

Geshrinari Shipyards - Flight Pads (Small)



WIP (SA): This page's contents are a work in progress by the [Site Admin](#) and cannot yet be used in the RP.



[Geshrinari Shipyards](#) flight pads, or sometimes call landing pads are for arriving and departing vessels. They coming in a variety of sizes depending on the class of ships to be handled by them. They are usually surrounded by a safety designation on the ground and amber lamps to warn of ship's launching or landing. A standard Flight pad handle up to a 100 meter craft.

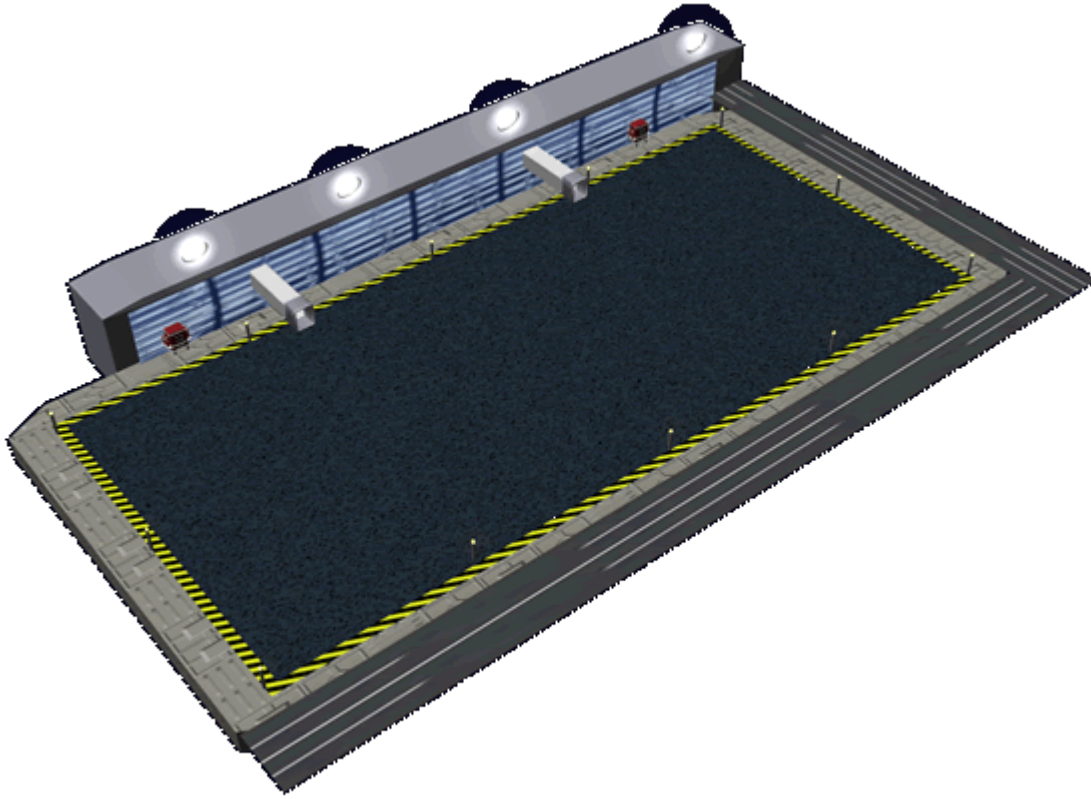
An access road runs along the perimeter of the pad, and is used for vehicles transporting cargo and equipment where needed.

Emergency fire equipment is stored alongside the pad.

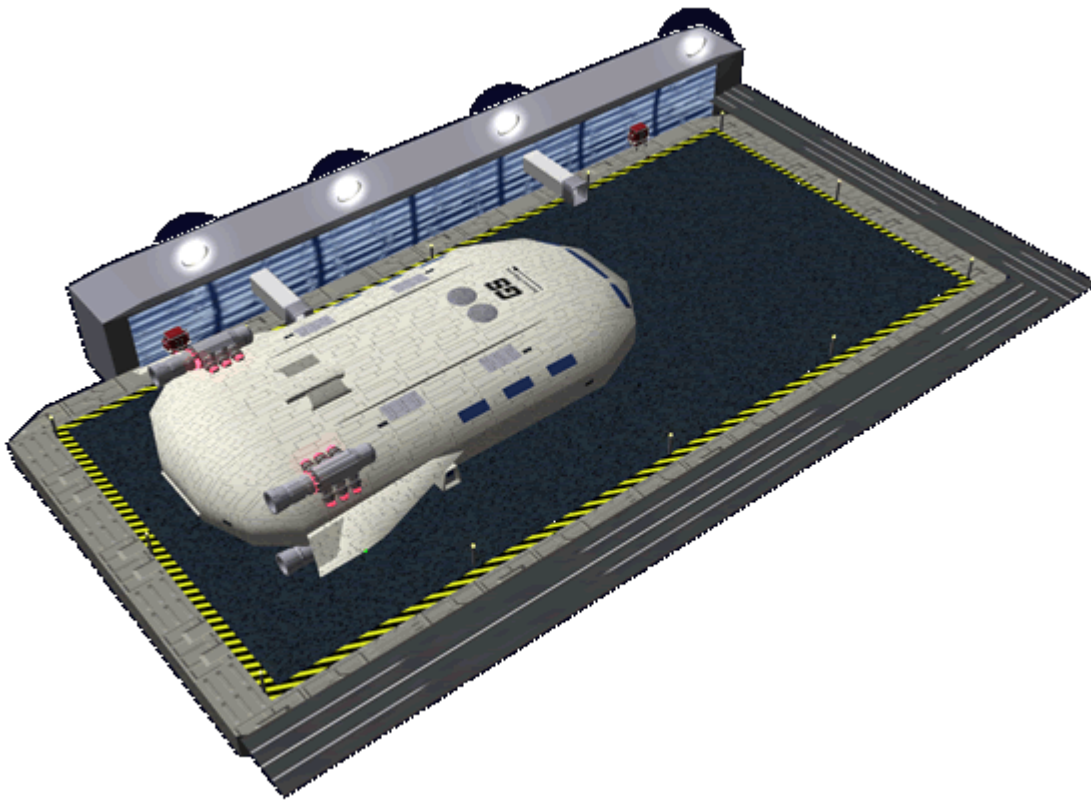
Starships on a flight pad can receive minor repairs, and have the ship serviced. Minor repairs are usually repairs to internal systems that do not require major components.

The center portion of the pad can be mounted on hydraulics to allow it to be raised and lowered to facilitate aligning the docking arm with the vessel's airlock(s).

The pad is also equipped with [graviton beam projectors](#) as a safety feature to ensure that vessels do not damage the pad. They are also used to help move a damaged ship from the flight pad to a [service berth](#) or a [construction dock](#).



At any spaceport beyond a basic there will be one or more docking arms which have flexible mating collars which allow them to connect to starships for loading and offloading of crew and personnel. They extend from a concourse that connects to the [Passenger area](#). Along the top of the concourse are large lamps which illuminate the pad for night operations.



Large Flight Pad

A large flight pad has all the features but is designed to handle class 3-5 size ships.

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