

# \*\*\*GARDA AMF900 series\*\*\* MANUAL

The Garda AMF900 series RIB is modelled after the boat made in the AMF shipyard, based in New Zealand, and manufacturer of aluminium RIBs used by New Zealand Coastguard and yacht owners.

Powered by the Yanmar 440Hp diesel engine and Hamilton 274 jet unit , with a top speed of 41.7 knots, this little (only 9 metres long, 27 feet) craft shows excellent handling and performance, and performs well in large seas and shallow waters. It is suitable for Coastguard, search and rescue, Pilot vessel, Police vessel, fire fighting, military or high speed pleasure cruising boat.



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The boat available from the Garda Shipyard in Second Life is a full mesh boat, and each parts have been made originally, not one has been bought on the web.

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

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

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

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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 5% 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

nav - switches nav lights ON/OFF

l - switches search lights ON/OFF

h - sounds the horn

bl - switches the blue blinking light ON/OFF

siren - switches the siren ON/OFF

stretcher - shows/hides the stretcher located

*By chat, but only when moored:*

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

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

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Operations:

Rez the boat from inventory, right click anywhere, 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%.

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Seatings:

Pilot will click anywhere on the boat and will sit on the right side in front.

Passengers will right click on the relevant spots, and sit according to the following list:

Front left seat (click just forward to the backrest)

