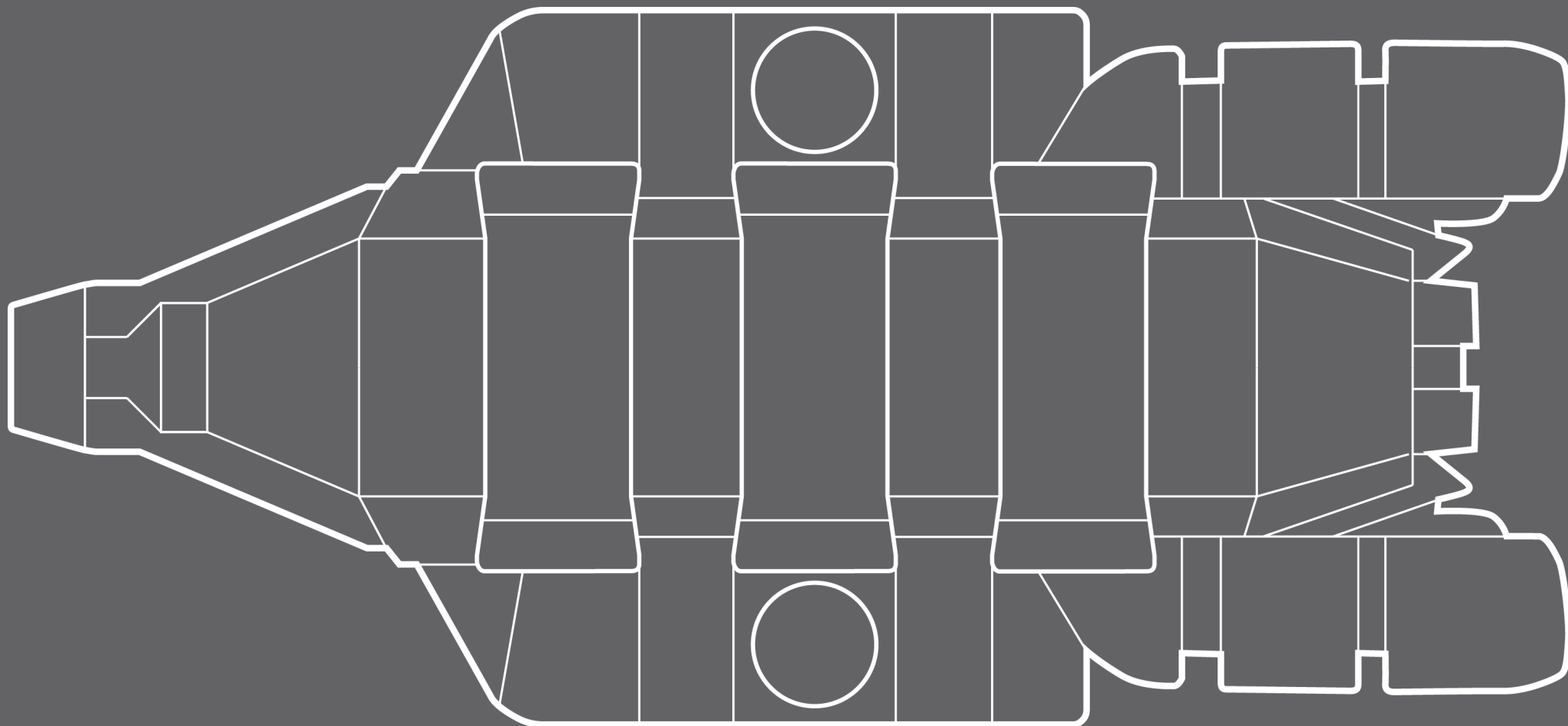




NonPhysical Spaceship



USER MANUAL

Fifth Generation NonPhysical Flight System
Tdb Crew Authorization Database System
Tactical Teleport Array System
T-Rez Scene Rezzor System
Tracking Arc-Limited Turret System
AHM Fire&Forget Ordnance

