To race this boat you need two things. A race line and race wind (and maybe some friends to race against). Race lines are placed all over the seas in Second Life. Race wind usually will be provided by a race director. When a

To cancel racing, type cruising in local chat. This will make you drop out of the race. It will also prevent you from joining back in the race in order to prevent cheating.

Cruising

Sail over a race start line to start competing!

Racing

To stop sailing type-more in local chat.

That's it! For more commands type help in local chat. If you want to learn how to sail this boat better, keep on reading this document. Do note that it takes at least a couple hours of practice to sail this boat well. And that's if you know how to sail. Don't give up if it takes some time for you. Keep at it, you will get the hang of it and it is a lot of fun to learn! In addition this boat has been equipped with transferable controls, so its possible to bring along your sailing instructions!

COMMANDS

The following is a full list of all commands available on the boat. Type these commands in local chat to activate them.

- the arrow keys on your keyboard
  Left steers the boat left. Right steers it right. Up lets out the sail. Down takes sail in.

- raise
  This command will basically activate the boat. If the boat is raised it's moored. When the boat is raised it will be fully powered and able to function.

- lower
  This command will lower the sails, but keep the boat afloat and active otherwise.

- moor
  Typing this in local chat will deactivate the boat completely. The boat will be reset, righted up and moored where it lays.

- autopilot
  This command will toggle the boats ability to sail by itself automatically and succession between the gennaker and the jib according to wind angle. Great option when you need to have your hands free for other things like navigating or chatting. When using in racing mode the setting will be locked (so either its on or off) and can be used for sail training, so while you can race on autopilot, you won't have access to the spinnaker, and keep in mind a manually trimmed boat can be set to higher efficiency.

- spin
  This command will toggle the spinnaker. The spinnaker works best in a wind zone between 125 and 225 degrees (running downwind with 90 degrees leeway on both sides). Typing the command will lower the jib or gennaker and hoist the spinnaker. Typing it again will hoist the jib and lower the spinnaker. While having less lees on the gennaker, the spinnaker will give you more local running downward.

- genn
  This command will toggle the gennaker (code zero). The gennaker works best in a wind zone between 85 and 225 degrees (running downwind with 90 degrees leeway on both sides). Typing the command will lower the jib or spinnaker and hoist the gennaker. Typing it again will hoist the jib and lower the gennaker. The gennaker will give you considerable boost over the jib on a beam or broad reach.

- racing
  Typing racing in local chat will activate racing mode. In racing mode the boat searches for the racing wind set by the racing director. When it has found the wind it will acquire it and lock the wind settings. Now all you have to do is sail over a race start line to start competing!

- cancel racing
  To cancel racing, type cruising in local chat. This will make you drop out of the race. It will also prevent you from joining back in the race in order to prevent cheating.

- help
  Displays this command list, along with a short explanation of what all commands do.

- give controls
  Activates the system that will give crew members seated on the boat and wearing the hud the option to take helm control.

- take controls
  Cancels the option to have the helm controlled by your crew and takes back the helm.

- hatch
  Opens or closes the cabin entrance.

- hatch2
  Opens or closes the escape hatch on the foredeck.

- channel
  Changes the channel the boat listens to.

- texture name UUID
  Change texture.

- backwind or wwc
  Change wind type, make sure you moor the boat before changing winds.

INSTRUMENTS

Where many boats in SL have a floating text with information and exact numbers, the Bandit 25R needs to be sailed solely on its instruments and by the seat of your pants!

The Bandit 25 is equipped with a fully functional set of “analog” type instruments that perfectly match the boat, and tell you everything you need to know and then some. The instruments are in their authentic places and may require a quick roll of your mouse wheel from time to time to zoom in or out a bit.

On the top of the mast you'll see a wind vane telling you the wind direction.

Looking down on the main sail you will see it has tell tales. These are small lines on the back of the sail that tell you if your sail is too tight (the blue sail state). When the sail is flapping with vertical tell tales it means your sail is too loose (the red sail state).

