

Lili's Yard

Catalan Barques ***(all models)***

Owner's Manual

by Lili Squibb

Edition 1a : 19 February 2023



Welcome!

Catalan Barques - say what which now?

In the real-world this particular configuration of boat, featuring a double-ended rounded stem and stern, rugged wooden construction and a lateen (triangular) type of sail, has been common for centuries across many nations around the Mediterranean Sea. Why? Because the design and configuration worked so perfectly for fishing and small trading. Motorisation changed things, but you can still see examples in daily use today - the Djerba barques of the North African coast, for example, if you have ever travelled there. The lateen sail has ancient origins but is still very relevant and alive in the Twenty-First Century.

Catalan barques were, and still are, hefty examples of this type of boat. Many have survived to a great age, been through neglect and then on into restoration, acquiring new lives as pleasure craft. You can still see these magnificent vessels alive and well in the real world - I'll put some links at the end of this manual in case you'd like to know more.

WHAT'S IN THE PACK?

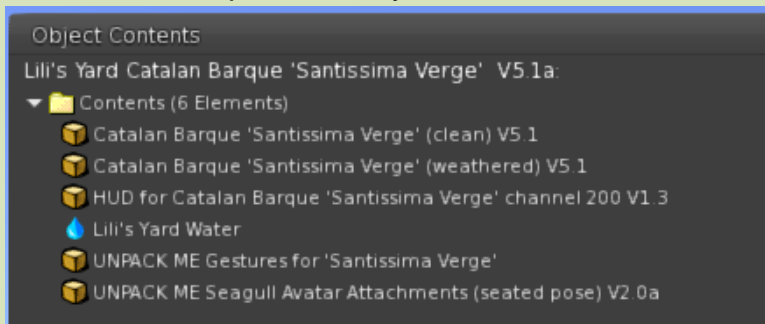
You will need to 'unpack' your download before you can use it. Experienced Second Life users can skip this section of the manual, but I'll set the procedure out here for anyone who's unsure:

1. Find a 'sandbox' sim (or if you have your own owned or rental land you should be able to do this all at your home)
2. Open up your Inventory and expand the panel called **'Received Items'** at the bottom of the Inventory panel. Right at the top of the list you should see the download pack, called **'Lili's Yard Catalan barque xxxxxxxx VX.x'** there.
3. Click on the pack and drag it from Inventory onto the ground. This is actually only moving a copy so don't worry, the original will stay safe with your stuff.
4. Right-click the pack on the ground and select 'Open'. At the bottom of the window that pops up you will see a button called 'Copy to Inventory' - just click on that.
5. A New folder will now be created in your Inventory called **'Lili's Yard Catalan barque xxxxxxxx VX.x'** This is the folder we'll be using from now on.
6. You can now delete the pack from the sandbox or your own land - don't worry, you still have the original in your Inventory!

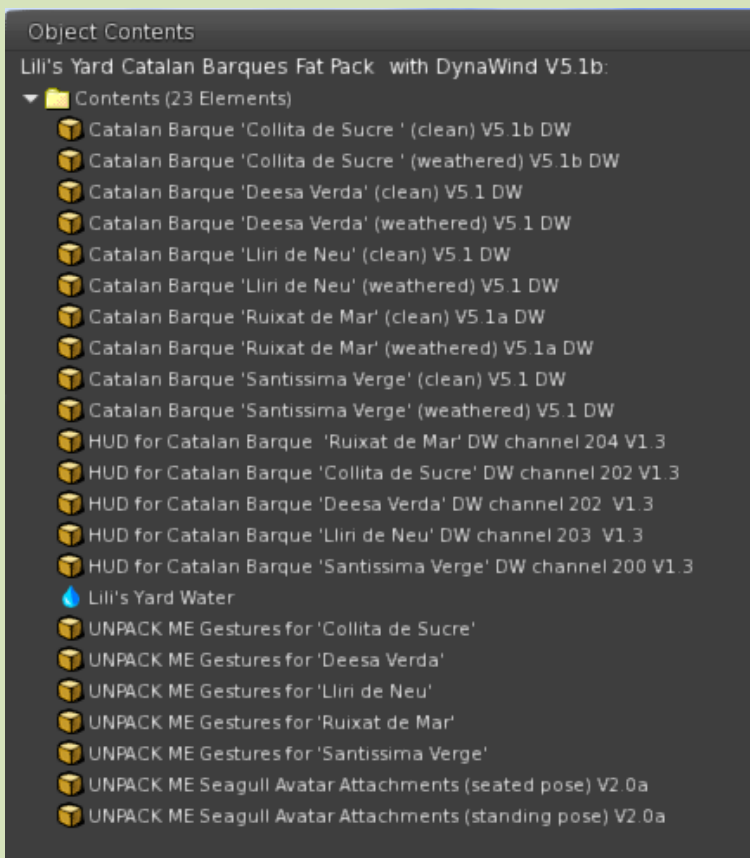
Inside the new folder, you will see the following:

- The control HUD(s)
- Ship models
- A setting file called 'Lili's Yard Water', which provides a different, hopefully better, water texture for Second Life.
- Separate crates containing control Gestures and seagull attachments - pull these two out and unpack them separately if you wish to use them.

