

TSS Rivalette Manual

Version: 1.0.8

No ship inside? ;-) wear the Hud and click the rez button and enjoy.

Mesh work by Sir Alan French.

Three versions included:

- Rivalette V8 (brass),
- Rivalette V8 C (chrome),
- Rivalette V8 M (monaco).

Owner driving only! Two persons can board. Max speed over 42kts.

LI = 29, script count = 4, can be driven without text commands or HUD.

HUD and boat are mod and copy, Scripts are copy only.

10 forward speeds and 3 reward speeds.

PBR enabled viewer highly recommended!

Quick start

Add the TSS-Motor-HUD from your inventory. Rotate your avatar towards the water.

Click the Rez button, select a ship and the next dialog lets you select the rez position.

If the text on the HUD buttons are blurred, click hide and then show. That refreshes the textures and they become readable.

Keyboard

If the ship is moored (anchored)

PgUp: Starts the engine.

If the engine is running

Left and **right arrow keys** steer the boat.

up and down keys increase/decrease the throttle.

PgUp: Full throttle

PgDown: Zero Throttle

If Throttle = 0

PgDown: switches engine off

If engine is off

PgDown: moors the boat

So if you want to stop, hit page down 3 times!

Camera

Shift and **right arrow key** toggles the camera.

Troubleshooting

Shift and **arrow left**, resets animation, camera and keyboard control. (helpful after evil sim crossings) Also reset in CMD button.

Text commands

The boat listens by default on channel 0, means: simply type the command in open chat and hit enter.

General

start

stop

moor

(see also CMD button)

Throttle

t0 to **t10** sets the throttle (you can make gestures)

t-1 to **t-3** reward throttle

Rotate the boat, works only when moored!

r0 (east)

r90 (north)

r180 (west)

r270 (south)

horn

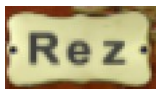
Animations

Driver and passenger can click the boat to change the animation. First click lies you on the rear deck, second sits you at the stern and third click back to the seat. This works also when driving!

More detailed

The HUD

I will make future releases of the HUD compatible. It is an old TSS tradition. The latest HUD works for all TSS Motorboats.



The REZ Button rezzes the ship easily and you can add up to 12 ships in this HUD.

Adding ships: Rez the HUD in world and edit it. Go to most right tab: **content**. Delete or drag new ships from inventory into the content.

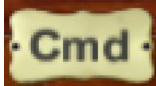
Take the HUD.

Click on rez button and select a ship to rez, The Buttons can only display a few characters, but if you hover the mouse over a button, you will see a bit longer text.

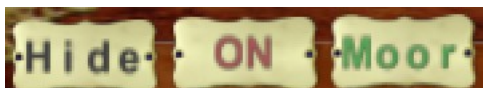
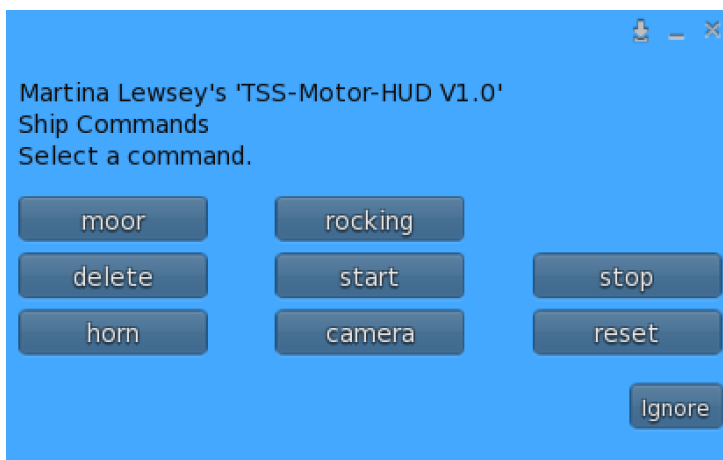
Select a ship and the positions dialog shows up. If you are at a pier or harbor, rotate your avatar towards the water. Select a distance (+4 meter to +7 meter) +4 is mostly right for the Rivalette. If rezzed wrong, don't worry, simply rez again, it will delete the wrong rezzed boat automatically.

In Blake are often rez zones where you have to fly over it. Fly, rotate the avatar to where the bow should point to and select "below me". Ship will only point to north, east, south or west.

Enjoy driving.



Click CMD, to select the most used text commands easily. "Horn" for example. Reset does the same as shift and arrow right.

