

## Spaceway alpha 100912

Procedural universe generator and explorer  
Feature overview

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### Description and basics

**Spaceway** is a game-like explorable procedural universe generator (that fits on a floppy).

#### What can it be used for?

To fly around procedurally generated universe. So far there are no objectives or to achieve or story to follow, just open-everything universe.

The game models a roughly Newtonian space flight and physics, allowing you to fly realistically, and at the same time several sci-fi devices are employed, to allow for quick transition between worlds and places.

#### Starting

Run SpaceWay executable.

On start it will load data/scn/current.scn if available.

Current.scn is made if you quit with saving, I.E by pressing Ctrl+Q.

Giving the exe -lang <lang> parameter will tell it to use translation into language <lang>, language files are located in data/lingvo directory.

#### In-game Help

Pressing H will toggle an in-game Help menu.

It lists all the more useful keys available in the particular version you happened to play, in language you've selected.

#### Graphics

Graphic options can be controlled by pressing F11 key sequences.

See ogla\_generic.pdf for option descriptions.

#### Autopilots

Universal autopilots screen is described in uap\_generic\_manual.pdf, a quick-start guide is on page 4.

The autopilots are known to not work under 64 bit builds.

#### Key reassignment

All keys used in the game can be reassigned in Main Menu->Keys dialog.

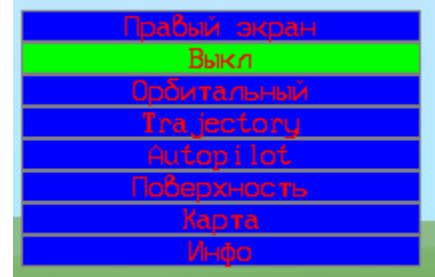
The help window would still reflect the default key mapping though.

## Autopilots quickstart

UAP, the autopilot module in Spaceway, is pretty easy to use. Full description is available in [uap\\_generic\\_manual.pdf](#)

Let's get the vessel from the default scenario into orbit.

- First, select the Autopilot screen in one of the MFDs, thru menu or F6 key.



- This will bring up the autopilot controls. Use Shift on the side of the MFD with a key to send commands to it.
- Let's add a trans\_orbit program, the one that changes trajectory. Press INS (Shift+I)
- The insert menu would show up, containing all the programs. Select trans\_orbit, and press ENT (Shift+E)
- Now you're back into the sequence list. Go to page 1 to set parameters (Shift+P twice)
- Each autopilot have some parameters for it. For example, let's set the launch heading to 286, the one we're heading in default scenario.
- Now, press GO (Shift+G) to start the sequence. It will automatically disengage the warp mode. The status page will automatically show up, displaying your progress.
- Congratulations, you should be in orbit in a few minutes (or seconds if you press T).

