VirtualSkipper 5

Join the *Virtual Skipper* community at

WWW.VIRTUALSKIPPER-GAME.COM

for latest news, downloads and Forum!

Help. Technical support

If you encounter difficulties installing or running *Virtual Skipper 5*, do not hesitate to contact our technical support department by email or telephone. You will find all the answers to the questions which you may have on the website www.virtualskipper-game.com (FAQ - Frequently Asked Questions).

Technical support:

E-mail: support@virtualskipper-game.com

For all Technical Support requests please ensure you provide precise details of your query to our technical support team. These details should include the following points:

- Type of problem?
- When does this problem occur?
- Does this problem occur each time?

Please also include information about your computer (processor speed, graphics card, DirectX version, driver versions). For further information on the resolution of problems, please consult following recommendations.

RECOMMENDATIONS

Quit all other programs: Please quit all non-essential applications on your computer before attempting to play *Virtual Skipper 5*.

Insert the game disk in your drive: This product is protected with an anti-piracy mechanism. However, for ease of use, you are not required to always have the disc in the drive. You will be asked to insert the DVD every few days. The first time you run the game, the DVD must be in the drive, but thereafter you can run the game without the DVD being present. After three days you must put the DVD back in the drive. If the DVD is not present an error message will be displayed. To correct the situation, all you need to do is to insert the game DVD and click on "Retry". If the DVD check fails when the game DVD is in the drive, an error message will be displayed. Click on the "Information" button in the window and then, after a few seconds, on "Display the report". Save the generated .txt file and send it to the technical support address printed above.

Choose the display options of the game: If the display is running too slow, change the option to a smaller game display.

Verify your version of DirectX and your graphics drivers: In general, if the game will not start (and you do not receive an easily identifiable error message), or if you encounter graphical problems during gameplay, before doing anything else you will need to verify your version of DirectX and your graphics drivers.
To verify this information go to the Windows Start > Run menu and type "DXdiag" in the box and click 'OK'. This will display information regarding your computer. Click on the 'Save All Information' button to save the information which you can later send to Technical Support. If your current version of DirectX isn't DirectX9.0c, you can install this version from the game disc, or you can go to www.microsoft.com and download the latest version of DirectX9.0c and install it. The DXdiag command will open a window that will give you information regarding your graphics card and the version of your graphics drivers. If your drivers are out of date you can go to the website of the manufacturer of your graphics card and download the latest version of your card's drivers.
For NVIDIA cards go to: **www.nvidia.com**
For ATI cards go to: **www.ati.com**

Set up your firewall: Certain firewall configurations can block you from seeing images on your screen. To solve this problem, deactivate the firewall during when you play Virtual Skipper 5, or configure your firewall so that it allows the game to start normally.

CONTENTS

LICENCE AGREEMENT

The EULA is available in the game installation program. You must read and accept the EULA in order to install the game.

1. BEFORE USING ANY VIDEO GAME

Warning About Epilepsy

Read this before you or your child use any video game: Some people are susceptible to epileptic seizures or loss of consciousness when viewing certain types of blinking lights or other stimuli commonly found in our everyday environment. These persons are at risk of having a seizure when they look at certain televised images or when they play video games. Such phenomena can occur even in persons with no medical history of epilepsy and who have never had an epileptic seizure. If you or a member of your family has ever shown symptoms related to epilepsy (seizure or loss of consciousness) in the presence of illuminated stimuli, consult your doctor before use. We advise parents to provide supervision when their children play video games. Stop playing and consult a doctor immediately if you or your child experience any of the following symptoms: dizziness, vision problems, eye or muscle spasms, loss of consciousness, disorientation, involuntary movement or convulsion.

Always take these precautions when playing video games:
. Do not sit or stand too close to the screen.
. Preferably, use video games on a small screen.
. Do not play if you are tired or have not had enough sleep.
. Play in a well-lit area.
. While playing, take breaks of between ten and fifteen minutes every hour.

