

Hello and welcome aboard this new Foilborne Industries vehicle.

Quick start guide:

- 1) Sit on it
- 2) Say "start" in local chat
- 3) Use arrow UP / DOWN to set the throttle
- 4) Use arrow LEFT / RIGHT to turn
- 5) Say "fuel" in local chat if you run out of fuel

Complete guide with index:

- > Welcome!
- > First Steps
- > Playing with GTFO! (Get The Freight Out)
- > Resize
- > Menu
- > Settings
- > Transportation
- > Wearable HUD
- > Chat Commands
- > Keyboard Controls
- > Developer's Stuff
- > Thank you
- > FAQs

> Welcome!

Thanks for purchasing this Hovercraft.

This vehicle is a Landing Craft, meant to bring on land smaller wheeled vehicles or people.

The front ramp will provide access to them.

This vehicle can run on water and land, but preferably on water.

The Hovercraft is a vehicle that runs on an air cushion, hence it doesn't have water or wheel resistance. It makes the vehicle a little bit harder to control, but it can travel on any surface.

the MW47L HoneyBadger is already compatible with GTFO, although the cargo box can be shown and hidden by using the menu button GTFO Box.

You can also link your own cargo boxes.

You can put your own name and flag on the prepared surfaces:

the side numbers (18) and the flag on the main propeller's tube.

Note: In this manual, the MW47L HoneyBadger will be called also: "Badger, MW47L, Hovercraft".

> First Steps

You can rez the MW47L HoneyBadger in a rez-enabled zone.

The Badger will at first take around 10 seconds to pre-load all the sounds. As it finishes you'll receive a message that says "Ready". Take a copy, so you don't have to wait every time.

As you sit, a short Help message will appear, where the chat commands are displayed.

Type "start" in local chat to turn on the engine.

The Badger will inflate as soon as the engine has started.

You can now go underway using the engine, holding or tapping on arrow UP or DOWN to increase/decrease the throttle.

To turn off, just type "stop" in local chat.

This will immediately deflate the skirt of the hovercraft and stop the engine, as well making it unable to move.

You can also use "s" in local chat to start and stop the engine, or even clicking the hovercraft and clicking on the "Start/Stop" button in the menu.

> Playing with GTFO! (Get The Freight Out)

The hovercraft comes equipped with a GTFO API.

You can already use it to play GTFO.

There is a hidden box that you can activate or deactivate for a better RP experience by using the Menu button "GTFO Box". It will toggle the GTFO cargo display.

The box will not hide or show automatically with GTFO controls because you can add your own cargo boxes.

Refer to GTFO Manual to see how you can do this.

To play GTFO please refer to GTFO Manual, or GTFO Hub to find more info.

> Resize

One good feature of this hovercraft is that it's fully resizable.

It can take bigger or smaller sizes. Just right click it, hold CTRL SHIFT and click on one of the white squares that appear around the box in which the Badger is in.

You can drag those squares to make it bigger or smaller.

Once done you can then adjust the various passenger and driver positions with the provided Adjust menu.

It is a good idea to deactivate the refueling animation of you resize the Badger.

Resetting the scripts will reset also the sizes.

> Menu

To get the main menu, click on the hovercraft anywhere.

The only working door on the hovercraft is the engine cover, so don't click there to get the menu.

The main menu is activated only by the owner. The guests clicking the hovercraft will be directly prompted to the Seats menu.

In the main menu you can find 12 buttons:

Start/Stop - Will turn on and off the hovercraft, only if an allowed pilot is sitting.

Close - will close the menu. Lag will be slightly reduced by using this option to close the menu.

GTFO Box - as described above, it toggles the visible GTFO default cargo.

Eject - it will open an eject sub-menu. You can either choose to eject everybody or pick a name of the passengers on your Hovercraft.

GiveCtrl - it will open a sub-menu where you can pick a temporary pilot, only if there are other passengers.

TakeCtrl - You will take controls back. you should NOT use this option if a friend is an allowed driver and sat before you. This option is to be mainly used if you are the main driver. It works. Just not perfectly.

Attach/Detach - this command will attach or detach the transportable cargo. See Transportation paragraph below.

Refuel - will refuel the hovercraft. Type "fuel" or "f" to refuel. It works only when the engine is Off.

Pull - As soon as you rezzed a FI Wakeboard or a Bandit FI Pullable product (such as the tube), you can click on this button to link the pullable item to the Hovercraft.

Settings - it will open a sub-menu where you can choose some options. See Settings paragraph below.

Seats - you can choose more seats by browsing the available seats.

Perms - opens a sub menu where you can choose permissions for Driving, Clicking an Seating:

Driving and Sitting have 4 options: Notecard access, Owner, Everyone or Group. For the Notecard, edit the notecard inside the hovercraft and add UUIDs of your friends to it. Group is the group you set the hovercraft to.

Clicking has only the 3 classic options: Everyone, Owner and Group.

> Settings

in this menu you can choose some of the hovercraft behaviors.

- ParkCam

In the ParkCam menu, you can choose three options of back camera, or to deactivate or activate it.

The back camera will automatically activate when you are going backward. It will stand still in the selected option, in a fixed position, letting you see from a cinema perspective.

For docking operation, it is possible to activate the camera manually by writing "b" in local chat. Best visual is the "Side". To reset to default view, type "b" again in local chat.

- RefuelAnim: this will toggle the refueling animation. It is useful if you resize the hovercraft.

- FuelSystem: this will turn the Fuel calculation on or off. You can also toggle it by typing "fs" in local chat.

