



 SMS HISSING CAT FLYING HULL HUD & SPLASH-SPRAY MOD KIT INFO

Congratulations on your purchase of the Severine Marine Supplies Hissing Cat Flying Hull HUD & Splash-Spray Mod Kit!



This package is actually THREE products in one box:

The Hissing Cat Flying Hull HUD with its Flying Hull Heel Gauges

The Enviro Sound Pak of FIVE Ambient Cat Sounds, including SIX Random Splash Sounds

The Hissing Cat Splash-Spray Particle Mod Kit

These products are modular, permitting installation of any or all, separately or together.

These products can be installed and used on ANY CLASS of cats, OR MONOHULLS.

The HUD itself is custom-designed to match the array of the Trudeau HepCat HUDs, but works for ANY class of cats or monohulls.

The same is true with the Enviro Sound Pak and Splash-Spray Mod Kit.

They can be installed on ANY class of cats or monohulls.

Disclaimer:

The Hissing Cat Compass HUD & Trudeau HepCat HUD shown in some of the info pics here are NOT INCLUDED with this package. They are shown to illustrate how beautifully the three products are designed to give u a single, compact array of goodies.

Matching Stainless Face Texture courtesy of Jacqueline Trudeau. Ty, dear Lady.



COPY-MOD-NO TRANSFER

All scripts NO MOD

BUYER ALERT

*FIRST, ABOVE ALL ELSE, check that the boat u intend to use this product for is MOD.
If it CANNOT be modded then DO NOT purchase this product, as NOTHING will work.*

You should be reasonably comfortable modding object prims, although detailed, step-by-step instructions are provided in the Product Install Pics, that virtually guarantee a bulletproof install, regardless of skill sets.

Both HUD and Mod Kit are designed by default to perfectly match and fit the specs of Trudeau HepCats. But since the Hissing Cat product is Copy-Mod, adjustments to fit any class of cat or monohull are quite easy.

*The HUD is designed using the most efficient, vector-based, zero-lag code possible.
It performs according to specs to give u a product that is basically bulletproof.
No lag-inducing sensors of any kind are employed in its design.*

The HUD itself performs TWO functions:

FIRST is the minimum configuration, graphic and text data display of knot speed and degree of heel on ur flying hulls or monohull. The HUD's Flying Hull Heel Gauges work just fine, whether u elect to install the Hissing Cat Splash-Spray Mod Kit or not!

SECOND, the HUD also controls all the Cat Splash-Spray SFX on the boat when the Mod Kit is installed. The Mod Kit requires TWO prims to be linked to port and starboard bows. They come with the Mod Kit, but may require u to SACRIFICE two prims from your boat config to keep your total prim count capped at 32.

This is particularly true with the Trudeau HepCats, whose total prim count must ALWAYS remain FIXED at 32. The two prims that must be sacrificed on the HepCats are the TWO AFT, Port and Starboard Pylon Risers. The two forward pylon risers MUST NOT be touched or renamed since they generate the beautiful HepCat hull wakes.

[See Product Install Pics Below]

Existing sim conditions, the presence of a heavy population of race participants, and how disposed the cyber gods are to granting sim crossings on a given day, can all affect HUD and Cat Spray performance, causing temporary glitches, lags, and erratic readings or performance.

Sim crossings wreak havoc with HUDs. They might just vanish from ur screen. Dials, needles, indicators, and overlays can just poof away. Everything is there, nothing has been corrupted or damaged, save for showing visually on ur screen. To correct, simply right-click on the HUD, or where the HUD is supposed to be, and like magic, all is restored. A royal pain in the butt.

At times, when the cyber gods whack u particularly hard, HUDs can completely freeze up, will not detach or be reset. HUDs travel with the BOAT on Sim Crossings and NOT with the AV as u would expect, so they need to be re-united with the Av in the next sim.

Many times this re-uniting fails, when the Boat rubberbands ahead of u, and u end up with a frozen HUD on ur screen, because it lost its connection with your Av, has no home, and just plain stops working since it is no longer attached to anything, and just freezes up, and sometime just refuses to even be detached from ur screen. This is a major, long-standing SL bug, not likely to see any near-term resolution. Only a relog cures this prob.

Additionally, entering a sim or parcel where scripts are not permitted, can cause the same effect. Check the icons at the top of your window to see if guest scripts are set inop. This condition affects both AOs and HUDs and any animated attachments, like flapping wings.