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2. INSTALLATION

2.1. Configuration

Caution! To play *Virtual Skipper 5*, your system must comply with the following minimum requirements:

OS: Windows 2000/XP/Vista
Processor: Pentium4 1.6GHz / AthlonXP 1600+
Memory: 256 MB RAM (512 MB with Vista)
3D graphics card: 32 MB DirectX 9.0c compatible
Sound card: DirectX 9 compatible
DirectX: 9.0c version (supplied on the game DVD)
DVD-Rom: 2x speed or higher
Hard disk space: 1.5 GB
Multiplayer: LAN/56K modem (or higher) for online play

2.2. Installing Virtual Skipper 5

To install *Virtual Skipper 5*, insert the DVD ROM into your drive and follow the instructions on-screen.
If no window appears when you insert the DVD-ROM into the drive:
1) Double-click on the My Computer icon on your desktop.
2) Double-click on the DVD-ROM icon to launch the installation program.
Follow the instructions given by the installation program.
Once the game is installed or when running the game for the first time, the program will ask you to restart your computer.

2.3. Launching Virtual Skipper 5

Once the game is installed, you have the possibility to add a shortcut to your desktop. If you decide to do so, you can start the game by clicking on the icon displayed on your desktop. Otherwise, click on the "Start" button, then "All Programs" and select "*Virtual Skipper 5*" from inside the game's program group.

A window then appears and requires you to enter the multiplayer key. The key is located inside your game box or on the cover of the manual.

Note, the Multiplayer key can only be used by one player. Keep this code in a safe place and do not communicate it to other players.

The game splash screen appears:

2.4. Game launch window

Functions in the game launch window:
- **Play:** starts the *Virtual Skipper 5* game
- **Configuration:** allows you to change the game start parameters: language, display resolution,, Internet connection, automatic or manual selection of the player profile and to add several profiles.
- **Help:** this button allows you to open the game FAQs

(frequently asked questions) and to access certain directories where the game files are saved. This is helpful if you want to incorporate a customised avatar, for example.
- **Update:** this button automatically searches for game updates. The updates are generally announced on the game website: **www.virtualskipper-game.com**
- **Quit:** quit the game and return to Desktop

2.5. Game settings

The "*Configuration*" button in the launch window allows you to access the main game options. You can also access the advanced options by clicking the "*Advanced*" button.
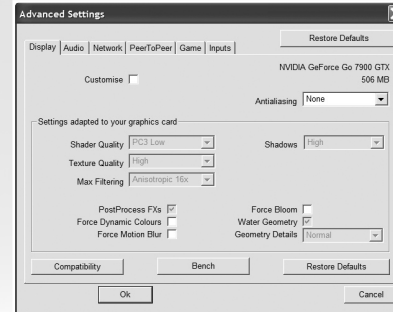
This window allows you to configure the game graphic and sound settings, the Internet connection settings, the data sharing options (peer to peer), the detailed rendering of the boats and the peripheral settings (joysticks, controllers, etc.).

In the "*Display*" tab, the Customise button allows you to set the in-game graphic options globally using the pre-sets: (Minimum, Low, Medium, High, Very high), or manually if you choose none of these.

BEFORE PLAYING, THE GAME ITSELF DETECTS THE SETTINGS MOST APPROPRIATE FOR YOUR COMPUTER. IF YOUR VIDEO CARD IS NOT VERY POWERFUL, WE ADVISE YOU TO NEVERTHELESS CHOOSE "BETTER PERFORMANCE" IN GRAPHIC QUALITY. THE VIDEO RENDER WILL NOT BE AS VIVID BUT GAME PLAY WILL BE SMOOTHER.

You can use the "*Bench*" button to test the performance of your computer's current configuration.

The "*Compatibility*" button allows you to access the display options linked to your graphic card. Here, you can also set the game parameters in "Safe" mode or change the game display rate.

2.6. Online data sharing

Virtual Skipper 5 has incorporated a peer to peer system which allows you to share game data with other players of *32nd America's Cup*. Avatars, boat skins, etc. can be viewed by all the players using this system.

If you do not wish to use these features, you can also set this in the message window that appears when you first launch the game, or in the advanced options in the launch window.

A network connection test will be also launched and a message will be displayed:

If you wish to use the peer to peer online feature or to create an Internet game session, we recommend that you to click on OK.

