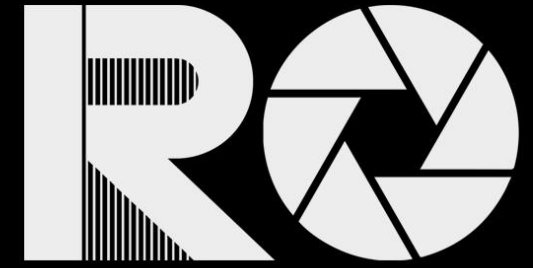


**MARINE** *RAM*



*Catering Truck*  
**START GUIDE**



# MARINE *RAM*



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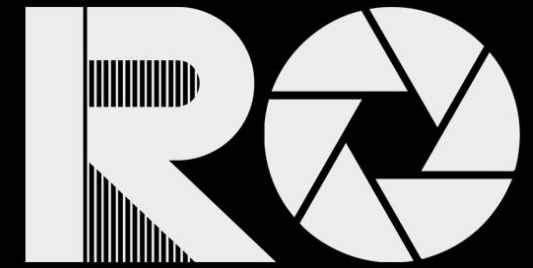
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# MARINE *RM*



## WELCOME

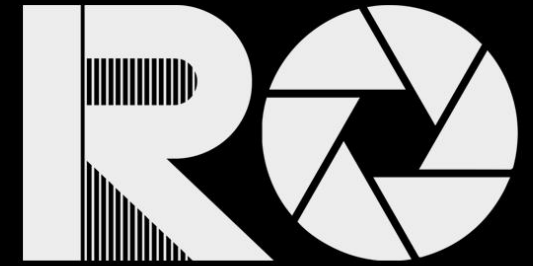
Thank you for buying the Catering Truck! My first ground vehicle available for Microsoft Flight Simulator. As a developer and creator of digital content at Marine RM I am flattered by your confidence and hope that your gaming experience will be the best it can be. We leverage the weather and visual engine, plus Microsoft Flight Simulator's global backdrop to something beyond the skies, back to the seas, and now in the land, in more detailed explorations in the most incredible virtual world in the history of electronic games.

Let's drive!

*Rodrigo Moraes*



# MARINE *RAM*



## OPERATION



Truck operation is designed to be simple and fun for the player. Commands to turn left and right on the main joystick they are through the Aileron (moves the steering wheel) but it is possible to turn using the rudder control to something stronger or more continuous (rudder don't moves the steering wheel). The operation of the engine is simplified, just accelerate and press the brake to stop.

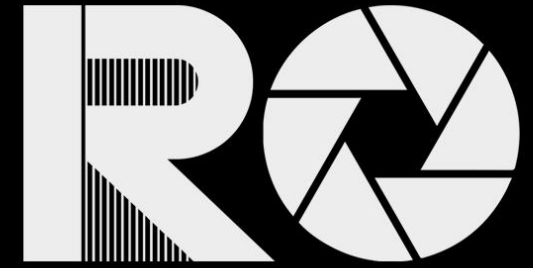
On the driver's seat, next to the steering wheel on the right, you will see the ignition key to start/stop the vehicle. (image 1). On the steering wheel (image 2) there are buttons where you can activate left and right blinkers and on the panel, in the center, exactly below the GPS screen, there are two buttons to interact with the front and rear doors of the cargo trailer.



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# MARINE *RAM*



## FAQ

**Does the truck move with the trailer suspended?**

**Yes, I decided to allow the truck to move with the trailer suspended for better mobility when docking at an aircraft door.**

**Does the trailer have adjustable positions?**

**Yes, there are 10 levels of Trailer height adjustment, from 0 (retracted), 1 for low aircraft such as Boeing 737 and Embraer jets, to other levels with adjustment for Widebody jets. The height of the trailer may not be exact on the aircraft door as the height of the aircraft in the game varies sometimes.**

**The truck catches invisible objects when passing under terminals or bridges**

**This is a long-standing defect in the real world of MSFS. Collision faces hidden in objects can interfere with the fun, and understand that this is not a defect in the product, but rather in the game.**

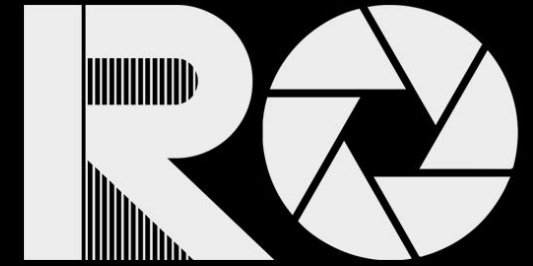
**I don't see water drops on the glass. Will this be added?**

**Yes, it is a future update project to add water drops on the glass, as well as the wipers animation.**

**The product will be constantly improved according to greater possibilities in the SDK.**



# MARINE *RAM*



## KNOW ISSUES

The doors and windows do not open and this may initially be reported as a defect by some users at first, but it is not.

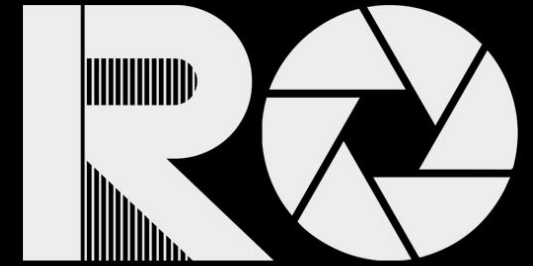
In a future update, window opening animation will be added, but the door will remain static.

There is only one level of headlights, and searching for high beams might be reported as a problem, but it isn't. The headlight is automatic while the vehicle is running and works according to the time of day.

If the truck rolls over, it may be necessary to use the "yoke mode" function available in "developer mode" for desktop, to restore the vehicle's original position on the ground.



# MARINE *RAM*



## 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**