Also, SL servers are notorious for failing to detect minor rotational changes 3 degrees or less. So small rotations, plus-minus 3 degrees on the heel of ur flying hulls, may show no change, and then jerk burp to the new heel setting, when it is detected. This is not a failure of the instrument, but a failure of the SL server to detect and report the rotational change.

Finally, if u happen to be leaving a parcel where "Restrict gesture and object sounds to this parcel" is set on, sound SFX may simply shut off when going across the parcel boundary. Your HUD is scripted to refresh ambient sounds on Sim Crossings, but this is not bulletproof. Use chat commands to manually restore them, if they do not automatically restore themselves.

Phewwww ! That was a mouthful of stuff.

If u are an anal retentive, with meticulous demands on product performance, please do not purchase this product if the caveats above and their related issues will cause u heartburn.

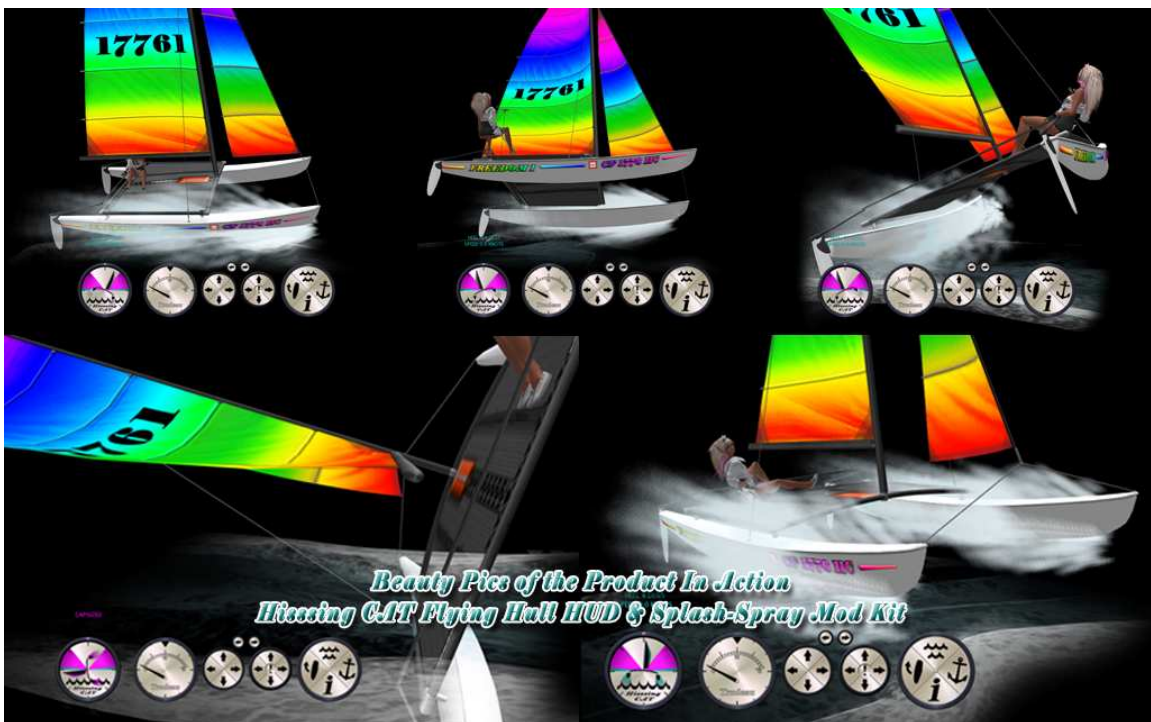
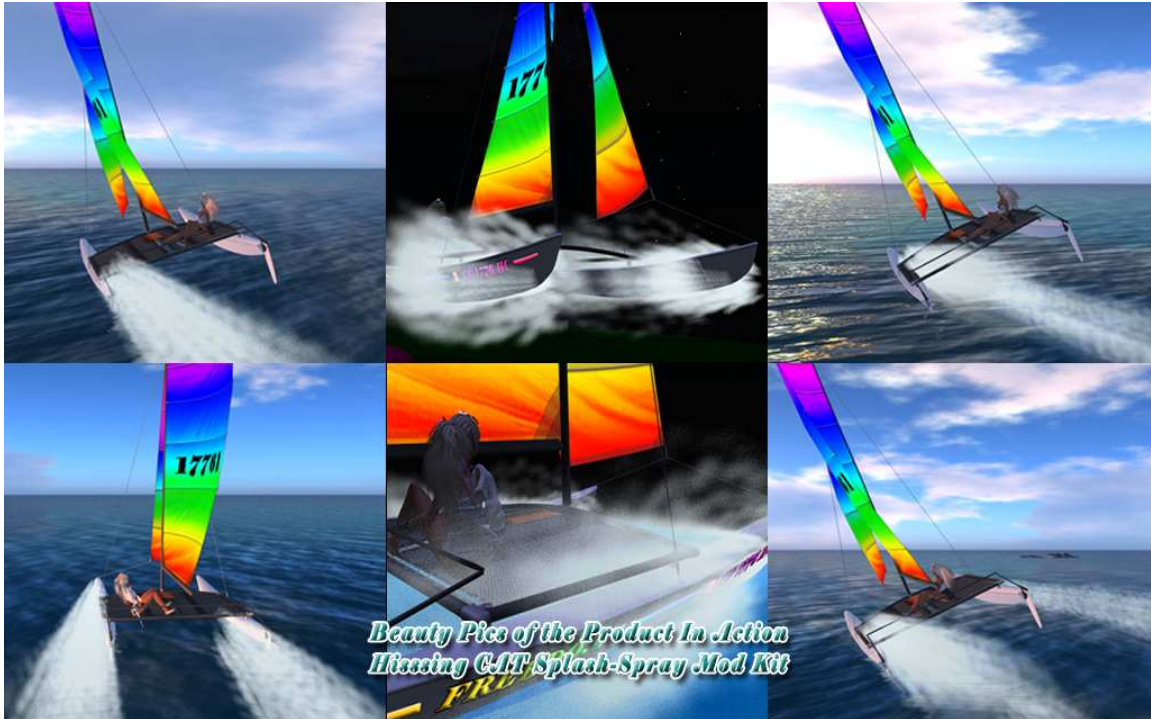
Bottom line, just enjoy the product for what it DOES deliver, and toss the rest into the bin of "learn-to-live-with-it" constraints of everyday life in SL.