Contents

3	Placement		
3	Flight		
3	Conventional Flight	10	Setting up New Scene Rezzers
3	Jumping and Control via Pilot's Chair, HUD, or Navigation Console	11	Coalesced Object scenes
4	Flat Flight Mode	11	Notecard-listed Scenes
4	Acro Flight Mode	11	Standalone Mode
4	Flight Commands	12	Weapons
5	FTL/Jump Commands	12	The Weapons Console & Controller
6	Region Crossing/Jumping	13	Controlling Weapons from the HUD
7	Authorization & Database	13	"Direct" or "Mouselook" Control
7	Quick Start Guide	14	Caveats
7	Conceptual Explanation	15	Heads Up Display (HUD)
8	Access Console	15	Ship Selector
8	Database UI	15	Menus
8	Controlling Access with Ranks	15	Displaying Floating Text
8	Saving Notecards	16	Teleporter System
9	Scene Rezzers System	17	Door Controller
9	Rez Mode	18	Alert System
9	Remote Access	18	Using Alarms/Alerts
9	Build Mode	18	Making your own alerts/alarms
10	Options Menu	18	Customization
		18	Changing Your Ship's Name
		18	Credits & Thanks

These boxes will contain helpful notes or tips

These boxes will contain Cautions or potential issues

Placement

Please make sure the sim you are rezzing it in has both the room and available primitives to support the ship. If you aren't sure, click the title of the location at the top of the client window to bring up the "about land" dialog, and select the "objects" tab to have a look.

The ship will rez centered around where you place it, on top of the object or ground, facing East.

If using an included "rez box", please wait until it has loaded before touching it to start rezzing. It will rez the ship according to how the ship was packed previously.

Flight

Conventional Flight

Flight Details

To fly the ship, sit on the "pilot" seat on the bridge of the ship. Flight works best with camera constraints on.

Momentum Flight

Momentum flight modes, marked with an "(M)" will cause the ship to continue moving when the pilot rotates or moves it.

This momentum is not Newtonian - Your ship will keep moving for a little while, and that movement will decay. This is easier to use in SL.

"Level Ship" will roll the ship so that its top faces upwards, then pitch the ship so that it is flat horizontally. You will not be able to drive the ship during this time.

Roll/Strafe Modes

While piloting, press Ctrl-R ("always run" in the SL client) to enter Roll/Strafe Mode. This will swap some of your controls, enabling you to roll while moving forward in acro mode, or rotate while in flat mode, while in

mouselook.

Touch the "Switch Camera" button on the bridge (it's next to the navigation console) to switch between stored camera positions.

Due to limitations of Second Life, it will be necessary to stand up and sit down again for the new camera position to take effect.

Jumping and Control via Pilot's Chair, HUD, or Navigation Console

A number of handy commands have been tied directly into your pilot's chair. All commands via the pilot's chair are on channel 2, so you must enter '/2' followed by the command. Use "/2 help" to get a list of commands while piloting.

Example: "/2 level"

If you move the root linkset with edit, the rest of the ship will follow. This is useful for precise alignments. The "root linkset" is the one all the others rotate around. Look for the one with the script "NP Flight" inside it.

If you drag all the pieces of the ship over a sim border, they will snap back into place on the other side.

You can change camera position and slow the ship down to make docking easier.

Roll/Strafe Mode is engaged by changing whether your avatar is "running". Double-tapping "W" triggers "always run", but doesn't untrigger it, so, we had to do this as a workaround so your ship wouldn't switch modes on accident. Sorry guys.