If you use a firewall, a window asking for the authorization to allow the connection may appear. Please note that this operation relates to the security management of your computer and Nadéo cannot be held responsible for problems and changes in your firewall settings.

3. SHORT DESCRIPTION OF THE GAME AND USE OF MENUS

3.1. Short Description of Menus of Virtual Skipper 5

The "**Single player**" menu launches a tutorial, the campaign for the virtual cups. Here you will also be able to play the races you have created.

The "**Multiplayer**" menu allows you to participate in regattas with multiple real players on the Internet or on a local area network (LAN). You can sail in match races and fleet regatta races.

In the "**Editors**" menu, you can:
- "**Create a new race**". You have access to the race and seascape editor in order to create all new races.
- "Edit a race". You can modify a race.
- Access to the "**Replay**" menu which lists the videos of previous races that have been saved and launches the Mediatracker with which you can create movies of your races.

The "**Options**" menu allows you to enter the name for your boat, to choose your avatar and your location, to determine the settings for multiplayer mode, to view the game statistics,and to modify the game controls.

3.2. Menus may be used with either the keyboard or the mouse

Using the Keyboard:
Use the up and down arrows to select menu items, then press "**Enter**" to confirm the selection (which will appear in red) and move to the next screen. To return to the previous screen, use the "**Escape**" key on the keyboard or the "**Back**" button on-screen. All your choices are saved from screen to screen. You can thus move through the menus freely: your choices will be saved.

Using the Mouse:
To display the information, simply point the mouse at the desired icon or text. To select or confirm your choice, click on the desired icon or text.
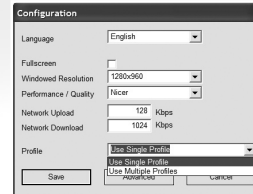
4. SETTINGS
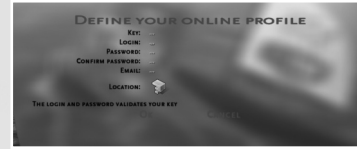
On the first screen you must enter your login, a password, your email address and your location. Click with your mouse in the different headings, enter the info and type in your name and then confirm by clicking on OK or pressing the Enter key. Your player key will already be saved.
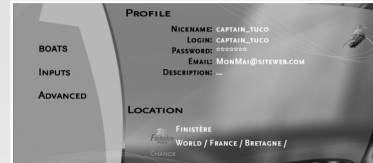
The Main Menu is displayed. Go to Settings.

4.1. Profile

You will have entered your login, password and email address when you launched *Virtual Skipper 5*.
By default, you game name is that of your profile but you can modify it by clicking on the name and pressing the Delete key on your keyboard to erase the name displayed and then by typing your new name. You can also provide precise information on your location. The heading "***description***" allows you to add information which will be viewed by other players when you play online.

If you want to add other player names, click on the "***configuration***" button when you run the game and "***use several profiles***" in the profile heading and then save.

Then in "***choose your profile***", click on "***add***" and enter the name of the new player.
Multiple players will therefore be able to play the game in Single Player mode with different profiles.
You can use the "***Guest***" function to play online on a computer which is not yours. Simply enter your player key. Your performances (points won in the ladder) will be saved in your account, but your profile will be deleted when you quit the game.

4.2. Location

You can change the location by clicking on the green "***change***" cube.

4.3 Avatars

An avatar is a small image which you choose to represent you during the races.
Several avatars are available in the game. Click on the smiley at the top left of the screen to display the corresponding list. Then, click on the avatar of your choice.

It is also possible to add your own avatar to the game by placing the appropriate files in the folder My Documents>VSK5> Skins>Avatars folder. Use files with .dds or .jpg extensions (128x128 pixels) that are less than 8 KB in size.

4.4.　Boats

Virtual Skipper 5 offers 4 different boat models.
For each model, you can choose a different paintwork.
Select one of the models and a large image of that model will appear in the centre of the screen. Then click on the yellow arrows at the bottom of the screen to scroll the various styles of paintwork and click on a paintwork style to select it.

