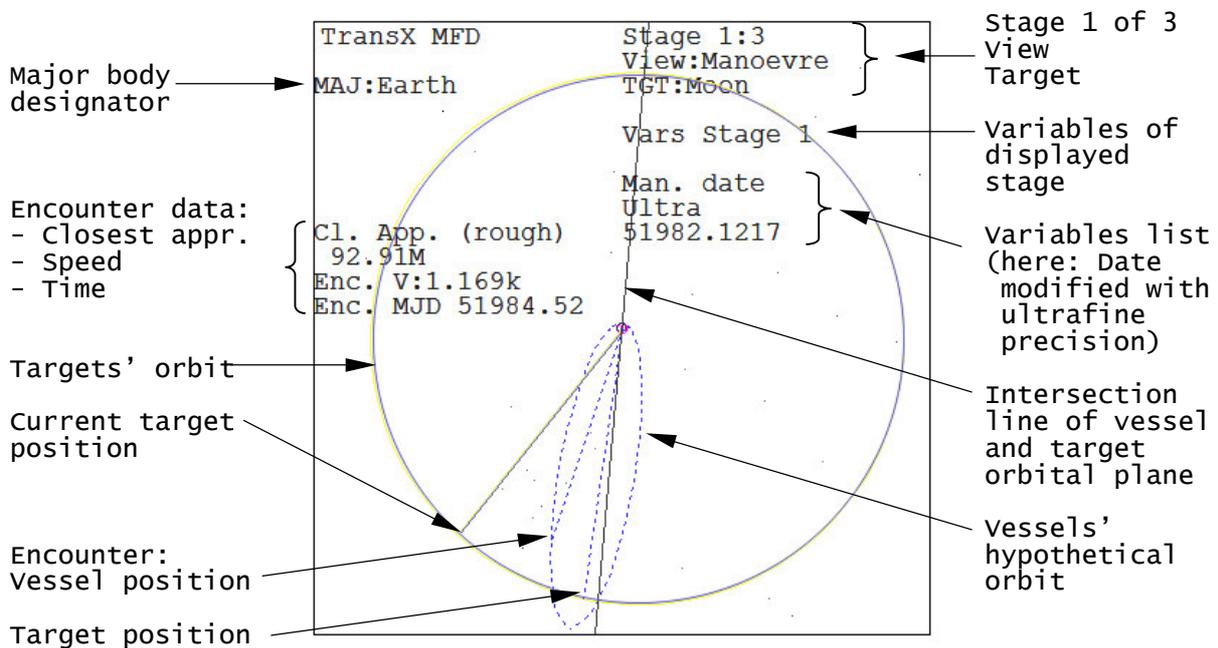


## TRANSX - MFD Description

### Graphic Interface



Note: For clarity the encounter position of the vessel and the target are set very far apart in this example, the closest approach being as large as 92.91 M away. In a good setup these two lines will usually nearly overlap and the closest approach will be much closer to the targets' surface.

### Colours of the Graph

- Green Your crafts path or the trajectory passed on from the previous stage (= 'focus orbit')
- Blue Orbits of planets
- Yellow Plan or manoeuvre being set up
- Grey Surface of a planet; line showing the intersection between two orbital planes

Note: The example above does not show the real colors. The picture was taken from a colour-inverted screenshot.

## Key Commands

Cmd	Key	Description	Key (ger.)
FWD	Shift - F	Switch between stages. FWD also creates a new stage, if a target has been set in the previous stage.	Shift - F
BCK	Shift - R		Shift - R
VW	Shift - W	Cycle between views (Setup -> Manoeuvre -> Target)	Shift - W
VAR	Shift - >	Move up and down through the list of variables.	Shift - ,
-VR	Shift - <		Shift - .
ADJ	Shift - }	Change the sensivity of the ++ and -- commands (coarse - medium - fine - super - ultra)	Shift - }
AJ-	Shift - {		Shift - {
++	Shift - =	Change the value of the variables.	Shift - `
--	Shift - -		Shift - ß
SW	Shift - X	When activated, the FWD, BCK and VW keys only change the variable lists, but the graphs of the current stage remains on screen. This allows to adjust the variables of another stage while viewing the graph of the current stage.	Shift - X
HLP	Shift - H	Shows a help screen.	Shift - H

## Glossary

Stage	<p>Part of the flight (centered on Earth, Sun, Mars, etc.)</p> <p>Switch between stages with FWD and BCK commands.</p> <p>A new stage can be created with the FWD cmd after a target was set in the previous stage.</p>
View	<p>Each stage has 3 views; switch between views with VW cmd.</p> <p>Setup: Here the target is defined.</p> <p>Manoeuvre: Here the manoeuvring data are entered. Note: To do so set the variable 'Manoeuvre' to 'ON'.</p> <p>Target: A 'bullseye' to setup the ships axis before the burn. Note: This view is only available once manoeuvring data have been entered.</p>