Flat Flight Mode

Key	Action
W	Forward
S	Back
A	Rotate Left
D	Rotate Right
Shift + A	Strafe Left
Shift + D	Strafe Right
PAGE UP	Down
PAGE DOWN	Down

Strafe Mode (Ctrl-R)

Key	Action
Shift + A	Rotate Left
Shift + D	Rotate Right
A	Strafe Left
D	Strafe Right

Acro Flight Mode

Key	Action
W	Forward
S	Back
A	Rotate Left
D	Rotate Right
Shift + A	Roll Left
Shift + D	Roll Right
PAGE UP	Pitch Up
PAGE DOWN	Pitch Down

Roll Mode (Ctrl-R)

Key	Action
Shift + A	Rotate Left
Shift + D	Rotate Right
A	Roll Left
D	RollRight

Flight Commands

Chat Command	Description
Flight speed <0-100> s <0-100>	Set the ship's speed between 0% and 100% of maximum
level l	Level the ship
flat f	Set ship to flat flight mode
flatm fm, flat glide	Set ship to flat momentum flight mode
acro a	Set ship to acro flight mode
acrom am acro glide	Set ship to acro momentum flight mode

While you may use E and C to move up and down, it is possible that they will be ignored if two or more other keys are pressed. You may have to hit ctrl-R multiple times to change to/from Roll/Strafe mode. The ship will announce it on your next regular keypress. The pitch up/down axis may be inverted in the "flight_config" notecard.

FTL/Jump Commands

Global (Direction is relative to the sim)

Chat Command	Description
<coordinates>	Jump ship to specified sim coordinates
up <distance>	Jump ship <distance> meters up from its current position
down <distance>	Jump ship <distance> meters down from its current position
north <distance>	Jump ship <distance> meters to the north of its current position
south <distance>	Jump ship <distance> meters to the south of its current position
east <distance>	Jump ship <distance> meters to the east of its current position
west <distance>	Jump ship <distance> meters to the west of its current position

Local (Direction is relative to the ship)

Chat Command	Description
forward <distance> fwd <distance>	Jump ship <distance> meters forward
back <distance>	Jump ship <distance> meters backward
left <distance>	Jump ship <distance> meters left
right <distance>	Jump ship <distance> meters right

Altitude

Chat Command	Description
alt <altitude>	Jump ship to height <altitude> in sim coordinates

User-relative (Relative to user's position and rotation)

Chat Command	Description
above <distance>	Jump ship <distance> meters above user's present location
below <distance>	Jump ship <distance> meters below user's present location
ahead <distance>	Jump ship <distance> meters in front of user's present location
behind <distance>	Jump ship <distance> meters behind user's present location

History

This does not repeat relative jumps, but goes to where the last jump landed the ship.

Chat Command	Description
last	Jump to last set of sim coordinates the ship jumped to.
origin	Jump to the origin of the ship's last jump.

You can use the following characters to separate the coordinates:

128 128 128	128/128/128	128 128 128	128:128:128
128;128;128	<128,128,128>	128,128,128	

The Navigation Panel shows the location of the center of the ship, and any jump will jump the center of the ship.

Latched fighters do jump with the ship at this time.

Make sure to provide sufficient clearance for all ship sections to make it past the border in one go.

If one of your sections doesn't clear, you can use build mode to drag it across the border and it will snap into place automatically.

Region Crossing/Jumping

Please note that while technically possible, sim jumping has some possible issues, and as such we cannot officially support it.

- Ship sections may be arbitrarily lost.
- Jump may place sections past the sim border, causing them to be returned or lost.
- Jump may place users past the sim border, causing them to be logged out.
- In some circumstances, the object may arrive after the users, causing them to be unseated and fall.
- It may be necessary to stand and sit again to re-take control of the ship
- We don't actually know what will happen when attempting to jump to a non-adjacent sim.

To jump across a sim border, simply enter a set of coordinates into your navigation system which go past the border. For example:

<-50,128,1000>

Authorization & Database

Quick Start Guide

HELP! My friends aren't in the system!

1. Touch the Access Console on the bridge of the ship.
2. Select "instant_local_add" to add everyone within 52m to the access list at rank 3.

Quickly adding a user to the system (If they are within 96m.)

1. Touch the Access Console on the bridge of the ship.
2. Select "instant_add" from the menu.
3. When presented with the list of nearby avatars, select the name of the desired addition, or select cancel to exit.

The selected avatar will be added to the ship's script memory at rank 3, and will be able to use almost all ship systems if you have not changed the ranks.

