

Black Ocean Shipyard - Huli Jing - Read Me

VERSION 1.0

Written: 7th September 2010

Author: Wolfie Waves

Website: <http://www.blackoceanshipyard.com>

Email: wolfie@oslabs.co.uk

Thank you for your interest in this Huli Jing Cargo Transport Vessel by Black Ocean Shipyard.
This vehicle supports Deshima Station in the Deshima region so don't forget to visit some time and explore this mammoth of a space station.

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

Included with the Huli Jing package is...

Huli Jing	The ship 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.
Huli Jing Read Me	This read me file.

CONTENTS

- Section 1 - Main Menu
- Section 2 - Cockpit Control Panel
- Section 3 - Flight Controls
 - Sub-section 1 - Mode 1 - Basic flight (Mouselook)
 - Sub-section 2 - Mode 2 - Standard flight (Keyboard)
 - Sub-section 3 - Mode 3 - Advanced flight/flight simulator (keyboard)
 - Sub-section 4 - Mode 4 - Autopilot (Let the A.I. fly for you)
 - Sub-section 5 - R/C Mode
- Section 4 - Combat Damage System
- Section 5 - Autopilot
- Section 6 - Voice Commands
- Section 7 - API System
- Section 8 - Change Log

Section 1 - Main Menu

When you touch your Huli Jing you will be presented with a blue dialogue menu that allows you to set different settings for the ship such as guest pilots or allowing all members of a group to be able to fly it.

When you sit in the pilot seat 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 ship anywhere on the hull.

Main Menu functions include:

- A.I. - This option will open the autopilot menu where you can set whether or not it avoids region borders with a neighbouring region.
- Self 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.

- Lock/Unlock - This option will allow you to lock and unlock your ship so that other people can't mess with it, sit inside or open the doors to possibly steal your cargo.
- Flight Mode - This option will open up the flight mode menu.
- Headlights - This option allows you to manually switch on and off the headlights.
- Clearance Lights - This option allows you to manually switch on and off the rear clearance lights.
- Internal Lights - This option allows you to manually switch on and off the internal lighting.
- 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 ship.
- 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 ship.
- R/C - This option will enable the remote control mode.
- Help - This option opens the help menu.

Help menu functions include:

- Main Menu - This option brings you back to the Main Menu.
- Read Me - This option will send you this read-me notecard.
- Update - This option will check to see if there are any updates available for your Huli Jing.
- Reset - Use this option for if your ship needs resetting for whatever reason.

Flight Mode menu functions include:

- Main Menu - This option brings you back to the Main Menu should you need to use it while in mid flight.
- Help - This option opens the help menu.
- FTL Jump - This button spins up the FTL drive which will make the ship jump to the target FTL coordinates after they have been entered.
- Self 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.
- Mode 1 - Starts the ship in flight mode 1.
- Mode 2 - Starts the ship in flight mode 2.
- Mode 3 - Starts the ship in flight mode 3.
- Mode 4 - Starts the ship in flight mode 4 which is the auto-pilot.

Section 2 - Cockpit Control Panel

The cockpit control panel in the Huli Jing is fully functional in that every button will do something when touched. This works as a touch panel which means in order for it to work you need to be using a Second Life client that supports detected touch faces and detected touch UV. Most of the current SL clients support this so it shouldn't be an issue.

The following is a list of the different buttons and their respective functions.

AUXILIARY panel

- Headlights On/Off - Turns on and off the external headlights.
- Internal Lights On/Off - Turns on and off the internal lights.
- Clearance Lights On/Off - Turns on and off the clearance lights on either side of the engines.
- Port & Starboard Doors Open/Close - Opens and closes the left cargo door.
- Starboard Door Open/Close - Opens and closes the right cargo door.
- Port Door Open/Close - Opens and closes both cargo doors.
- CockpitDoor Open/Close - Opens and closes both cargo doors.

