MICROSOFT FLIGHT SIMULATOR X

NORDHAVN 86
# TABLE OF CONTENTS

- SHIPYARD SPECIFICATION
- SYSTEM REQUIREMENTS
- TECHNICAL DATA
- INSTALLATION
- FIRST TIME START PROCEDURE
- CAPTAIN BRIDGE
- THE POOL
- GANGWAYS
- DOORS
- TIPS & TRICKS
- TEST
- AI BOATS
- CONTACT

Deltasim Studio
SHIPYARD SPECIFICATION

LOA: 86'7" / 26.39 M
LWL: 77'11" / 23.75 M
BEAM: 24'0" / 7.32 M
DRAFT: 8'2" / 2.49 M
DISPLACEMENT: 400,000 lbs / 181.44 MT
WATER CAPACITY: 900 gals / 3.407 L
FUEL CAPACITY: 7000 gals / 26.498 L
CRUISING SPEED: 9 knots
MAXIMUM SPEED: 12 knots
ENGINES: 2 x DETROIT 600 hp diesel
SYSTEM REQUIREMENTS

- Windows XP, Vista, Windows 7
- Microsoft Flight Simulator X (with SP2 or Acceleration)
- 2 GB RAM memory (minimum)
- 512 MB graphic card with DirectX 9.1 (minimum)
- Fast processor (dual core minimum)
- Yoke or Joystick
- Disk space: 2 Gb (minimum)
FSX TECHNICAL DATA

Moving parts:
steering wheel, throttle, switches, radars, steersman, flag, bow door,
stern doors, side doors, hatches, gangways, drawers, TV advertising,
wipers, pool water.

Controlled animation and gauges:
speed, reverse engine, throttle, steering wheel, lights, TV set, bow door,
stern doors, side doors, gangways, hatches, night illumination, engines,
reflectors, navigation lights, anchors, wipers, fenders, GPS, pool water.

Virtual cockpit:
Wheelhouse and Fly Bridge with full 3D gauges and equipments + full interior.

Speed max:
12 knots

Starter & Engine:
One touch starter, 2 engines 2x 600 hp.

Model:
Nordhavn 86 - 2 variants with fly bridge foil and without. 9 colors for
each variant (18 boats) + AI four boats with navigation night lights, deck
night lights, wheelhouse and fly deck red night lights, bow spray and animated
steersman. Colours: black, sand, dark blue, burgundy, gold, copper, green, grey,
white.

Documentation:
Included

Disk space:
Approx.: 2.0 Gb
INSTALLATION

32 BIT SYSTEM (WINDOWS XP, VISTA, WINDOWS 7)
Start the install program, type your registration code and when it will be shown the window “DIRECTORY” press “NEXT” button if your FSX was installed with default path – as below.
If your FSX was installed in other place, e.g. D:\Games\Microsoft Flight Simulator X type your path by hand or press the button then find your path on the local disk.

64 BIT SYSTEM
All the same as above with one difference: install in Program Files x86. If you have problem with 64 BIT system, go to the internet and find with GOOGLE : “FSX in 64 BIT system”
FIRST TIME START PROCEDURE

FIRST OPTION

- Start with any float airplane
- Land in the water when you will sail
- Stop and switch off the engine(s), lights etc.
- Change the airplane with selected ship
- Now, wait when boat tilt gets the correct level – usually 60-80 sec.

- Save the flight
- Next time start from just saved flight.

SECOND OPTION

If you have any problem with boat stability – use this option. Now you need put your FLIGHT into proper directory. Go to the unpacked ZIP archive (just downloaded) then find folder: FLIGHT SIMULATOR X FILES – copy and paste it to MY DOCUMENTS folder on your computer.
After installation run FSX and go to the “FREE FLIGHT” window then press “CHANGE” in the “CURRENT AIRCRAFT” section.

Now adjust all columns:

- Aircraft Manufacturer ……………ALL
- Publisher ………………………….ALL
- Aircraft Type………………………ALL

And select: Show all variations.

Back to the “FREE FLIGHT” and press LOAD button. Select the flight:

“Deltasim Nordhavn 86” as below

Press FLY NOW and sail. To change the position of the boat – select MAP and move your ship where you want (left mouse click) – as below.
Every gauges and switches are described. Only top switches are active. Lower cabinet has control indicators only, you can open glass door touching the door handle. Right cabinet door also open but either one or the other. You can open wheelhouse doors by touching door handle. When you press engine 1 or engine 2 or both the ANCHOR switch is locked. To use it, stop the engines. When these anchors are lowered, starter buttons are locked. To engine start –rise anchors. Here are two GPS devices work independently. Now very important note: every moving, animated parts operate from the control panel ONLY!. Do not use keyboard for door open, lights etc. otherwise you lost correct parts operation with green-red switch lights indicators. Overhead panel duplicated main gauges for your convenience.
Night water illumination only works when the boat engines are off. The best effect will be when LIGHT BLOOM function is ON. TV set turns on by the remote control switch. If you are smart, you can replace TV slideshow textures to your own using graphic program e.g. DXTBmp.
FLY BRIDGE

All the same as in the wheelhouse, but the wheel – there is shifter. Rules for the use are the same.