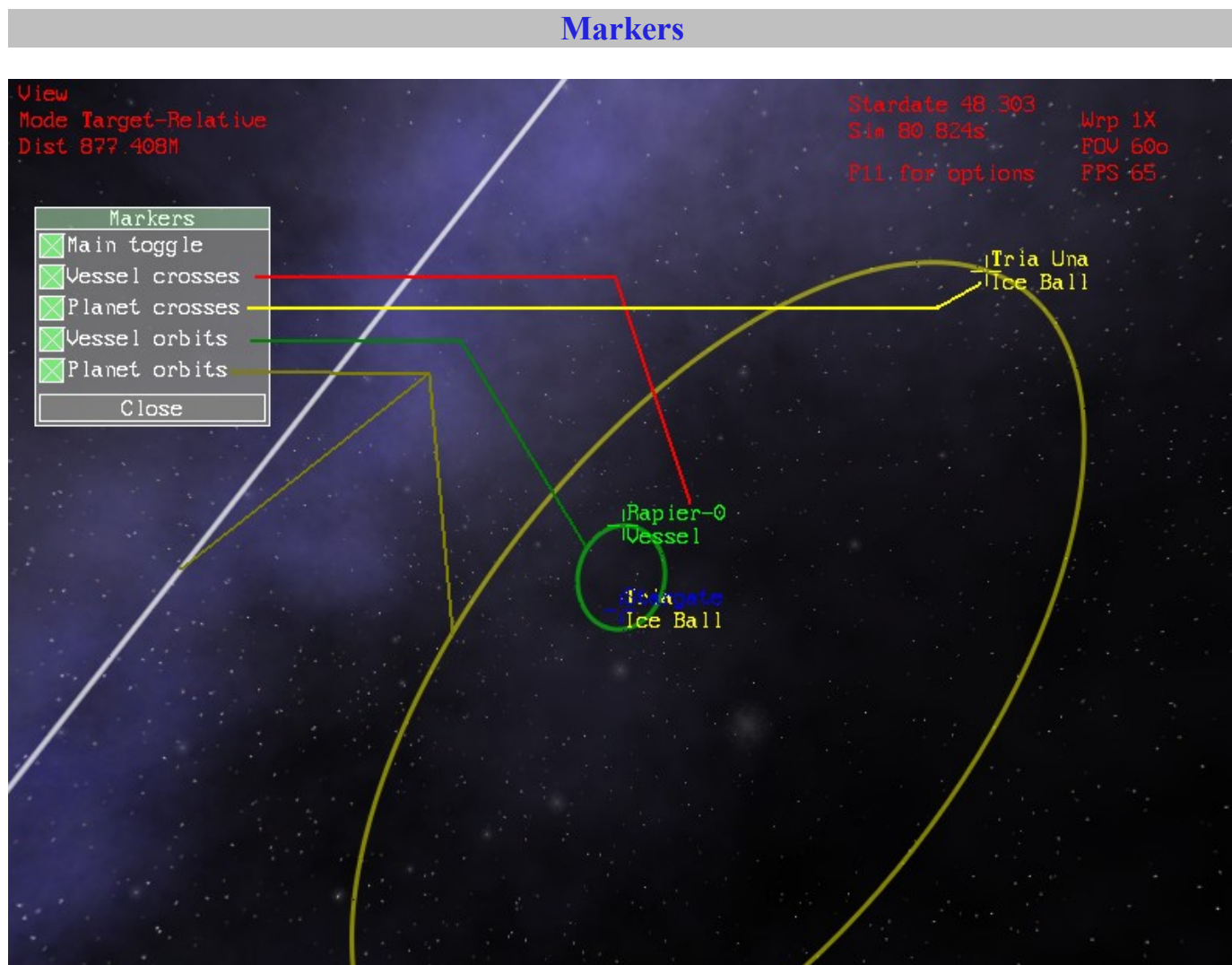
```
Universal autopilots control
Page 0/2 Status
In Rapier-0 (Rapier)
Running sequence
Step 0 of 0, Trans-orbit
engine = main
kind = 0
target =
heading = 286
apoapsis = 200000
periapsis = 200000
ta = 0
kind_is = Bi-apsis
```

```
Universal autopilots control
Page 0/2 Status
In Rapier-0 (Rapier)
No sequence defined for it
To define, go to page 2.
```

```
Universal autopilots control
Select AP to insert
In Rapier-0 (Rapier)
lift_off
runway_off
air_hold
>trans_orbit
dock
get on pad
```

