

Thank you for your purchase of SculptyWorks' "Zephyr" yacht!

Your yacht comes packed in a custom Rez-Faux package. Just rez the "Zephyr Yacht Rezzer" object, position it in your parcel, click "Rez" on the menu, and you can still move around the rezzing pad to make final adjustments on the position of the ship, the whole structure will follow as you move the package around.

When you are satisfied with the position, click "Save" on the menu. That will set the ship at the location you have placed it. You can now delete the rez pad in-world, it's no longer needed (don't worry, you have a copy of it in your inventory).

This yacht was designed to serve both as a drivable ship, and living space. Amidst its many features, you get to enjoy pre-furnished rooms and customization options, which are described below.

The Zephyr was made to fit even in small parcels such as a standard 512sqm plot (16x32). If you are going to rez it in a 512sqm parcel, please be considerate of your neighbors. Make sure the yacht is not encroaching over someone else's property. The rezzer pad is exactly the size of a standard 512sqm parcel. Make sure that it is between the lines of your property and the yacht will be too.

By default, the Zephyr comes with a SecondLife flag on its flag pole. If you wish to have that flag replaced by a country's flag and for any reason don't want to do it yourself, please contact Ashtyn Ninetails with the name of the country and the flag will be replaced for you free of charge.

If you wish to rename the yacht and have the new name replace the old one on the rear and optionally on the front, and would like it done for you, also contact Ashtyn Ninetails with the name you would like to use instead.

SITTING SPACES:

Because of the way sitting targets work in most drivable vehicles in SecondLife, sitting space in this yacht is pre-determined by scripted furniture. If you attempt to sit somewhere not originally intended for sitting, the scripts will route you to the nearest available seat. This is normal.

The furniture is set so that when you move your mouse cursor over it, the picture changes from the normal pointer to the one that indicates you will 'sit' on that object if you left-click it. You can of course right-click a seat and select 'sit'. Once seated, if you click the furniture you are sitting on, you get a menu with different sitting positions. All furniture has built-in sitting. The bed is the only exception, it uses poseballs.

DRIVING:

To drive the yacht, you just need to 'sit' on the ship's wheel on the second deck. Make sure any passengers are seated as well before you start to move, otherwise they will be left behind.

- Movement is controlled by the arrow keys.

- "Page Up" increases the speed. "Page Down" decreases it.

- The yacht is not designed to be driven while in 'mouselook'. It won't break it if you try, but it's not likely to stay on water as it's supposed to if you look up or down while driving it.

Sim-crossing was successfully tested with multiple Avatars aboard the yacht, but driving from one region into another is still problematic in SecondLife as a whole, and a successful crossing depends on many factors, such as how healthy the region is, how many people are on it at the time, how many prims are available, is it a Homestead of a Full Sim, etc. When you cross into a different region, it is normal for there to be a few seconds of lag, so please be patient.

SETTINGS:

There are two control pads that when clicked, give you access to settings to customize your yacht. The control pads are located next to the bedroom door on the lower deck, and on the portside door pillar on the upper deck.

- Lights On / Lights Off - Turns the main lights in the yacht on or off. This doesn't include the desk lamp on the bedroom, that is controlled separately.
- Upper Deck / Lower Deck / Both Decks - Options for customizing the yacht by sections, or as a whole:
- Colors - Changes the color of the trim of either the lower or upper or both decks at same time. 12 preset colors are available here (total 144 possible color combinations).
- Back... - Returns to the previous menu page.
- Privacy On / Privacy Off - Turns on or off the window tinting, making the windows either clear (privacy off) or opaque (privacy on).
- QUIT - Closes the menu.
- Group On - Gives access to control of the yacht to anyone who is in the same group the yacht might be set to. Group Off turns off group access.
- Public On - Gives access to control of the yacht to anyone. Public Off turns off access to anyone.
- QUIT - Closes the menu.

The hot tub on the front of the yacht has self-explanatory settings of its own, which can be accessed by clicking the water in the tub.

The doors in the yacht are lockable. Double-click a door when it is closed and that will lock that door. Double-click it again and it will unlock it.

This yacht comes with COPY, MODIFY, NO-TRANSFER permissions, which means you can customize it much further than just the default options if you know what you are doing. The scripts however are proprietary code and are not modifiable.

If you are going to add items to the yacht and which them to move around with the rest of it, you must link them to the yacht. Make sure to always link objects to the yacht, never the yacht to another object, because that will make some scripts not work right anymore. Also, after linking new prims, make sure you reset the scripts on the yacht, otherwise things might not behave right. The camera view can be tricky in SecondLife in tight confined spaces such as the interior of a ship, but that problem can be solved simply by rolling your camera closer to your avatar (using the mouse scroll wheel, in most computers).

Enjoy your new yacht, have fun, and contact Ashtyn Ninetails if you have any questions!