This data will not be preserved by ship database reboots, or if you rez a new copy of the ship. To permanently add a user, see the section on working with notecards.

Adding users via notecard

Using this method will reboot the database, which will discard any user entered using method above.

1. Use "Edit Linked Parts" on the build menu to select the small white box next to the chair on the bridge.
2. Open the notecard "users".
3. At the end, add your friend's SL full name[1] on its' own line, then on the next line, add "rank:" followed by the rank you want them to have. Examples have been provided for you.

Joe123 Resident rank: 2

4. Save the notecard.
5. Touch the database and select "reload users" from the options menu.

This data will not be preserved by ship database reboots, or if you rez a new copy of the ship. Make sure you save either the ship or the notecard! See the manual section on saving your ship for more information.

Removing a user

Touch the Access Console on the bridge of the ship.

Select "instant_remove" from the menu.

When presented with the list of nearby avatars, select the name of the desired user to remove, or select cancel to exit.

The selected avatar will be removed from the ship's script memory, and will be unable to use almost all ship systems if you have not changed the ranks.

NOTE: This data will not be preserved by ship database reboots, or if you rez a new copy of the ship.

Conceptual Explanation

This ship uses an access list system instead of a system based on SecondLife groups. Many places require being in a land group in order to rez, and sometimes you don't want everyone in the group to fly your ship around...

How's how it works:

Each user has a rank.

- The default ranks are 1 (crew) to 6 (owner).
- Members of the public are assumed to have '0' rank.

Each system has a rank.

- If the user's rank is at least high as the system's rank, she may use it.
- Ship systems ask the ship database to compare the two before they grant access.

Access Console

Menu Option	Description
instant_add	select an avatar within 96m to add at rank 3.
instant_remove	remove an avatar within 96m.
instant_local_add	add all avatars in 52m at rank 3.
add_user	manually specify an avatar name to be added at rank 1.
remove_user	manually specify an avatar name to be removed from the list entirely.
change_rank	change rank of lesser-rank users, raise or lower up to your current level.

Database UI

Menu Option	Description
reload	reload all notecards (with ranks required to use ship systems) without rebooting
reload users	reload user access notecard (with users' ranks) without rebooting
reboot	clear all stored data and load from notecards
dump	dump ENTIRE contents of database to local chat

Controlling Access with Ranks

If a user's rank is greater than or equal to a system's rank, she can use it. If her rank is lower, she cannot use it. Here's how to adjust the required ranks per-subsystem on this ship.

1. Open the "dbase" notecard.
2. Look for the entry you want to change. Most entries have a description before them. For example, if I'm looking for the Fore Cargo Rezzer, the

entry looks like this:

```
// REZZERS
// Fore Cargo Rezzer
fore_cargo_rezzer
rank: 1
```

3. Change the number listed after "rank"

```
// REZZERS
// Fore Cargo Rezzer
fore_cargo_rezzer
rank: 3
```

4. Save the notecard.
5. Select "reload" from the database's menu.

Saving Notecards

1. Use "Edit Linked Parts" on the build menu to select the small white box next to the chair on the bridge.
2. Select the notecard you wish to save (probably "users") and copy it to your inventory.
3. Upon rezzing a fresh copy of ship, remove the notecard currently in the database prim and replace it with the one from your inventory.
4. Alternatively, save a copy of the ship with your desired notecards already in it. (Recommended)
5. Select "reboot" or "reload users" (or "reload" if you chose data) to reload the data.

You can't remove the database from the ship. It WILL stop working.

- By default the current owner is always added at rank 6 unless otherwise specified in the notecard.
- To make it easier for me to identify bugs when you bring me over for bug reports, I've added myself into the notecard at rank 5. You can remove my entry from the notecard and I will not have access, if you wish. This is the name that contains "Resident" for new residents, and looks like this: "Agent Tairov", "Joe123 Resident", "jill Avatar".