Looking straight ahead you'll see the boat has a dashboard positioned below the cabin entrance. From left to right you will find your apparent wind indicator telling you the wind angle, very useful when reaching or sailing close. Moving forward you will find your wind vane, telling you the wind direction, it may sound redundant, but the physics shape of the Bandit 25 is really well made, and once you hit the bottom with your keel, the boat behaves much like its RL counterpart.

CREWING

When you and one or more crew members are on the boat together, you can give them the Crewing HUD that's provided in the package. This is a HUD they will have to wear in order for them to help crew the boat. The HUD has a few simple icons on it. One to hoist the spinnaker or gennaker, four arrows to take in sail or to let it out, two arrows that lets your crew move around the cockpit, and a power button to take control of the helm once the system is activated.

The hud will allow you to see the boat together with other people. Crew can operate the sail while you take care of steering and navigating. They can do so from any pose on the boat. Need to beControlling and taking the spinnaker and gennaker, they can trim the main sail, trim the main sail, and take control of the helm.

RACING

To race this boat you need two things. A race line and race wind (and maybe some friends to race against). Race lines are placed all over the seas in Second Life. Race wind usually will be provided by a race director. When a
race starts, all boats gather together on one sim, usually around the start line. A race director sets a wind and then sets the race line. When a race director has set the wind you will notice by an instruction being shouted to type racing. Type racing to acquire the wind and give your boat an ID for racing. For a race director to be able to set and provide a wind for racing boats they need a wind setter. The Bandit 25 can handle both BWind race wind and WWC race wind (more on WWC below)

The wind setters are provided in the package and can be given away to other avatars for free.

If you're a race director and you want to set a race for these boats, wear a wind setter. Don't rezie it somewhere, just put it on. The IPad and Bandit setter will go to your left hand. Click on it for a convenient pose. Look at the screen of the wind setter using your camera or mousewheel and click on wind direction and speed. You can also set the wind variation, drift and gusts. Hit enter on the screen of the wind setter to activate. Type stop in local chat to cancel.

Experiment with the wind settings to see how a Bandit 25 performs under different conditions. With all the presets on your iPad, you can pretty much muck anything from an erratic gale to a straight line breeze.

**BWInd**

As showing in the comment list above, you can set the wind anywhere you are cruising. You can set the wind and direction of the wind independently. During cruising you can change the wind at any time. Default wind is 15 knots East. To experience the full potential of the boat, try 25 knots wind speeds. The boat can handle it.

Wind for the Bandit 50 is BWind 2.6. This is a new version of BWind. What's new in the 2.6 version of BWind are wind gusts, wind drift and wind variation. Gusts will provide your boat with an extra boost at times. Variation will increase or decrease both wind speed and wind angle at times and wind drift makes for a gradual drift in wind direction.

Real life wind isn't a constant thing. Instead it varies a lot. It varies every hour, every minute, every second, in both speed and directions. When you sail in real life you might think that you don't really notice this, but in fact you do! Look at a sailing sail for instance. Ask yourself if it would behave so violently without all these variations. Wouldn't a flag hang straight, more or less like on the moon? Could you handle it?

So there you have the main ingredient of BWind 2.6: variations in speed, direction and even added gusts. It's as real as it gets!

Now back to our real life sail boat. When were sailing we perceive the wind as pretty much linear. We set our sails accordingly but every few seconds we trim the sails just a bit to get them that more perfect, thus getting the most out of our boat.

In second life this experience should be similar. You never see the average apparent wind angle, you see variations. A sailor will have to average out these variations and set the sails somewhere in the middle, adjusting every couple seconds to get them that much more perfect. This is the experience BWind 2.6 provides on the Bandit 50. In a new wind, a new game... with a good footing in real life wind behavior.

**GRAPHICS SETTINGS**

A boat needs three ingredients, it needs to look good, and be practical and fun to use, if one of these things is not present, the boat will probably never leave your inventory. Up until now, good looking high detail boats usually meant high land impact and therefore not practical. Or bad and laggy scripting, taking the fun out of using it.