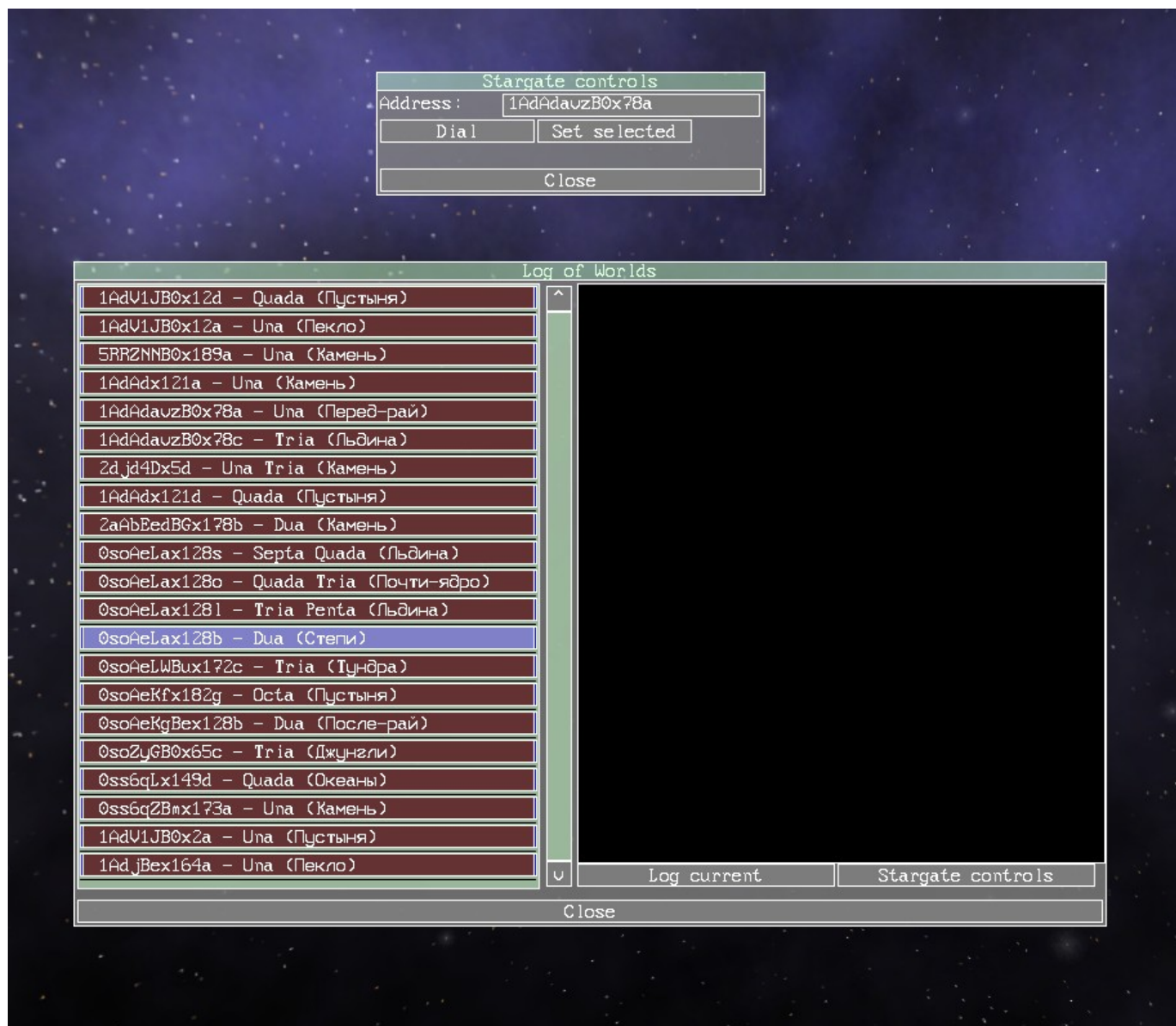
```
Universal autopilots control
Page 2/2 Sequence
In Rapier-0 (Rapier)
>Trans-orbit
```

```
Universal autopilots control
Page 1/2 Input
In Rapier-0 (Rapier)
Step 0 of 0, Trans-orbit
engine = main
kind = 0
target =
>heading = 90.0
apoapsis = 200000
periapsis = 200000
ta = 0
kind_is = Bi-apsis
```



Main toggle turns off all the markers without changing their states.  
Vessel trajectory only drawn for current vessel.

## World log



- Log current adds the current closest planet to the log. The log is automatically saved to data/starlog.txt
- Stargate controls opens up the same-named menu (hot key A)
- You can set the address to the selected log entry using Set selected button
- Stargates are found on most planets