Here's an example of what you will see in individual boat packs:



And in either of the Fat Packs:



Excellent. You are now ready to go!

ABOUT THE HUD

Attaching the HUD

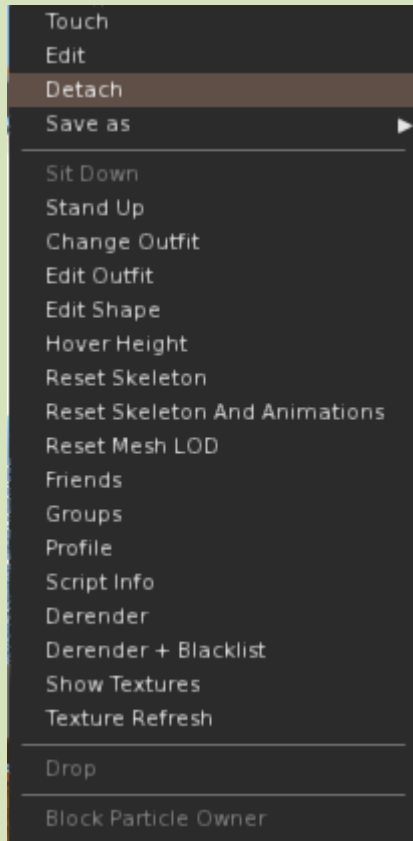
Right-click the HUD in the Inventory folder where your purchase has been unpacked, and choose 'Add'. The HUD should automatically attach down the right side of your Second Life viewer, but if that doesn't happen then you can do it manually this way:



If the HUD appears at an inconvenient place blocking your view then right-click it, choose EDIT and then move it around using the direction arrows until you have it where works best for you. Finally just close the edit window.

The next time you 'wear' your HUD it should remember this same position and you won't need to repeat this position adjustment.

