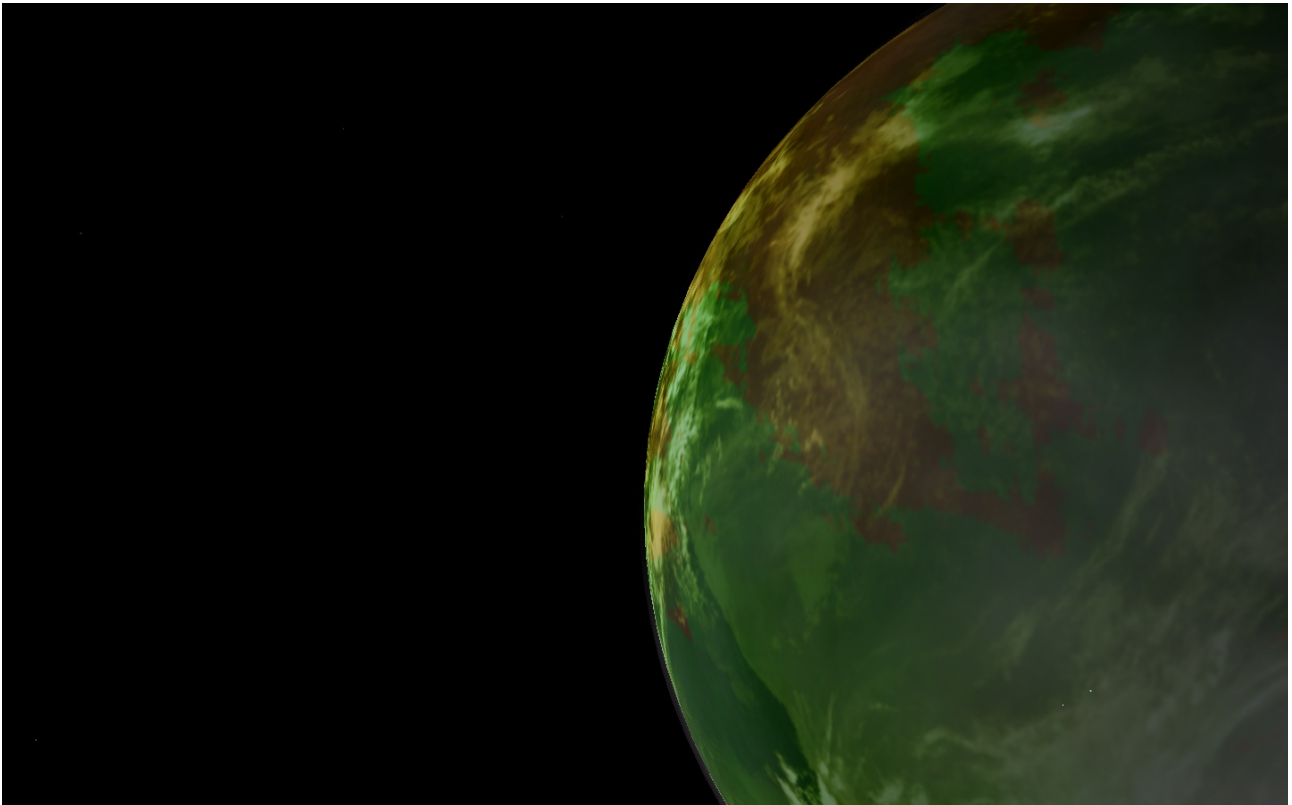


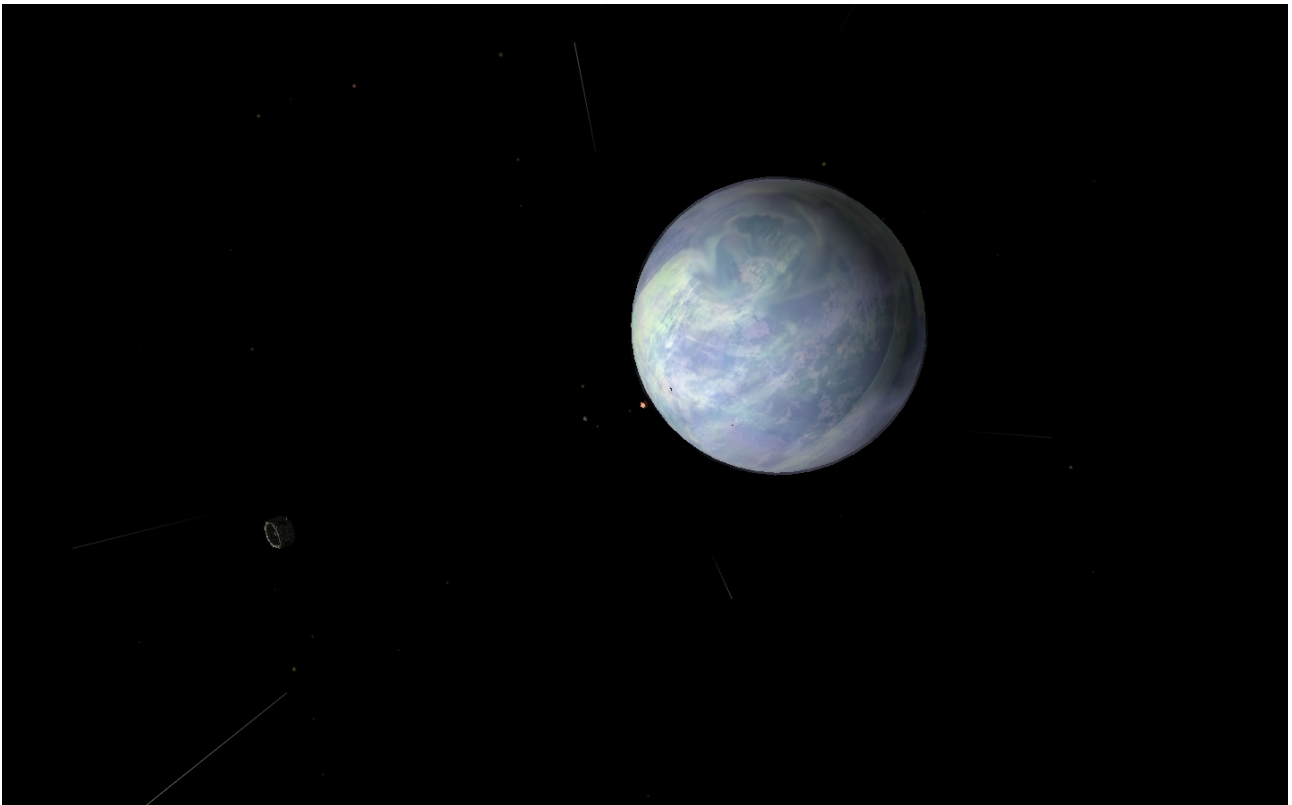
## Famous Planets for Povray (Famous Planets 2.7. for Oolite)



*'The joy of exploring starts with your imagination!'* - Grob Grab, CEO of Loonely Planet

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Iceworld Xeer (g1) in all its glory

## **1. Credits:**

### **Ideas and 'Famous' planets by:**

P.A. Groove

Additional planets: Cmd. Cheyd, Stromboli, Pangloss, Capt Kev

### **Special credits:**

Submersible. For integrating the Famous Planets OXP into the excellent Povray Planets OXP and seeding the eight galaxies with excellent textures for all 2048 planets. Wow!

### **Planetary descriptions by:**

P.A. Groove, Drew Wagar, Fatleaf, El Viejo, Disembodied

### **Proof reading planetary text and/or manual:**

El Viejo, Disembodied (Galaxy 1), Cim, UK Eliter, Allikat, Drew Wagar (Galaxy 2), Snork

### **Coding/testing and compiling:**

Submersible, Thargoid, Cmd. Cheyd, Svengali, Lestradae, UK Eliter

### **Additional artwork:**

P.A. Groove

## **2. Famous Planets 2.7. features:**

### Features:

- Unique planetary textures for 89 planets throughout Galaxy 1 and Galaxy 2, but they are not in this oxp. The textures are in the Povray Planets OXP. To see the textures you need the Povray Sets also (more on that later).
- More Planet descriptions for the F7 screen than in v 2.5. Also some famous places in other galaxies get some text. Many descriptions are true to the described planets in Drew Wagar's novellas Status Quo and Multabilis. Others are short extracts from the excellent Rough Guide by Disembodied that can be found on the wiki. Further descriptions were contributed by many others (see credits).

