MARINE*RM*

Sea Ray L510 Fly
START GUIDE

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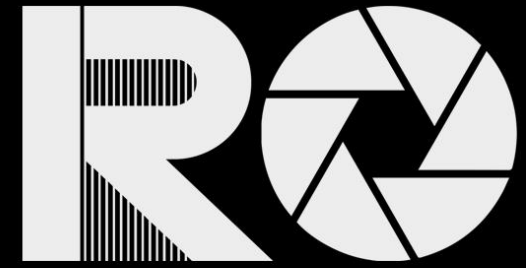
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OPERATION

The operation of the boat 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.

The Sea Ray 510 Fly has two working bridges, with throttle and steering wheel animations, but the main operation is performed on the upper bridge. From there you can turn the boat on or off and control the navigation lights, in addition to operating the function tablet to activate the anchor, for example.

On the lower control bridge you can activate the DVD Player on the panel. It will have an internet access function in the future.

Boat speed is limited to a maximum of 30 knots. The speed indicator may show something above this because it is an airspeed indicator, which considers the wind speed.
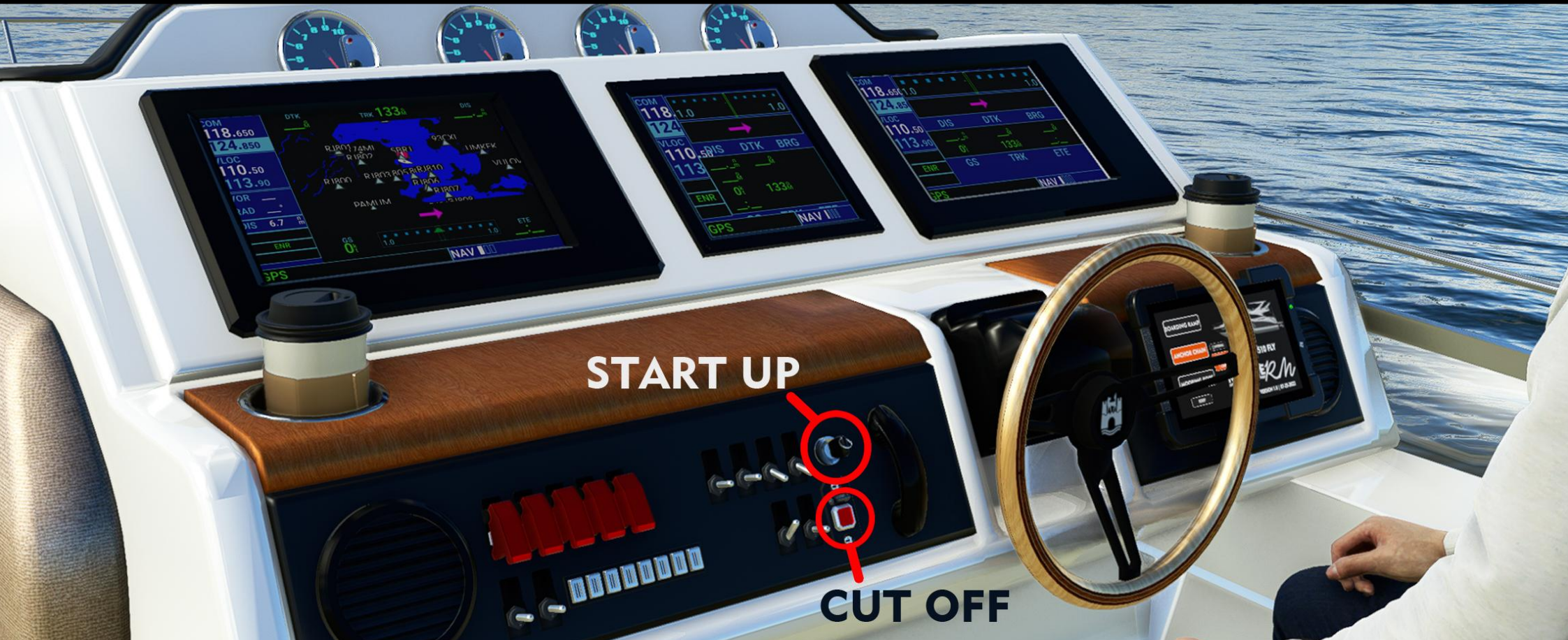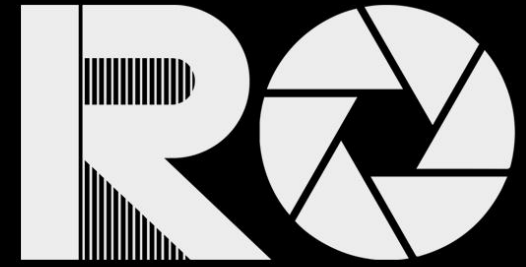
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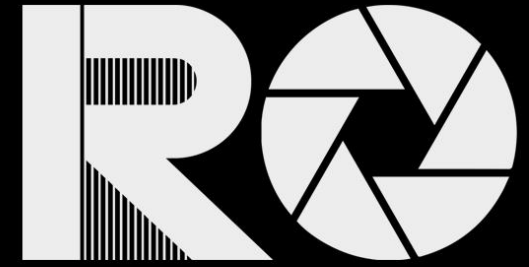
OPERATION

