

STUKA JU 87 DRONE MANUAL

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INTRODUCTION

A quick start guide to get you up and running quickly is provided, but to understand the extended functions of drone vehicles, you need to read this manual.

These planes are unique to second life, and as such have features and commands that you will not find on other vehicles. The ACS combat system, is not a replacement or alternative to Vice, but rather a plug-in system designed to compliment and extend the functionality of Vice.

This system allows resident and non resident operated vehicles to interact with all Vice enabled vehicles. A Vice sensor alone does not allow this functionality, as all Vice sensors must be owned and interact with their owner directly in order to function correctly, and only one sensor per resident is permitted. The ACS plug-in extends this functionality, and permits multiple engagements from a single resident or owner.

DRONES

These are physics vehicles designed to engage residents as would another resident. The scripts are highly complex, so I do expect some bugs from these early releases.

Drones have multiple combat configurations, are team capable, and mappable - allowing for multiple region flight plans.

ACS drones will interact with all non modified Vice vehicles, but will lack some functionality as will be described in this manual.

As of writing, this project is 4 years in the making, but I must stress, it is a work in progress, so there will be updates as the bugs are ironed out, and the systems are improved.

OPERATING YOUR DRONE

Bot piloted dual seater vehicle with drone front and rear gunner:

Bot gunner will target enemy vehicles and accumulate score and deaths on behalf of you or your team.

Forward position gunner on bot piloted vehicle will also target enemy vehicles and accumulate score and deaths on behalf of you or your team.

When you first rez a drone vehicle, you (owner) will be offered an ACS dialogue - depending on your activity, you can either accept or decline:

Declining this invitation will disable ACS for drone combat, meaning that drones will not be able to harm each other, or - harm any other ACS piloted vehicle, but will remain susceptible to Vice damage:

Accepting this invitation activates full Vice and ACS combat function, both inflicting and receiving Vice and ACS damage.

Drones will engage each other, given that they have different teams, but will not engage other team members.

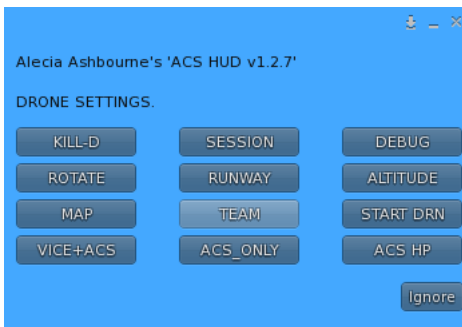
THE ACS HUD

The HUD (attachment) is an important part of the ACS system, enabling you to easily operate and set up your drones. The HUD contains no timers, and will therefore cause no lag if you want to leave it attached.

Dialogue menu's will vary from one model to another depending on their configuration.

DRONE MENU

HUD MENU > DRONE



HUD MENU > DRONE > KILL-D

Will kill every drone that you own in the region that you are in.

To kill drones in a different region, you must move to that region and execute this command.

HUD MENU> DRONE > SESSION

Each drone has a mission time - default is one hour, but you can set this to any period from 30 minutes to 3 hours. Drones will quit the mission and delete after this time.

HUD MENU> DRONE > ROTATE

This allows you to orient your drones in the direction you wish to launch them. You should launch your drones away from the region border, else your drone may go off world before it has the opportunity to 'learn' the region.

If you rez your drone too near a region boarder, you will be warned in chat. Under this condition, your drone will automatically point itself at the centre of the region, in order that it does not go off world at take off. If you want to choose a certain take off trajectory, or angle, then you must rez your plane, within the given boarder limits, as indicated in chat.

HUD MENU> DRONE > RUNWAY

This allows you to set your runway length to short, medium or long, depending on the space available for take off. Default setting is medium, and satisfactory for most conditions.

HUD MENU> DRONE > ALTITUDE

Adjust the altitude of your flight envelope. By default, you flight envelope will be - floor, 40 meters above your rez location , and - ceiling, 180 meters above your rez location. Thats a 140 meter flight envelope.

You may raise or lower this envelope with 10 meter increments. e.g. If you have an open combat area, you may choose to lower the envelope by 20 meters, this will bring your envelope floor to just above tree height.

Remember this is above rez height, so if for example, you have an airport at 2000 meters, then your flight envelope will automatically adjust, and will be 2040, and 2180 respectively. There is a hard coded limit to this setting, which will not allow you to rez your plane above the SL build height including the envelope. If you do try to rez above the allowed height, then you will receive a warning and your vehicle will be deleted.

HUD MENU> DRONE > MAP

I endeavoured to include this before initial release, but it is rudimentary only. I will be developing this function to a more user friendly state, and will be updated, but this gives some control over the mapping of your mission.

