

Black Ocean Shipyard - FA-309 Hammerhead - Read Me

VERSION 1.1

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Thank you for your interest in this FA-309 Hammerhead by Black Ocean Shipyard.

NOTE: Remember that all Black Ocean Shipyard product updates are free for life.

Included with the FA-309 package is...

FA-309 Hammerhead	The FA-309 itself
Black Ocean Shipyard (Insilico) Landmark	Landmark to the Black Ocean Shipyard store located in Insilico.
OS Labs Landmark	Landmark to the OS Labs home store, official distributor for Black Ocean Shipyard.
OS Labs Vehicle API System	The API system for making your own personal accessories.
FA-309 Hammerhead Read Me	This read me file.

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Section 1 - Owner / Pilot Menu

When you touch your FA-309 you will be presented with a menu that allows you to set different settings for the Hammerhead such as guest pilots or allowing all members of a group to be able to fly it.

When you sit in the Hammerhead you will get the flight menu which allows you to choose which flight mode you wish to use. You can bring this menu up again while in mid flight if you wish by touching the Hammerhead.

Owner menu functions include:

- Repair - This option will start the auto repair sequence and will only show up if a repair is needed. Auto repair will stop if you keep taking damage.
- Canopy - This option will open and close the cockpit canopy.
- Sleds - This option will extend and contract the landing sleds.
- Flight Mode - This option will open up the flight mode menu.
- Lock/Unlock - This option will allow you to lock and unlock your Hammerhead so that other people can't mess with it or sit inside.
- A.I. - This option will open the autopilot mode where you can set weather or not it avoids region borders with a neighbouring region connected.

- Guest Pilot - This option will open the guest pilot menu where you can choose from a list of detected people who you would like to be able to pilot your Hammerhead.
- Group Mode - This option will open the group pilot menu where you can either turn on or off the ability to let people of the same group to pilot your Hammerhead.
- R/C - This option will enable the remote control mode.
- Help - This option will open the Help Menu.

Help menu functions:

- Read Me - This option will send you the read me notecard.
- Update - This option will check to see if there are any updates available for your Hammerhead. (Owner only)
- Reset - Use this option for if your Hammerhead needs resetting for whatever reason. (Owner only)

Section 2 - Flight Controls

Sub-section 1 - Mode 1 - Basic flight (Mouselook)

To fly the Hammerhead in mode 1 you need to be in mouselook. Use the UP and DOWN arrows on your keyboard to apply or take away thrust.

To steer you just move your mouse to make the Hammerhead point in the direction you want.

Sub-section 2 - Mode 2 - Standard flight (Keyboard)

Mode 2 is probably the easiest flight mode as it works exactly the same as your avatar controls. UP and DOWN makes the Hammerhead move forwards and backwards. LEFT and RIGHT make the Hammerhead rotate when not moving or bank while moving. This makes manoeuvring the Hammerhead into a parking space much easier and looks better. PAGE UP and PAGE DOWN makes the Hammerhead go up and down. Pressing both LEFT and RIGHT together enables a speed boost in a straight line for as long as you hold the buttons down.

Sub-section 3 - Mode 3 - Advanced flight/flight simulator (keyboard)

Mode 3 works much like a real flight sim game would. You use the UP and DOWN arrows to adjust the pitch of the Hammerhead and the LEFT and RIGHT arrows for banking the Hammerhead left and right. Use the PAGE UP and PAGE DOWN buttons to add or take away forward thrust.

Sub-section 4 - Mode 4 - Autopilot (Let the A.I. fly for you)

Mode 4 enables the Hammerhead's autopilot which will take over your flight controls and fly on its own, avoiding all objects and region borders in its path.

Sub-section 5 - R/C Mode

R/C Mode works exactly the same as mode 2 only you are not sat in the aircraft. Your camera will not follow the Hammerhead due to limitations of the camera controls in LSL so it is suggested that you zoom your camera out as far as you can, also increase your draw distance.

Section 3 - Combat System

The combat system in the Hammerhead is pretty simple and easy to use.

- To enable the damage system but keep the weapons disarmed say "combat on" on channel 1.
- To enable both the damage system and the weapons say "arm" on channel 1.
- To disarm the weapons and keep the damage system active say "disarm" on channel 1.
- To disarm and disable the damage system say "combat off" on channel 1.

How much damage your Hammerhead takes is based on how fast and how large the projectile is that hits it. If you are hit by a recognised weapons type from another OS Labs or Black Ocean Shipyard vehicle then you will take a set amount of damage depending on what sort of weapon was fired at you. The Hammerhead can also be damaged while combat mode is turned off, the only parts that can take damage is the engine. Eventually if the engine gets too badly damaged then it will shut down. Depending on your height then the engine fails you will either drop out the sky or float off into space until you trigger the auto repair function which takes 1 minute to complete. The height threshold for "space" is 1500 meters.

To fire your weapons you press the LEFT MOUSE button while in or out of mouselook.

Section 4 - Autopilot

The autopilot is a fun way to have your Hammerhead or lots of Hammerheads flying around a single region or a grouping of regions (continent) without the Hammerhead going off-world.

The Hammerhead will try to avoid hitting things that may be in it's way e.g. buildings, hills, people etc.

To set the autopilot up all you need to do is simply set it to region or continent mode either by using the menu or the voice commands (Listed in section 5) Then

all you have to do is enable the autopilot.

NOTE: This feature is still in beta thus some errors are to be expected. Also more abilities will be added to it over time such as being able to navigate to a specific location, auto parking etc.

Section 5 - Voice Commands

The Hammerhead has voice commands for easy access to key features. Commands should be said on channel 1.

- Stop the Hammerhead - Say "/1 stop"
- To set the autopilot to region exploration mode say "/1 region"
- To set the autopilot to continent exploration mode say "/1 continent"
- Turn on combat damage mode - Say "/1 combat on"
- Turn off combat damage mode - Say "/1 combat off"
- To arm the weapons - Say "/1 arm"
- To disarm the weapons - Say "/1 disarm"
- Turn on location beacon - Say "/1 beacon on"
- Turn off location beacon - Say "/1 beacon off"
- To start auto repair - Say "/1 repair"

NOTE, the EMP device that works with this mode is still under development and will be released later this year.

- Turn on EMP Role Play mode - Say "/1 emrp mode on"
- Turn off EMP Role Play mode - Say "/1 emrp mode off"

Section 6 - Change Log

• Version 1.1

Updated the combat system across the whole range of OS Labs vehicles.

Updated the flight system to bring it up to date with the same features as the Sky Skipper and Huli Jing
Altered how the location beacon works.

Fixed a random HTTP script error that would pop up randomly, this was caused by the update checker script checking in too frequently.

Removed the 32 prim checker ready for the new Second Life server version 1.40 update which ignores how many avatars are sat on a physical link-set when physics is toggles on and off.

Re-branded for Black Ocean Shipyard.

• Version 1.0

Item released to the general population of Second Life.

Please report any bugs and or feature requests to wolfie@oslabs.co.uk or in-world IM to Wolfie Waves.