MARINE*RM*

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Warships

START GUIDE

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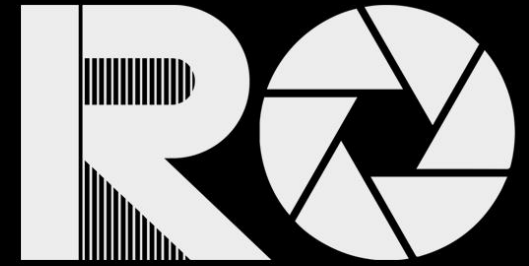
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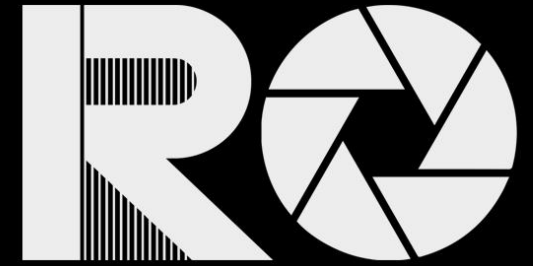
WELCOME

Thank you for buying the Warships Fleet Pack!
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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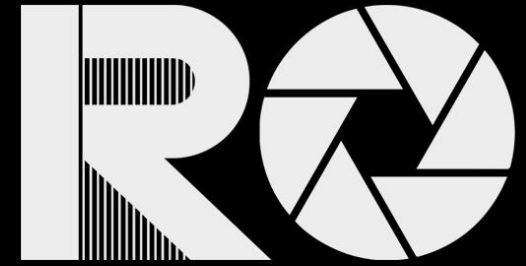
OPERATION

The operation of the ships 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 introduction of an interactive panel with a power display and GPS is planned for a future update. The introduction of a reverse engine is also planned.

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. 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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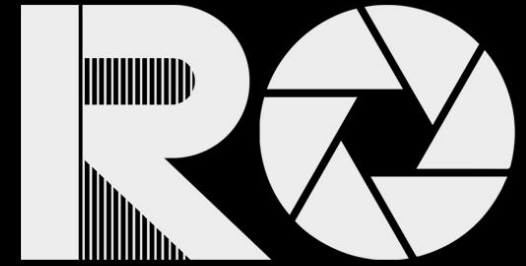
FAQ

Do ships have doors or do they anchor?

Not for the time being. 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.

Can I change my boat's colors or configuration parameters? Yes you can. But redistribution of this type of modification is not authorized. You can request changes of any kind through my email.

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.
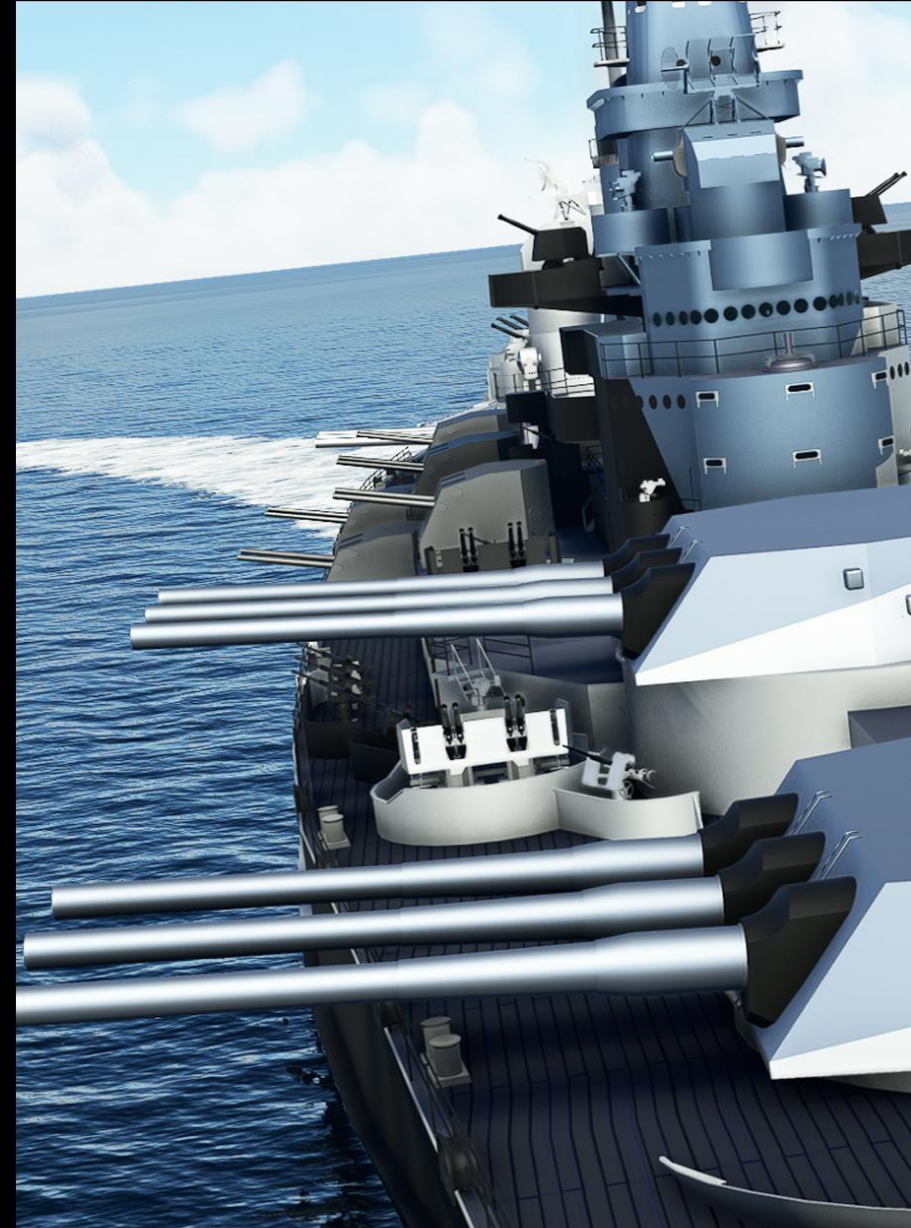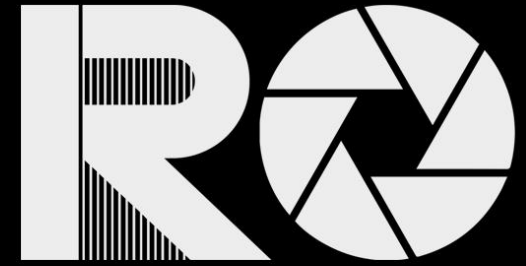
KNOW ISSUES

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 reverse engines will be running soon for all ships.

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.

IMPORTANT: The water trail starts with a "hard" texture, without foam. This is automatically corrected by making a left or right turn.

Ships can start sailing "stuck" in the water or sinking. This is because the SDK does not recognize the lower bounds of the 3D model of the boat. To solve this, just press the "Y" key on the keyboard to activate and then deactivate Yoke mode and start navigation.

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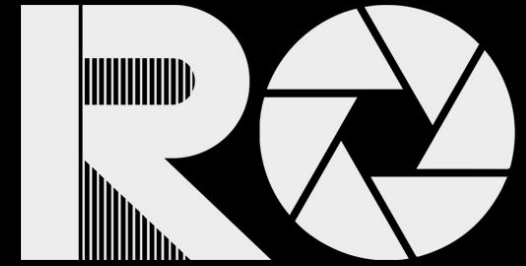
CREDITS

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