### Changes:

- The textures themselves are not in this oxp anymore. The textures are in the Povray Planets OXP. To see the textures you need the Povray Sets also. (more on that later)
- The music packs are also taken out of the oxp. I want to make some new music and/or make a hyperradio station pack for the Hyperradio OXP by Svengali.

### **3. The Famous Planets concept:**

Oolite offers you the chance to relive Elite. This in itself is a marvel because the game concept is at the time of writing more than 25 years old. The Elite game engine always generated pretty wild planet descriptions. In the old days I tried to imagine how such planets might have looked.

In the original Oolite distribution the planets are kept as simple possible. This is true to the descriptions in original Elite. While this is fine for getting that retro-feeling, I felt that something was missing.

#### New textures:

Early versions of Oolite included the procedural texture branch by Dajt which generated good textures; however this was disabled in later versions because of problems. Capt. Kev offered a solution for this by releasing System Redux. This OXP offered randomized textures and moons. This OXP is still available. Later other oxp's came out like Cmd. Cheyd's excellent Deep Horizon series. But there was still no OXP that gave each and every one of the 2048 planets a unique texture. At the time I felt that really unique places like Lave, Tianve and Tionisla deserved their own textures. After all, these planets are 'famous' within the Oolite fiction. That was the reason I started to make unique textures for these planets. From Oolite 1.76.1 and onwards the generated textures in the core game came back, by the way.

#### Development History:

Famous Planets version 1.0 and later Famous Planets Expansion pack 1 were released. Teraed was the first planet in HD (High Definition) with a resolution of up to 4096 by 2048 pixels. Version 2.0 offered 46 planets in Galaxy 1, most of which are on the route Lave -Tianve, but also many in other areas. Nearly a year after the release of the Famous Planets 2.0 version 2.5 offered more planets and texts.

#### Povray Planets:

In 2012 Submersible entered the Oolite community and offered the Oolite scene something very special. He generated 2048 unique textures for all planets. I felt that this was the point that I could roll my Famous Planets into this OXP so I contacted Submersible. He was willing to integrate the textures of my OXP for which I'm very grateful. With the textures rolled in I could concentrate on making more interesting planet texts for F7. As I'm no native English writer, the community provided proofreading of these texts.

### Flexibility:

Now that the latest version is a planetary text-only OXP you will be able to use it with the texture pack that YOU like. I recommend the Povray Planet sets if you also want to SEE the Famous Planets as they are integrated in that texture set but you are not bound to that pack if you don't like it. By giving the freedom back to the customer I feel that this is now a better (and smaller) OXP.

### Future plans:

At the moment the only future plans are more texts. But this depends on my free time. And there will be a patch for some missing planets.

Famous Planets OXP V2.7 for Oolite - Manual by P.A. Groove

## 4. Installation:

### STEP 1

To install this OXP, copy the folder "Famous\_Planets\_v2.7.oxp" and its contents into the AddOns folder within your Oolite installation. It is mandatory that you use a new version of Oolite. (Oolite 1.77 and up).

This gives you the planet texts only!

Notes:

- Some planet descriptions are overwritten by other OXP's. That's why for Lave itself there is no text. I recommend the Lave.oxp for this.

- If you use the Galactic Navy OXP then on some navy planets the description in that OXP gets priority over the Famous Planets description.

### STEP 2

Download and install the Povray Planets.oxp by downloading the files in [this](#) thread.

Note:

Step 2 is optional and only important if you want to SEE the Famous Planets. To fully enjoy my work I fully recommend it. The Povray Planets give you (provided you download all packs) textures for all 2048 planets. The Famous Planets Textures are only in Galaxy 1 and 2 so the Galaxy 1 and 2 are the minimum requirement if you want to see the textures that I've made (amongst the excellent ones by Submersible). But this is not required. Even with other packs such as Sytem Redux/Demux and Cmd. Cheyd's Deep Horizon packs you can still READ the Planet descriptions in the F7 screen.

## 5. Planet Guides (online):

For the earlier versions of Famous Planets I had a .pdf guide included. However this is not necessary anymore as there is now the excellent New Galaxy Guide for Galaxy 1 and 2 that can be found [\(here\)](#).