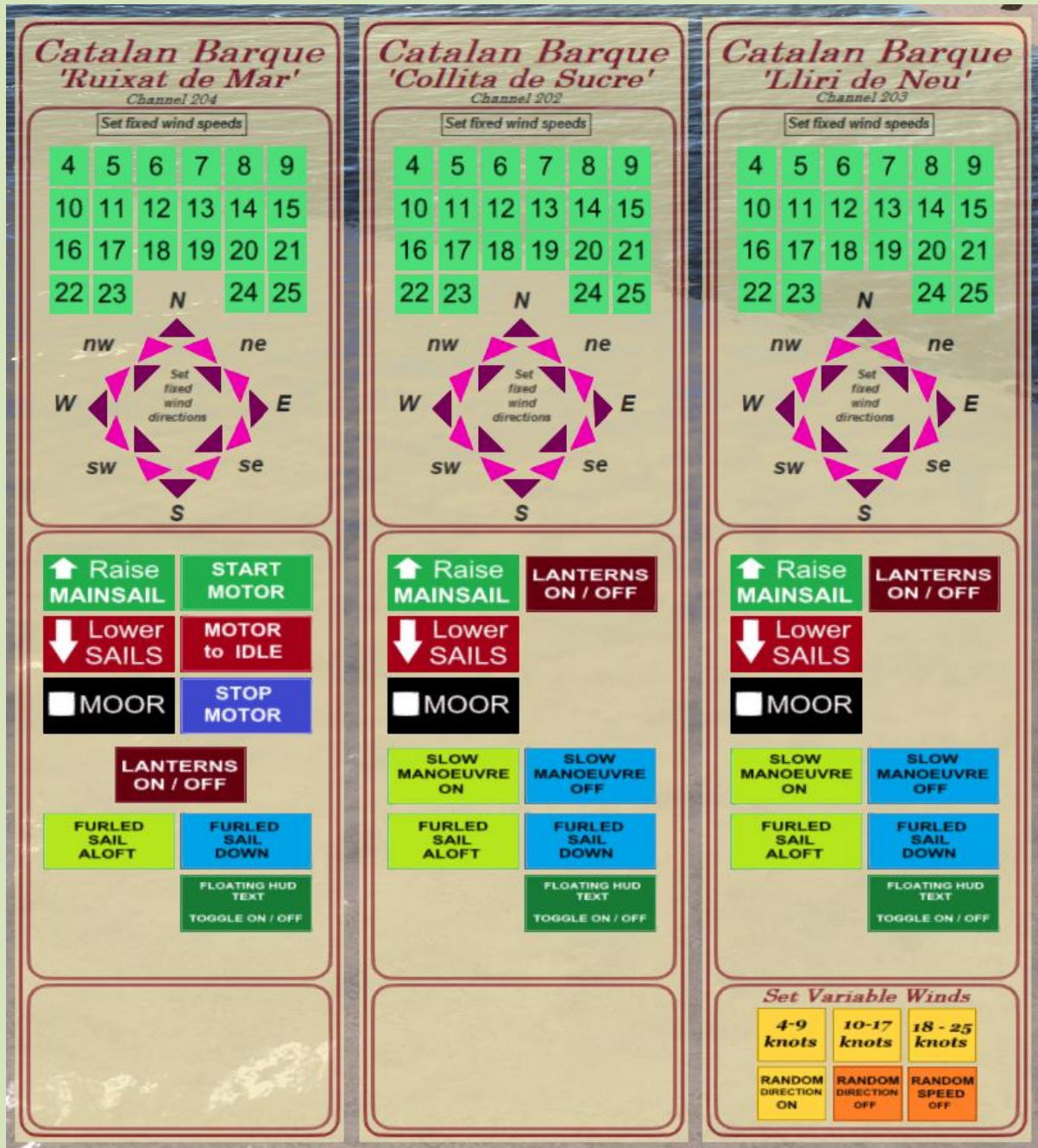
Removing the HUD



When you're done sailing, just right-click the HUD and select '**Detach**' to return it to your Inventory. Please don't ever choose 'Drop' or your HUD will drop off the edge of the known universe and be lost forever! This is not the end of the world because it's copy-permission so the original will still be in your Inventory, but still it's best to be tidy about these things!

Using the HUD

Three typical HUD variants are shown below. The availability of HUD controls varies depending upon which boat the HUD controls, though most buttons are common to all in what they do:



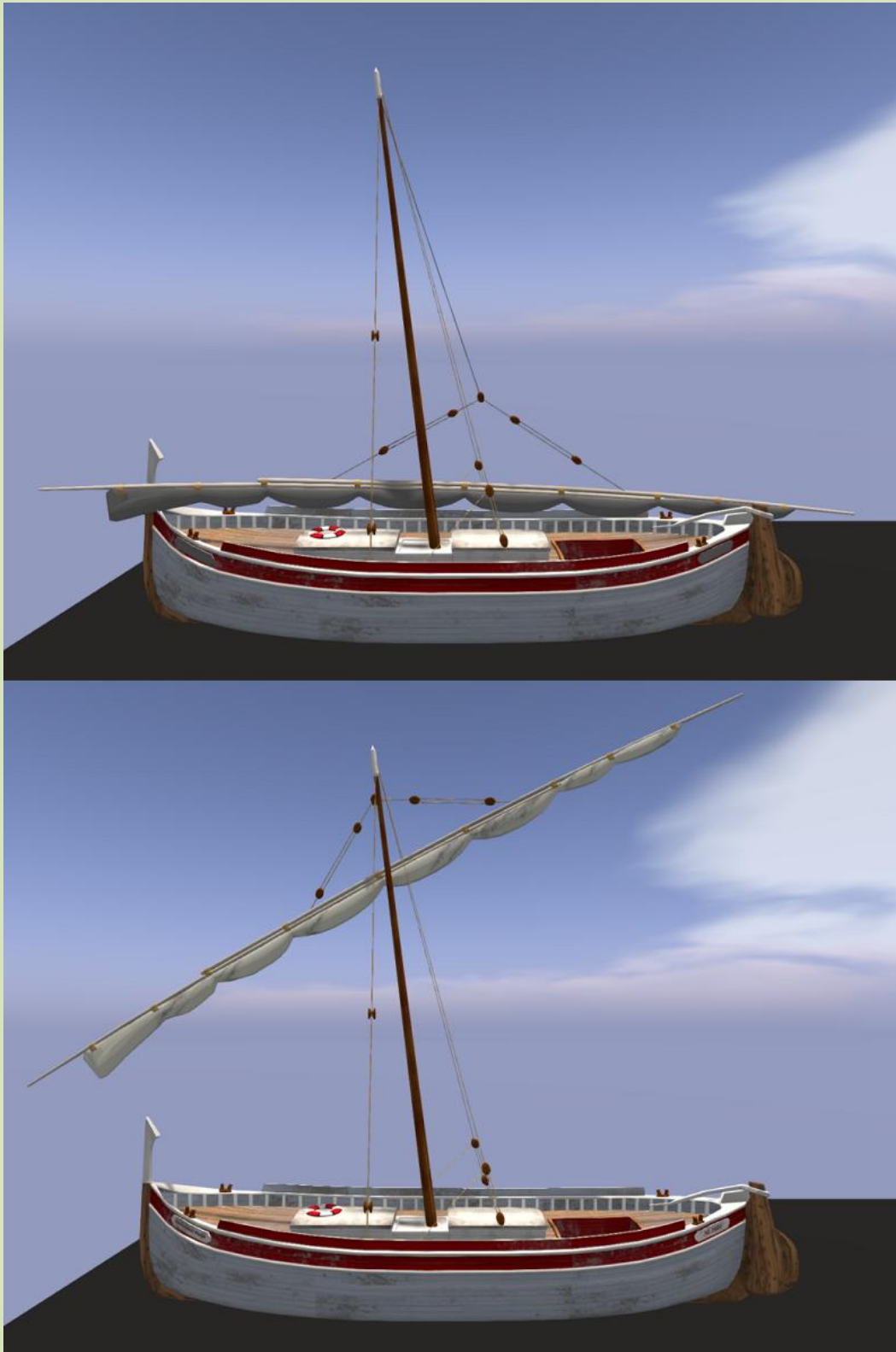
Note that the HUD shown on the extreme right has extra controls for DynaWind at the bottom. These buttons will switch on/off the random wind speeds and directions.

