

Thank you for the interest in the Columbia Ferryboat.

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#### - quick start guide

##### rez the ferryboat

edit it and move & rotate it to a desired starting position

click it and press "Set St1" on the menu, and it will set first station

with the edit, move it in a straight line to the next station point ( as much as possible, in a straight line )

press "Set St2", it will set the second station.

press "Start" from the menu.

press "Done" button to close the menu

#### - introduction

The Columbia Ferryboat is an automated ferryboat, that works with 2 station points ( A <--> B )

it works in a straight line between the 2 stations.

this is a Joint Project between Bandit and Foilborne Industries, as a response of a need for a simple point to point automated boat.

Bandit built the 3d Mesh Model, and Foilborne Industries cared about the engine.

The use is very simple, as the menu has only the few necessary buttons. See quick start guide to know in the easiest way how to operate it.

there is no need to sit on the ferry! you can either walk on and just stand while the ferry takes you across the water, or drive your vehicle on and keep seated in your vehicle until you reach the other side

#### - how it works

the Columbia Ferryboat is a point-to-point AB automated vessel.

it basically just goes from A to B and from B to A the whole day, once it's started and settled up.

it doesn't perform curves nor sim crosses.

you should set up the stations in any directions you want, but they should be directly opposite.

rez them in a straight line one to the other, no matter the course ( direction ) that the ferryboat will have.

keep the line between them clear without obstacles.

#### - the menu

the menu has few buttons that will help you to setup and manage the ferryboat

the "Reset" button will reset the ferryboat and move it to it's original point ( if any was set before, otherwise it won't move from the place ).

"Done" button will save a little of lag after you performed all the action on the menu.

"Start" button will start the engine.

"stop" button will stop the engine and reset the Ferryboat position into its first set station.

"Pause" button will pause the ferryboat in its position. useful for big ships travels or to joke with your friends.

"Set St1" button will set up the first station

"Set St2" button will set up the second station

#### - setup and first run

the set up of the boat is very easy, as you can see in the Quick Start Guide.

you just have to rez the boat, position it accordingly to the first station's position and rotation.

then you have to click it and select "Set St1" from the menu. this will make the boat record its first station position.

now with the edit, move the boat to the second station, and from the menu select "Set St2".

you must set up both stations or the boat won't start its trip.

once you set up both the stations, you can press the "Start" button on the menu.

the first run is the most important. The Columbia will learn how much time it takes to go from one station to the other.

so, the first run should be manned. you should jump on the ferryboat before starting it for the first time, to let it be used to have at least one passenger.

the first run should be as clean as possible, without obstacles, and you should stand still in the center of the ferry, close to the cabin.

#### - safety systems

the Columbia has two safety systems

the first one is a Sim detection.

As stated before the Columbia can't perform cross-sims travels.

once it is pushed behind its sim edge, it stops and sends a rescue message to its owner, saying sim name and position.

you will then have to edit it, move it in its original sim, and press again "Start" from the menu

the other safety system is the one concerning the timings.

the Columbia will keep in mind how much time it needs to go from one station to the other one.

if the time exceeds by double the standard calculated time, the Columbia will stop and reset its position to the first saved station, and automatically restart its trip.

be careful: heavy loads such as certain vehicles will slow down the Columbia, and it could be a problem for its safety system, because you could see it reset because of overtime.

- modifications

the mesh on the ferry comes modify, and the textures used for it are included for you to use as templates, to change the texture just drag it directly from your inventory on the right spot on the boat.

- credits

Analyse made the 3D mesh Model, and Ape did the scripting and the manual.

they thank themselves for such a cute and nice piece of work.

if it sinks, rez a new one.