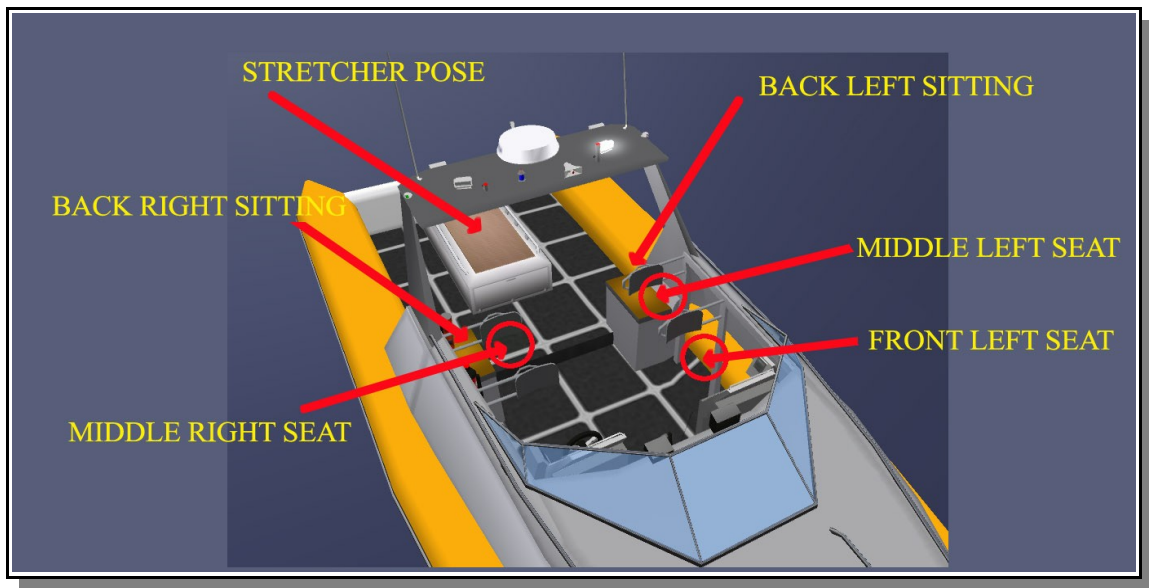
Middle left seat

Back left sitting

Stretcher

Back right sitting

Middle right seat



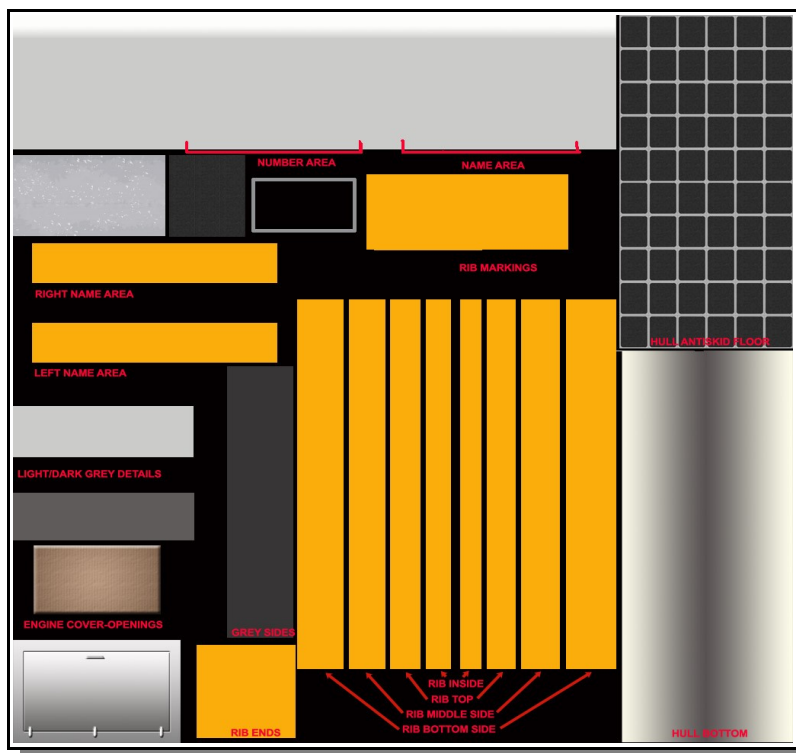
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#### Customization:

The AMF900 will be provided MOD and COPY (no transfer). The scripts will be NO MOD.

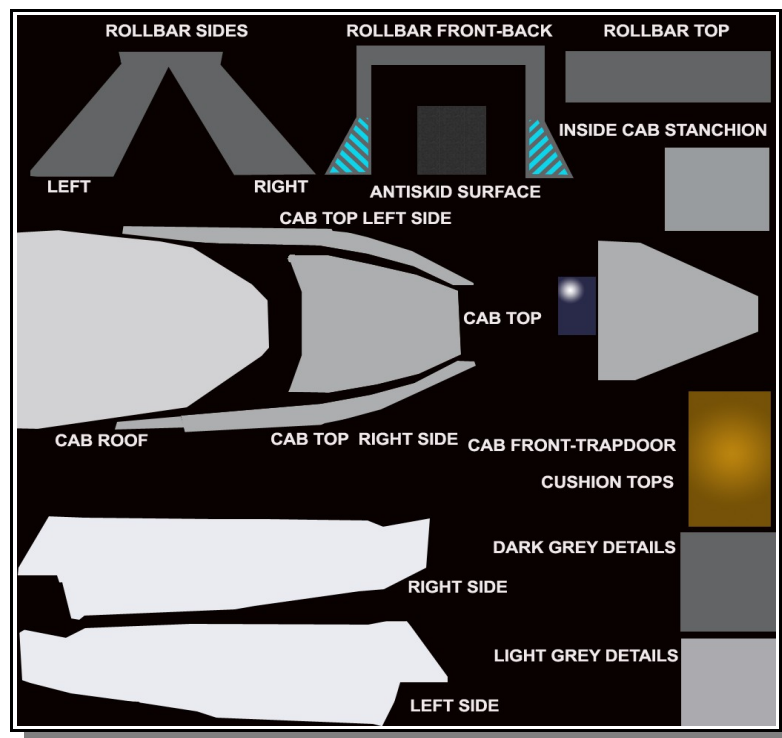
Furthermore, two textures will be provided in the package, HULL and CABIN.

As it is possible to see in the pictures below, the textures will clearly mark the different areas of the mesh face, thus making the customization of the boat an easy task.



Just import the textures into the computer, and alter them using Photoshop, Gimp or any other picture editing software.

Reimport them in Second Life, and edit the boat, placing the textures in their place.



**IMPORTANT:** should you want to add or remove prims, make sure you take the boat back into inventory afterwards and rezz it again, otherwise some functions like lights will get disrupted!

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For help, assistance, further customization, call:

Pier Cukor (mesh parts)

Talina Caligini (scripts)

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Credits:

Koshi Guruma, for the mesh tutorials

Talina Caligini, for the scripting and overall engineering

The beta testers:

Ginkostar resident

Carla Laville

The builder

Pier Cukor