

GARDA TRISTAR MANUAL

The Garda Tristar motorboat is the faithful replica of the Italian made famous luxury craft made by Riva factory, based in the northern Italy, to be precise, the model called "Riva Ariston". This luxury powerboat, made in the years '60 till 1974, called Ariston, was powered by a Criss Craft petrol engine, with 105 hp in the older version, and reaching 220 hp in the more modern ones, had a length of 8,72m and a width of 2,68m. In an age where composite materials were mostly unknown, Riva used mahogany to build the Ariston, thus creating a polished gem which was so often seen zooming on the calm waters of Como and Garda lakes, in Italy.



-----OOOO-----

The boat which was modelled in Second Life is a full scale reproduction of the Riva Ariston, but it has been called "Tristar" (and the company "Garda") for obvious reasons. It is a mesh boat, and each part has been made originally, and not one has been bought on the web.

-----OOOO-----

The boat is fitted with a newly designed engine script, specifically tailored for a smooth sim crossing even in a full boat load conditions.

A demo for testing purposes is available in world, in the sim Alvensleben (south Nautilus region).

The boat sports also a relevant number of passenger-seats animations, and these animations are originally done.

-----OOOO-----

The commands issued to the boat are either via keyboard, or chat.

By keyboard it is possible to command the boat movements:

left or right arrow keys: steer left or right

up or down arrow keys: increase or decrease throttle in increments of 10% each

By chat is possible to command several boat features:

help - shows this message

start - starts the engine

stop - stops engine but the boat remains in physical state

moor - stops everything, and the boat reverts to non physical state

l - switch nav lights ON/OFF

h - sounds the horn

mat - shows/hides the suntan mattress

hatch - opens/closes the hatch

fenders - deploys/removes the fenders

(notice that the mat and hatch positions are interlocked: it is not possible to raise the hatch when the mat is deployed)

By chat, but only when moored:

cover - covers/uncovers the cockpit

rocking - switches boat rocking ON/OFF

group - allows everybody in the group to operate the craft

guest - allows everybody to operate the craft

owner - allows only the owner to operate the craft

paint - enter/exit retexture mode

update - check if there's an updated Version (freezes script for about 30s)

-----OOOO-----

Operations:

Rez the boat from inventory, right click on the windscreen, and choose RIDE.

The boat will automatically seek water level.

Say "start" in chat, and the engine will rumble into life.

Tap the UP arrow, and the throttle engages, you are at 10% power.

Steer left or right using the LEFT or RIGHT arrows, and increase power, or decrease it with DOWN arrow.

Reverse is obtained simply tapping DOWN arrow more, till you see on the hud -10%.

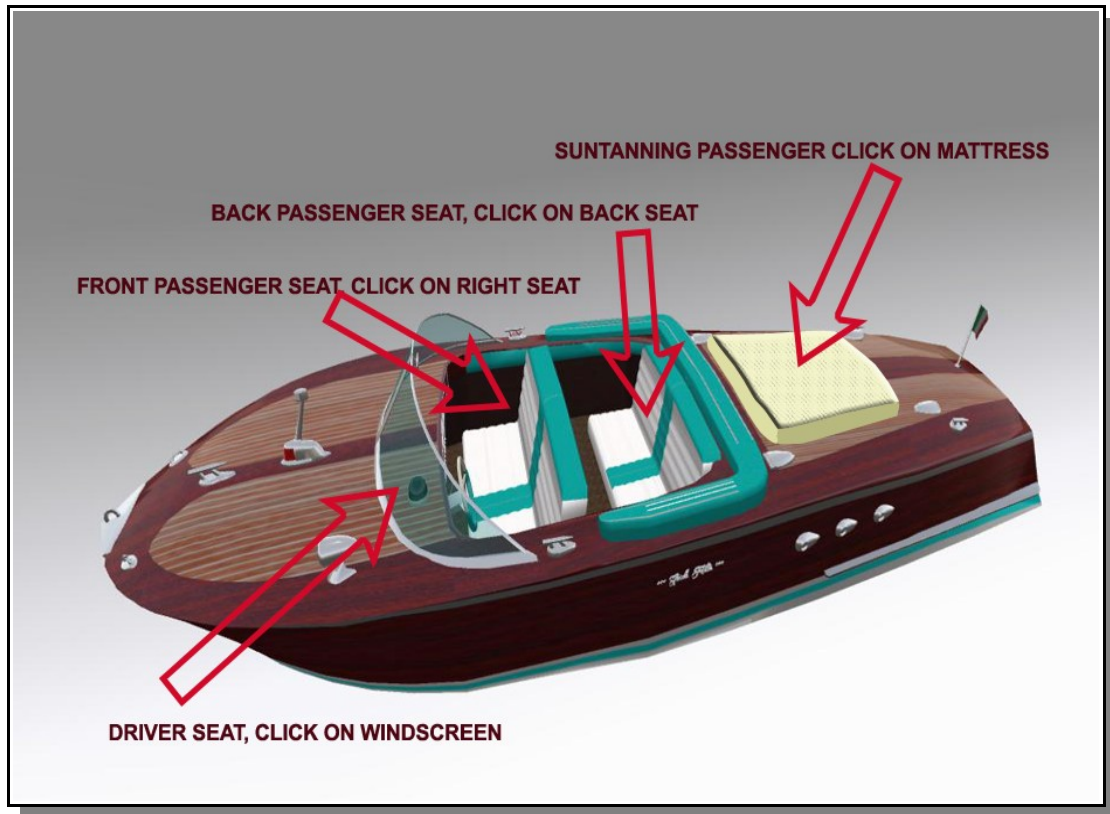
Once moored, the boat can be set for a gentle swing of the hull. Use the command "rocking", which will start and stop the movement.

