

Magnificent Ships: Volume 2  
v1.4

Model ship lovers rejoice again! This is another collection of six finely-detailed vessels for viewing at both "model" and "actual" size with a VR headset. Stroll their decks as they sail upon a beautifully-rendered ocean with dynamic day/night cycle. Remotely control them at model-scale on a park "boating" pond, where you can compete against a "ghost-ship" to capture the most buoys, or pick them up for a closer look. Each ship includes an "action" event while at sea, whereby mighty cannons fire, ship horns bellow, or the submarine dives.

**\*\*INCLUDED SHIPS\*\***

- First-rate ship of the line: HMS Victory
- Ford class aircraft carrier: USS Gerald R. Ford (CVN-78)
- Research Vessel: RV Calypso
- Ocean liner: RMS Queen Mary 2
- German submarine: U-boat Type VII-C/41 (U-659)
- Icebreaker: USCGC Healy (WAGB-20)

**\*\*CONTROLS\*\***

- Vive Controller:
  - Trigger = move player in pointed direction
  - Touchpad Right/Left = switch to next/previous ship while at sea, steer ship on boating lake
  - Touchpad Up/Down = increase/decrease time of day while at sea, ship throttle on boating lake
  - Application Menu = toggle ship between actual-size at sea and miniaturized on boating lake
  - Grip = activate ship action while at sea, activate tractorbeam or grab nearby ship on boating lake
- Oculus Controller:
  - Trigger = move player in pointed direction
  - Thumbstick Right/Left = switch to next/previous ship while at sea, steer ship on boating lake
  - Thumbstick Up/Down = increase/decrease time of day while at sea, ship throttle on boating lake
  - A/X Buttons = toggle ship between actual-size at sea and miniaturized on boating lake
  - B/Y Buttons = activate ship action while at sea
  - Grip = activate tractorbeam or grab nearby ship while on boating lake
- Keyboard:
  - W,A,S,D = move
  - + Shift = move faster
  - Arrow Up/Down = increase/decrease time of day while at sea, ship throttle on boating lake
  - Arrow Right/Left = next/previous ship while at sea, steer ship on boating lake
  - Control = activate ship action while at sea
  - Space = toggle ship between actual-size at sea and miniaturized on boating lake
  - P = take full-resolution screenshot
  - M = toggle desktop mirroring

- Home = reload environment
- 1,2,3,4,5,6,7 = adjust quality settings. (7=highest, 3=default)
- Scroll-Lock = show frames per second
- R = recenter VR headset
- ESC = quit
- Mouse:
  - Left button = activate ship action
  - Right button = next ship
- Gamepad:
  - Left analog = move
  - Right analog = look while at sea, control ship on boating lake
  - Right analog click = recenter VR headset
  - A button = toggle ship between actual-size while at sea and miniaturized on boating lake
  - B button = next ship while at sea
  - X button = previous ship while at sea
  - Y button = activate ship action while at sea
  - Right/Left triggers = move faster
  - Right/Left buttons = increase/decrease time of day while at sea
  - Back button = quit
  - Start button = reload environment

#### \*\*SYSTEM REQUIREMENTS\*\*

- OS: Windows 7 (64-bit) or newer
- Processor: Intel i5-4590 equivalent or greater
- Graphics: NVIDIA GTX 970 / AMD 290 equivalent or greater, plus latest graphics drivers (NVIDIA Driver v375.70+ or AMD Catalyst Display Driver v15.200.1062.1005+)
- Memory: 8GB RAM
- Input: HTC Vive Controller
- Headset: HTC Vive
- Hard Drive: 700 MB available space
- VR Headset: HTC Vive w/Steam VR or Oculus Rift with Runtime v1.3+

#### \*\*VERSION HISTORY\*\*

v1.4

- Added a boating lake, miniaturized all ships, and made them controllable when placed upon it!
- Changed Seawolf's propulsor model to more-accurately reflect what's publicly available.
- Added bow-spray to Iowa and Queen Mary.
- Reduced polygon count on Queen Mary, Iowa, and ABQAIQ.
- Changed propeller bubbles to better mimic cavitation patterns.
- Reduced flicker and improved shadows, but they are now disabled in "default" quality. (i.e. won't run on a GTX 970)
- Better reflections when viewing underwater.
- Improved numerous materials and textures.
- Reduced size of player collider and limited it to just the camera.
- Added stabilizers to Queen Mary 2 that rotate to counteract roll.
- Submarine's hull now gets wet when immersed.
- Adjusted buoyancy of ships to react faster to wave changes. (Works better when waves are larger now.)
- Weather changes are now random outside of the six hourly "presets" for each ship.

- Compiled using IL2CPP runtime with Unity v2018.2.14f1.
- v1.3
- Added Oculus and Touch support.
  - Improved HMS Victory's sails.
  - Reduced player momentum when stopping using only one controller.
  - Fixed a few geometry and texture details.
  - Reduced installation size and loading speed by crunching textures and compressing objects.
  - Fixed issue with some sounds causing a stutter the first time used.
  - Enabled global fog on the horizon.
  - Code is now in parity with Volume 1, so I've increased the version number to match.
- v1.02
- Improved Victory's sail shader.
- v1.01
- Fixed particle sizes not always scaling correctly when toggling ship scale.
  - Fixed an audio bug, where if you went below the ocean and resurfaced the volume didn't adjust correctly.
  - Increased controller smoothing when holding a ship.
  - Underwater particles are back.
- v1.0
- Initial public release.

**\*\*CONTACT\*\***

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