

BE* Sail Race Start Line buddy User Manual:

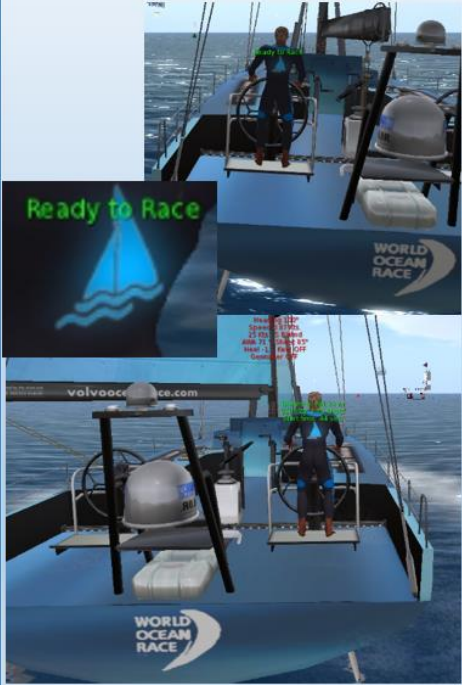
Binary Evolution

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Sail Race Start Line buddy:

SAIL - RACE Start Line - Buddy:



- Improve Sail Regatta Start Line tactics.
- Real time calculates Distance to Start line
- Real time calculates velocity needed to maintain the exact timing to cross the start line.



Modify

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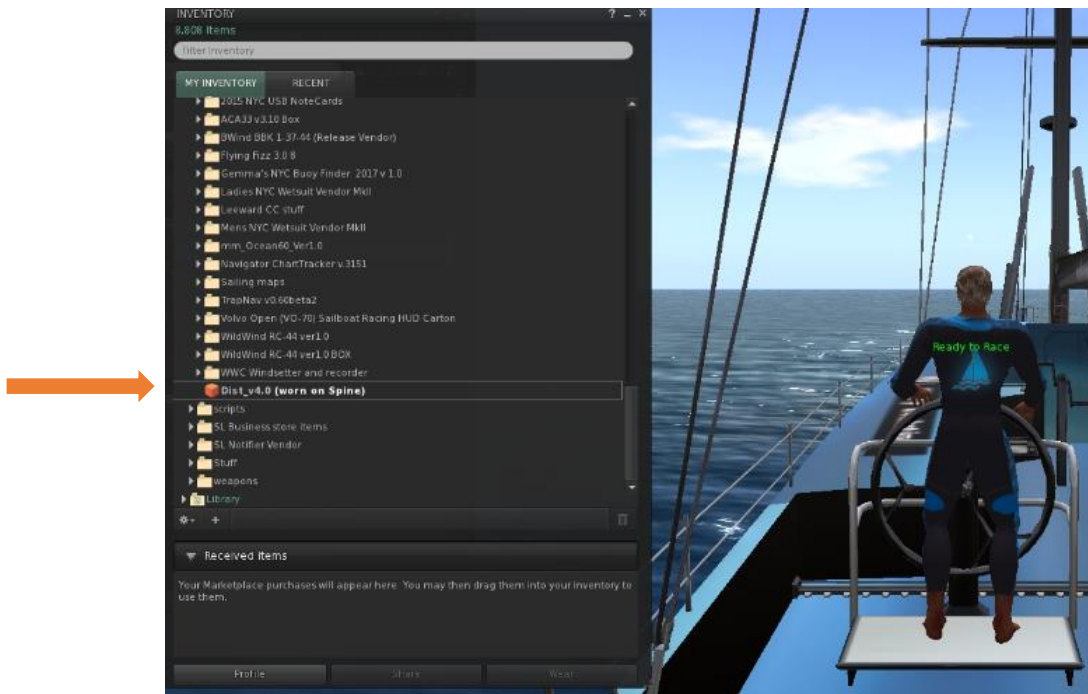
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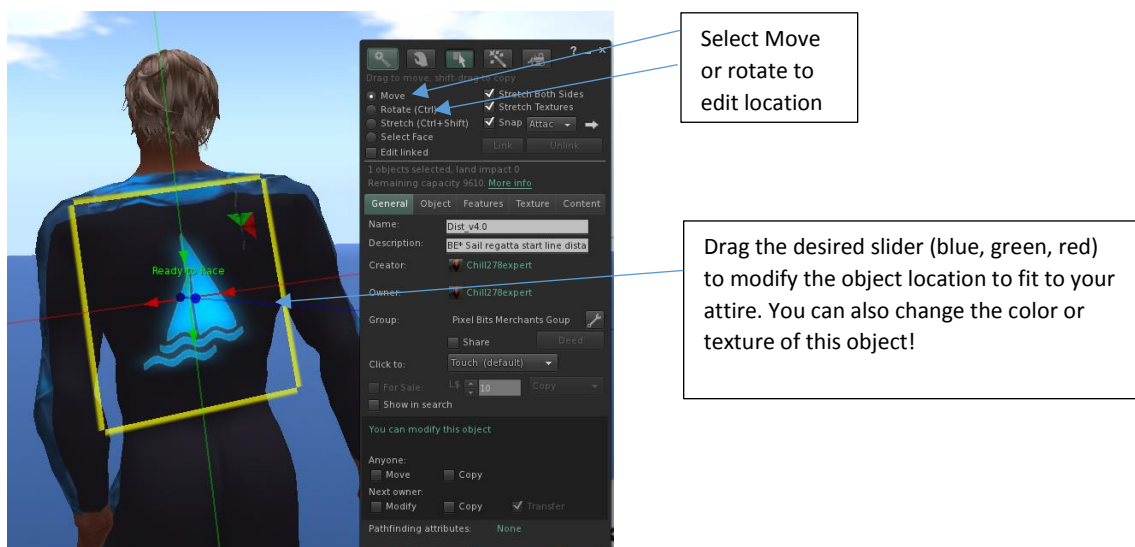
Improve Sail regatta start line tactics and get an edge for your next race. This App calculates real time the "Distance to Start line" and the "Actual velocity" needed to reach and cross the start line at the zero Time stamp and counts down the start line time!