With all that said, jus go play!

Enjoy!

FEATURES

Some beauty pics of the product in action:



OPERATING MODES:

CLICK the HUD Face to toggle 4 Operating Modes:

Spray ON

*Turns the entire system on, activating the sound system in both HUD and Boat, HUD hovertext data displays and Boat particle splash-spray is activated. Ambient coastal and halyard clinking sounds activate immediately [Also AUTO-TRIGGERED on any boat seating changes]. Ambient hissing and splash sounds, and particle splash-spray trigger only at the default knot speed. Default speed for activation is set by using the /1 startspray <num> command. [See chat commands below]
Default is set for activation at 5 knots.*

Sound OFF

Turns off all HUD ambient, hissing, and splash sounds, including button clicks. Boat sounds are turned off only when the Spray OFF mode is selected.

Text OFF

Turns off both the Heel Degrees and Knot Speed hovertext displays.

Spray OFF

*Turns all Boat and HUD systems OFF.
This is the default mode on Boat REZ and HUD WEAR*

*A FIFTH Operating Mode is available only with the /1 demo on-off chat command.
[See chat commands below]*

DEMO MODE

/1 demo on-off

This is a great feature for those who want to proudly demo their tricked-out Hissing Cat to others while beached or docked. The demo command automatically overrides all other systems settings when activated. You DO NOT have to be seated on the Boat to activate it. You can stand on the beach or at the dock and fire the demo up, whether the Boat itself is activated or not. Manually ROTATE the Boat to Port and Starboard to demo Flying Hull Splash-Sprays.

 FLYING HULL GAUGE CALIBRATIONS:



The Flying Hull HUD Gauges take direct readings from the Boat on its degree of heel.

The thin green fields to port and starboard on the face of the gauge define a range from 0 degrees to 6 degrees off horizontal, indicating that BOTH hulls are in the water. It takes approximately 6 degrees of heel to CLEAR a hull from the waterline.

This is an important factor in the Boat's performance, where optimum speeds are achieved by flying the windward hull just CLEAR of, but as CLOSE to the waterline as possible to both reduce drag, and at the same time capture as much wind in ur sails as possible.

High flying hulls are dramatic and beautiful to see, but significantly affect a Boat's performance by progressively allowing more and more wind to spill off over the top of the sails. The Trudeau HepCat is programmed to detect this windward flying-hull-clear condition and respond accordingly by reducing the drag the windward hull would otherwise generate, if left in the water.

When the boat is running in the green, both port and starboard heel gauges are displayed, and they are tinted green to match the boat's condition. The moment a hull lifts clear, only one gauge, port or starboard is displayed, tinted white, accurately reflecting the port or starboard heel of the boat in degrees.