ACC™ (America's Cup Class)
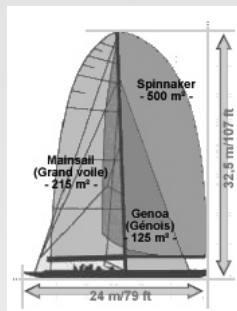
Prototype Monohull.
The class of boat used for the Virtual Skipper 5 is the America's Cup Class (ACC).
The America's Cup Class boats are truly high-tech machines and are built using state-of-the-art materials like carbon, magnesium, Kevlar and titanium.
The America's Cup Class boats are designed to respond more to tactical situations than made for speed alone. Over 20m (66ft) long, and their high inertia gives the helm an extraordinary feel.
At least 17 crew members are required to manoeuvre this prestigious boat.

For more information on the America's Cup Class, please visit the official America's Cup site: ***http://www.americascup.com***
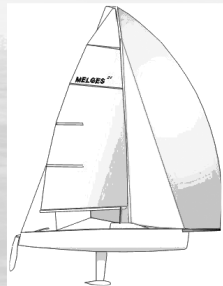
The Melges 24™

Light Monohull - One Design
In just a few years, the Melges 24™, a 7.5m (24ft) ISAF international one-design boat with a displacement of only 800kg (1800lb), has set the standard for the best sport Monohull. A tailwind turns the Melges 24™ into a real speed demon! In fact, manned by a crew of four, this boat can reach top speeds of over 20 knots under the spinnaker. This responsive and maneuverable, highly technical boat provides plenty of real thrills.
For more information about the Melges 24, visit the official website at **www.melges24.com**

General		Keel	
Composition:	Polyester sandwich	Composition:	Carbon sandwich
Crew :	max. 6 people (5 for racing)	Length:	1.52m
Length:	7.52m (24ft)	Weight:	300kg
Beam:	2.50m (8.2ft)	*Sails*	
Tonnage:	794kg (1750lbs)	Main Sail:	35.31m²
Mast		Jib:	11m²
Composition:	Carbon fibre	Spinnaker:	62m²
Length:	10.20m		
Weight:	31kg		

The Offshore Racer

Monohull - One Design
This racer/cruiser, with a length of about 13m (43ft), is a delight to handle. With a more balanced feel than the Melges 24™, it is an excellent vessel for learning and developing regatta tactics. It is more forgiving of helm errors than the other boats.

The Open 60 Trimaran

Multihull
A true "Formula 1" of the sea, the Open 60 Trimaran will give you a thrill! A light boat rigged for power, the Open 60 takes off like a shot. Created to set records, it gives unrivalled performance, with maximum speeds of up to 36 knots.
Helpful hint: Keep up your momentum, because at low speeds the Open 60 is hard to handle.

4.5.　Controls

The game can be played with the interface screen and your mouse or with the default keyboard shortcuts. To configure and modify the keyboard shortcuts, click on Advanced Settings and then on Controls. Click on the displayed controls and then follow the instructions. The list of the keyboard shortcuts is available at the end of this manual.

4.6.　Advanced

These are the online settings.
You can decide to:
- show your avatar online
- use the "chat" feature
- autoconnect when the game is launched

5. SINGLE PLAYER MODE

5.1.　Tutorial

The tutorial will help you become more familiar with the sail and game play.
It offers a series of several regattas to be played on various seascapes.
During these regattas, you are alone on the seascape; your objective is to manoeuvre your boat and to reach the finishing line within the time limit.

The races are not all displayed during the installation of the game. Successful completion of races make it possible to unlock the following races and to progress within the game.

Click on "Trapani".
A first regatta will be displayed in the left-hand window. The window on the right-hand side will display your score when you finish this regatta.

The window at the bottom displays the settings of the regatta. To display them, place your mouse over the name of this regatta then click to launch it.
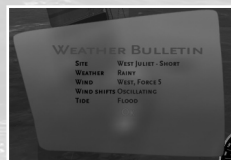
A window providing the weather bulletin then appears. Click on OK to go to the course location.
Some text will then appear explaining the course and the objectives. Click on OK.