User Manual and Instructions:

- 1.) When you receive your object folder, chose a location in your folders and drag into your desired folder tree.
- 2.) Open up “BE* Sail Race Start Line buddy ” folder and select the object as shown below (right click object):



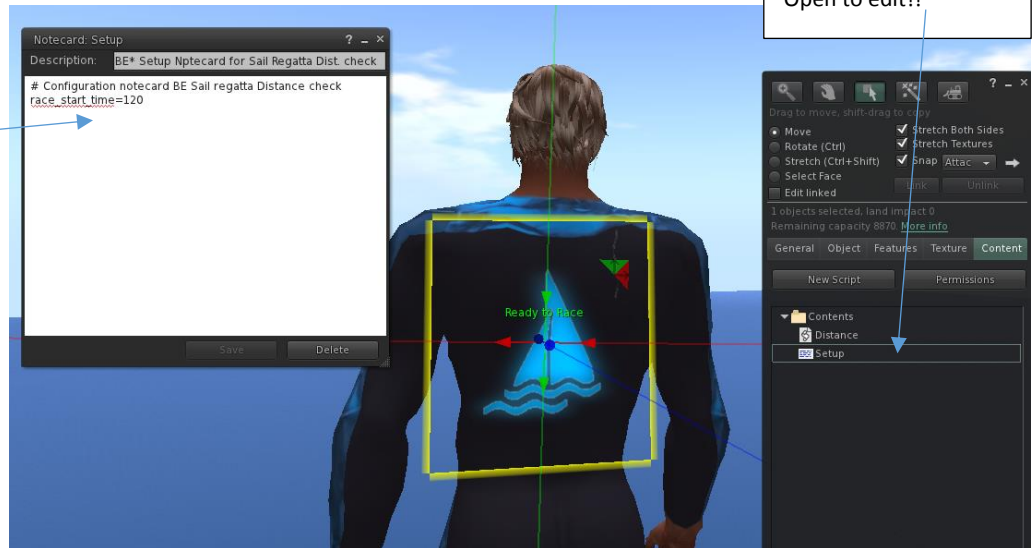
- 3.) Select “wear” or “Add” to open the object to attach to your body or Rezz at your boat.
- 4.) Edit the object location for optimal user preference as needed:



- 5.) As shown in picture above, right click the button object and select edit in the list, this should bring up the standard object menu to edit the object properties such as placement and location.
- 6.) Select the “general” tab, to modify the relative location of the button on your dress or shirt.

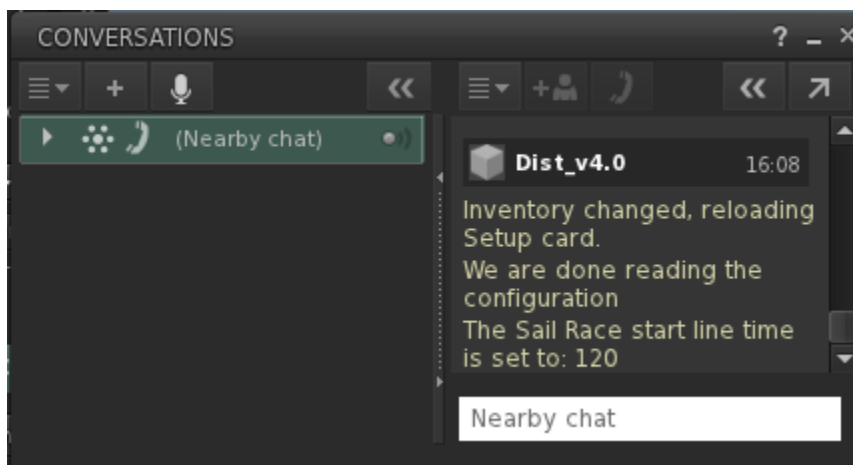
- 7.) **Customize the “Setup” note card for access of the race start line settings:**

1.) Change the value for example from 120 to 180 to change the race start line time



“Setup” notecard of the object (**do not rename or delete**). Open to edit!!

- 8.) **Once you finalized the “Setup” notecard and save, object will reload and re initialize your settings, the following chat feedback appears:**



- 9.) This Chat feedback allows you to check and finalize your updates.

10.) In the following examples we will show you how to setup and use the “Sail race Start line buddy” :

11.) The first thing we must do is to set the Start position of the race App to the actual race start line, Wear the object and hover over the start line as shown below:



- Use the local chat window to invoke the following functions and commands:
- Once the center of the start line has been located , type the following command to reset the global race start line position to this current position: **setup_rsl**
- The local chat window shows the commands and feedback from the Object (see picture above)



12.) Once the position has been reset to the current race start line the app is ready to be activated!



Once clicked the race count down begins and the floating text displays and calculates:

- Distance to race line
- Velocity needed to maintain zero time
- Start time count down value (life count down)

- 13.) The picture above shows the object starting the countdown of the Regatta start line, after the user **clicks on the object once**. Based on the real time calculated values of distance / time and velocity, the user can time the boats location to a precise timing to the Start line race start!



- 14.) After the race Start line countdown reached the zero mark, the app switches to count the actual regatta race time and counts up in seconds for the lap time counting. (see above picture)
- 15.) Once the race has finished the user checks his total race time and then resets the app by clicking once again on the Object. This brings the app back to a new race cycle.

Instructional and demo videos for this product are on the following YouTube link:

How to use video instruction:

https://youtu.be/7ruB8Ja7M_w

For more information about this product, visit our link shown below:

<https://marketplace.secondlife.com/stores/181509>