The performance physics of the Trudeau HepCat are as close to its real life counterpart as it gets. I should know. I owned and sailed the Classic Hobie 16 for years an years, which the HepCat is modeled on, and beta-tested this puppy prior to its release. All this to define and experience a classic cat event----the CAPSIZE. If u haven't capsized a cat ur not playing hard enough. Capsize is an integral feature of the cat culture, and half the fun, where taking it to the edge brings on a real adrenalin rush.

The HepCat will capsize, barring unexpected gusts of wind, anywhere between 38 and 40 degrees off vertical. The red zones on the gauge face indicate the points of no return. The leading edges of this zone are set at 40 degrees. I have purposely scripted the HUD to accept heel readings up to 45 degrees before defaulting to capsize readouts. This affords the community the challenge of seeing just how far, with both crew out on the wire, they can take the boat into the magic realm of 45 degrees, the elusive and bitter edge of oblivion.

On capsize, the gauges default to capsize readings and display in red.

HULL HEEL AND KNOT SPEED HOVERTEXT DISPLAYS:

Trudeau HUD speed readouts are in ms [meters/second]. The Hissing Cat HUD augments this by displaying speed in knots using the exact conversion factor of ms to knots of 1:1.943844, loosely a simple two to one ratio.

Thanks to the experienced input of Hay Ah, knot speed is displayed to the first decimal place, "0.0", not so much for the value itself, but for the fact that the constantly changing decimal place is in an invaluable indicator of whether the boat is speeding up, or slowing down! Priceless input for the serious racing sailor.

Accordingly, I have added a nice enhancement to the hovertext readout itself. If the boat speed is constant, the hovertext of both displays, heel degrees and knot speed, display in white. If consecutive readouts show increasing speed, they display in green. If consecutive readouts show decreasing speed, they display in yellow-gold. This is a great, easily monitored display of a vital boat condition.

 HUD AND BOAT CHAT COMMANDS:

/1 beached-moored *Beached [Docked] turns ambient sounds ON
 [Also AUTO-TRIGGERED on any boat seating changes].
 Moored turns all HUD and Boat Systems OFF.*

/1 spray on-off *Turns all HUD and Boat Systems ON or OFF. Not to be confused with
 particle splash-spray start-stop, which is automatic.*

/1 demo on-off *Defined in detail above. Use whether on or off boat. Beached or
 docked. Overrides all other system commands.*

/1 startspray <num> *e.g., /1 startspray 5, where <num> is an integer number that sets the
 default knot speed for Splash-Spray SFX to kick in.*

ONLY AFFECTS BOAT SOUNDS:

/1 coastal on-off *Turns tramp coastal ambient sounds on-off for current run.
 To turn off permanently, just remove the tramp script.*

/1 halyards on-off *Turns ambient halyard mast clinking on-off for current run.
 To turn off permanently, just remove the mast script.*

/1 ambient on-off *Turns coastal & halyard ambient sounds above on-off for current run.*

/1 hissing on-off *Turns both port and starboard hissing sounds on-off for current run.
 To turn off permanently, just remove the corner castings scripts.*

ONLY AFFECTS HUD SOUNDS:

/3 coastal on-off *Turns tramp coastal ambient sounds on-off for current run.*

/3 halyards on-off *Turns ambient halyard mast clinking on-off for current run.*

/3 ambient on-off *Turns coastal & halyard ambient sounds above on-off for current run.*

/3 hissing on-off *Turns both port and starboard hissing sounds on-off for current run.*

INSTALLATION INSTRUCTIONS:

Clear, lucid, detailed, step-by-step installation instructions are provided here and in the Product INFO Pic Illustrations included in the product Notecard. Since most are widescreen, u are advised, on opening them to view, to set the "Preview Aspect Ratio" option, bottom-right of window, to 16:10. You can also rez inworld the SMS Hissing Cat Widescreen Viewer, and use that in place of opening INFO textures on ur screen.

SIMPLE MODULAR DESIGN OPTIONS:

- 1 Install just the Hissing Cat Flying Hull HUD
 to monitor the heel and knot speed of ur flying hulls or monohull.
- 2 Optionally install any or all Enviro Sound Pak Ambient Sound Scripts.
- 3 Optionally install the Hissing Cat Splash-Spray SFX particle prim Mod Kit.

