

Re: Anyone try just tapping on the guage?

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- *From:* "J" <speechee2@xxxxxxxxxxxx>
 - *Date:* Sat, 16 Jul 2005 21:40:14 -0400
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"rk" <stellare@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
news:Xns9695C4720919Frk@xxxxxxxxxxxxxxxxxxxx

> esozr wrote:

>

> > Maybe the needle is just stuck...

>

> Yeah ... but with the upgrade to the glass cockpit, can't tap on it to clear

> up the problem.

But maybe if the crew had stopped playing video games on the cockpit screens they would've noticed the needle was stuck at E.

I think they should upgrade to a transparent ET so that fuel levels are visible at all times.

Here's another good idea: replace mission control staff with home computer users across the globe. Even casual 28.8 dialup users could monitor critical systems. Holds could be built in to ascent timeline to allow users to reboot or to OK error messages on their possibly dated homebuilt systems.

Speaking of which, for the current sensor problems, why didn't someone just hit ctrl-alt-del onboard the orbiter? I assume it runs Win98?

If anyone at NASA is reading this, here's a secondary fix: go to Device Manager>Fuel System>ET>Sensors. You should see four instances of Depletion Sensor. Choose each and click Properties and then update the drivers. If you need to do this quickly during launch, here's a shortcut, WindowsKey+Pause brings up Device Manager, or DM. I realize DM has a few billion entries, but come on, get some people on this!

Another hot tip: assign SRB sep to the quick launch toolbar.

[Disclaimer: reinstalling SSME drivers during ascent could adversely affect acceleration].

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 - ◇ From: esozr

- **References:**
 - ◆ **Anyone try just tapping on the guage?**
 - ◇ From: esozr

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