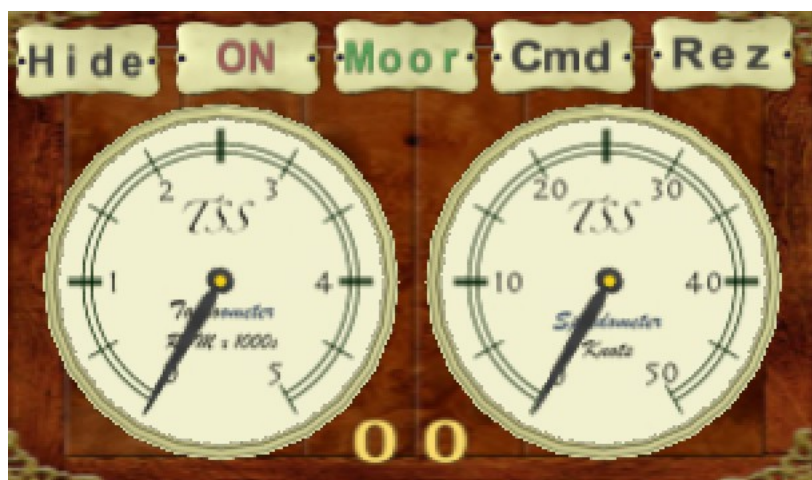


Hide hides the HUD.

On/Off will switch the engine on or off.

Moor does anchor the boat.

Instruments



The left gauge is the tachometer and shows the rounds per minute. RPM *1000

The right gauge is the speedometer and shows the boat speed in knots.

Between the gauges at the bottom is the throttle instrument, showing the current throttle position.

Ship instruments



Almost the same as the HUD.

The left gauge is the tachometer and shows the rounds per minute. RPM *1000

The right gauge is the speedometer and shows the boat speed in knots.

Between the gauges at the top is the throttle instrument, showing the current throttle position.

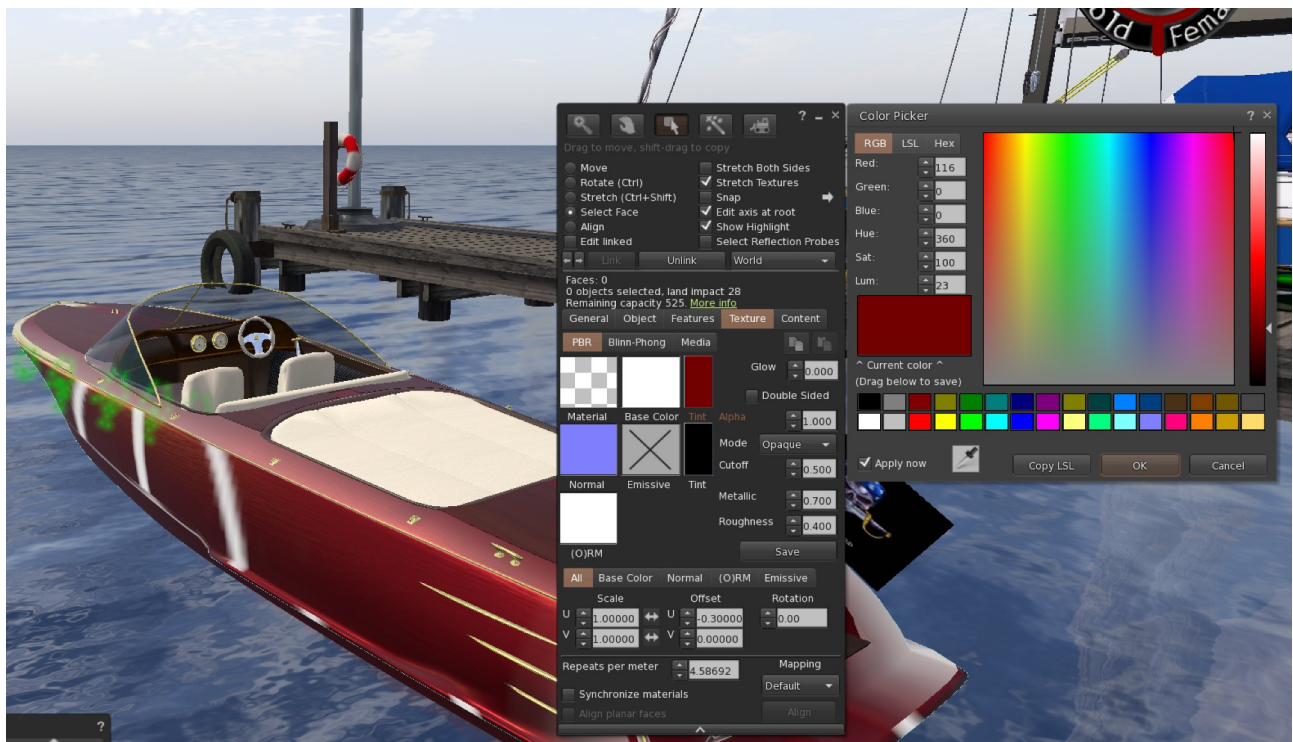
Customizing the boat

Included is a small texture pack, with textures and PBR materials used by the boat. Additionally I added some flags.

