

SPACEBARGE 2000 OPERATIONAL CHECKLIST

Introduction

This document is not really a checklist. Instead, it provides a walkthrough of the activities required to properly power, configure, and operate your ship for this specific demo mission. If a game is ever made of this demo, it will include a proper manual and checklist for each space ship.

1. Mission Overview

You start your journey in a passenger terminal of an old space station in section 1 of Earth's geostationary orbit. Your ship is being readied with fuel. Once refueling is complete, you will be granted access to it using the passenger door in the terminal.

Your mission is to retrieve an item from the cargo dock of the space station you start from and deliver it to a space station in sector 3 of Earth's orbit. For this demo there are 4 sectors equally spaced around Earth. Sectors 1 and 3 are therefore at opposite sides and you will need a stop at zone 2 before you can reach 3.

Make sure to follow all procedures. Failure to do so may result in fines, which will be deducted from your pay at the end of the job.

Press "Next" on the panel for the next page.

2. Checklist

The checklists are split into 5 different fields:

1. Activity Title – General title of the activity
2. Activity Objective – The objective of the current activity
3. Panel used in the action – The ship panel or the device where the control is located
4. Control used in the action – The control that needs to be actuated to perform the action
5. Action to be performed – The actual action to be performed, along with any additional information required for that step.

If a panel is not listed in the line item, the panel used in the previous item is still applicable.

SPACEBARGE 2000 OPERATIONAL CHECKLIST

2.1 Initial Power Setup and Configuration

Objective: Power the ship electrical bus and perform initial configuration

Panel / Item	Control	Action
Power Control	Ext Pwr	Turn On
	Battery	Turn On
Interior Lights	Cockpit	Turn On (if desired)
Docking	Doors – Nose	Close
	Doors – Cargo	Confirm Closed
Pressurization	Operation - System	Turn On
	Press	Press
	Sensor	Set to Dock
Artificial Gravity	System	Turn On
	1G	Press
Docking	Magnets	Confirm set to Nose
	Magnets – Engage	Confirm On (<u>do not</u> press if already On)
Seat Panel	Arms and seat position	Adjust as required

SPACEBARGE 2000 OPERATIONAL CHECKLIST

2.2 Pre-Departure

Objective: Configure the ship for departure.

Panel / Item	Control	Action
Power Control	Capacitor – Charge	Press and wait for “Cap Loaded” message. “Remote Engaged” message may also show.
	Reactor	Set to Stg 1
	Reactor – Start	Press and wait for blue bar in Reactor Status display
SAS Control	Displacement	Set to On
	Rotation	Set to On
Targeting	Range	Set to 1k
	Scan	Press
	Prev / Next	Select “Star Base Alpha” (center of currently docked station).
	Set Ref	Press
Camera Control	Fixed Cameras – Nose	Press
Screen Sel	Map	Press
	Auto Update	Turn On
Exterior Lights	Center	Turn On

SPACEBARGE 2000 OPERATIONAL CHECKLIST

2.3 Departure

Objective: Separate from Space Station

Panel / Item	Control	Action
Communications	Channel Selection – Local	Press
	Channel Selection – Prev / Next	Select “Star Base Alpha”
	Active Channel – Transmit	Press once and request departure clearance. Say: “Request departure, dock 1”. Wait for clearance.
Power Control	Ext Pwr	Turn Off
Docking	Magnets – Engage	Wait for dock door closure and Turn Off (“Docking Available message” will pop up)
Flight Controls	Throttle	Move rearward slowly. Release when speed is above 2 m/s.

Note: Once clear of the station go to the next page.

2.4 Maneuvering

Objective: Navigate to Cargo Dock

Panel / Item	Control	Action
Targeting	Range	Set to 1K or 5K
	Scan	Press
	Prev / Next	Select Cargo Dock 02
	Set Ref	Press
Flight Controls	Sidestick	Use as required to navigate to target (use green bars in primary flight display and blue cross on map for reference)
	Throttle	Maintain speed below 10 m/s while within 500 m of station.

Note: The cargo dock is on the other side of the same station. You simply have to navigate around it. Once there you will need to dock sideways.

SPACEBARGE 2000 OPERATIONAL CHECKLIST

2.5 Docking – Cargo Dock

Objective: Dock with Cargo Terminal – When within visual range.

Panel / Item	Control	Action
Communications	Channel Selection – Local	Press
	Prev / Next	Select “Star Base Alpha”
	Active Channel – Transmit	Press once and request docking clearance. Say: “Request docking, cargo dock”. Wait for clearance.
Flight Controls	Sidestick / Throttle / Displacer	Use as required to align the ship facing the center of the base, but sideways relative to the dock.
SAS Control	Displacement	Set to Hi. Ship will stop on its own when controls are released.
Camera Control	Mast – Ext / Rect	Press to extend mast
	Mast – Cam	Press. Use camera view to ensure ship nose is as close as possible to base end of dock.