The startup procedure is automated. You need to click the ignition key and wait up to 10 seconds. This procedure will power up the panels and put the boat in idle. To turn off the boat, just press the red button indicated to stop the engines.
This procedure also takes up to 10 seconds to complete.
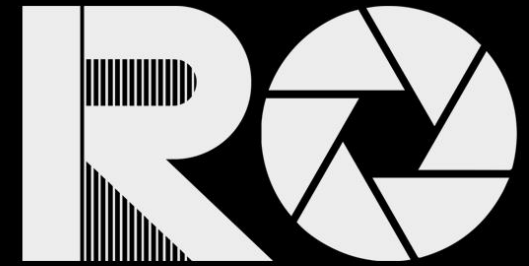
START UP

CUT OFF

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OPERATION

The multifunction tablet allows accessing the boat's settings to make visible the rooftop, interior and exterior lights, anchor and mooring ropes, the latter two being just aesthetic, with no real practical effect on the simulation. The tablet also allows you to track the boat version. You can lower the boarding ramp using the flaps keys.

BOARDING RAMP

ANCHOR CHAIN ☼ INTERNAL

☼ EXTERNAL

☼ LOBBY

MOORING ROPE

ROOF

SEA RAY L510 FLY

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SEA RAY L510 FLY VERSION 1.0 | 07-25-2022

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FAQ

Do boats have doors or do they anchor?

Only visual for now. But animations will be integrated into models in the near future. The autonomy of the boats was defined according to diesel engines without considering sailing with sails through wind currents.

Do boats have lighting?

Yes, all boats have night lights and headlights. You can press Ctrl + L to activate the headlight, but the navigation lights automatically turn on if this is set in your pilot assists.

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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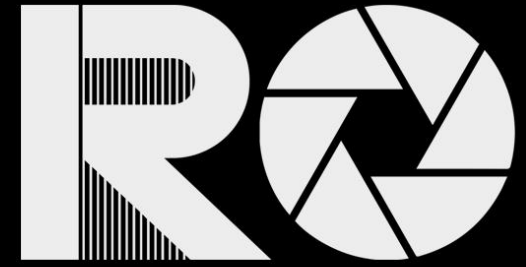
KNOW ISSUES

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.

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.

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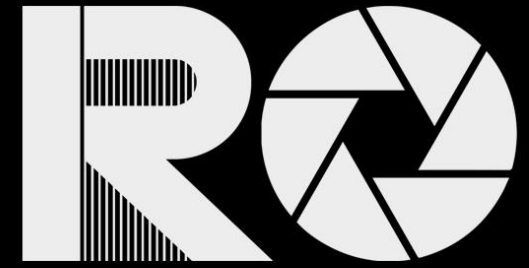
CREDITS

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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