

ACA RACER LIGHT RELEASE NOTES



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A real, true blood ACA at such a small price is an irresistible bargain to start with.

ACA RACER LIGHT has automatic sails trim. Sailor will only have to raise sails, steer the boat, lower sails. She has its own hull and sails textures, mostly based on white, allowing sailor to change the prim colors, instead of whole textures, easily getting a personalized boat. LIGHT comes with just the vertical HUD.

ACA RACER LIGHT contains a comprehensive subset of ACA RACER assets, plus automatic sails trim, making it very pleasant and easy to sail even by those who never stepped into a sailboat, in SL or RL.

For the experienced sailor, especially the ACA v3.0 user, ACA RACER LIGHT will still offer the chance of relaxed cruises and whole new kinds of races, among LIGHT boats or mixed fleets.

Featuring

- * spinnaker and associated special behaviors;
- * apparent wind;
- * WWC – wind, waves, current standards compliant;
- * top mast pennant light indicating race wind;
- * windshadow, capable of exchanging effects with boats of other classes / builders;
- * floating state, swinging with waves;
- * while floating, boat will slowly get aligned to current stream;
- * realistic sounds, through two independent audio channels;

- * real polars;
- * mega prim sails;
- * sails tack by the wind;
- * many and adequate HUD features;
- * efficient script performance;

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ACA RACER LIGHT vs. V3.00

(Q) What are the main differences between ACA RACER LIGHT and ACA RACER V3.00?

(A) The official ACA RACER, presently at version 3.00 is a racing boat, the Formula 1 boat of its time, based on RL America's Cup Class 5. It delivers full control to skipper at helm (and crew, if it is the case). Its modeling in SL has evolved a lot, simulating much of the behavior of sailing such a boat in RL. The other side of the same coin is that it made it difficult, or perhaps hard-working, to sail for the non-experienced or the pleasant, weekend sailor. Still, however, it is a really beautiful, realistic sailing boat, which many want to try and own.

ACA RACER LIGHT, with simpler features and automatic sails trim, comes to fulfill that desire to sail a true ACA but at leisure. It will allow for example nice landscape watching while sailing. Keep an eye at rudder and relax about everything else.

No matter what, ACA RACER LIGHT is fine for cruises but can race against other LIGHTs or in a mixed fleet with ACA v3.00. Note that events, cups and competitions for ACA RACER v3.00 cannot be joined by the LIGHT and vice versa. LIGHT is always identifiable and cannot be mistaken as a v3.00.

All in all, LIGHT was created over the ACA RACER v3.00 platform, but thinking about the beginner, the sail for pleasure, and still keeping the satisfaction even an experienced v3.00 sailor would search for.

(Q) What will LIGHT owners gain when they decide to buy the V3.00?

(A) Some features of the full ACA RACER v3.00 are not present in the LIGHT, firstly because they can maybe never interest the leisure sailor. When their owner feels like going to sail the real complete ACA RACER they will get:

- Full control of every sail trim, also by the hands of crew members, which is a prerequisite for real, official competition. Note that the automatic sail trim is not, nor will ever be, present in the full ACA v3.00.

- The complete set of HUDs, including, besides the Vertical one, the Horizontal HUD, allowing a different choice of on screen positioning, and the Info HUD, competition model, low lag and crash resistant.

- Showsail function, allowing your ACA to show any or all sails raised, as a model, while moored. Also, the full pack comes with a non scripted, no lag model for exhibition purposes.

- Eject function, allowing skipper to eject by name or all at once the (maybe undesired, boring :) crew or griefer, sitting at the boat.

- Ability to save, with boat, personal user settings for wind, waves and current, which can be set for LIGHT but will die at end of each sailing.

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GENERAL

* compatible with WWC system features, cruise and race, shared windshadow, and also capable to deal with WWC local conditions, up to a maximum of simultaneous 15 different locals.

