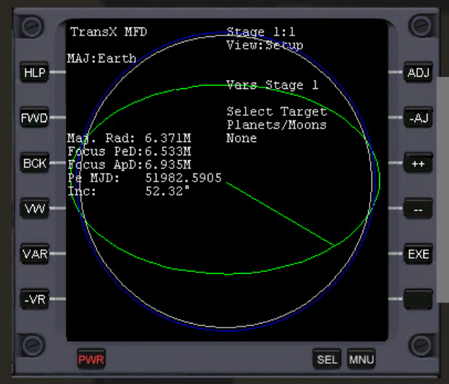



WTF?

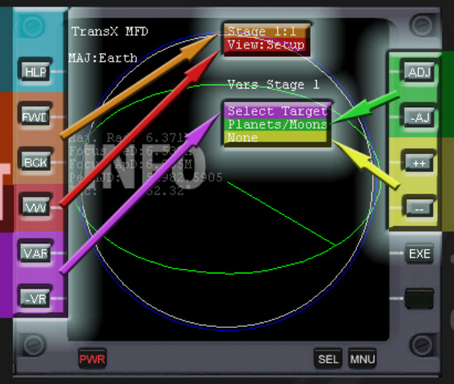
**HELP BUTTON**
only useful if you already know how to use TransX

LOOK AT RESULTS FOR NEXT STEP
DON'T TOUCH UNTIL YOU ARE ALMOST DONE WITH YOUR FIRST STEP

There are three options:
Setup, Manoeuvre, & Target

Choose between MANY different parameters for Setups and Manoeuvres

START




**choose HOW to adjust the parameters**

A

**ADJUST PARAMETERS**
**by INCREASING or DECREASING different types of VALUES**

B

<<If you are reading this don't worry about this

## Welcome to the wTransX-fschematic!

**An ultra-super-fine crash course moon tutorial for people already experienced with Orbiter!**

Tired of looking at TransX and not knowing how to use it? Well chances are it's as easy as 123 if you are already fairly experienced with MartinS' Orbiter Space Flight Simulator! I used Orbiter for 8 years before Learning how to use TransX. This tutorial is meant to help experienced users get over that first hurdle of knowing WTF the buttons do and how the interface works. Once I figured that out, I found it really easy!!

**If it doesn't say VIEW:SETUP, PRESS <VW> UNTIL IT DOES**

## 1 VW:VIEW SETUP

(VAR,-VR)

SETUP:(VAR,-VR)
**SELECT TARGET**
AUTO PLAN
INTERCEPT WITH
ORBITS TO ICEPT
GRAPH PROJECTION
SCALE TO VIEW
ADVANCED

(ADJ,-AJ)

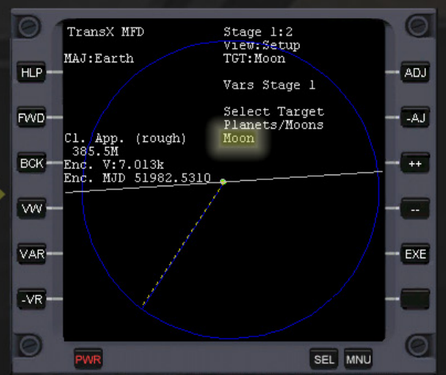
A

SELECT TARGET:(ADJ,-AJ)
PLANETS/MOONS (++ - -)
SHIPS

PLANETS/MOONS:(++ - -)
NONE
MOON
ESCAPE

B

CHANGE ORBIT VIEWS AT ANY TIME!!




## 2 VW:VIEW MANOEUVRE


MANOEUVRE:(++ - -)
OFF you gotta turn it on or it won't work...
ON <<<IMPORTANT!!!

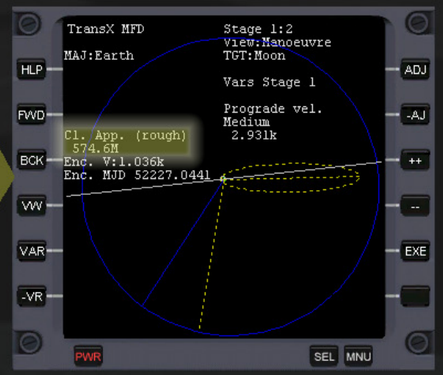
MANOEVRE<ON>:(VAR,-VR)
BASE ORBITS
PROGRADE VELOCITY
MANUAL DATE
OUTWARD VELOCITY
CHANGE PLANE VELOCITY

(ADJ,-AJ)

(ADJ,-AJ)
COARSE
MEDIUM
FINE
SUPER
ULTRA
HYPER
RESET

Use gradual adjustments to:

**(++,- -)**
**TRANSORM ORBIT**
minimize CL. APP.value!
it means "closest approach"

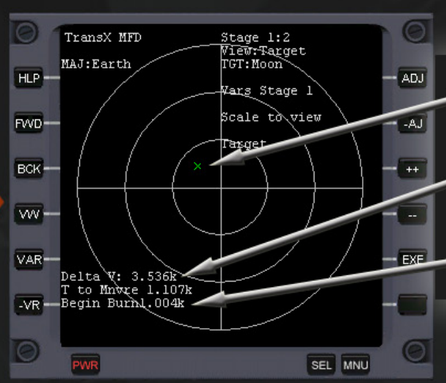



## 3 TARGET

The target is only available after some planning is done. Use the FWD button to check you progress.

FWD


BCK




Aim at this green X
Delta this much V
When Burn T=Zero

land on moon!

schematic by: statickid<<