OR

*If ur someone who just doesn't like to use HUDs of any kind,
 just install the Cat-Spray Mod Kit and use the chat commands
 to control their features. =)*

*All of the instructions and illustrations below are targeted to the Trudeau HepCats.
 But any appropriate child prims on a boat can be used, with the exception of the
 splash-spray particle prims in the Mod Kit which have to be linked to ur cat bows,
 or to the port and starboard bow sides of a monohull.*

*BEFORE attempting ANY installation, make a point of digesting the contents of
 the INFO Pic below, which gives u critical guidelines for all mod operations.*

STEP 0

BASIC CRITICAL STEPS for BULLETPROOF Mods

- 1 SELECT the rezzed object with RIGHT-CLICK-EDIT
- 2 SET SCRIPTS TO NOT RUNNING IN SELECTION [1]
- 3 IDENTIFY which prim is the yellow ROOT prim
- 4 ROTATE the object to ZERO in ALL axes
- 5 Using EDIT LINKED PARTS option, MOD the object
- 6 CONFIRM the yellow ROOT prim has NOT changed
- 7 RESET SCRIPTS IN SELECTION [2]
- 8 SET SCRIPTS TO RUNNING IN SELECTION [3]

As a general rule, NEVER CHANGE either the name or the description field of a child prim. Prim names are frequently used by a root script to target them, and their description fields are often used to store important data.

Many poorly written scripts use hard-coded link numbers in mod products, a very dangerous practice, since a single unlink-link of a single prim can completely scramble link number assignments, and totally bork the build.

When linking prims, ALWAYS select NEW prims to be added FIRST & select the ROOT prim object LAST.



Hissing CAT HUD & Mod Kit

MINIMUM CONFIGURATION FLYING HULL HUD INSTALL

The minimum required configuration for any HUD-Boat performance at all requires installation of the +hissing cat controller v1.0 script into the Boat's MAST, and wearing the Hissing Cat Flying Hull HUD.

ALERT: When installing on ANY OTHER boat than the Trudeau HepCat, CONFIRM that the Description Field of the target prim is NOT used to store data vital to existing boat operations. The +hissing cat controller v1.0 script DOES USE the Description Field of the child prim it is installed in to store data. If the mast prim is not available, installation in any suitable child prim will do.

Carefully follow the step-by-step instructions in the INFO Pic below:
 Set pic Preview Aspect Ratio to 16:10

The screenshot shows a Second Life interface. On the left is a menu with options like 'Position', 'Rotate', 'Stretch', and 'Edit linked parts' (which is highlighted with a pink box). In the center is a 3D view of a boat with a tall mast. On the right, there's a panel titled 'STEP 1' with a list of 11 instructions. At the bottom, there are several circular HUD gauges and a button that says 'Wear Hissing Cat HUD & Load Script Into Mast'. The top of the interface shows standard Second Life menu items like 'File', 'Edit', 'View', etc.

STEP 1

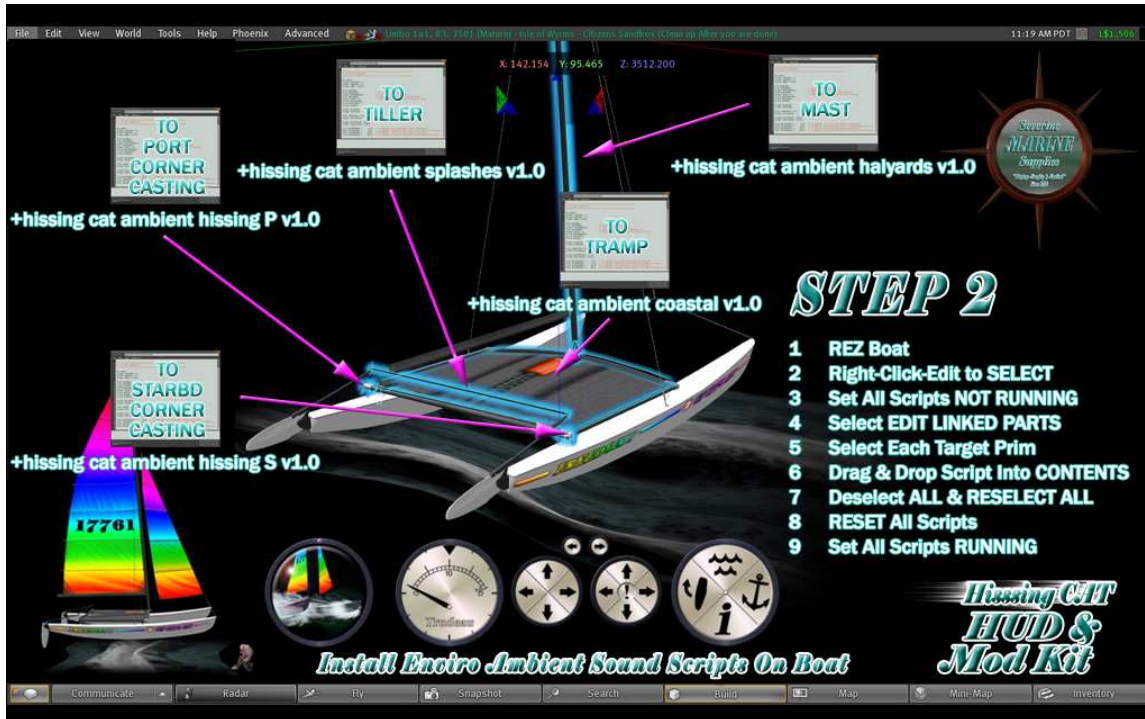
- 1 Right-Click-ADD/WEAR HUD
- 2 REZ Boat
- 3 Right-Click-Edit to SELECT
- 4 Set All Scripts NOT RUNNING
- 5 Select EDIT LINKED PARTS
- 6 Select MAST
- 7 Drag & Drop Script Into CONTENTS
- 8 Deselect ALL & RESELECT ALL
- 9 RESET All Scripts
- 10 Set All Scripts RUNNING
- 11 Turn HUD On and HEEL Boat to test