Controls that are common to all HUD's:

- **GREEN** buttons toward the top set fixed wind speeds
- **PURPLE** buttons below those set fixed wind directions
- Three buttons **raise** and **lower** the sail, and **moor** the boat.
- **LANTERNS ON/OFF** toggles the night-time lanterns on or off
- **FLOATING HUD TEXT TOGGLE ON/OFF** toggles BWind's in-world three-line coloured 'HUD' floating text which normally shows whenever the boat is either under sail or using its motor/slow manoeuvre system. Turning this off while sailing means you have no visual in-world guidance on how well-trimmed your sail is, but some may find it preferable to hide this:



- **FURLED SAIL ALOFT** and **FURLED SAIL DOWN** are for use while moored. By default the boom and sail are lowered when moored, but if desired this position can be changed to the aloft position:



Other controls:

- **MOTOR** controls or **SLOW MANOEUVRE**

Depending upon the boat model, either a motor will be fitted or an ability to slow-manoeuvre. 'Under the hood' both use the same part of the BWind script, so slow manoeuvre is basically the motor function minus its sounds and associated propellers on the model. Both are for use when entering and leaving port where using the sail is impractical and/or you need slow precise control of your boat.

Both use your keyboard's **PAGEUP** and **PAGEDOWN** keys for forward and reverse movement.

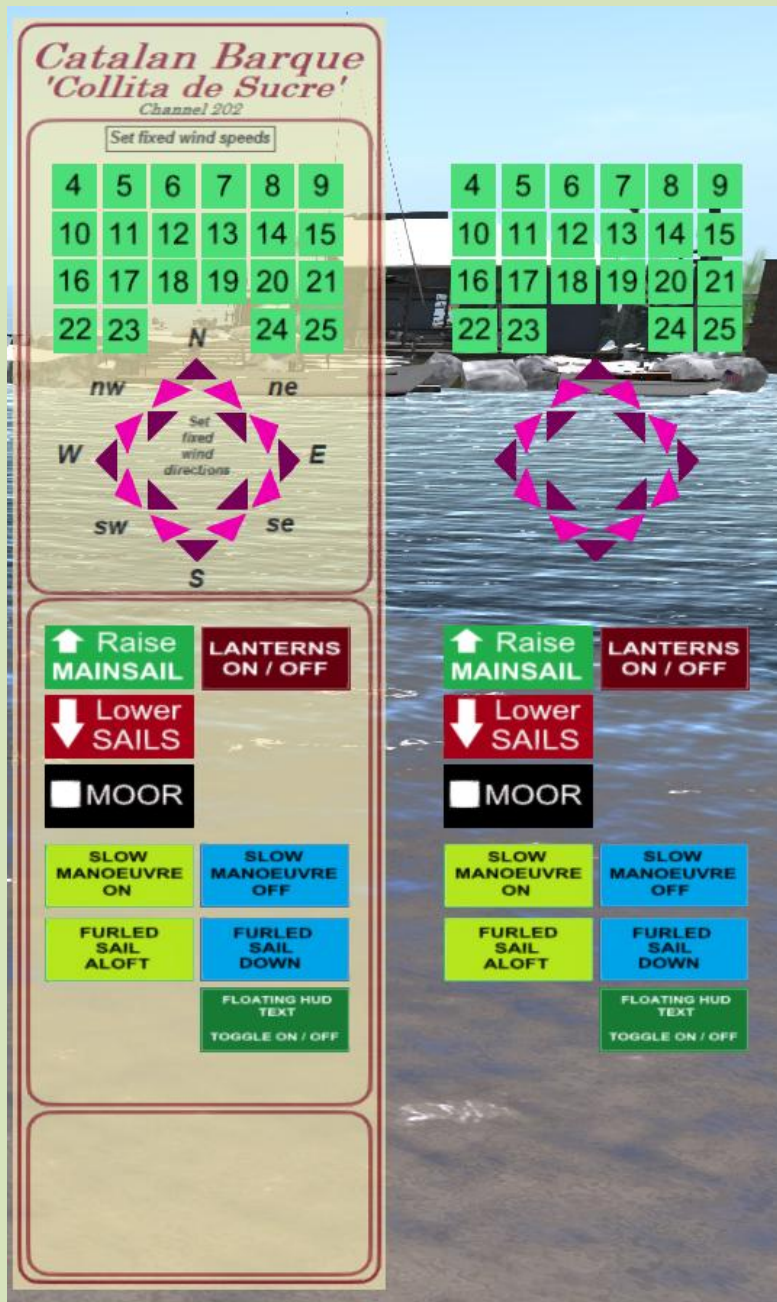
- DynaWind controls (where fitted)



Use these buttons to set variable wind speeds and directions.