SPACEBARGE 2000 OPERATIONAL CHECKLIST

Docking	Magnets	Set to Cargo
Flight Controls	Throttle / Displacer	Use to move ship sideways and up or down into dock. Do not exceed 1 m/s or docking will not be allowed.
Docking	Magnets – Engage	Turn on after “Docking Available” message is displayed. Wait for ship to dock.

Note: If you have trouble with the voice recognition service, you can use the “hidden button” closer to the nose on the side of the right console to request docking and make the door open. The other button, closer to the seat can be used to request departure from the cargo dock.

2.6 Securing and Exiting Ship

Objective: Secure Ship and Exit to unload cargo.

Panel / Item	Control	Action
Pressurization	Sensor	Set to External. Verify that external pressure is safe.
Pressurization	System	Turn Off
Artificial Gravity	1G	Press to disengage
	System	Turn Off
Power Control	Ext Pwr	Turn On
	Reactor – Stop	Press
	Battery	Turn Off
Camera Control	Mast – Rect	Press to retract
	Fixed Cameras – Nose	Press. Verify area is clear
Docking	Doors – Nose	Open
Camera Control	Fixed Cameras – Cargo	Press. Verify area is clear
Docking	Doors – Cargo	Open
Exterior Lights	Left / Center / Right	Turn Off
Interior Lights	Cockpit	Turn Off
Seat Panel	Entry	Press

Note: Once out of the ship, use the equipment to load the cargo. The next step in this checklist can be used as reference. Upon returning to cockpit go to item 3.8.

2.7 Loading Cargo

This section is not part of the ship operational checklist, but is included to provide instructions to operate loading equipment. The format is therefore slightly different.

Objective: Load cargo from platform into ship cargo hold.

Equipment	Control	Action
Cargo Terminal	Arm	Press to activate arm.
	Thread	Press to activate loading thread. Wait for cargo to be dropped inside ship cargo hold.
	Thread	Press to de-activate.

2.8 Preparing for Departure

Objective: Prepare ship for departure from cargo dock.

Panel / Item	Control	Action
Seat	Seat	Sit down and adjust as required
Seat	Seat – Cockpit	Press
Interior Lights	Cockpit	Turn On
Docking	Doors – Nose	Close
	Doors – Cargo	Close
Pressurization	Operation – System	Turn On
	Press	Press
	Sensor	Set to External
Power Control	Battery	Turn On
	Ext Pwr	Turn Off
	Capacitor – Charge	Press. Wait for message “Cap Loaded”.
	Reactor	Set Stg 1
	Reactor – Start	Press
Artificial Gravity	System	Turn On
	1G	Press

SPACEBARGE 2000 OPERATIONAL CHECKLIST

2.9 Departure from Cargo Dock

Objective: Departure from Cargo Dock

Panel / Item	Control	Action
Communications	Channel Selection – Local	Press
	Prev / Next	Select Star Base Alpha
	Active Channel – Transmit	Press. Request departure clearance. Say: “Request departure, cargo dock”. Wait for clearance. The dock doors will open.
Exterior Lights	Center	Turn On
Docking	Magnets – Engage	Turn Off
Flight Controls	Displacer	Use side movement to clear the cargo dock.

2.10 Prepare for Long Range Travel

Objective: Configure ship for long range travel to sector 2.

Panel / Item	Control	Action
SAS Control	Displacement	Set to On
Flight Controls	Throttle / Sidestick / Displacer	Use as required to move at least 500m from Star base. Do not exceed 10 m/s within this range.
Targeting	Range	Set to LR
	Scan	Press
	Prev / Next	Select "LR Marker Zone 2"
	Set Ref	Press
Screen Sel	Trip	Press
	Prev / Next	Select field to change
Keypad	Keypad	Use to change values for input fields as required. Default values are good. Max propellant velocity is 10.
Screen Sel	Confirm	Press. Check trip values.

SPACEBARGE 2000 OPERATIONAL CHECKLIST

Trip Screen		Check that fuel and propellant estimates are less than the available on status screen.
Artificial Gravity	Jump	Press
Power Control	Reactor	Set to Stg 2
Communications	Channel Selection – LR	Press
	Prev / Next	Select Earth Zone Control
	Transmit	Press. Request clearance to zone 2. Say: “Request route to zone 2”.

2.11 Initiate Long Range Travel

Objective: Initiate long range travel to sector 2.

Panel / Item	Control	Action
Flight Controls	Sidestick / Throttle	Align ship to target. Use green bars in PFD for guidance.
	Throttle	Accelerate to at least 10 m/s. Make sure you are at least 500m from any starbase.
High Speed Travel	Accel	Press

2.12 Long Range Cruise and Deceleration

Objective: Maneuver ship to prepare and execute deceleration.

Panel / Item	Control	Action
Flight Controls	Sidestick	Align ship aft with target. Green bars in PFD are now inverted and should be used for this operation.
High Speed Travel	Decel	Press. Make sure ship is aligned before pressing.

2.13 Prepare for Second Leg of Long Range Travel

Objective: Prepare for second leg of high speed travel.

