

features:

Control HUD

Move lock

Customizations

Twin arm mounted Gatling Guns 8 ammo types

3rd Person firing mode

Jetpack

Shields

NPV

Radar

Attacks

Missiles

Muzzle flash

Particles

Shell ejection

RP sim compatible

Animation override: The UKM comes with its own custom animations for walking running standing flying crouching.

Free updates for life (Click the UKM's head to get the update dialog)

HUD over view:

Target display: Displays the current target. This can be set using either the radar VE for objects and vehicles or the radar VA for avatars.

Altitude: Digital read out of real time Altitude.

Speed: Digital read out of real time Speed.

Movelock:

Basic move lock this will stop weak push attacks and some orbits if used along side with the shield.

Activate guns: (Toggles the twin gatling guns on or off)

The guns are able to be fired inside or outside of mouse look they feature rotating barrels and animated belt feeds dust and smoke particles muzzle flash and shell dropping 3 different firing sound effects to choose from.

Customizations:

Avatar highlights color: sets the color of the main high light objects of the avatar.

Jetpack glow color: sets the color of the glowing effects within the jet engines

Gun firing sound effect: Change the sound of the gatlin guns 3 different sounds

Reload: By default the guns have 30 rounds in each magazine you will have to click the reload button on the HUD to reload. The guns have realistic effects if your are out of ammo.

Ammo:

: Training (RP bullet)

This is a simple bullet used for shooting at targets or just general bullet spraying %1 damage on damage enabled parcels.Role-play bullet effects all collision based combat systems.

: Push this bullet will push in push enabled parcels and bump in no push parcels giving you the fastest possible directional push to date.

: Smart push

This bullet will defeat shields and push up (note by today's standards this is an extremely powerful push)

: Smart kill

This bullet is a powerful shield breaker it will turn non physical On impact and pass through any shields %100 damage bullet.

: Damage

This bullet is used on damage enabled land %10 damage has been set to allow for fair Second life, life gauge combat. It is phantom until it detects an avatar

: blood

A high impact effect bullet with lots of blood and sound ("things to know about this bullet")

It will use shields and interceptors to its advantage. On LL damage land it has %10 damage so multiple shoots are needed for an Effective kill.

: Explosive

this bullet simulates explosions and is also a shield breaker %100 Damage on damage enabled parcels("go easy on it 1 shoot is normally enough")

: Impulse

This bullet will push avatars and vehicles in Non push enabled parcels/Sims.

Auto Reload (Click this to activate an infinite amount of ammo)

BPS: (Sets the number of bullets that will fire per second) for 1 per second to 10 bullets per second.

Jetpack:

Features glow jet and ground dust particles animated hydraulic wings

Once activated it will enable a flight enhancer that allows you to travel at very high speeds

Special:

Shields:

Following Intercepting shields when turned on the interceptors will keep avatars/bullet/vehicles from hitting your avatar. Also in push enabled parcels

Physical objects will be deflected away before actually hitting the interceptors. There are two levels of shielding that are completely automated so you don't have

to worry about the configuration of this shield system. Level 1 basic intercepting/deflection plates that will rezz on the detection of avatars and objects

Level 2 a large hollow orb that will rezz on the detection of bullets only to give added protection under heavy attacks

sounds:

Simply toggles the walking sound effect on or off.

NPV: (click NPV button on the HUD then click the particles) please wait 4 to 5 seconds after pressing a movement key for Activation

Basic Non physical vehicle allows you to become unmovable even with the most powerful attacks in second life

Radar VE: (Click to view a list of targetable objects and vehicles within a 96 meter radius)

This Radar button is used to gain object/vehicle keys for the missiles targeting system

Radar AV: (Click to view a list of targetable avatars within a 96 meter radius)

This Radar button is used to gain avatar keys for the missiles and attacks targeting system

NPVPS: Shield system. (Click to enable then simply click the particles to activate) please wait 4 to 5 seconds after pressing a movement key for Activation

The NPVPS is a non physical offset shielding system totally different to the basic NPV and shield. This Will in most cases protect you from sensor targeting kills as

your real avatars position is faked and the attacks will get directed away from your avatars body.

(%90 of the time you will be invincible on LL damage parcels) (due to a current bug in the LL damage system this is

%100 safety or god mode)

Attacks

Pulse

Non physical kill for damage Sims (96 meter limit) Pulse particles
kill orb

Non physical kill for damage Sims (96 meter limit) lightning particles

OFS kill:

Attempts to kill off set avatars (Due to a current server bug this does not work)

Missiles:

All Missiles can seek objects, vehicles, and avatars and have amazing explosion particle effects

Impulse:

Heat seeking missile Simulates shockwave effects on physical objects and avatars in both push and push restricted parcels and Sims.

Training:

Heat seeking missile with explosion particle effect with no damage or push.

Damage:

Heat seeking missile. target avatars in LL damage enabled Sims or parcels %100 damage

Push:

Heat seeking missile. Target avatars in LL push enabled parcels or Sims will push up extremely fast for 10 seconds.

3RD FIRE

3rd Person firing mode: (Activate by pressing the "3rd fire" button on the HUD while you are not in mouse look)

When firing in mouse look normally the owner of special effects weaponry miss's out on actually seeing the effects so I have made this 3rd person firing option its not %100 accrete at all times but it does allow you to see what's going on. (Note at certain angles the bullets will rezz in odd directions if you want perfect aiming please use mouse look);

Particles (toggles particles on or off)

Muzzle flash (toggles the muzzle flash on or off)

Shell ejection (toggles the shell ejection on or off)

Speed 30, 50, 100

The speed button will set the velocity of the bullets

Hide: (Hides the HUD off your screen and gets replaced with a show button)

Arm computer :(How to use... Click your avatars right arm you will see the avatar is now animated with the head looking at arm computer. By using your right arrow key and mouse wheel you can move your camera position to view the arm computers control panel and you may use any of the buttons)

The arm computer control can be used the same as the HUD (Note this will fail to work if your using any of the non physical vehicles for this reason I have added these controls to the on screen HUD attachment)

Bullet rezzing positions: Because of the wide spread of the guns the bullets need to rezz close in to each other and will not appear to rezz directly from the guns barrels. The guns are designed to be effective as well as visually appealing.

This avatar may or may not be accepted into role-play Sims "depending on RP rules you can toggling shell ejection / particles / muzzle flash to off and using the training ammo set the guns so that you must reload them also set the BPS to 5 and they meet RP sim rules.

Any Bugs or problems should be immediately reported to hoohaa anaconda for a fix to be made