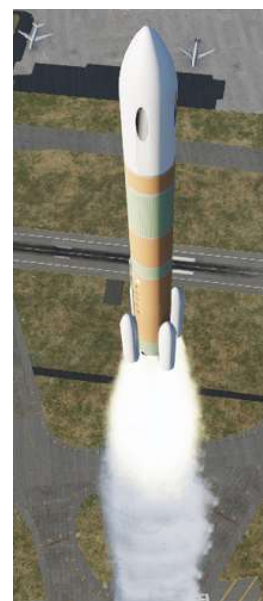


This model is an imaginary spacecraft launched by H3 rocket developed by JAXA, Japan Aerospace Exploration Agency. The rocket takes off from specified airport and goes into a circular orbit around the Earth with 120 km altitude. Then it automatically descends to Mt. Fuji, in Japan as a default. You can also specify any destination of airport by ICAO code before flight.

Actual location of the ship and its flight root are shown on the map toggled by **"MAP"** button on window.

When on the orbit, view in cabin is shown or hidden by pressing **"CABIN"** button.

This model is tested by X-lane 12.3.0.



Recommended X-Plane setting:

1) Set **"Clear"** in **WEATHER** on **Flight Configuration** window to delete cloud on earth.

2) Uncheck **"Simulate blackout, redout, & hypoxia effects"** in **"Settings"** window to watch view in cabin.

How to fly:

1. View setting in External window

At external view click any place in window once, then you can move your view horizontally by right or left arrow keys, or vertically by up or down arrow keys. Additionally you can move your view by dragging mouse with pressing right button.

2. Setting a destination

Click an entry field of **"Airport ID="** to turn its background green. When it turns green, specify an ICAO code of destination airport and click Return.



The flight root is shown on world map. Landing area are shown with X mark, and current rocket position is shown with square mark on the map. Clicking **"Map"** button on bottom-left corner of the window toggles show and hide the map. When destination is specified, the flight time is shown on the right. If flight time is greater than 87 min., the distance to destination is shorter than 4,300 km, so spacecraft needs to orbit full circle of the Earth or more.

3. Launch

Click **"Start"** button on top-left corner of the window to start launch. The rocket takes off and enters circular orbit.

"Reset" button appears on top-left corner of the window, pressing this button put the rocket back to initial airport when launching or orbiting.

4. Operation on Orbit

On orbit "Orbiting around the Earth until T=" is shown in top-right corner of the window. And **"CABIN"** button appears on bottom-left corner of the window. Pressing this button toggles inner view and external view alternately.

At view in cabin, right-click and drag a mouse turns direction of sight, turning wheel moves point of view forward or backward.

And pressing mouse wheel stops view floating.



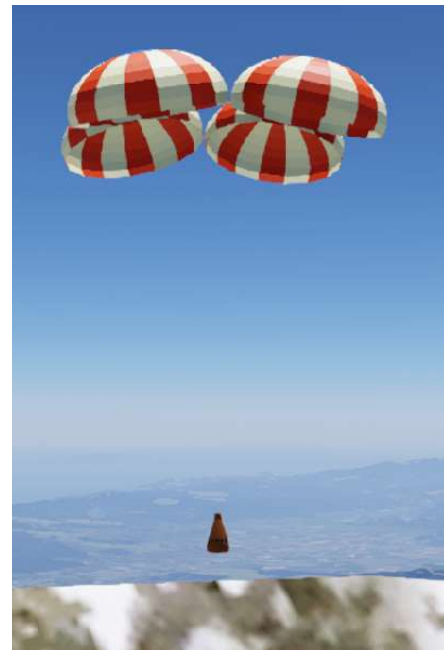
5. At re-entry

The ship automatically goes into re-entry. Control.

And shows the time of touch down on top-right corner of the window with "Descending into Earth to touch at T=".

Note: Do not resize X-Plane window during flying to avoid dislocation of characters. If it happens, press **"Reload the Current Airplane (Skip Art Reload)"** under **"Developer"**.

Many thanks to JAXA for disclosing technical data of H3 rocket to support this simulation.



The package may be redistributed for non commercial purposes only; derivatives MAY NOT be redistributed.

Enjoy space flight,