Scene Rezzer System

Rez Mode

Rezzing Scenes

Touch the rezzer console (On Poseidon, these have icons of cubes on them)

Select “rez” from the menu, this will bring up a list of scenes.

Select a scene to rez it, select “none” to clear the scene, select “<<” or “>>” to navigate the menu.

Troubleshooting

If the scene list is empty, the base may have to be reset. Touch the console again and select options > reset base.

Remote Access

The Scene Control console will list the set of T-Rez consoles throughout the ship. Simply select a console, and it will be as though you touched it yourself. (This may not be present in all models.)

Build Mode

Create a new scene, step by step

You will need the following scripts: T-Rez Scene, Flight.Section

1. Build your scene.
2. Consolidate your scene into as few objects as practically possible. Most scenes with no phantom components can all be one object.
3. Add the T-Rez Scene Piece script, and Section Script to the root primitive of each object.
4. Touch the rezzer’s console and choose [options > build_mode] from the options menu.
5. Wait for each scene piece (object) to say that it has found the rezzer, then touch the console and choose [options > set_scene].
6. Select the ENTIRE SCENE composed of all your scene pieces, selecting the piece with the desired name of the scene LAST, and take the group of objects into your inventory. Now, place the scene from your inventory to the scene rezzer’s base. The base will have the script “T-Rez Base” inside it.
7. Touch the rezzer’s console on the wall and select [options > rez_mode]. The rezzer will now reload its scenes and update the rez console. Once it has finished, your scene will be available from the console’s rez menu.
8. Whether or not the object was phantom before packing will be preserved.

Options Menu

Menu Option	Description
rez_mode	For general use. Will not rez scenes unless in rez mode
build_mode	For creating new scenes/adjusting scenes. Switch to this mode before doing so or your Scene Piece scripts won't find the rezzer.
reset_base	Reset the T-Rez Base. This also reconstructs the list of scenes.
set_scene	Set the position and rotation of all pieces in a scene at once if they haven't been set already.
reset_scene	CLEAR the recorded position and rotation of all pieces in a scene at once.
phantom_scene	Set entire scene phantom.
solid_scene	Set entire scene solid.
reset_console	Reset console only. Will clear, but not reconstruct scene list. reset_base is preferred.

Setting up New Scene Rezzers

Naming Prims

The Console and base MUST HAVE THE SAME NAME. The base's name will be its dbkey (not SL key) in the auth database. It's recommended you put "_rezzer" (no quotes) on the end to avoid confusion.

Configuration

Configuration Notecard The notecard is simply named "trez_config" and placed in the base. It looks like this:

```
T-REZ CONFIG
DEFAULT
none
MODE
object
REZ_MODE
die_with_rezzer
VERBOSE
no
STANDALONE
no
```

The line below each name in CAPITAL LETTERS is the value of that configuration option.

Notecard Option	Description
DEFAULT	Scene to rez on bootup. If blank, defaults to none.
MODE	Scene listing mode. If blank, defaults to object. Note that you cannot hybrid object and notecard modes. It's either ALL objects or ALL notecards. It has two possible values: object notecard
REZ_MODE	Activates a special rezzing mode if specified.
die_with_rezzer	Object monitors rezzer, and if it can no longer find it, de-rezzes itself.
one_time_deploy	Objects move into position and then sync themselves with the rezzer's movement. Scene piece scripts in the objects delete themselves when the rezzer dies, leaves the sim, or [rez > none] is selected.
delete_script_after_rez	Objects move into position and initialize, then remove scene piece script immediately after. Recommended for vehicles.
VERBOSE	Chatter information to owner about configuration and use. "yes", "true", and "1" all activate it.
STANDALONE	Act as a standalone rezzer unit independent of a ship. Owner will be able to modify scenes. Group will be able to use rez mode. Anyone neither group nor owner will not be able to use it.

Coalesced Object scenes

Each object inside the rezzer is treated as a single scene. This means each scene must be a coalesced object. The entire scene rezzes at once. The scene's name is the coalesced object's name.