Hissing Cat HUD & Mod Kit

Wear Hissing Cat HUD & Load Script Into Mast

OPTIONAL INSTALL OF HISSING CAT AMBIENT SOUNDS ENVIRO PAK

Carefully follow the step-by-step instructions in the INFO Pic below:



None of these scripts are dependent upon the name of the child prim they reside in.
 This design was purposeful so that no existing, inplace architecture is disturbed in any way.

These FIVE sound scripts are a wonderful array of authentic, or as-close-to-real-as-it-gets ambient environmental sounds. Install any or all of them as suits ur taste and fancy.

They fall into two categories:

Those that play all the time [ambient coastal & ambient halyards] when the boat is beached, docked or sailing, and

those that play only when the boat is up to speed, hauling ass [hissing hulls].

+hissing cat ambient coastal v1.0

A looping SFX of wind, luffing sails, and crying gulls.

Plays when Boat is beached, docked, or sailing.

Installs in tramp [Short for trampoline, the laced, double-paneled fabric deck].

+hissing cat ambient halyards v1.0

A completely authentic, looping SFX of one of the most famous, classic, signature sounds of the cat culture ---

The distinctive sounds of clinking halyards hardware on the Boat's mast.

Plays when Boat is beached, docked, or sailing.

Installs in mast.

+hissing cat ambient hissing P v1.0

+hissing cat ambient hissing S v1.0

One of the most thrilling sounds u hear when the Boat kicks into high gear -- those distinctive hissssssing cat hulls!

Plays in a continuous loop at Boat's default knot speed. Subsides when it slows down.

Two scripted versions, one for the port side, and another for the starboard side, to give u some fine stereophonic sound when boths hulls are down hauling ass, or sourced to port or starboard, depending upon which hull is flying.

Installs, one each, in port and starboard aft tramp corner castings.

+hissing cat ambient splashes v1.0

Randomly selected and randomly triggered, authentic splash sounds, *SIX* of them, synced to the randomly generated particle burst bow splashes.

Single play bursts triggered in sync with particle bow splashes.

