
Launcher

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There are some places to visit if you're trying to learn, such as parts, research, and ui.

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1.1 Parts

To get started with launching rockets, you should start by using the basic thruster and the basic fuel tank (*tAfA*). Then, click the big “Launch” button and see your rocket soar! Well, not really soaring, just going up a bit then falling down... but we can improve! As you do more *Research*, you can gain better parts for thrusters, fuel tanks, and even get stabilizers!

1.2 Research

Research is the main and only way of getting new parts. You gain science (the currency to get research), by getting a high apoapsis (highest altitude), which you can do with more *Parts*.

1.3 UI

The UI in Launcher is quite simple: ..image:: <https://i.ibb.co/9G6rz6p/Untitled.png>

1. The amount of fuel in the rocket (kilograms)
2. The amount of science (for ``research`_`) you have
3. Height is the current altitude, apoapsis is the highest altitude your rocket reached
4. The code to assemble the rocket (or use parts buttons)
5. Click the buttons to add parts
6. ``research`_`
7. Game settings
8. Launch the rocket
9. Viewfinder for rocket (white square is the rocket)