

REC RP SIM MECHANIC / CAR DEALER FAT PACK

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7 RESELLABLE - TOWABLE - DAMAGE ENABLED SIM VEHICLES TOTAL

1 RESELLABLE TOW BEHIND WRECKER

1 MULTI PURPOSE CHARGER

1 POLICE CHARGER

1 FULLY SETUP TAXI CHARGER

1 CIVILIAN CHARGER

1 BMW M1

1 69 CHARGER

1 2017 BISON CREW CAB

1 COPY MOD ROLLBACK

1 COPY MOD VEHICLE LIFT

1 COPY MOD DIAGNOSTIC MACHINE

1 COPY MOD TOOLBOX REZZER

1 MOBILE REPAIR TRUCK - bring the tools with you. Mod Copy. (Added 5/3)

1 TAXI OPERATOR SYSTEM

1 COPY TRANSFER ATTACH + BASIC DAMAGE SYSTEM

1 COPY MOD 60'S STYLE DEALERSHIP / REPAIR SHOP + MORE!!!

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* Suggestion - Sell cars no copy - no modify - but TRANSFER. If they want to sell their Sim Car they should have that choice. You do not want it copy however or instead of repairing it or having it towed they will just rez a new car. You as a car Dealer are not allowed to sell these cars mod copy transfer. You can customize them to your liking or your customers liking and resell them copy modify - or transfer only. But transfer only is recommended for best rp experience.

**** Tow Behind Wrecker (550)** is essentially a Truck and Trailer with an attach point in it. Drive up a couple of car lengths ahead of your vehicle to tow. Truck Menu> Addons> Hitch> Rez T Bar. Then, Truck Menu> Addons> Hitch> AutoConnect and back up slightly or pull ahead slightly to ensure your T Bar is connected. Then click T Bar and turn Brakes ON.

Dismount wrecker, and drive car forward centering it with T Bar. When you have pulled as far ahead as you can get out. Click car bumper, Attach to, 550. It will make connect sound. Now, hop back in wrecker, click T Bar and turn Brakes OFF and pull away. To Unhook car at destination, dismount wrecker, turn T Bar brakes ON. Click car bumper, Unhook. You will again hear sound. Get in car and back away from T Bar.

With Wrecker unlocked - workers can use it, and they can activate Orange flashers by clicking the top of the lightbar.

Wreckers T Bar CAN be left out, and you just tow it behind the wrecker everywhere you go or Rezzed as needed.

This vehicle is RESELL but has no Damage System. It should be sold copy modify no transfer so people can customize for their towing business. Or you as the Dealer can customize for them, and sell them TRANSFER only. It is your choice.

******* The multi purpose 13 Charger can be used for Civilian / Police or Taxi Vehicles. Make sure you modify the "REC Customizer Setup" script in its back window to reflect ONLY the paint jobs the specific vehicle you're making needs. For example to make a TAXI you will want to eliminate the BODY texture and uuid called POLICE, and vice versa. Menu>Options>Hide Show toggles between Emergency Bar / Police Wheels and No Emergency Bar and Normal wheels. Menu>Addons>Body for Paint Jobs. It is up to you how to set perms on this vehicle but I would probably do Transfer ONLY but offer them a sufficient number of vehicles to set up their Department. Also, I would give Police and Taxi Vehicles 2x Damage numbers vs civilian vehicles.

@ Rollback Operation - If vehicle Driveable, Roll up about 2 car lengths ahead of vehicle. using Orange knob select Bed Active, Red Knob to roll bed back. Drive car on bed get out of car - click car bumper - select attach to Rollback, you will hear sound - Red knob to roll bed back up with car on it.

If vehicle NOT Driveable, Roll up about 2 car lengths ahead of vehicle. Use orange knob to select Winch Active. Roll Bed back (red knob) and extend winch (green knob) click car bumper - select attach to Rollback, youll hear sound. Retract Winch (green knob) it should pull the vehicle forward on to bed.

Once stopped, select Active Bed (orange knob) click car bumper, attach to Rollback. Roll bed back up, car should follow (red knob)

If in doubt, toggle orange, it will tell you weather bed is active attach point or winch is active atatch point. So unload, reverse the processes.

With Rollback unlocked - workers can use it, and they can activate headlights by clicking the hood and Orange flashers by clicking the top of the lightbar.

@@ Drive car centered over top of lift arms and get out. Click bumper - select ProLift, youll hear sound. Rasie and lower lift using its control box. ## IN THE LIFT BASE is a Transfer "Chain / Cargo Group" script that you can give others to make their vehicles useable on your lift and on your Rollback and Wrecker. Make sure this script is set to whatever perms the vehicle they have is. Copy/Mod, or just Transfer.

@@@ Drive car up to diagnostic machine or haul it to it. EDIT the vehicles Damage Prim so you can see the Damage Channel. Click anywhere on the screen of the Diagnostic Machine to get a textbox to input this channel into. Once thats done, just select the Wrench Icon on the screen to initiate the repair. After 20 seconds it will complete repairs and vehicle will be 100% fixed and driveable again. This machine can be used to repair ANY REC Damage vehicle - including RP Sim Cars, NASCARS and soon coming Demo Derby Cars.

(Added 5-3) For Mobile Repair Truck - EDIT the vehicles Damage Prim so you can see the Damage Channel. Open the operator Panel and raise the LCD. Click settings to set the repair channel and Wrench to initiate repair. Other instructions same as stationary machine.

@@@@ Drop Objects into the toolbox, length of their names is limited to the characters a button label will support. Once done, clicking the toolbox will generate a menu of those items and clicking one will rez it. Rez position can be set in the Toolbox description, or via its Rez Pos in its menu.

\$\$ TAXI system is one operator panel, the Taxi light and two sit balls. You may link it all and reposition as is if you like. The top lite, goes on and off automatically depending if you have a fare or not. You can also toggle it back on to pick up your second fare. Operator Panel also has ONLINE button, which makes your taxi service open for business and an EJECT button, which ejects all sitting passengers. The description of the sit balls designates the amount of seconds of ride they get PER Linden. Default is 30 seconds per one linden. Upon sitting, their meter starts, hovertext above them shows the current time/fare. Upon ride completion, they are told in local what their fare is and they can then pay the driver.

Dealership has a rezbox - rez it and click it and click Build. Reposition as needed then click Done, to save or Clean to remove building and start over. Included (Rezzes UNDER the rezzbox) is a dual color HUD to wear or Rez which allows you to customize the buildings two primary outside colors to match your sim environment. Doors are all pre-scripted, turn lights on and off by clicking them.

Basic Damage System - get one of these by clicking the diagnostic machine UNDER the Multimeter. This is a basic damage system which can be used on ANY modify vehicle. Link the Blue part as a child and put the script out of its root, into the vehicles root to effectively have a damage system on any car. While it will not change the cars appearance as your RP Sim cars do, it will allow the vehicles to use your repair and diagnostic system.

Special Notes: ALL RP Sim vehicles textures are in the vehicles Chassis. This is the underbelly part that connects the car body to its wheels. (For further customization) All vehicles have their own repair wrenches. Most of them are in the Engine, the Bison has it in the damage display mounting prim. For proper RP purposes, I'd let them bring it to the sim mechanic for repair, but in a pinch they can wear and click their wrench. Is totally up to you. Passenger Box contains passenger script and 3 poses to set up passenger seating to your liking. Custom Damage shells can be done for 5000L, provided I can find the shell.