

Kokakola Racing Sail

By: Party Miles

Teleport in SL: Nico (228, 21, 24)

mailto Kokakola Design: kokakola@kokakola.it

webinfo for Racing Sail: <http://www.kokakola.it/race.asp>

Congratulations on owning the "Kokakola Racing Sail".

I've tried to make the Flying Tako sail as realistically as possible. If you have ever sailed before, operation of the Flying Tako should be a piece of cake. If you are new to sailing, then I suggest you find a really big body of water and just play around until you get the hang of it. I hope my notes below and Eloise Pasteur's companion notes ("Sailing the Tako") make it easier to learn. Please IM me in game if you have problems or have found a bug.

You must be seated before you can operate the boat.

1) Click-On the text "SKIPPER ON" in the red arc of the boat. Right-click on the starboard (righthand) bench and choose "SkipperOn."

Remember...

The Pilot does "not have to join to the poseballs" The "Poseballs yellow and red" is reserved for passengers.

2) After this, Click-On the Yellow Button "START". The sail comes joined yours avatar.

3) Start your regatta. Say "raise" to raise the mainsail.

Low to the page it finds the list of the commands.

If you unsit at any time, the boat will reset and become non-physical until you start it again.

4) Follow these instructions for stop your regatta.

a) It before separates the sail from yours avatar in order with a clik on the Red Button "STOP". Right-click on the starboard (righthand) bench and choose "Detach" The sail will return to your inventory.

b) It cancels the remained boat hour.

c) If you want one new ready boat to the use : unloads it from your inventoryyou want one new ready boat to the use unloads it from your inventory.

5) For Help, Instructions, Images and Technical data clik on the Gray Button "WEB".

The default camera position is above and behind the boat, and may be the

easiest point-of-view for beginners. Once seated, you may need to hit "Esc" to go the default view. I personally prefer sailing in mouse-look mode.

If you're into blue water sailing, try the new "void" sims around Baffin and Celebes.

- You can now use silent channel 1 for commands (e.g.: "/1 raise")
- SLSF Race Wind System compatibility (provides more consistent wind during races).
- Can now Copy and Resell/Give away.
- Added motor sounds for the Motor Version.
- The Practice Version is now the Touring Version, where you can switch between SL wind and Practice wind.
- Phantom mode for passing through low bridges.
- Outboard motor (Motor Version only, see commands below).
- Smoother turning using LSL Vehicle's angular motor.
- Removed the annoying "click for notecard" function (say "notecard" instead).
- Added STATUS_BLOCK_GRAB to prevent mouse-dragging.
- Faster sheeting with the "up/fwd" and "up/back" button combinations.
- SLSF race registration command (not working yet – forward compatible).
- Two more passenger sit targets (four people total).

Key Controls:

- Use the left and right arrow keys (or 'a' and 'd') to steer the boat. Hold down the up button (Page Up or 'e') simultaneously to sheet faster.
- For the Motor Version, use the forward and backward keys to throttle the motor up or down. Idle the motor with the down key (Page Down or 'c').

Voice Commands:

- "raise" — raise the mainsail and begin sailing.
- "lower" — lower the mainsail and stop sailing. Note that the boat will continue to drift.
- "moor" — reset the boat to non-physical state. You will have to stand up and re-sit to resume sailing.
- "sheet X" — sheets in or out the mainsail by X degrees ("sheet -5" will pull the sail in by 5 degrees).
- "anim off" — turns off helmsperson animation.
- "anim on" — turns back on helmsperson animation.
- "vane off" — turns off the wind indicator at the top of the mast.
- "vane on" — turns wind indicator back on.
- "id XX" — displays a two-digit number between 00 and 99 at the top of the mast (you must enter two digits, e.g.: "id 05").
- "hud" — gives you a HUD object that you need to "wear" to get HUD info.
- "bottom hud" — toggles the HUD inside the boat.
- "knots" — changes speed units on the HUDs to knots (nautical mile per hour).

---MOTOR VERSION COMMANDS:

"motor" — starts outboard motor.

"off" — stops outboard motor.

---TOURING & MOTOR VERSION COMMANDS:

"practice" — toggles between SL wind and Practice Wind.

"wind dir X" — sets prevailing wind direction, where X is degrees CCW from the East.

"wind spd X" — sets the average wind speed, where X is in m/s.

"dir+ X" — allows the wind to vary over +/- X deg.

"spd+ X" — allows the wind spd to vary over +/- X m/s.

"rate X" — scales the rate at wind changes (rate 2 sets to twice as fast as default).

"pp" — toggles between phantom and non-phantom status, allowing you to pass through low bridges.

HUD:

Heading: compass heading, where 0 deg is due North, 90 deg is due East, etc.

Wind Angle: direction wind is coming FROM, relative to bow, measured CCW.

Wind Speed: wind speed.

Ground Speed: true speed of the boat over the ground.

Depth: depth of water below the boat.

Sail Angle: actual angle of sail (or boom) to beam, measured CCW.

Sheet Angle: maximum allowed angle of sail, set by the mainsheet.

Throttle (Motor Version only): throttle percent for the motor.

Basic Operating Principles:

- Read Eloise Pasteur's "Sailing the Tako" (a companion to this notecard).
- Read the Wikipedia entry on sailing here: <http://en.wikipedia.org/wiki/Sailing>
- Boat speed is determined by only these three factors:
 - Relative direction of the wind
 - Wind speed
 - Sail trim
- The heel angle is affected by those same three factors, and it in turn affects leeway (lateral drift).
- The fastest point of sailing for this boat is on a close reach, about 35 deg off the wind.
- On a close reach, sail angle should be around 20 deg.
- On a beam reach (sailing perpendicular to the wind), sail angle should be around 45 deg.
- When running down-wind, increase the sail angle to 90 deg.
- The boat will turn faster at faster speeds, and it will turn even if its speed is zero.
- Maximum sail angle is 90 deg (perpendicular to centerline); minimum sail angle is 5 deg.

Thanks Kokakola Design