* windshadow, capable to throw and receive wind shadow and wind bend between ACA, Fizz, Shelly, boats based on the DIY kit and more to come, like the Jangars;

* race wind, wave and current check indicated by a top mast "pennant light"; all boats in the same race must change light simultaneously and to the same color;

* standing up, and by that getting boat moored, will lose race wind and its indicators; next boarding will load default wind (waves and current);

* class name for WWC setters including version;

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BOAT

* swing over waves (can get you sea sick :-)

* losing speed drastically reduces ability to turn; running aground or in irons is big mess;

* inertial steering, after holding left or right arrow for a while, or precise one when done by quick keys taps;

* any sail can be used alone or combined, except for jib and spin, which cannot be up together; raising one automatically lowers the other;

* spinnaker raise / lower through transparency;

* speed penalty and time delay for sail to be effective when raising or lowering spinnaker;

* spinnaker boom/pole kept on deck;

* “spin slap” – when you go too much upwind with a raised spin you can suffer the spin slap, represented by extra heeling and huge speed and turning power decrease; on strong winds the only way out may be to lower the spin;

* with currents introduction, comes water speed concept, that is, speed relative to water and not to ground; some behaviors, like wake emission and turn rate are affected by that;

* waves and wind will try and push bow or stern away, especially at low boat speeds;

* while floating, boat will slowly get aligned to current stream;

* sounds, especially for crackings and hitting metal;

* ability to have partially transparent boom, to allow better mouse mode view sailing;

* 25 prims, what allow to carry skipper at helm and many crew;

* protest command to shout;

* Commands moor or lower all sails, from chat or HUD, will set boat to floating state. Complete mooring by standing up.

* Minimum sail set angles, in degrees, approximately based on RL boat: jib 10, spin 30, main sail zero.

* spin raise or lower are indicated by whispered chat text;

* ability to ignore specific wind setters by ignore list, after “Ignore this” answer;

* Wind setter dialog shows windsetter name and more data. Example:

Caf Binder's “ACA33 v3 Racer”

Wind setter: “WWC Setter ACA Island”

Wind speed: 14.9 kts

Wind direction (from): 0 deg
 Wave height: 0.5 m
 Current speed: 1.0 kts
 Current direction (to): 90 deg

Accept this | Ignore this | Ignore all

* Chat command "/1 set" alone, shows "present" data (not "saved" data)

* "/1 ?" or "/1 help" command gives a summary of chat commands;

* more chat commands:

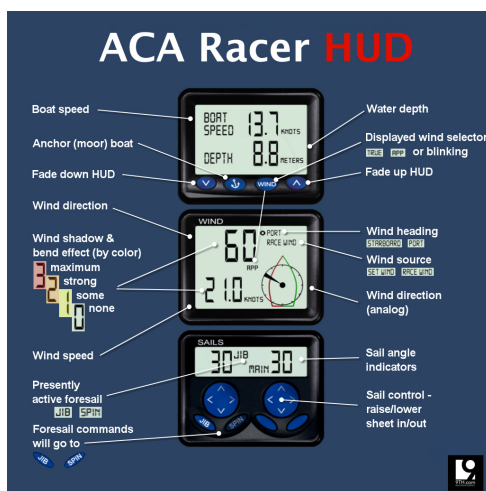
- protest [text]
- unlock, lock: allow guest at helm
- raise [all | jib | main | spin]
- moor or lower: set boat to floating
- id [AA99]

* units used:

- compass angles (N=0 degrees, clockwise)
- speeds in knots
- distances in meters

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HUD - VERTICAL



* JIB or SPIN sail presently up, effective, raised, indication below wind angle.

* JIB or SPIN active destination for commands from HUD indicated by a lit button and can be toggled by clicking any of them. Not to be confused with JIB or SPIN sail in effect.

* HUD able to indicate apparent or true wind angles; WIND button

* negative, backwards, speed indication;

* HUD able to indicate wind shadow (wind speed) or bend (wind angle) effects by colors

- no color = no effect
- tones of yellow = growing effect, up to 50% of maximum
- tones of orange = growing effect, up to 99% of maximum
- red = 100% of maximum

* HUD shows ground speed. You'll see it slowing when against current (and will have to adjust sails as well).

* WIND button, used to choose wind to display between TWA and AWA, also provides a third state which is to keep changing displayed wind from AWA to TWA and back, at a rate of 3 seconds for each display. Repeatedly clicking WIND button will select APP, TRUE or blinking state.

* As it was in previous ACA versions, burnt given HUDs allow crew to watch instruments.

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<http://slurl.com/secondlife/Santa%20Barbara/14/32/22>

9th.com

(:)s CAF BINDER

The Second Life America's Cup ACA RACER Class 5 Boat and Racer is a collaborative project made possible by the efforts and talents of these Second Life Residents:

Project development and management: Florencia007 Csak

Project producers: Javier Merlin & Aca32 Barbosa

Vehicle and HUD scripting: Caf Binder

Boat sculpt modeling: Florencia007 Csak & Caf Binder

Full motion skipper and crew animations: Larinda Cordeaux

America's Cup ACA33 Class Boat is sponsored by 9th.com