Panel / Item	Control	Action
Targeting	Range	Set to LR
	Scan	Press
	Prev / Next	Select "LR Marker Zone 3"
	Set Ref	Press
Screen Sel	Trip	Press
	Prev / Next	Select field to change
Keypad	Keypad	Use to change values for input fields as required. Default values are good. Max propellant velocity is 10.
Screen Sel	Confirm	Press
Trip Screen		Check that fuel and propellant estimates are less than the available on status screen.
Artificial Gravity	Jump	Confirm On
Power Control	Reactor	Confirm Stg 2 is set.
Communications	Channel Selection – LR	Press
	Prev / Next	Select "Earth Zone Control"

SPACEBARGE 2000 OPERATIONAL CHECKLIST

	Transmit	Press. Request clearance to zone 3. Say: "Request route to zone 3"
--	----------	--

2.14 Initiate Long Range Travel

Objective: Initiate long range travel to sector 3.

Panel / Item	Control	Action
Flight Controls	Sidestick / Throttle	Align ship to target. Use green bars in PFD for guidance.
	Throttle	Accelerate to at least 10 m/s. Make sure you are at least 500m from any star base.
High Speed Travel	Accel	Press

2.15 Long Range Cruise and Deceleration

Objective: Maneuver ship to prepare and execute deceleration.

Panel / Item	Control	Action
Flight Controls	Sidestick	Align ship aft with target. Green bars in PFD are now inverted and should be used for this operation.
High Speed Travel	Decel	Press. Make sure ship is aligned before pressing.

2.16 Navigation to Destination Base

Objective: Navigate to close proximity of destination star base.

Panel / Item	Control	Action
Targeting	Range	Set to 5k
	Scan	Press
	Prev / Next	Select "Star Base Gama Cargo Dock"
	Set Ref	Press
Screen Sel	Map	Press
	Auto Update	Turn On
SAS Control	Displacement	Confirm On
	Rotation	Confirm On
Flight Controls	Sidestick / Throttle	Use as required to reach target. Do not exceed 10 m/s when within 500 m of a station.

2.17 Docking – Cargo Dock

Objective: Dock with Cargo Terminal – When within visual range.

Panel / Item	Control	Action
Communications	Channel Selection – Local	Press.
	Prev / Next	Select “Star Base Gama”.
	Active Channel – Transmit	Press once and request docking clearance. Say: “Request docking, cargo dock”. Wait for clearance.
Exterior Lights	Center	Turn On.
Flight Controls	Sidestick / Throttle / Displacer	Use as required to align ship with entrance.
SAS Control	Displacement	Set to Hi when fully aligned.
Camera Control	Fixed Cameras – Nose	Press.
Docking	Magnets	Set to Cargo.
Flight Controls	Sidestick / Throttle / Displacer	Use as required to approach docking position. Maintain speed below 1 m/s.

SPACEBARGE 2000 OPERATIONAL CHECKLIST

Docking	Magnets – Engage	Turn on after “Docking Available” message is displayed. Wait for ship to dock.
---------	------------------	--

2.18 Securing and Exiting Ship

Objective: Secure Ship and Exit to unload cargo.

Panel / Item	Control	Action
Pressurization	Sensor	Set to External. Verify that external pressure is safe.
Pressurization	System	Turn Off
Artificial Gravity	1G	Press to disengage
	System	Turn Off
Power Control	Ext Pwr	Turn On
	Reactor – Stop	Press
Camera Control	Fixed Cameras – Nose	Press. Verify area is clear
Docking	Doors – Nose	Open
Camera Control	Fixed Cameras – Cargo	Press. Verify area is clear
Docking	Doors – Cargo	Open
Exterior Lights	Left / Center / Right	Turn Off
Interior Lights	Cockpit	Turn Off
Seat Panel	Entry	Press

2.19 Unloading Cargo

As with the loading cargo, this section is not part of the ship operational checklist. It is included here to provide instructions to operate the unloading equipment.

Objective: Load cargo from platform into ship cargo hold.

Panel / Item	Control	Action
Aux Power	Aux Power	Confirm On
	Cargo – Release	Press
Cargo Terminal (outside ship)	Thread	Press to activate loading thread. Wait for cargo to be moved to end of thread. Your mission status will display in the terminal monitor.
	Thread	Press to de-activate.

If you followed all the instructions, you should have finished with 1000 starbucks! That is the pay for the cargo job. If you skipped a couple of steps, you may have received a few fines on the way... If that is the case, go ahead and try again! 😊

If you enjoyed this demo, please leave a review in Steam. There are lots of rough edges here (in some cases, literally!), but the intention is to find out if anybody out there would be interested in a game like this, before committing to a full project. The reviews, good or bad, are therefore very important!

SPACEBARGE 2000 OPERATIONAL CHECKLIST

The full game would include other planets within the solar system, new areas, different missions, a commerce system and the ability to upgrade and buy new ships.

Once again, thanks for playing!