Notecard-listed Scenes

Each scene is created from a list contained on a notecard in the T-Rezzer's base. The scene's name is the notecard's name. Each notecard is a list of objects in the T-Rez Base, one object name per notecard line. Notecard rezzes are throttled to one piece at a time with a brief wait in between.

Standalone Mode

Standalone mode allows T-Rez to operate independently of a starship, like HORIZONS holodeck.

Owner will be able to modify scenes. Group will be able to use rez mode. Anyone else will not be able to use it.

If the console is located in a different prim than the base, it must have that prim's description set to "standalone".

You can reset the scene piece scripts in a rezzed scene by going to [options > reset_scene]. Then you can rearrange them, then go back into build mode [options > build_mode], and set the new locations with [options > set_scene].

Weapons

The Weapons Console & Controller

Weapons control on the ship is handled via the weapons console and controller scripts which process user input and hand out target lists to the guns. This central weapons console script supports multiple users at once, so you don't have to wait to add someone to your guns' kill list.

Each weapon has one type (such as "missile") and can belong to multiple banks (such as "port" and "aft"). Weapons in a bank take the last order to their bank as authoritative. (see: Caveats)

Weapons Console Dialog

Menu Option	Description
off/on	Turn firing on or off for default bank
take control	Start mouselook control of the default bank
clear control	Stop all mouselook weapons control for yourself
Bank	List of all weapon banks.
Type	List of all weapon types. Same options as Bank.
All	Same options as Bank, only it applies to all banks
Pilot	Opens the Pilot dialog menu
reset all	Resets the weapons console and all weapons
exit	The dialog will generally come back up for your convenience. You can close out of it with this.

Banks & Types Options

Menu Option	Description
Add Target	Add a single target, either an avatar name or a vector position, into the specified bank's target list.
Add Targets	Add multiple targets, consisting of either avatar names, vector positions, or a mix of both at once, into the bank's target list.
Rem Target	Remove one or more targets, either by avatar names, vector positions, or a mix of both, from the bank's target list.
Current	Get this bank's current list of targets.
Clear	Remove all targets from this weapon bank.
Start	Set this bank to active, enabling it to fire.
Stop	Set this bank to inactive. It will not fire at all until started again.
Control	Allows you to take direct control of a single bank or weapons type Cancel - Exit out of this menu.

Pilot Menu

Menu Option	Description
Mouse Fire	Turn the pilot's ability to fire weapons while in mouselook on or off.

Controlling Weapons from the HUD

Make sure you have your ship selected on the HUD's ship selector before you use one of these!

Console

This will allow you to access the ship's weapons console directly. Enter your input on channel 3 with '/3' followed by your text.

Designator

When this reads "Ready", go into mouselook and click to fire a single invisible probe.

probe hits an avatar	offer to add the avatar to all weapons' target lists.
probe does not hit an avatar	offer to add the position of its collision to all weapons' target lists.
"..."	the probe hasn't hit anything yet.

Nearby

Use a sensor to gather a list of up to 12 nearby avatars within 96 meters. You may then select one to add to all weapons' target lists.

Orbital Bombardment

Order the Weapons Controller to use Hydra to add *every* non-crew avatar below 128m altitude in the sim to all weapons' target lists.

"Direct" or "Mouselook" Control

A special script allows you to take direct, mouselook control of the weapons on the ship. This script is in both the chairs, and the HUD. Turrets will point in the same direction as you in mouselook, while other weapons like the missiles will merely fire when you push the mouse down.

Control Input/Chat command	Description
left mouse button in mouselook	Start firing
tap LMB	fire one shot
held LMB	continuous fire
"/1 fire"	Fire a single shot
"/1 stop"	Cease all your direct weapons control
v (gesture)	Fire a single shot

• Which firing gesture should I use?

Users of third party viewers which support chat on negative channels should use the "v-fire (phoenix, TPVs)" gesture. This gesture will still work when sitting down.

Users of regular Linden Official viewers, or viewers which do not support chatting on negative channels, should use the "v-fire (main)" gesture.

