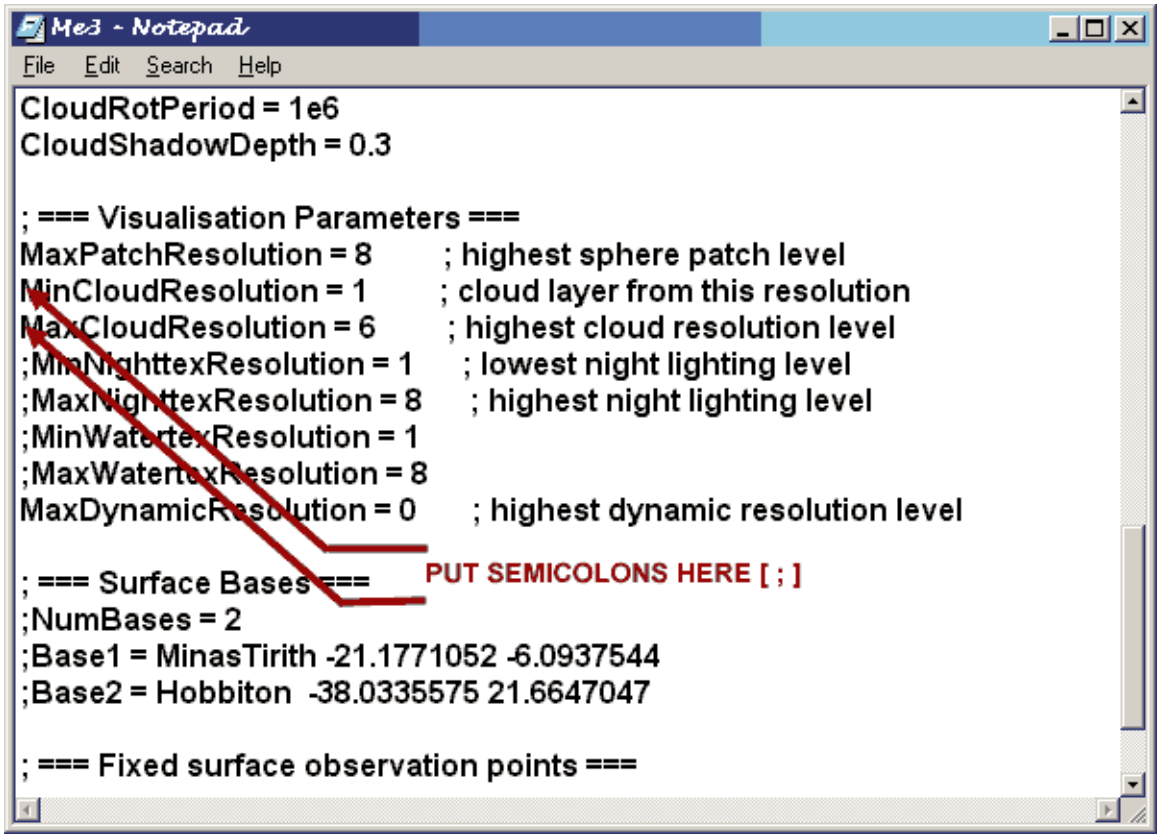

Fig. 1 Lines to Edit

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/mdlearth_from_space.htm