

Viewing the Orbit

When you display the orbit, the *TMG Orbit Visualizer* opens up a new graphic window with the *Orbit Display* sub panel. Planet, orbit, sun and spacecraft are automatically displayed. The *TMG Orbit Visualizer* works with the Open Graphics Library (OGL).

You can return to any orbit definition form and adjust the orbital simulation without closing the *Orbit Display* window. The *Orbit Display* immediately shows settings as they are applied.

Use the arrows at the bottom of the *Orbit Display* sub panel to animate the motion of the spacecraft in orbit. Articulation displacements are not shown.

With the *Orbit Display* sub panel, you have access to many options to control the display.

View from Ascending Node



View from Normal to Orbit



View from Vernal Equinox



View from Sun



View from Star



Flip view 180 degrees



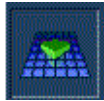
Zoom Out / In



Zoom All



Perspective On/Off

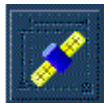


Display Filter



This option opens up the Display Filter form. From this form you can display or hide many orbit display items. To be able to see the Ground Trace, you have to do an animation of the satellite displacement first.

Adjust Satellite Size



This can be found as a tab in "Display Filter". This option opens up the satellite Model scaling Factor form. Aside from the satellite size you can also adjust the size of the satellite CS.

Save Orbit Image



Two formats are supported: .png and .bmp

Orbit Info



Orbit Info opens up the Orbit Info form and lists the parameters of the displayed orbit.