HUD visibility settings

Shown below, to the left is how the HUD appears by default. As you can see, the light brown background is already partially transparent but you can improve visibility and minimise how much the HUD cuts down your view by toggling full background transparency on or off. Just click anywhere in the light brown background area and all except the actual buttons will turn transparent, as shown on the right of this picture:



Click again to return from full transparency to light brown background.

Using the motor (where fitted) or the Slow Manoeuvre function

For the motor:

- Click the **'Start Motor'** button to set the motor running in idle.
- To select forward gear, use the **'Page Up'** button on your keyboard (there are several forward gears).
- To go back into idle, use the **'Motor to Idle'** button, or press your keyboard's **Page Down** button successive times until the on-screen prompt in local chat shows the motor at zero. Forward or reverse motion will slow to a stop.
- To select reverse gear, from zero use the **'Page Down'** button on your keyboard (there are two reverse gears).
- To turn the motor off, use the **'Stop Motor'** button.

If you are finished with engines at that point click the 'Moor' button. If you wish to start off again under motor power you must click the 'Start Motor' button again first.

For Slow Manoeuvre:

- Click the **'Slow Manoeuvre On'** button to activate the function.
- To select forward gear, use the **'Page Up'** button on your keyboard
- To go backwards, use the use the **'Page Down'** button on your keyboard twice
- To turn the function off, use the **'Slow Manoeuvre Off'** button. Then use the **'Moor'** button if you have finished manoeuvring and are ready to moor.

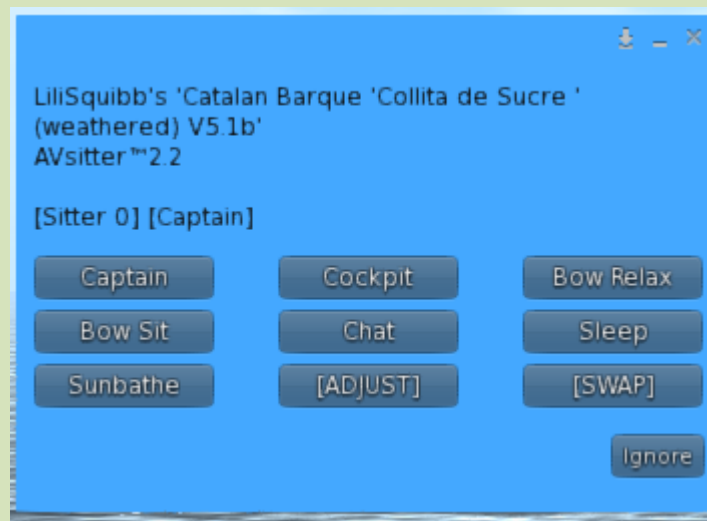
Crew Poses and Passengers

Each boat can carry its owner/captain and one passenger.

These are our first models to dispense with traditional 'pose-balls' containing avatar poses, and instead use the Avsitter system, version 2.2.

The advantage to this is that you can now change where your avatar is positioned aboard without needing to stand to do that, as was the case with pose-balls. This *in turn* means there is no risk of your boat being returned to you by Second Life when you are in Linden-owned seas and oceans, so you can sail to wherever you wish, moor your boat and then relax using poses other than the default captain's pose without fear of being unceremoniously dumped into the ocean by Second Life!

When the owner or a passenger first sits, a small blue menu will appear toward the top right of your viewer screen featuring buttons for each of the included poses/positions. Each pose and position has its own camera view.



If you lose your little blue menu, just click on your boat and a new one will pop up.

