

MARINE *RAM*

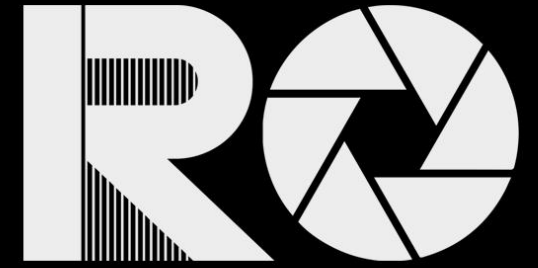


1780's Schooner

START GUIDE



MARINE *RAM*



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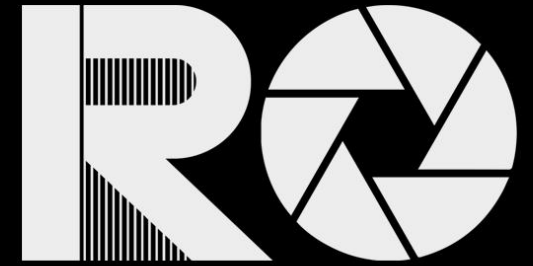
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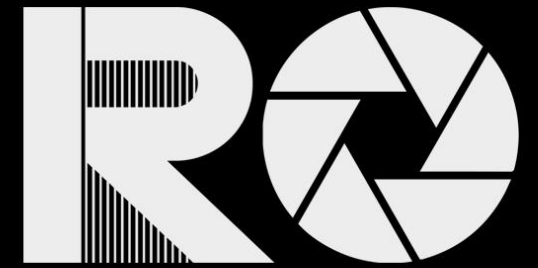


WELCOME

Thank you for buying the 1780's Scooner!
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!



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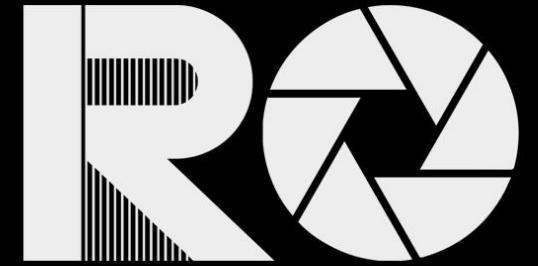
OPERATION

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.

Boat speed is limited to a maximum of 20 knots. The speed indicator may show something above this because it is an airspeed indicator, which considers the wind speed. Do not start off or turn off the engines as startup procedures are not defined for simpler operation. You can start over water from anywhere in the world.



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FAQ

Do boats have doors or do they anchor?

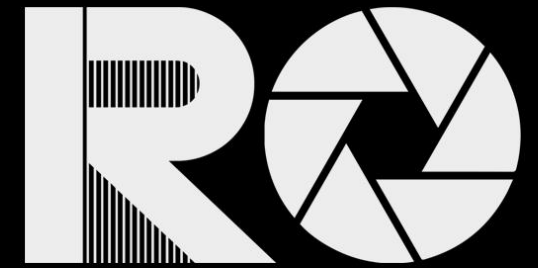
Only visual for now. But animations will be integrated into models in the near future. The autonomy of the boats was defined according to diesel engines without considering sailing with sails through wind currents.

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

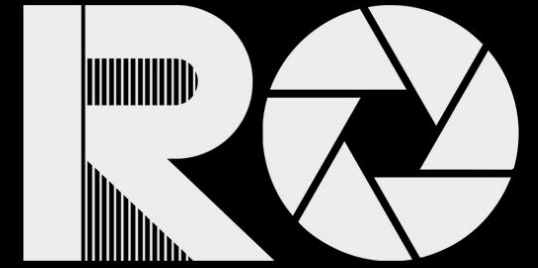
The water trails start in the middle of the boat and so far it has not been possible to make them start in front or behind at the same time. There seems to be some limitation in the SDK, because even with the code this doesn't happen. I will continue working on it.

The boats do not have a functional panel for the time being.

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

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