• I sat down, and my HUD weapons control won't take orders anymore

This is due to an unfixed simulator bug that causes chat messages to need to be heard by the root prim of the object you're sitting on. This can sometimes exceed chat distance (20 meters).

You can detach and then re-attach the HUD to make the chat messages work correctly again.

You can shout, using 'ctrl-enter' instead of just 'enter' when entering text. Shouting does not work for gestures.

For users of third-party viewers, you can chat on negative channels, which don't seem to be effected in the same way. ie, '/-1 stop'.

Caveats

Missiles

Missiles must be manually fired by taking control of the missile banks via the weapons console. The missile banks must have targets set before they can be fired.

Customization

If you are going to de-link any primes, turn off ALL weapons before altering the ship. When you are finished, use [weapons console > reset all]. Weapons may rely on cached link numbers, which change when the ship's linkset has primes added or removed.

The turret firing arcs are not currently designed to be changed.

Weapon Target Add/Removal Ordering

Let us say we have a gun called "turret1". This gun is in two weapon banks:

- "aft"
- "port"

We then do the following:

1. Add "Jerry Avatar" to "aft"'s target list.
2. Remove "Jerry Avatar" from "port"'s target list.

The gun "turret1" will stop trying to shoot "Jerry Avatar", however, the target lists look like this:

- "aft": "Jerry Avatar"
- "port": none

However, "turret1" is a part of the "aft" bank! So why isn't it shooting "Jerry Avatar"?

Because it's also part of the "port" bank, and the most recent order it received was to remove "Jerry Avatar" from its list.

If we change the ordering, however:

1. Remove "Jerry Avatar" from "aft"'s target list.
2. Add "Jerry Avatar" to "port"'s target list.

Now "turret1" will attempt to shoot "Jerry Avatar", because the last order it received was to add "Jerry Avatar" to its target list.

"All" banks

In this version, the "all" bank is actually just a special bank which all weapons are a part of. Target addition/removal still applies, so when you look up the "current" targets for a specific bank, the list returned won't include the targets in the "all" bank.

Heads Up Display (HUD)

In order to use the HUD, you must select a ship to use it on first.

Ship Selector

If you have only one ship out, your HUD will automatically select it for you when attached.

Touch the blue Ship Selector button, then select the ship you wish to control from the dialogs that come up.

Menus

Menu Option	Description
Main Logo	Toggle HUD hiding. (HUD will turn transparent, except for logo.)
Select Ship	Select a ship to control.
De-Rez Ship	De-Rez selected ship (only the owner may do this).

Doors

Menu Option	Description
Multi	Remotely access Door Controller from your HUD. Please see the "Door Controller" section of this manual for more information.
Starboard	Open or close starboard exterior door, if applicable.
Port	Open or close port exterior door, if applicable.
Hangar	Open or close main hangar door, if applicable.

Teleport

Menu Option	Description
Single	Send a single teleport beam for yourself. This beam will take you to the ship.
Multi	Send multiple teleport beams for yourself and the nearest n people.
Crew	Only beam up crew members. (Avatars with a crew database rank higher than 1.)
any	Beam up the nearest n people regardless of their rank.

Flight

Menu Option	Description
Level Ship	Trigger "Level Ship", as documented in the "Flight" section.
Flight Mode Buttons (Light Green)	Each triggers one of the four flight modes of the ship.
Jump	Remotely jump ship to new coordinates.

Weapons

Please see the "Weapons" section of this document for information on using the HUD to control the ship's weapons.

Displaying Floating Text

Touch the ship logo to display the names of the buttons above them with floating text.

Teleporter System

From...

These set the pads to target an area and send beams to pick people up.

