

## Surviving Orbit The Diy Way Testing The Limits Your Satellite Can And Must Match

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It's easier than you may think. The first in a series of four books, this do-it-yourself guide shows you the essential steps needed to design a base picosatellite platform—complete with a solar-powered computer-controlled assembly—tough enough to withstand a rocket launch and survive in orbit for three months.

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Surviving Orbit the DIY Way: Testing the Limits Your Satellite Can and Must Match by Sandy Antunes. ... Learn precisely what the craft and its electronic components must endure if they're to function properly in Low Earth Orbit. The perfect follow-up to DIY Satellite Platforms (our primer for designing and building a picosatellite), this book ...

Is your picosatellite ready for launch? Can it withstand rocket thrusts and the vacuum of space? This do-it-yourself guide helps you conduct a series of hands-on tests designed to check your satellite's readiness. Learn precisely what the craft and its electronic components must endure if they're to function properly in Low Earth Orbit. The perfect follow-up to DIY Satellite Platforms (our primer for designing and building a picosatellite), this book also provides an overview of what space is like and how orbits work, enabling you to set up the launch and orbit support you'll need. Go deep into the numbers that describe conditions your satellite will face Learn how to mitigate the risks of radiation in the ionosphere Pick up enough formal systems engineering to understand what the tests are all about Build a thermal vacuum chamber for mimicking environment of space Simulate the rocket launch by building and running a vibration shake test Use a homebuilt centrifuge to conduct high G-force tests Get guidelines on scheduling tests and choosing an appropriate lab or clean room

"Project book: living past launch"--Cover.

What can you measure and what are your limits when orbiting in space? Learn about what physical quantities you can measure and what types of sensors you can buy or build. We cover the 5 essential design limits as well: power, bandwidth, resolution, computing... and legal limitations. Explore what you can play with using your own personal satellite.

Want to build your own satellite and launch it into space? It's easier than you may think. The first in a series of four books, this do-it-yourself guide shows you the essential steps needed to design a base picosatellite platform—complete with a solar-powered computer-controlled assembly—tough enough to withstand a rocket launch and survive in orbit for three months. Whether you want to conduct scientific experiments, run engineering tests, or present an orbital art project, you'll select basic components such as an antenna, radio transmitter, solar cells, battery, power bus, processor, sensors, and an extremely small picosatellite chassis. This entertaining series takes you through the entire process—from planning to launch. Prototype and fabricate printed circuit boards to handle your payload Choose a prefab satellite kit, complete with solar cells, power system, and on-board computer Calculate your power budget—how much you need vs. what the solar cells collect Select between the Arduino or BasicX-24 onboard processors, and determine how to use the radio transmitter and sensors Learn your launch options, including the providers and cost required Use milestones to keep your project schedule in motion

Want to build your own satellite and launch it into space? It's easier than you may think. The first in a series of four books, this do-it-yourself guide shows you the essential steps needed to design a base picosatellite platform—complete with a solar-powered computer-controlled assembly—tough enough to withstand a rocket launch and survive in orbit for three months. Whether you want to conduct scientific experiments, run engineering tests, or present an orbital art project, you'll select basic components such as an antenna, radio transmitter, solar cells, battery, power bus, processor, sensors, and an extremely small picosatellite chassis. This entertaining series takes you through the entire process—from planning to launch. Prototype and fabricate printed circuit boards to handle your payload Choose a prefab satellite kit, complete with solar cells, power system, and on-board computer Calculate your power budget—how much you need vs. what the solar cells collect Select between the Arduino or BasicX-24 onboard processors, and determine how to use the radio transmitter and sensors Learn your launch options, including the providers and cost required Use milestones to keep your project schedule in motion

What can you measure and what are your limits when orbiting in space? Learn about what physical quantities you can measure and what types of sensors you can buy or build. We cover the 5 essential design limits as well: power, bandwidth, resolution, computing... and legal limitations. Explore what you can play with using your own personal satellite.

Makers around the globe are building low-cost devices to monitor the environment, and with this hands-on guide, so can you. Through succinct tutorials, illustrations, and clear step-by-step instructions, you'll learn how to create gadgets for examining the quality of our atmosphere, using Arduino and several inexpensive sensors. Detect harmful gases, dust particles such as smoke and smog, and upper atmospheric haze—substances and conditions that are often invisible to your senses. You'll also discover how to use the scientific method to help you learn even more from your atmospheric tests. Get up to speed on Arduino with a quick electronics primer Build a tropospheric gas sensor to detect carbon monoxide, LPG, butane, methane, benzene, and many other gases Create an LED Photometer to measure how much of the sun's blue, green, and red light waves are penetrating the atmosphere Build an LED sensitivity detector—and discover which light wavelengths each LED in your Photometer is receptive to Learn how measuring light wavelengths lets you determine the amount of water vapor, ozone, and other substances in the atmosphere Upload your data to Cosm and share it with others via the Internet "The future will rely on citizen scientists collecting and analyzing their own data. The easy and fun gadgets in this book show everyone on Arduino beginners to experienced Makers how best to do that." --Chris Anderson, Editor in Chief of Wired magazine, author of Makers: The New Industrial Revolution (Crown Business)

After the devastating tsunami in 2011, DYIers in Japan built their own devices to detect radiation levels, then posted their finding on the Internet. Right now, thousands of people worldwide are tracking environmental conditions with monitoring devices they've built themselves. You can do it too! This inspiring guide shows you how to use Arduino to create gadgets for measuring noise, weather, electromagnetic interference (EMI), water purity, and more. You'll also learn how to collect and share your own data, and you can experiment by creating your own variations of the gadgets covered in the book. If you're new to DIY electronics, the first chapter offers a primer on electronic circuits and Arduino programming. Use a special microphone and amplifier to build a reliable noise monitor Create a gadget to detect energy vampires: devices that use electricity when they're "off" Examine water purity with a water conductivity device Measure weather basics such as temperature, humidity, and dew point Build your own Geiger counter to gauge background radiation Extend Arduino with an Ethernet shield—and put your data on the Internet Share your weather and radiation data online through Pachube

CubeSat Handbook: From Mission Design to Operations is the first book solely devoted to the design, manufacturing, and in-orbit operations of CubeSats. Beginning with an historical overview from CubeSat co-inventors Robert Twiggs and Jordi Puig-Suari, the book is divided into 6 parts with contributions from international experts in the area of small satellites and CubeSats. It covers topics such as standard interfaces, on-board & ground software, industry standards in terms of control algorithms and sub-systems, systems engineering, standards for AITV (assembly, integration, testing and validation) activities, and launch regulations. This comprehensive resource provides all the information needed for engineers and developers in industry and academia to successfully design and launch a CubeSat mission. Provides an overview on all aspects that a CubeSat developer needs to analyze during mission design and its realization Features practical examples on how to design and deal with possible issues during a CubeSat mission Covers new developments and technologies, including ThinSats and PocketQubeSats