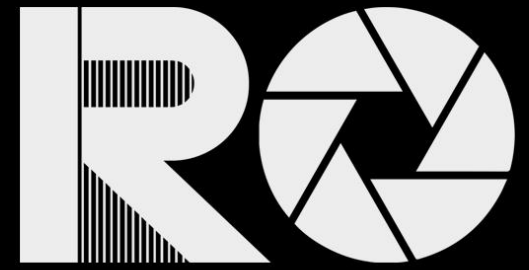


MARINE *RAM*

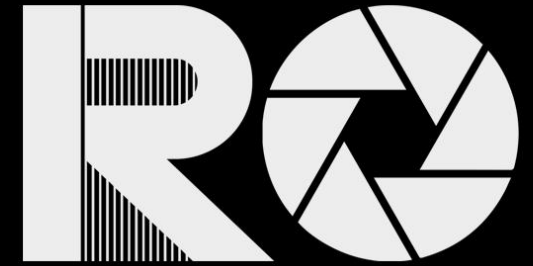


Sea Ray 650 Fly

START GUIDE



MARINE *RAM*



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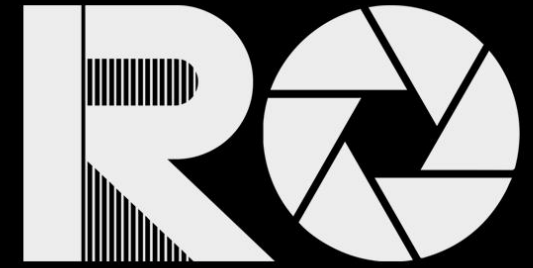
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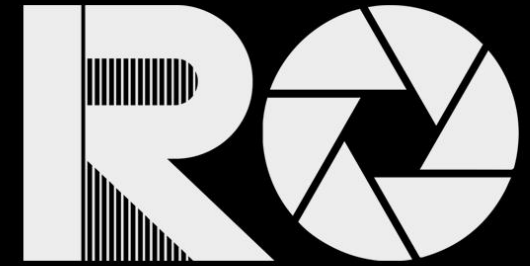
WELCOME

**Thank you for buying the Sea Ray L650 Fly!
As a developer and creator of digital content at Marine RM I am flattered by your confidence and hope that your gaming experience will be the best it can be. We leverage the weather and visual engine, plus Microsoft Flight Simulator's global backdrop to something beyond the skies, back to the seas, in more detailed explorations on the surface in the true cradle of navigation.
Let's sail!**

Rodrigo Moraes



MARINE R/A



OPERATION



The operation of the boats is designed to be simple and relaxing to use for the player. You'll have left and right turn commands on the joystick and rudder for something stronger or more continuous. Engine operation is simplified, you only need to accelerate to navigate.

On the bridge, the panel on your left, you will see the small buttons to turn the ship's engine on and off (image 1). use the off function to enable or disable anchor and mooring rope system that will keep your vessel stationary even in high waves and severe wind conditions. The same for the pier and floating.

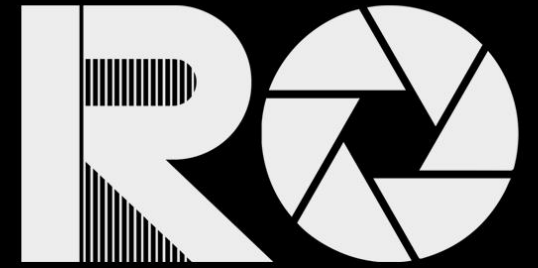
On the upper screen panel (image 2), you will have the GPS screen and interaction buttons will soon be added to allow the addition of routes and checkpoints. For now, due to a limitation in the SDK, the autopilot does not yet work on ground/sea, but when this is allowed by Asobo, it will apply here.



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FAQ

Do boats have anchor or mooring rope?

Yes. The anchors work as in reality, keeping the ship static in its geographical position but susceptible to changes in the direction of the bow due to the wind. To maintain full wind stability, use mooring ropes.

I don't see raindrops on the glass

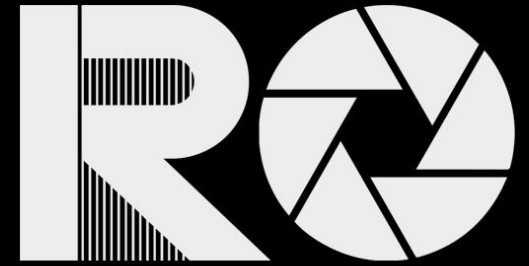
Applying certain mappings to 3D envelopes other than aircraft requires creating entirely new materials and they don't always behave as expected. For that reason, adding raindrops to a vehicle other than an aircraft was a bit of a challenge. Soon the windows will be updated with raindrops.

The boat is good, but will it be improved?

Yes, the boats will be constantly updated with the addition of new features or correction of any bugs that may occur due to incompatibility with some new feature introduced in the simulator or with the addition of new features that allow improvements in the realism of the boat.



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KNOW ISSUES

The water trails start in the middle of the boat and so far it has not been possible to make them start in front or behind at the same time. There seems to be some limitation in the SDK, because even with the code this doesn't happen. I will continue working on it.

Better reverse and shaft engines will be running soon.

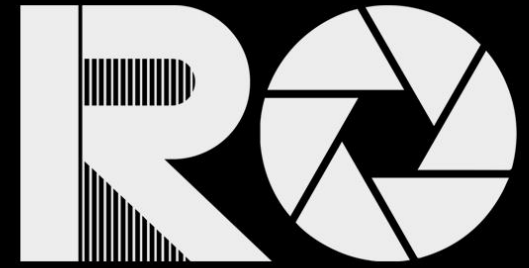
In some cases, the interior does not have as many object details or does not have a built-in interior. This happens due to the weight of the 3D file to be loaded by the game. Something too verbose would simply prevent the game from working, even setting the objects in different LODs. I will keep working on it.

For now, the start of the game does not happen correctly. It is necessary to press the "Y" key to activate and deactivate Yoke mode to start navigation. This is due to the size of the ships and the lack of ability of the SDK geometry system to recognize the size of the ship. This will be fixed soon.

Conflicts with third-party smoke effects can sometimes cause ship smoke effects to malfunction. If this occurs, simply restart navigation in a more distant location or without ship traffic. This is under review and will also be fixed as soon as possible.



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CREDITS

Base Modelling & Conversion - Rodrigo Moraes

Textures Source - Rodrigo Moraes

Textures Editing - Rodrigo Moraes

Programming and Configuration - Rodrigo Moraes

Sound - ROPROD Audiovisual

Special Thanks to Miro Kantasrky, old sailor and my beta tester. This project started with you.

for Shiane and Tony