A boat can have many realistic sounds for sailing, and many animated parts, like all working hatches, sheets, halyards, rudder and all instruments, giving you the very best boating experience SL has to offer. See the menu and within the boat to change any other textures than the ones mentioned above, edit the boat and apply them directly.

**TEXTURING**

As you might have noticed, this boat comes with an interchangeable texture theme. You can switch out themes on your boat fairly easy. Some textures you can apply directly to the boat when editing it. For some textures however a special procedure is needed.

These textures cannot be applied directly and need to be changed by voice command:

1) sail, genn, spinn, jib, take, sheet, sheet2, inside, and blocks
2) skin, body, sheet, sheet2, inside, and blocks
3) rez the boat and stand next to it, do not sit on it
4) you can change the following textures: sail, genn, spinn, jib, take, sheet, sheet2, inside, and blocks
5) In local chat type texture name value. So for instance if you want to change the hull texture, type: texture sail b/09d114-296-02s50-e/863484561c

You can make your own textures for this boat. This boat comes with texture templates that are optimized just for this purpose. Check the box the boat comes in for the texture templates. Save these pictures to your computer, edit them in your favourite picture editing program, upload them back to Second Life and replace the textures like in the little procedure described above.

If you want to change any other textures than the ones mentioned above, edit the boat and apply them directly.

**WWC**

WWC is the most commonly used environment system for sailboats used in second life, it stands for Wind, Wave, Current, and those can be set in great detail using the provided WWC setter, wear the setter and click it / hold mouse button for a second to bring up the menu, or read the separate elaborate notecard with in depth explanation that can also be found in the box.

**BWind Dynamic Sailing System**

The BOSS Dynamic Sailing System is the next generation in BWind development, based on the already highly sophisticated BWind 2.5 it not only adds full racing and variable wind support to BWind, but also many features to make your sailing-experience more fun and realistic. While the boat is tiring enough to practically sail itself when cruising, it has many options to give you an edge while racing. The boat has full wind shaking, meaning you can literally take the wind out of the sails of an opponent you are racing by blocking out their wind with your sails. On a tight course you will have to plan ahead for your ideal racing lines so you won't be caught off guard by boats chasing you, while in the mean time you can use this to your advantage to round that buoy a tad quicker then the boat downwind of you. The crew hud helps you trim your sails to perfection, and on a downwind run you can sail so close to the gustwind that it's not possible to see the gustwind in the wake anymore.

The BOSS Dynamic Sailing System not only gives great handling characteristics and near RL wind and sailing behaviour, it's also packed with great visuals. The boat has a genuine rocking motion when sailing, it has a dynamic bow wake that stays on the water, no matter the heel of the boat. The sails are all hoisted instead of appearing out of thin air, and are all controlled by their own sheets, all sails have real luffing build into them. To add to this the BOSS Dynamic Sailing System is also highly advanced for sailboats, and many animated parts, like all working hatches, sheets, halyards, rudder and all instruments, giving you the very best boating experience SL has to offer.

In second life this experience should be similar. You never see the average apparent wind angle, you see variations. A sailor will have to average out these variations and set the sails somewhere in the middle, adjusting every couple seconds to get them that much more perfect. This is the experience BWind 2.6 provides on the Bandit 50. In a new wind, a new game... with a good footing in real life wind behavior.

**GRAPHICS SETTINGS**

Bandit boats have low lag, low land impact boats for several reasons. Although SL offers tons of tricks to bypass the old 32 prim limit nowadays, that doesn't mean the limit wasn't there for a reason. Every bit you see on your screen is rendered by your computer, while the SL server has to keep track of all separate bits your boat is made of. So if you have a high land impact boat, or one that has many scripts, it may work fine if you are the only one using and chasing you, while in the mean time you can use this to your advantage to round that buoy a tad quicker than the boat downwind of you. The crew hud helps you trim your sails to perfection, and on a downwind run you can sail so close to the gustwind that it's not possible to see the gustwind in the wake anymore.