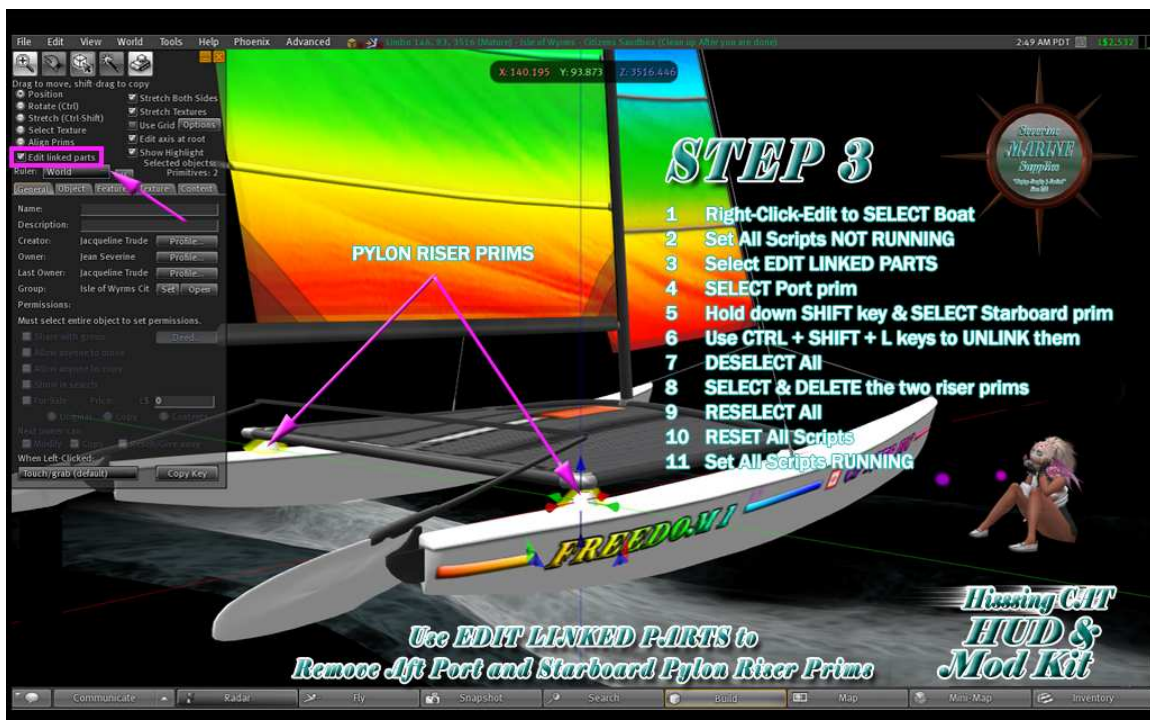
Installs in tiller.