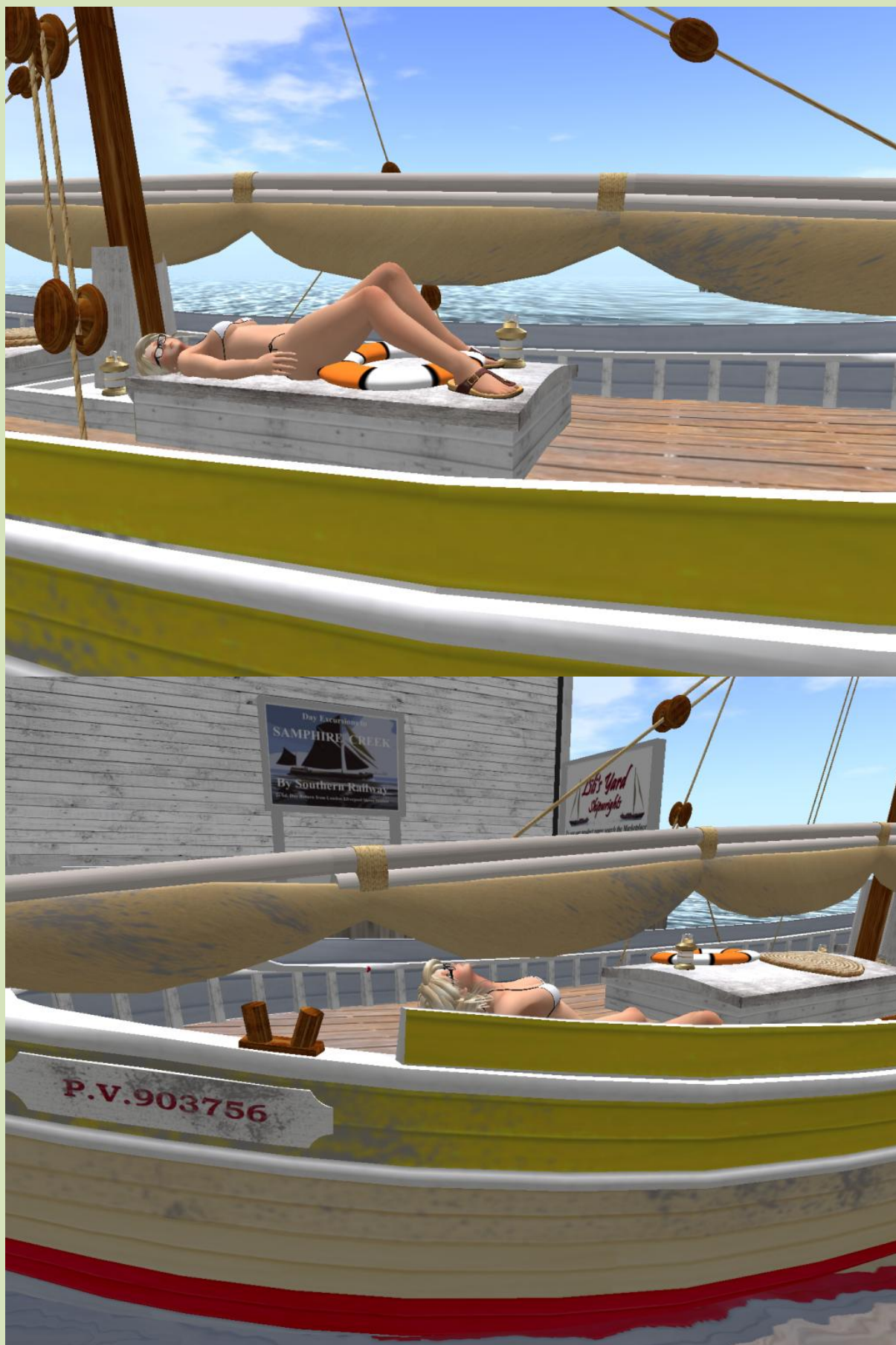


The picture above shows the default captain/owner view when sailing.

There are two sets of poses: one for the captain/owner, and another for the passenger. Each has its own preset camera view, but you can then also use Second Life's camera movement controls to move around if you like.







Poses may differ slightly between individual boats where the boat's layout varies.

These pictures show the captain/owner poses; the passenger poses are in most cases 'paired' with them so both boat occupants can chat together etc.

Please note these are all singles poses, there are no couples options.

Tips for Sailing

The models are 'powered' by the BWind sailing script

Variants fitted with DynaWind have additional scripts which generate random wind speeds and directions every so many seconds (in the case of wind speeds) or minutes (in the case of wind directions).

Catching the wind

The barques have a four-colour visual sailing-aid, which is part of the core BWind scripting, to help you tell when you are sailing efficiently. This appears near to the main mast once you are sitting aboard and activate the motor, the slow manoeuvre, or you raise sail, and is clearly visible to help you sail in both default view and 'Mouse-look' views. Here's how to interpret the colours:

Blue: normally this is the state you find yourself in when first raising sail. Nothing much is going to happen when the indicator is blue; your sails are not set to catch any wind yet. To improve matters, use your keyboard's **Up** and **Down** arrow keys to begin adjusting the sail position.



Red : you are sailing too close to the wind; the sail will probably 'flutter', which you will hear and see. This is not good - either change course until you can catch the wind, or lower sail and move forward using the motor instead.



Yellow: you are now sailing close to the wind and you will make forward progress, but this is not the optimum set to your sails. Try adjusting them slightly using your keyboard's **Down** arrow key, or alter course slightly until the indicator turns green.



Green: this is the optimum; your sails are well set for the wind direction and you will make good forward progress. There are often slight adjustments that can still be made by gentle taps on the **Up** or **Down** arrow keys which could improve your speed even further. Or you could just cheat and select a faster wind speed from your control HUD, of course!



