

intro

like most of the things i make always wanted to get me a firefly and be a space cowboy (or gall for that matter) every where i lookd it was like ither too big and prime costly (the minimum i found was 500 prim) or just not detailed enough and non of them was mesh so customizing was a big problem with the land impact, and so i made my own tribute to the firefly class 4 transport. shes not shiny but she will get you where you want to go she has 4 decks a huge cargo hall catwalks crew section and a dining room shes just big enough to fit the part but yet small enough to fit in everywhere and she flys like a leaf in the wind

specifications

front to back 35 m

thruster to thruster 22

main hull 15/12

Hight 12

94 prims land impact

fully mod and customizebl (all but some scripts)

multi pose on all seats/beds

ambient lights and sounds build in

scripted doors and landing gear

cargo bey scene rezzer:

1 cargo crates

2. mule hover truck (yes you heard it mule included)

3.cow life stuck(yes i said cows in space)

4.the workshop garage

phizical flight - 1 regular 3 mouse look mods

ftl capable

engine sounds and particles effect

realistic looking moving parts

start/stop -turns engine on off

arrows or wsad movmement

pgup/pgdn - altitude control

shift+arrow bank

as i said before everything (even some scripts) is mod but that being side moding takes some more then basic building skills : so some things to take to mind

1 do not unlink the doors unles you know what you doing in order to replace them or something like it to reduce lag all doors are scripted to one script in root

adding removing parts my need to single reset pilot seat and crew bunks

any questions or support contact me in world

shelby (shelldonlee resident)