

Xium Sci fi Thruster Boots

Features

Particles (Changeable)

Glow effects (Changeable)

Force thruster system

Dasher

Fuel system

Bypass flight restrict (Legal)

Amazing detailed baked textures



Lots of work went into the designing texturing and scripting they are an awesome sci fi or alternative clothing item that have an extra extremely amazing feature if you're willing to learn how it works.

Ive Made a Video showing them in action!



Xium boots fuel/Dasher control HUD (Newly added)

Built in Dash system:

The Xium boots come with a unique dasher system unlike the traditional dasher system like my Xium Strike Dasher where you double tap to dash This one you double tap and hold you Forward key down to charge Up then release. It has a 5 second total charge time and charges up to the maximum allowed distance in Second life of 60 meters.

Dash On Off:

After clicking "more" on the HUD you will see the option Dash On Dash Off this will turn the dasher system completely On or Off.

Tap Count: This allows you to set the amount of times you need to tap to trigger the dash from 1 to 4 taps. This comes in handy if you enjoy double tap > Run as you can set your dasher to 3 taps. Default it is set to 2 and 2 is the traditional amount normally used.

Particles: You have a selection of 5 different unique particles specially made for the Xium boots. There is a particle selection for choosing the charging up particles and the Dash particles.

Shockwave: You have the option to have an initiation First blast shockwave particle effect. You may also select 5 different colors for this

Sounds: Sounds can be turned on or off.

Fuel Simulator:

I have added a fuel usage system this can be totally configured to suit your needs. Also this fuel system can be turned completely On or Off.

Recharge Time: Allows you to set the amount of time it takes to automatically recharge your fuel cells.

Usage Factor: Allows you to set the amount of fuel you use each second. Note more = Less so 1 uses the entire fuel cell in 3 seconds 8 will make the fuel cells last around 10 seconds.

Note there are more options triggered by clicking the Upper Right boot. Read on to learn more.

The rocket system is an alternative to flying one could master the controls over time and use it to fly but do not expect to just slap them on and be like every other flying vehicle or flight assistant. There are some things to learn first.

(The system is not a flight aid it is actually a force thruster once mastered this can be used to get true flight bypass in flight restricted areas)

Please read through these detailed help steps before attempting to operate the thrusters.

Thruster initiation steps:

Basics

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- 1. Press and hold down C or page down for 2 seconds to activate the Thrusters. (Not doing this will force your animation over ride into a stride so it will appear as if your walking) Also jumping before engaging the thrusters or turning off your animation override will stop this.
- 2. When in mid air lightly tap and hold C or page down. This will engage the Thrusters

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After learning this step you will be able to thrust your self up (Try and master keeping your avatar in mid air by pressing and releasing C or page down. Do not press any other keys at this point.

Intermediate

We will now refer to the C or page down controls as the "Thruster Control"

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Once you are in mid air lightly press the Forward key now you can use the Thruster Control and the Forward key at the same time. This will allow you to Travel up as well as moving forward and also backwards if pressing the back control key.

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Expert

After learning this step you will have total control over your movement while using the Rocket Thrusters.

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After understanding the first controls you can move on to "Turning". Using the left and right control keys will turn your avatar only while holding down the Forward control. You will see the camera rotate as you turn then press and hold the forward control to point your avatar into the new direction. Now you can use the Thruster Control plus the Forward and the Turning Trick all in combination to have total control over your Jet Powered boots.

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If you have any confusion or frustration, Or would like a demo feel free to message me in world.

Other Options

The boots can be resized have there glow and particle colors changed using the customization HUD. The resize scripts are only 1 single script in each boot part and you are given the option to remove them if you choose.

Clicking the Upper Right boot will give you 3 thruster power options, The option to turn the thrusters on or off, The option to play the jet sound effect while flying. And Check for Updates.

FAQ

Q: Can these boots be used to obtain legal flight in flight restricted Role Play sims?

A: I'm not %100 sure on that they do give you lift with out actually flying so it would all come down to the role play moderators weather or not they would allow it.

Q: Why doesn't the glow color and particle colors change when I click on the HUD options?.

A: The chances are you are in a No Script allowed parcel although the boots them selfs fully function in No script areas the HUD settings need for you to be in a script allowed parcel.

Q: Can I change the color of the boots them self's?

A: The simple answer is no because each texture is baked with lighting and shading the process needed to make them is simply too much data to allow for boot skin color changes. So they are as is... Take them if you like em I've put my heart and soul in it the things I create and I've lost my mind in the process" .

Q: When i press C or Page down I do not get any lift?

A: Different simulator versions handle the functions that make these work differently Simply click the right upper boots and set speed2 or speed3. Also I have noticed when using these boots in No script allowed parcels they do not give much lift on speed setting 1 if you simply set the speed to 2 they will function nice with in parcels where scripts are not allowed.

Q: Ive set the particle Jet color and it's staying on and doesn't turn off how do I turn it off?

A: Press Page down or C or fly up for 1 second. It's not important to add a particle off option for some thing that works automatically.