THE POOL

It has two switches only, left for water filling and right for night lights.
GANGWAYS

You can open door with gangway from the bridge by switch on port and starboard. The height of the stairs is adjusted to the output on the land without pier.
DOORS

The boat has double stern doors and one prow door operated from the bridge by the switch only.

Wheelhouse doors are animated too. Just touch the knob.
TIPS & TRICKS

THE KEYS

WALK:

SHIFT + ENTER ------------------------------------- UP
SHIFT + BACKSPACE -------------------------------- DOWN
CTRL + SHIFT + ENTER ----------------------------- RIGHT
CTRL + SHIF + BACKSPACE -------------------------- LEFT
CTRL + ENTER -------------------------------------- BACK
CTRL + BACKSPACE -------------------------------- FORWARD

VIEW:

SPACE + MOUSE MOVING ------------------------- THE BEST AND QUICK: ZOOM, MOVING, TURNS
F9 ------------------------------------------------ VC
F10 ------------------------------------------------ MINI PANEL (EMPTY)
F11 ------------------------------------------------ SPOT, TOWER
F12 ------------------------------------------------ TOP DOWN
A ------------------------------------------------- TOGGLE CAMERA
S ------------------------------------------------ TOGGLE VIEW
- ------------------------------------------------ ZOOM (-)
+ ------------------------------------------------ ZOOM (+)
CTRL + SHIFT ------------------------------------ TOGGLE ZOOM (-,+)
CTRL + SPACE --------------------------------- RESET VC VIEW TO DEFAULT

VIEW BY CAMERA DEFINITION:

INSIDE: F9 >>> SHIFT + S >>> A, A, A, A......
OUTSIDE: F10 >>> SHIFT + S >>> A, A, A, A......
ENGINE:
F2 -------------------------------------------- REVERS ENGINE (AND QUICK BREAK)
F3 -------------------------------------------- SLIGHTLY FORWARD
F4 -------------------------------------------- FULL POWER
F1 -------------------------------------------- POWER OFF
*, - (NUMPAD) --------------------------------- ADDITIONAL BREAK

RUDDER STEERING:

0 (NUMPAD) ---------------------------------- LEFT -------------> carefully, with sense
ENTER (NUMPAD) ----------------------------- RIGHT -------------> carefully, with sense
5 (NUMPAD) ---------------------------------- STRAIGHT

- Please, don't manipulate the boat configuration file because changing even a single digit lead disaster which will not be corrected ( *cfg. and *air files )

- If you mix panel switches with keyboard keys the control light will lost correct relation of events, I mean, if you change a variant of boat without engine stop, your new variant will sail without correct control light of engine (start-stop) - for lights simply push L key twice. The same concern other moving parts controlled by the switches.

THE PRINCIPLE FOR MOVING PARTS AND LIGHTS IS: USE SWITCHES ONLY, EVERYTHING IS CONTROLED BY THE SWITCHES ONLY FROM THE BRIDGE

KNOWN FSX BUGS:
The lights and effects do not have a centric axis (move around the ellipse) so there may be offset relative to other objects. This bug can not be fixed.
TEST

TEST MACHINE

- Microsoft Windows XP Pro SP3
- Intel Core Duo E8500 3.16 GHz
- 4 GB RAM
- NVIDIA GeForce GTX 285 2GB RAM
- Screen resolution: 1920x1080

TEST PRINCIPLE

- Frames are measured in specific locations
- Given number of frames averaged
- Measured at 5.00 PM
- Test performed in the Caribbean

SETTINGS FOR BOTH TESTS
TEST 1

Open Sea, static ..................... 54 frames / sec.

Open Sea, in motion .................... 46 frames /sec.
TEST 2

Princess Juliana, Caribbean, static ..................38 frames /sec.

Princess Juliana, Caribbean, in motion ..................32 frames /sec.
AI BOATS

To sail with AI boats you need download and install AICARRIERS freeware software e.g. from AVSIM or SIMVIATION or FLIGHTSIM

After install procedure, find the software, usually in Program Files, then open aircraft.cfg (with notepad) copy and paste following lines:

[formation.*number]
title=NORDHAVN BLACK
unit.0=NORDHAVN_BLACK, 20, 0

[formation.*number]
title=NORDHAVN BLUE
unit.0=NORDHAVN_BLUE, 20, 0

[formation.*number]
title=NORDHAVN GREY
unit.0=NORDHAVN_GREY, 20, 0

[formation.*number]
title=NORDHAVN SAND
unit.0=NORDHAVN_SAND, 20, 0

VERY IMPORTANT

Paste these lines between formation e.g. 8 and 9, then change numbers below (to 13,14,15 and so on)

Then follow the instruction of the program (AICARRIERS – readme.txt file)
CONTACT

All comments and observations please send an email:

deltasimstudio@deltasimstudio.com

Copyright © 2006 - 2013 Deltasim Studio - All rights reserved