

**** ERRATA - ORBITER MANUAL ****

- Pg. 7. Hard Disk Installation: (add.) ORBITER must be installed to a volume containing the hard drive System and Finder. Or, transfer the System and Finder to the ORBITER volume.
- Pg. 9. Paragraph 3, last sentence: (chg.) The Forward Main Station will not break into quadrants prior to selecting a New Mission.
- Pg.s 9-10 Last paragraph: (chg.) In order to use the panels when first booting ORBITER a New Mission must be selected from the Mission Menu.
- Pg. 12. Paragraph 1, sentence 5: (chg.) You have about 10 seconds to respond to a query from Mission Control or the Computer.
- Pg. 17. Paragraph 3: (chg.) The mission does not require testing the telescope.
- Pg. 18. Paragraph 1: (add.) After deploying the telescope, put the arm away using Orbiter from the Arm Grabber Menu (see page 61 for Arm Grabber info.).
- Pg. 20. Paragraph 1, sentence 3: (chg.) Start APU's from the Engines Panel.
- Pg. 22. Paragraph 4, sentence 8: (chg.) The Map CRT will not be active during landing.
- Pg. 25. Save/Load game: (add.) Saved games will not completely save to disk unless you have a single drive system or until you Quit the program using the File Menu. If you have a power failure or if the system resets during play, whatever was saved during that session may be lost.
- When saving on top of a previously saved game, make sure the old name is not highlighted and that the dialog box appears asking if you want to replace the old file.
- Pg. 26. Apple Menu: (add.) About Spectrum HoloByte has been added to this menu.
- Pg. 40. Camera: (chg.) The camera shows only a forward view.

OPERATING INFORMATION

ORBITER requires a lot of memory and uses a lot of high level number crunching; if you use desk accessories during play be aware that this will strain the memory and slow down the operations.

For Hours Completed in the Astronaut Information box and the Orbital Angle in the Choose Orbit box, the numbers will be rounded to the nearest whole number. Some numeric displays will refresh every two or three seconds so the display will show incremental increases rather than consecutive ones.

Events such as an abort from a launch sequence may take from 5 to 10 minutes (Rota is a long way away). It depends on your altitude at the time of abort. ORBITER will revert to the landing phase when your altitude has reached 38 kilometers.

If you would like to choose only one or two of the program phases instead of all three - Launch/Orbit/Landing - you may do so when you select a New Mission.

Most automatic operations, except changing your orbital angle, may be performed manually. Manual operations require patience and practice to acquire the necessary skills.