While rocking, DO NOT reposition the boat; doing so, will cause unwanted results. Stop the motion first, and then edit the boat.

Climbing in and starting the engine will stop the motion too, without consequences.

-----OOOO-----

Pilot will click on the windscreen and will sit on the left side of the front bench.
Front passenger can sit right clicking to the passenger (right) side of the front seat.
The passenger can then click on the seat and chose between 3 different poses (male, female and cuddle sits)
Another passenger can sit on the back bench, right clicking on it, and chosing between other 3 poses.
A third passenger can sit on the mat (the driver has to unhide it using the command "mat", in chat).



-----OOOO-----

Customize boat colors

There are some parts of the boat which allow custom painting. Hull, interiors, fenders.

In the crate there are several paint appliers, one for each color and each customizable part. These are:

- Hull
- Interiors (seats and steering wheel)
- Fenders

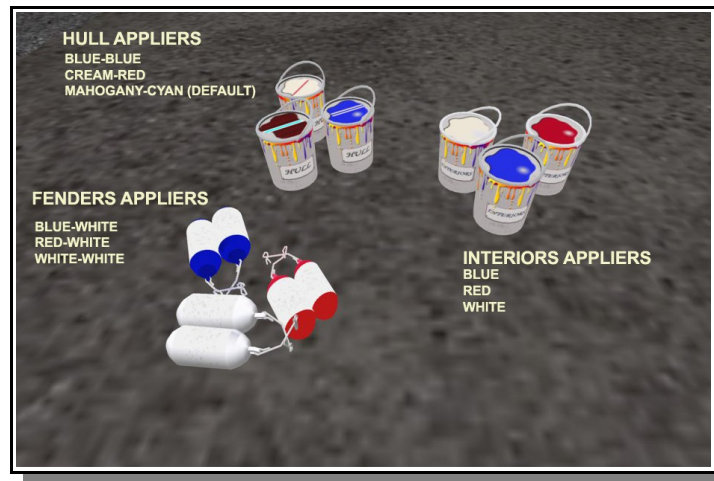
For each, it is possible to chose:

- Cream-red (for the hull only)
- Blue
- Red

- White

To customize these parts you will:

- make a copy of the boat rezzing it in world
- rez the applier with the name of the part you want to paint near the boat,
- say paint in chat, and the boat will go in retexturing mode (after 60 seconds without input, the mode will be reverted automatically to default).
- touch the applier



The new paint will be applied to the part of the boat.

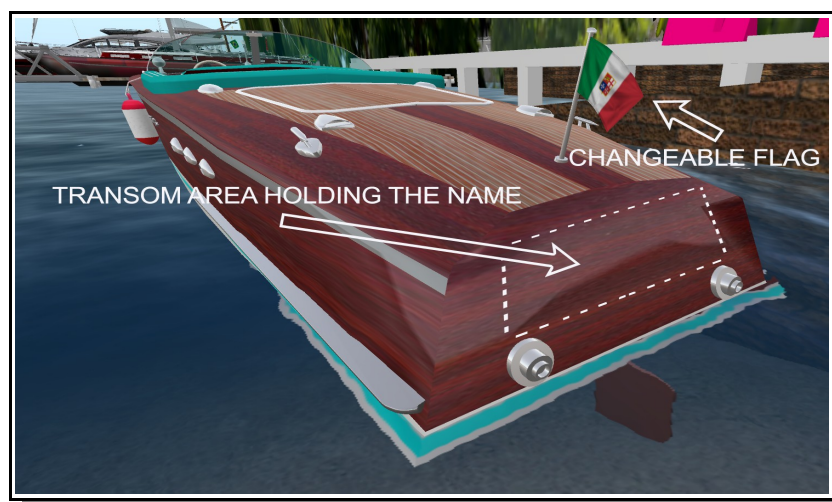
-----OOOO-----

Customize name and flag

You can also apply your desired name and flag to the boat. In this case, you can either upload a Texture of your choosing or use one you already have, as long as it is fullperm. You will find a Template for the Transom Name inside the crate.

To apply the texture:

- Simply rez the right applier close to the boat (Flag or Name)
- drag&drop the texture you want to use into it (Ctrl & left mouse button)
- click the Applier once.



For help, assistance, further customization (not always possible, but ask costs nothing), call:

Pier Cukor (mesh parts)

Talina Caligini (scripts)

-----OOOO-----

Credits:

Koshi Guruma, for the mesh tutorials

Talina Caligini, for the scripting and overall engineering

The beta testers:

Connie Mistwalker

Delilah J. Danger

Donatella Mitchel

Ginkostar resident

Kurt resident

Shana resident

Yalene Hansen

Zannadu Hansen

The builder

Pier Cukor