Menu Option	Description
Position	Set transporter pads to target coordinates. <enter position> <enter number of beams>
Ship	Select from a list of compatible ships using faction > class > name, then select a bank within the ship to go to.
Person Near Ship	Set to the position of someone within 96m of the console. <list of nearby avatars>
Near Person	Beam up people near person with name <enter full name>
Single	Set to the position of someone in the sim <enter full name>
Multiple	Beams up list of people Firstname Lastname Firstname2 Lastname2 Firstname3 Lastname3
Multi. Crew	Like multiple, but doesn't beamup non-crew members Firstname Lastname Firstname2 Lastname2 Firstname3 Lastname3

To...

These set the pads to target an area, but don't send beams there.

Menu Option	Description
Position	Set transporter pads to target coordinates. <enter position> <enter number of beams>
Ship	Select from a list of compatible ships using faction > class > name, then select a bank within the ship to go to.
Person Nearby	Set to the position of someone within 96m of the console. <list of nearby avatars>
Name	Set to the position of someone in the sim <enter full name>

Reset

reset_main	Resets main script in root linkset. This reloads the ship's name, class, and faction data.
------------	--

Door Controller

Door control is handled by a single controller console on the bridge, which the red striped consoles, hangar consoles, and HUD button route to. Doors come in one of seven types, each of which has a different possible rank in the database.

inner_door
outer_door
bulkhead_door
airlock_door
hangar_door
forcefield
special_door

Control Commands

You can give orders to a single door or a class of doors ("all"):

Menu Option	Description
open	door opens
close	door closes
lock	door stops in current state and cannot be changed without unlocking unlock
lock open	door opens and cannot be closed without unlocking (including by crew)
lock closed	door closed and cannot be opened without unlocking (including by crew)

Access

You can set the access to "public" (anyone without a negative rank can open, including the public) or "private" for door classes. If public, anyone can use the door controller for that class of doors.

Ranks are preserved when switching between public and private (i.e., if a door has rank 3, is set to public, then back to private, it will go back to rank 3)

Configuration

There is a new "openOnTouch" value in the database, which if set to anything other than "1" will cause the associated door class (if applicable) to only open or close via the door controller.

Alert System

Using Alarms/Alerts

“Alerts” (aka “Alert Statuses” or “Alarms”) change the lighting in the ship, the color of parts of the ship, and play sounds.

To set an alert, touch the aesthetics console on the bridge and select ‘alert’ from the menu. You will be presented with a list of alerts to choose from. Each alert is specified in a notecard in the aesthetics console.

By default, your ship ships with the following alerts:

Alert	Description
Condition 1	Combat status
Condition 2	Combat-ready alert
Default	Normal lighting and sounds
Boarding	Ship is being boarded
Hazard	Hazardous materials
Derelict	No lights, turn off glow on consoles, etc

Making your own alerts/alarms

You can make custom alarms. Each alarm is a notecard in the aesthetics console with a list of instructions. Reset the Aesthetics Console script once you’ve added your new alarm notecards.

```
recolor:<prim name>:<vector RGB color>:<float alpha>
light_on:<prim name>:<vector RGB color>:<float intensity>:<float radius>:<float falloff>
light_off:<prim name>
sound:<key uuid>
sound_loop:<key uuid>
glow:<prim name>:<float glow>
```

Customization

Changing Your Ship’s Name

1. Open the “ship_config” notecard in your ship’s root linkset. The “root linkset” is the center object of the ship, which it rotates and moves around. It will have the script “NP Flight” inside it.
2. Change the ship name or faction line. This is the line below where it says SHIP_NAME or SHIP_FACTION in all capital letters.
3. Click the support console, and choose “reset_main”. This will restart the ship’s main flight script, reloading the name data.
4. You can take a copy of the ship into your inventory, so that you don’t need to change it again later.

Credits & Thanks

Artemis Team

Design, Build, Sculpt, Textures - Ifrit Skytower
Scripts, Sculpt - Agent Tairov
Scripts, Sculpt, Consultation - Michelle Resistance
Sounds - Istauri Arai

Additional Credits & Thanks

Missile scripts licensed from Talotzen Sigal
Additional sculpt by Moo Spyker
Interpolation Functions included from Nexii Malthus (CC-by)
Additional sculpts and textures licensed from various sources

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