First set the region count - that is how many regions you intend to map. You can presently select from 1 to 4 regions of mapping.

HUD MENU > DRONE > MAP > R-Count > 1reg, 2reg, 3reg, 4reg

Selecting only one region allows you to disseminate your drones from your root region to any other adjoining region, or restrict them to a single region by not mapping this region. The default setting is 1 region unmapped, meaning that your planes will remain in the root region only. If you select one region of mapping, and allow border crossing from either North East, South or West, or all, then you plane may exit that region, but will not have a return path. This might be useful in a larger battle theatre where you don't want all your drones congregating in the same root region.

Allowing a vehicle to access another region, doesn't necessarily mean it will choose to do so, you are simply permitting it to do so, if it so chooses. Mapping more than one region will allow a return flight , an example of which might be as follows:

HUD MENU > DRONE > MAP > R-Count > 2reg

Then ... HUD MENU > DRONE > MAP > Reg-1 > R1 North

Then ... HUD MENU > DRONE > MAP > Reg-2 > R2 South

The above scenario, allows your drone to leave its present region via the north border, and also to exit region 2 by the south, and therefore returning to its root region.

Obviously you can expand on this theme, as you have 4 mappable regions and 4 poles, North, South, East and West for each region to either allow or disallow.

When you map a region your are not directing a drone, you are simply giving it options that it may or may not choose. Example, if you give the options, allow north and south, your drone may cross either the south or north border - having taken its decision, the path it chooses e.g. south, becomes a part of its fixed flight plan, and the north border thereafter will not be considered an option.

HUD MENU > DRONE > TEAM

Here you have the option of selecting your team for team combat.

Team 1 is default on Axis vehicles, and team 2 on Allied vehicles.

For a resident gunner position on a drone gunship (Vice), you cannot harm your own vehicle, your personal Vice defaults to the same team as your team drone. You may change your personal Vice to a different team than the gunship you are seated in.

As a gunner, you may set your personal Vice team by calling your team in open chat:

Team 0 to 4 e.g. "Team 4"

Default gunner Vice is the same team as your gunship.

HUD MENU > DRONE > START DR

Starts your drone and sets it in action. Once started, your menu is disabled, and no further setting or communication other than the, KILL-D command are permitted.

HUD MENU > DRONE > VICE+ACS

Allows combat with both Vice and ACS-Vice equipped vehicles. This is the default setting for your plane.

HUD MENU > DRONE > ACS_ONLY

This disallows Vice combat, and will only engage ACS equipped drones. This prevents unwarranted intervention from non ACS vehicles if you prefer.

HUD MENU > DRONE > ACS HP

This allows you to select the HP value from 50HP to 250HP maximum. Default is 100 HP.

Note : This is vehicle ACS HP only, and does not affect your Vice HP or Vice sensor value.

HUD MENU > DRONE > DEBUG

This toggles debug chat. This is useful for listening to your drone positions, and also very useful for training, when debug chat is enabled, your drone will report the registration of each region it enters and maps - this way you can assess the success of you map configuration and the current location of that specific drone.

CUSTOM AND LIVERY

HUD MENU > CUSTOM

The custom menu has different functionality, depending which model you are using.

The Stuka offers : Save, Guest and Texture functions.

HUD MENU > CUSTOM > SAVE

If you want to set the texture of a Drone, and use it as your default plane texture, then you must first set your texture, and then save your settings via this menu.

After saving the setting, you must take the vehicle to your inventory before use. When you next rez your plane, it will present with the texture you saved.

You cannot rez a drone and retake it to your inventory without saving first, as then it will not present correctly, and will show errors in use.

A drone may not be re-used, they are a one time use vehicle, and so, to set textures and save, you must rez a virgin plane, set the textures, and then save and take to your inventory before use.

HUD MENU > CUSTOM > TEXTURES

There are 4 textures (skins) presently available for the Stuka.

DISPLAY MODEL

A display model is a static model of your Stuka without scripts.

To create a display model - rez your Stuka. After it settles move it to your desired position. You can change the textures as you like.

After you have set up your Stuka, you can delete the scripts and create your display model by choosing 'mk display' from your 'acs hud'.

ACS HUD> 'MK DISPLAY'

Your Stuka is now a non scripted display model.

BUG REPORTS

Bug reports direct to me please on a notecard.

Usage help, you can ask in A.R.A.F group chat.

You can Join the group here :

secondlife:///app/group/cc0b6e59-0720-df8e-375e-7ded3a974b32/about

You can visit the A.R.A.F Display and vendor area here :

<http://maps.secondlife.com/secondlife/Meridas/225/136/3002>

Alecia.