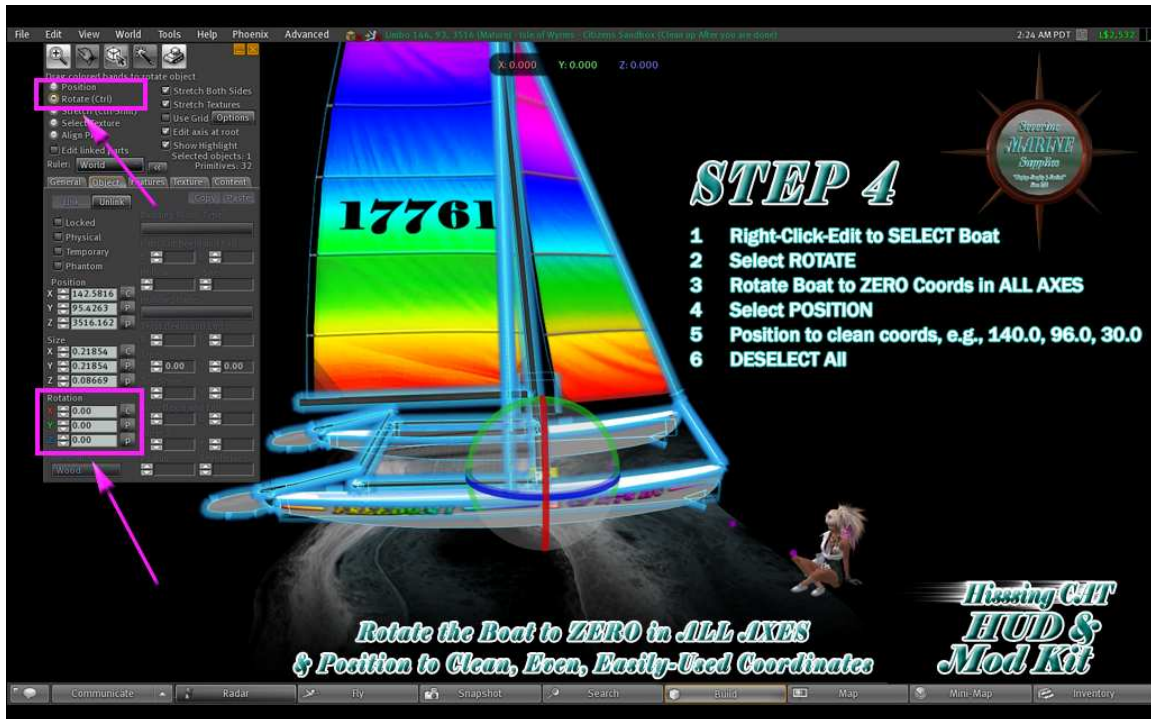
OPTIONAL INSTALL OF HISSING CAT SPLASH-SPRAY MOD KIT

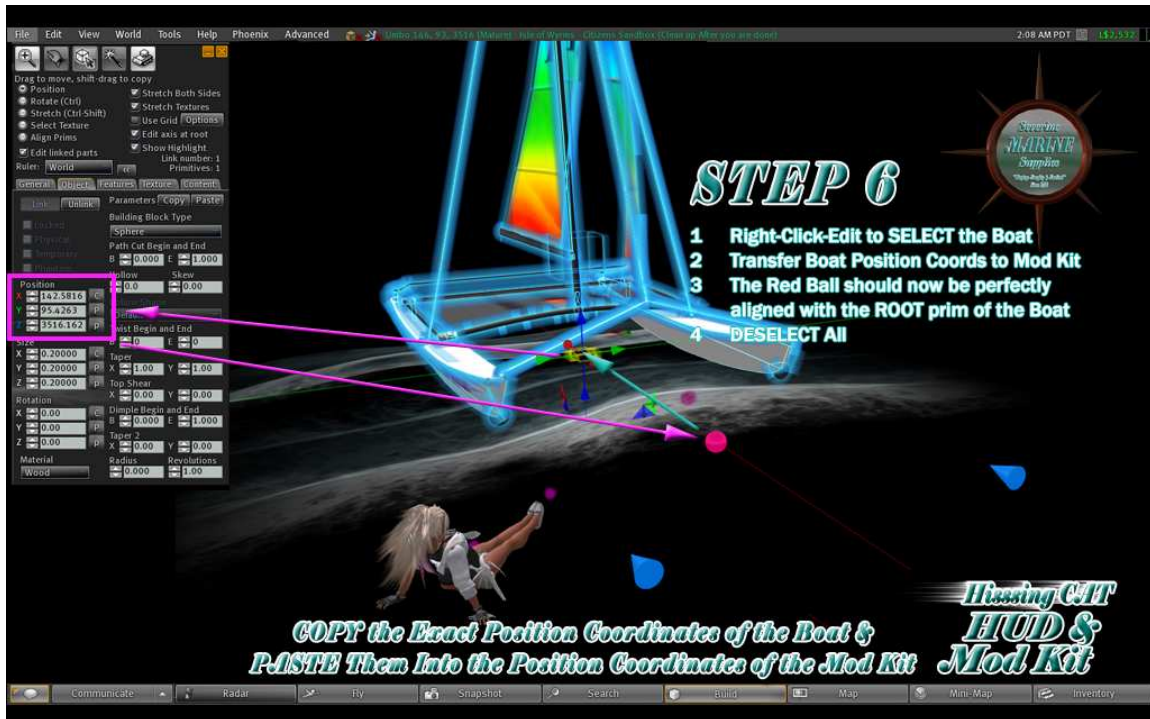
Carefully follow the step-by-step instructions in the INFO Pics on this and the following pages.

There is nothing more thrilling or exhilarating than being continuously struck by over-the-tramp bow spray. Unlike monohulls where bow splashes and spray are generated out and away from the boat, twin hulled cats generate their fair share of *INBOARD, RIGHT-ACROSS-AND-OVER-THE-TRAMP* hissing spray. Spray that stings ur face, drenches ur body, and completely blinds u if ur wearing shades [sunglasses]. =))

The Hissing Cat Splash-Spray Mod Kit was designed to come as close as possible to the real world experience of this classic cat, signature phenomenon.







TIPS AND TRICKS

All of the sound SFX are basically hi-end sounds, i.e., more treble than bass. They tend to lean more toward what is called "white sound". So if you have a special effects sound card set to amplify and boost bass all of the effects may sound far deeper and muddier than they actually are. Play with your sound settings if u have concerns that the sounds are not "crisp" and "sharp". Trust me, they are crisp and sharp, but your sounds settings or equalizer settings may be giving them bass boosts they do not want or need.

CLOSING COMMENTS

Input on features is always welcome. I do not do custom work of any kind, so pls don even ask. I will be happy to answer any questions about an UNMODDED, OUT-OF-THE-BOX product. Issues related to the consequences of modding this product in any way are your own responsibility. Please seek counsel elsewhere for advice on these matters.

I hope you find as much joy and satisfaction in the use of this product, as I have had in creating it.

*Jean Severine
The Refuge
2011-06-25*

*Check out other Marketplace products at:
<https://marketplace.secondlife.com/stores/3171>
Toggle the Adult filter ON to see them all.*