- Throttle will switch from digital (10 by 10 % steps) to Analog (Hold to increase/decrease by 1%) throttle control

- Inflate will switch from digital (10 by 10 % steps) to Analog (Hold to increase/decrease by 1%) inflate control

- Race Mode will activate the race mode, where all the settings are locked to the current ones that you have active.

the HUD will not be hidden if you had it off, because it will display all the settings on top of it.

Be sure to activate the correct settings of Throttle, Fuel, Inflate before activating the race mode.

- Repaint will open a temporary listener for a repaint bucket. You need to buy/obtain a custom paint bucket to use this feature. The vehicle is fully modifiable, so you can just drag and drop textures on it.

- ResetScripts will reset all the script, included personal settings, and resize the Hovercraft to its default sizes.

- Autoinflate will toggle the automatic inflate of the skirt as the hovercraft starts up. Default is ON.

> Transportation

Provided in the Box of the hovercraft, there is another box named MW47L HoneyBadger Extras BOX.

In this box you will find a script named "MW47L HoneyBadger Payload Plugin".

There is also a notecard called "MW47L HoneyBadger LoadConfig". This must always go together with the script.

This script is also transfer, so you can give it to your friends.

You can put this script in any modifiable object. This will allow it to be loaded as cargo on the front bay of the hovercraft. Don't forget the notecard.

To enable the cargo load, type "open" in local chat, so to open the hook of the transportable object.

Now click on this "Attach/Detach" button. If you are not transporting cargo, then the opened cargo will follow the hovercraft.

You can fix its position by editing the provided notecard. Inside the notecard there are the instructions about how to use it.

If you are transporting vehicle, remember always to press again the "Attach/Detach" button before turning the vehicle on.

Since this is a "real" cargo loading, and the object is literally following the Badger, slower speed are advised.

If you don't want your cargo to randomly disappear in the middle of the sea, you should have a friend or an Alternative Account to sit on the object.

It is possible to bring only one object at a time in the cargo bay.

> Wearable HUD

in the box there is a wearable HUD. Wear it to simplify the click on the hovercraft.

The HUD reproduces the dashboard buttons, plus one for the menu.

You can use the HUD to turn on the lights and operate the front ramp. Or open the menu.

There is not a Guest HUD. They can click on the dashboard eventually.

INFO: if you want to try and make your own HUD

> Chat Commands

start - starts the engine

stop - stops the engine

s - starts/stop engine

h / horn / ahoy - honks

f / fuel - refuel the Hovercraft (Works only with engine off)

beaml - turns on/off the High Light beam

beamr - turns on/off the Mid light beam

beamb - turns on/off the beam on the back

nav - turns on/off the navigation lights

int - turns on/off the internal light

beacon - turns on/off the beacon flashing light

ramp - opens/closes the front ramp. can be used also to pause its opening

hud - turns on/off the info hud

c - if camera is broken, use this command to reset it. Works also for Back Camera.

b - manually toggles the back camera

cam - activates/deactivates the cinematic camera (CineCApe Vision)

> Keyboard Controls

Arrow Up / W = Increase throttle

Arrow Down / S = decrease throttle

Arrow Left / A = steer left

Arrow Right / D = steer right

Page Up / E = Inflate the skirt (in manual inflating mode)

Page Down / C = Deflate the skirt (in manual inflating mode)

Arrow Up + Arrow Down / W + S = Set Throttle to 0%

> Developer's Stuff

If you want to repaint you can download the PSD files from here:

https://www.dropbox.com/sh/viqxk8vcj102b3a/AABgftpVIW17alzH5g_5XeD7a?dl=0

As you may notice, there are two textures for the Skirt and the Fishnets. that's because fishned texture is with transparency and applied to a different prim.

this will avoid bad intersections with other prims.

The Badger listens on channel -59000 for some of the available chat commands:

menu (triggers the menu, same sa clicking)

s (starts and stops the hovercraft)

cam (toggles cinematic camera CineCApe Vision XT)

c (Resets driver camera)

b (Toggles BackCam manually)

horn (Honks)

Refuel (Refuels the hovercraft. Only when engine is OFF)

GiveCtrl (Opens a sub menu where to choose another pilot)

TakeCtrl (Sets controls to Owner. Use only when you're boarding the vehicle.)

If you are a low-average scripter you can make your personalized channel listener to sniff also the provided HUD's controls for lights.

> Thank you

Thanks first of all to Sergio, my good friend, that helped me testing out the HoneyBadger running up and down with it, and discover every bad behavior he could find.

Thanks to Serena too, she played with the hovercraft as well finding some important issues.

Thanks to Suzi, she had good ideas on the HoneyBadger's look and helped in the bugs hunt.

Thanks to the Rubber Bunny Kaliska, she's been so kind and helpful to me.

Thanks to Sapphire, she helped with the final phase of the project: Box and Instruction testing.

Thanks to Analyse, she provided the box full of candies hidden in the hovercraft. (The GTFO! Box - candies not included :P)

Thanks to Cinn, she helped so much with the GTFO! integration.

Thanks to Tantrica and Amazon River's sims, for the pictures and video location

Thanks to all that provided emotional support and gave good advices in the building.

> FAQs (from the LittleBee manual... questions are always the same :-P)

Q: How do i...

A: Read Manual.

Q: But it is faster if...

A: Read that manual!

Q: It is not in the manual.

A: Impossible. Might possible, but still impossible.

Q: I swear it's not in the manual.

A: Click anywhere, something will happen.

Q: I really can't.

A: Ok, write the EXACT nature of the complaint in a notecard and send this to Ape Piaggio. I will get back to you with any necessary advice.

Usually, resetting scripts works best.

Say bump