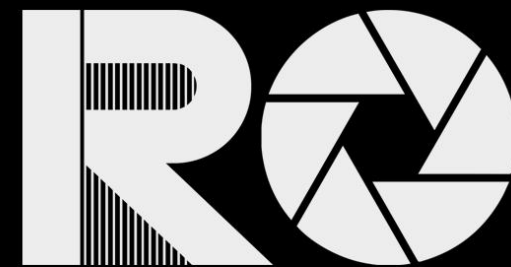


**MARINE** *RM*

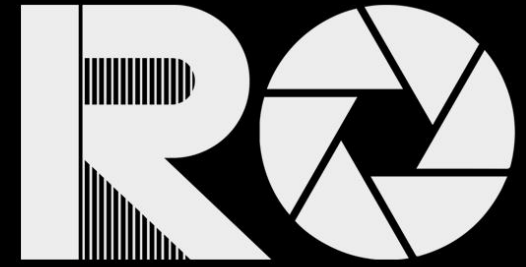


*Mega Yacht*

**START GUIDE**



**MARINE** *RAM*



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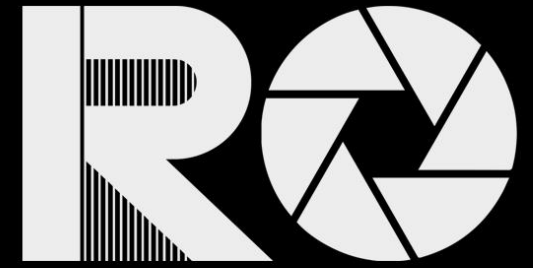
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# MARINE *RM*



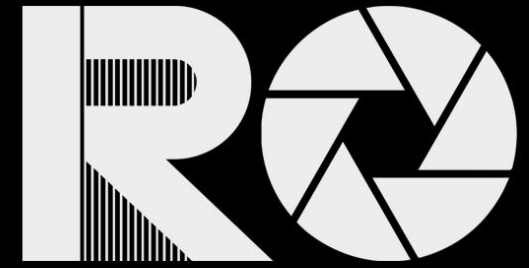
## WELCOME

Thank you for buying the Mega Yacht Poseidon!  
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!

*Rodrigo Moraes*



# MARINE*RM*



## 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.

On the bridge, in the center view of the helm, you will see the small buttons to turn the ship's engine on and off (image 1). Use the off function to activate or deactivate the anchor and mooring rope system that will keep your vessel stationary even in high wave and severe wind conditions.

On the left instrument panel (image 2), you will have the multifunction screens for controlling the ship's internal and external lights, as well as controlling the navigation lights and party lights. The panel also controls the boarding pier.



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# MARINE R/A



## FAQ

**Do boats have anchor or mooring rope?**

**Yes. The anchors work as in reality, keeping the ship static in its geographical position but susceptible to changes in the direction of the bow due to the wind. To maintain full wind stability, use mooring ropes.**

**Do boats have lighting?**

**Yes, all lights can be accessed via the dashboard on the bridge. You can turn on or off cabin lights, interior accommodations, exterior walkways, helipad and party lights on the aft upper deck. The lights are animated and have colors that vary between emerald blue and purple.**

**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.**



# MARINE *RAM*



## 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.**

**Better reverse and shaft engines will be running soon.**

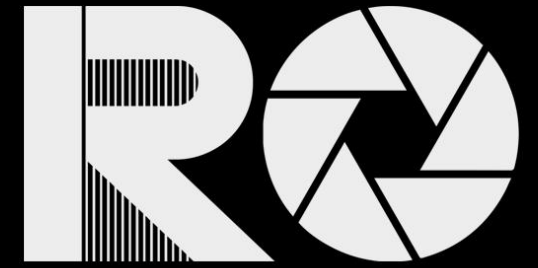
**In some cases, the interior does not have as many object details or does not have a built-in interior. This happens due to the weight of the 3D file to be loaded by the game. Something too verbose would simply prevent the game from working, even setting the objects in different LODs. I will keep working on it.**

**For now, the start of the game does not happen correctly. It is necessary to press the "Y" key to activate and deactivate Yoke mode to start navigation. This is due to the size of the ships and the lack of ability of the SDK geometry system to recognize the size of the ship. This will be fixed soon.**

**Conflicts with third-party smoke effects can sometimes cause ship smoke effects to malfunction. If this occurs, simply restart navigation in a more distant location or without ship traffic. This is under review and will also be fixed as soon as possible.**



# 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**