PROPULSION / FTL panel

- Main Engines On/Off - Turns on and off the main engines
- Flight Modes 1, 2 & 3 - These three buttons work in the same way that using the blue flight menu does for changing the flight mode while in mid flight.
- TURBO! (Toggle switch) - Engages the turbo mode which boosts power to the engines and lasts for a maximum of 3 minutes. This feature carries with it a 3 minute recharge cycle.
- Auto Dock - This is currently a place holder for the auto dock function of the auto pilot that will be released in a future update.
- Cut Engines - This shuts off the engines while in mid flight, causing the ship to go ballistic.
- Shutdown - Shuts down the ship while flying in much the same way that saying "/1 stop" does.
- Enter Jump Coordinates - This button is more of a reminder of how to enter your FTL coordinates via voice command. This will be replaced with a text box dialogue once the main SL client supports it.
- Current Coordinates - This button will tell you your current position in the FTL coordinate format.
- Current Space Region - This button tells you which region you are currently located in.
- Initiate Jump - This button triggers the FTL drive which to make your ship jump to the target coordinates that you provide it via the voice command. See section 6.
- Self Repair - This button starts the self repair should your engines be damaged.

NAVIGATION panel

- Auto Pilot On/Off - Turns on and off the auto pilot.
- Auto Pilot Mode (Toggle switch) - Touch once to set the auto pilot to region mode, touch again to set to continent mode.
- Set Auto Pilot Z Height Cap - This tells you how to enter the minimum height for the auto pilot via voice command.

This will be replaced with a text box dialogue once the main SL client supports it.

Section 3 - Flight Controls

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

To fly the Huli Jing 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 ship turn 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 Huli Jing move forwards and backwards. LEFT and RIGHT make the Huli Jing rotate when not moving or bank while moving. This makes manoeuvring the ship into a docking port much easier and also looks better. PAGE UP and PAGE DOWN makes the ship go up and down its Z axes.

Pressing both LEFT and RIGHT together enables turbo mode which lasts for 3 minutes and has a 3 minute recharge time after use.

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 ship and the LEFT and RIGHT arrows for banking the ship 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 Huli Jing's autopilot which will take over your flight controls and fly on its own, attempting to avoid 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 ship. Your camera will not follow the Huli Jing 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. If you are able to use Second Life's "flycam" mode then this is probably the easiest way to track your ship while you control it remotely.

Section 4 - Combat Damage System

The combat damage system in the Huli Jing is pretty simple and easy to use. All you have to do to enable/disable it is say "combat on" or "combat off" on channel 1 while sitting in the pilot seat.

How much damage the Huli Jing takes is based on the size and how fast the projectile is travelling when it collides with the hull. If you are hit by a recognised weapons type from another Black Ocean Shipyard or OS Labs vehicle then you will take a set amount of damage depending on what sort of weapon was fired at you.

Remember this is different from the combat system in other vehicles by Black Ocean Shipyard and OS Labs in that the Huli Jing is an unarmed cargo transport vessel, thus the combat system is only capable of taking damage.

Section 5 - Autopilot

The autopilot is a fun way to have a single or multiple Huli Jings flying around a single region or a grouping of regions (continent) without the ship flying going off-world.

The Huli Jing will try to avoid hitting things that may be in it's way e.g. buildings, terrain, 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 6) 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/docking etc.

Section 6 - Voice Commands

The Huli Jing has voice commands for easy access to key features. Commands should be said on channel 1 while sat in the pilot seat.

- Stop the Huli Jing, say - "/1 stop"
- To set FTL target coordinates, say 1234.1234.1234 - "/1 set ftl <insert coordinates here>" E.g. /1 set ftl 1234.1234.1234
- To set the minimum height that the auto-pilot should try to stay above, say - "/1 set ai <insert height here>" E.g. /1 set ai 50
- To start auto repair, say - "/1 repair"
- To set the autopilot to region exploration mode, say - "/1 region"
- To set the autopilot to continent exploration modes say - "/1 continent"
- Turn on combat mode, say - "/1 combat on"
- Turn off combat mode, say - "/1 combat off"
- Turn on location beacon, say - "/1 beacon on"
- Turn off location beacon, say - "/1 beacon off"

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 7 - API System

This vehicle has an API which you can use to control pretty much every function. Handy for if you want to create a rezzor for example.

See the included object "OS Labs Vehicle API System" which contains the required plug-in script and manual.

Section 8 - Change Log

- 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.