

Magnificent Ships: Volume 1  
v1.4

Model ship lovers rejoice! This is a 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\*\***

- Zumwalt class destroyer: USS Zumwalt (DDG-1000)
- Iowa class battleship: USS Iowa (BB-61)
- Crude oil tanker: Abqaiq
- Seawolf class submarine: USS Jimmy Carter (SSN-23)
- Ocean liner: RMS Queen Mary
- English "race built" galleon: The Mermaid (fictional)

**\*\*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. need better than a GTX 970 to use them)
- 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 that rotate to counteract roll.
- Made Iowa's radar rotate.
- Submarine's hull now gets wet when immersed.
- Adjusted buoyancy of ships to react faster to wave changes.(Works better with larger waves now.)

- Weather changes are now random outside of the six hourly "presets" for each ship.

- Compiled using IL2CPP runtime with Unity v2018.2.14f1.

v1.31

- Fixed text in Iowa description.

- Adjusted Queen Mary hull color.

v1.3

- Added Oculus and Touch support.

- Improved galleon model, added mermaid crest to stern, better cloth sails.

- USS Iowa's deck and radar now properly match her World War 2 configuration.

- Slowed USS Iowa turret rotation before and after firing.

- 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.

- Enabled global fog on the horizon.

v1.2

- Switched to improved lighting model and shaders.

- Increased time-of-day change-rate.

- Improved buoyancy realism.

- Smoothed controller input; no more shaky hands while holding ships!

- Fixed issue where rotating camera via mouse wasn't aligned properly.

- Updated code to match MS:V2.

- Better ocean sounds.

- Splash screen now appears while loading.

- Desktop mirror now fades in/out when headset does.

v1.1

- Added Oculus Rift support, which requires SteamVR. (No Oculus Touch support yet.)

- Added gamepad and keyboard support.

- Added bubbles whizzing-by beneath the ocean's surface.

- Adjusted bow-wave on Queen Mary and added a missing collider above her bridge.

- Fixed occasional issue where incorrect ship information was displayed for wrong ship.

v1.0

- Initial public release.

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

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