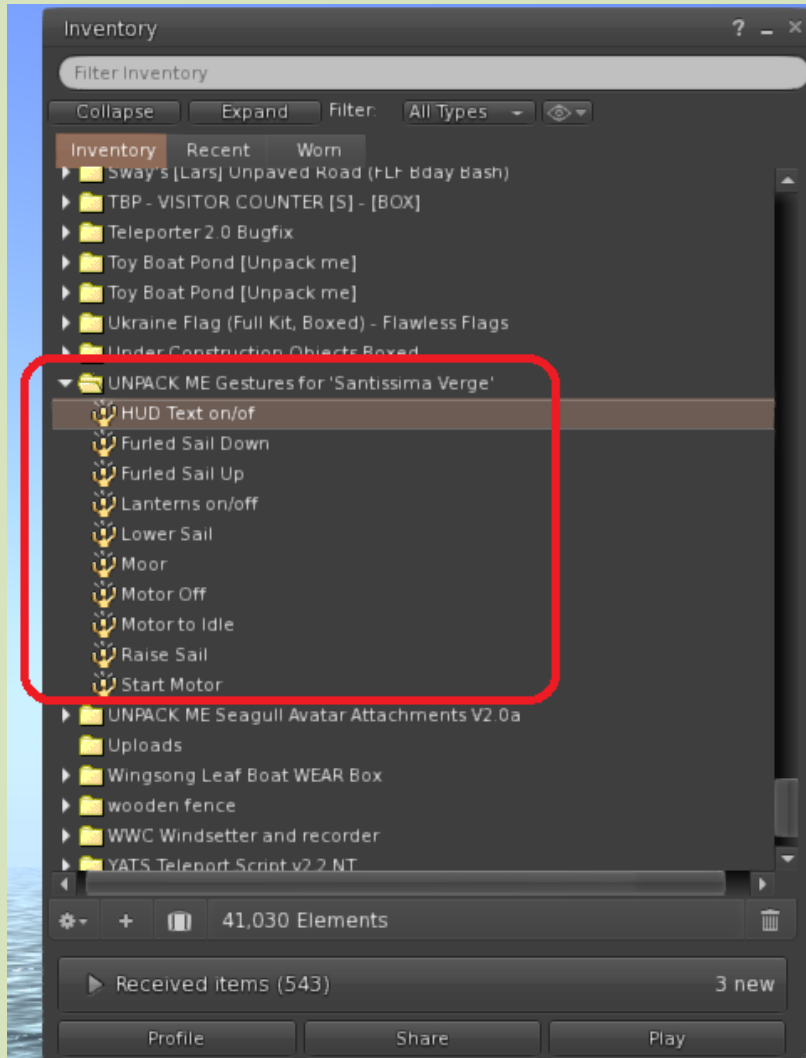
Gestures

Gestures are keyboard shortcuts that make sailing in Mouselook view easier. So for example, to moor you would simply press your keyboard's 'm' key and don't need to come out of Mouselook to use the HUD buttons.

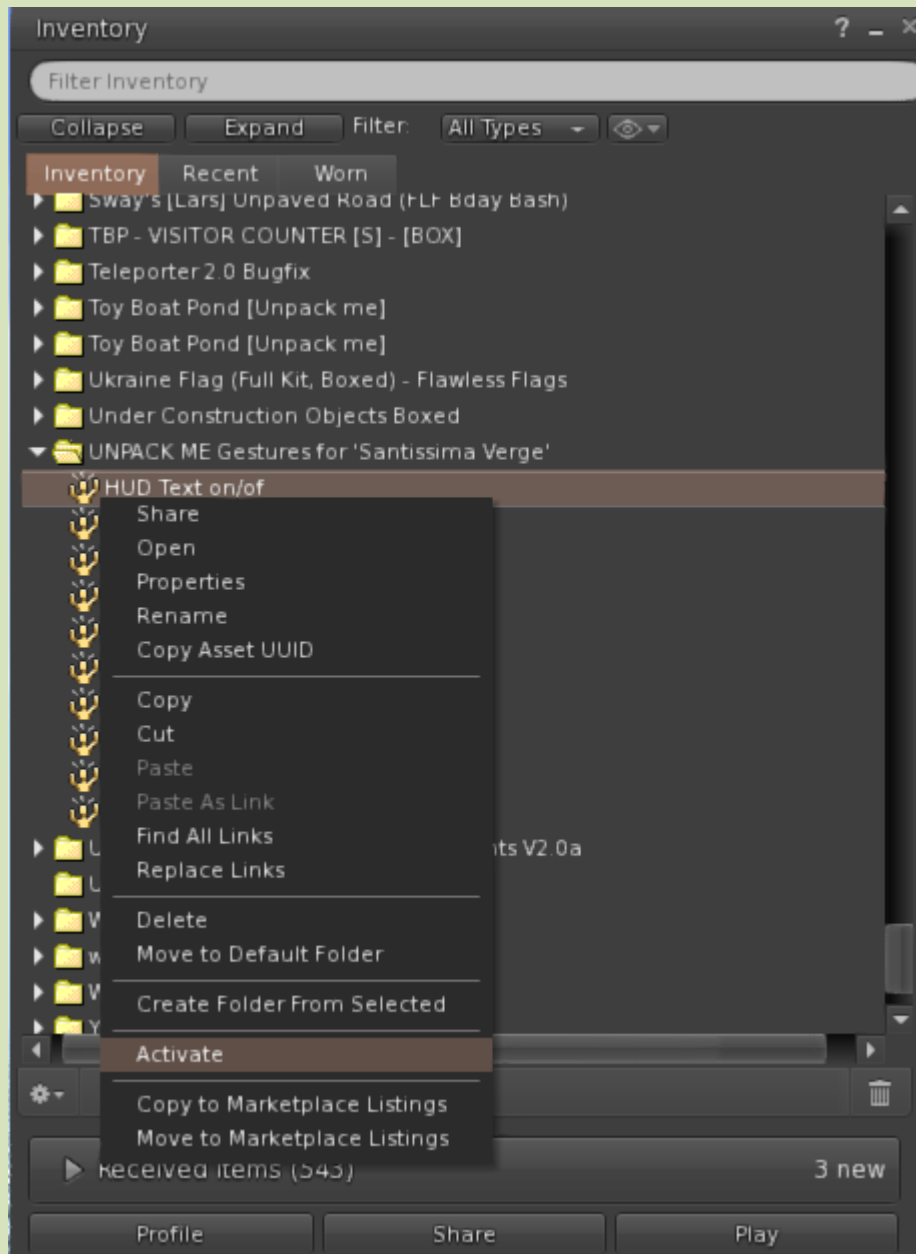
Neat, huh? Well. That's the theory anyhow! I don't know whether it's just my keyboard but I do find them a bit hit and miss.