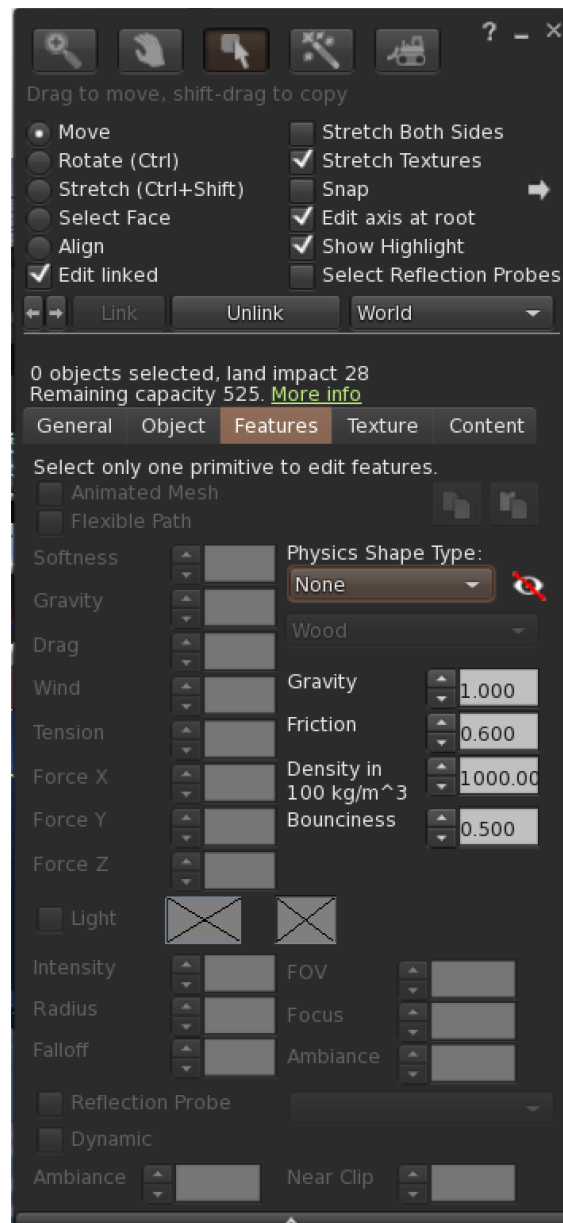
Boat and HUD are mod, so you can customize it to your own taste.

This boat does not use any special UV maps, you can easily change its appearance with normal textures. A good start to test is using the monaco version and color the white hull with the tint field in texture edit.

Check “select face” first and then click the face you want to change. Here I gave the hull a dark red color on the monaco version.



You can also use the Monaco Hull Material as a base for own texturing. Simply drag the Material in edit window on the material field and change the white texture to one of your own. That material is a high gloss paint. Removing gloss can be done by reducing metallic or increasing roughness.



Naming the ship

The name is a separate name plate on the stern. Simply make a transparent texture with your desired name on it. Look into the texture pack and find the namPlateRivalette texture, save it to disk and use it as template for your name. I recommend to make the text white, then you can color it in world the way you like it.

Adding prims

Yes you can also add prims, a christmas tree for example ;-) Just link the prim against the boat. Edit linked and select the new added prim, go in edit window to the Features tab and set physics type to none. (unless you need it physically) Too much physically prims can make the boat unusable.

The HUD can be customized as well, but HUD's never show any shiny or material effects. Color the backplate black for example.

Driving the boat

Use minimap for good navigation.



Don't drive too fast, best is to use a throttle not more than 6. The higher the speed, the more evil a sim crossing becomes! If you want to speed up, make sure you are on open waters, here you have less lag as possible.

Avoid sim corners, here you may get kicked off the boat mostly.
Avoid sim crossings while turning. It may end in endless circling.

Enjoy the old big bore engine at low turns and speed.

Troubleshooting

I tried my best to avoid problems on sim crossing, but the SL devils still wait there and will giggle while teasing you.

After a sim crossing it may take one to four seconds until you can steer the boat again. You will see the sim you are in is **not** highlighted in that time. As soon as the sim gets highlighted, you get the controls back. You only can wait at this point.

Sometimes you may get kicked off the boat and hang under water at the sim border. Locate your boat in the minimap, in Firestorm it is a cyan colored block. Double click the block in the minimap

and it will TP you on your boat. Now you resit, but animation and camera may be borked. Hit **shift** + **arrow left**, to repair it. Keep on driving.

Shift + **arrow left**, repairs also your passenger.