They are included anyhow, in the hope that they work well for you!

To activate the Gestures, first unpack the crate containing them that was included in your purchase. then look in your Inventory for where they have unpacked too - it will be called **UNPACK ME Gestures for [boat name]**:



Right-click the Gesture(s) that you would like to use, and select 'Activate' from the sub-menu that appears:



Each boat has a set of Gestures that only work with that boat. So for example the Gestures for *Santissima Verge* will work with all versions of that boat (clean, weathered, with and without DynaWind) but *only* with *Santissima Verge*. They won't work with *Deesa Verda* etc, you must use the other boats' own sets of Gestures. This only really matters if you have a Fat Pack; each separate individual boat pack will contain only the Gestures for that boat.

Seagulls (avatar attachments)

In the real world these boats were originally fishing vessels. Seagulls are not dumb - they follow fishing boats in the hope of some cast-off free food! Included here are two avatar attachments featuring small flocks of seagulls that wheel and rotate over you and your boat as you sail, one in a clockwise direction and the other counter-clockwise. You don't have to use them but I feel they add something visually and also with their gull-calls sound..

Unpacking them is the same as for the Gestures. Once unpacked, right-click them and choose 'Add'. They should automatically attach to your avatar's **pelvis** attachment point, but if that doesn't happen then you may need to do it manually.

The Pelvis is the best attachment point.

Important note: these were made *before* I went back and added the Avsitter system. In consequence they work best when your avatar is either at the helm or in a sitting upright position. If you move to another pose using Avsitter, such as sleeping or sunbathing, your avatar pelvis will then be in a different orientation and your gulls will follow it! That's not such a good look!

Some real-world resources:

[Catalan boats - ever had that sinking feeling? - P-O Life \(anglophone-direct.com\)](http://anglophone-direct.com)

[The Catalan barques - Tourisme Pyrénées \(paperzz.com\)](http://paperzz.com)

[The fleet - Museu Marítim Barcelona \(mmb.cat\)](http://mmb.cat)

The very best thing to do though is to search for them on YouTube! I think you'll love watching them sail.

(In)frequently asked questions:

- **These boats aren't free - what gives?**

As you may have seen from my Marketplace site, many of my designs are free. Providing freeware boats to Second Life has always been, and always will be, an important principle to me and a big part of my work.

But no, these boats are not free. A *lot* of work has gone into making them. Typically I spend hundreds of real-world hours working on a project of this size. That being so, I feel that asking for a reasonable contribution is fair return on my skills and time.

(If you have a sense of humour and don't mind the occasional rude word then this song sums it up: [It Costs That Much - YouTube](#)) This song brings a smile every time I hear it!

- **I found something broken or not working as it should**

I am truly sorry if that happens. Everything was thoroughly tested before release, but unfortunately sometimes something might still slip through.

Please, please, don't get mad. Instead, let me know by IM, or by Notecard, or by e-mail to lili_squibb@yahoo.com and I promise I will put it right for you.

- **Will you be making different variants?**

Certainly that's the plan. In the real-world these boats are each unique and different, and I've wanted to capture that in these first five, though they all use the same size hull and sail rig. Future builds will feature different size hulls, jibs and bowsprits, and also mizzen mast and sails as per some originals, with vaeriant sail and boom sizes.

Conclusion

Thank you for purchasing one - or perhaps more - of my new Catalan barque models.

No, really. I'm not just saying that.

Making these particular boats has been a real buzz for me, because what drew me into Second Life boatbuilding right at the beginning of my creator's journey was the drive to specifically make lateen-sail rigged vessels of this kind.

Sure I've made a bunch of *other* boat types too because I have a butterfly mind and a love of ships and the sea and often think "*Oooooh! I want to make one of those too, and one of those...*", but this particular kind of boat was always going to be made. It's taken some time, because at heart I am a slow-learner and not especially technical, but as these models neared completion I increasingly felt that a circle was finally approaching closure; that my Second Life boatbuilding 'apprenticeship' was perhaps finally coming to an end and I was at last producing what I'd set out to.

Lili Squibb xxx

Samphire Creek

19 February 2023



[end of manual]