Press the Esc key at any time to display the weather bulletin, the tutorial text, the race objectives and information, quit or restart the race, or to save a replay.
At the end of the race, you can save its replay. By saving the replay, you will be able to view your race in detail, analyse it and create a movie.

What are regattas or races?

A race is held on a race course with a starting line and a finish line. Each line goes through a yellow buoy and the committee boat.
Between the two lines, there may be other buoys you must pass before crossing the finish line.
The lines and buoys are commonly known as "marks".

When you arrive at the venue, your boat is placed on the side of the line off of the course. The line is either red, yellow or green.
The line must be green before you can cross it and enter the race course.
In addition, an arrow is displayed on the seascape. It points to the buoy which you must reach before passing the finishing line and the direction in which you must pass (to turn around) this buoy.

We recommend that you use the camera to look for this arrow, which will not necessarily be in your direct field of vision.
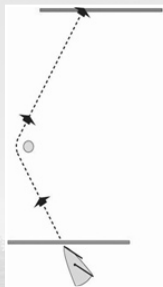
Here is an example of a race course:

Here are the main controls for manoeuvring the boat:

If you use the keyboard:
Left Arrow   Left "bar". The boat will turn to port (left).
Right Arrow   Right "bar". The boat will turn to starboard (right).
Down Arrow "Bar" at zero. The boat stops coming about.

## If you use the mouse, use the bar situated at the bottom of your screen:

- Slide your cursor to the left and your boat will go left; you will turn to port.
- Slide your cursor to the right and your boat will go right; you will turn to starboard.
- Place your cursor at the centre of the helm to re-set the tiller to zero and steer your boat in a specific direction. In general, this command is used to stop coming about.

Please note that a boat advances well when it is well positioned compared to the wind and when its sails are properly trimmed. If you are navigating close-hauled (the wind coming from the front), your sails must be trimmed at the axis of the boat; before the wind (the wind is coming from behind the boat), the sails are eased.

Here, the wind is coming from the front. Your boat is heading into the wind and your sails are trimmed.
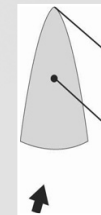
You are sailing with the wind and your sails are eased.

To assist you, we have added:
- An arrow showing wind direction
- An automatic trimming mode for the sails.

Wind Direction Arrow
This arrow moves around the boat and indicates wind direction.
When the arrow is in front of the boat, you are sailing into the wind, and when it is behind the boat, you are sailing with the wind.

This arrow is also colour-coded in three colours: **red, blue and green**.
A **red arrow** means that your boat is poorly positioned with respect to wind direction and the boat's speed is zero or almost zero.
A **blue arrow** means that you are not going in the optimal direction and your boat is not reaching its top speed.
A **green arrow** means that your boat is perfectly positioned and is moving forward at its best speed.

In short, if you are a beginner, follow this simple rule to sail like a pro:
Steer your boat in such a way that the arrow remains green!

Note: The directional arrow of the wind is active only in Arcade mode (*See Virtual Cups paragraf*).

Automatic Trimming Mode
The Automatic mode is the default setting (unless otherwise stated).
It trims your sails as a function of your boat's direction with respect to the wind.
You do not have to do anything. (see 5.2.1. the game modes).

Camera Controls
Use the several cameras positioned around your boat to view the course. Right-click to rotate the view and use the mouse wheel to zoom in and out.
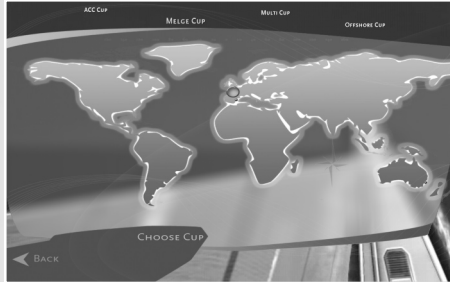

Here are also the keyboard commands:

To learn more about the game controls, see "The Interface" chapter.

5.2.   Virtual cups

Here you can bar the different sailboats on several seascapes.

Your challenge: win the Cup with the boat of your choice!

First you have to choose the Boat's category you want to compete with.

Before starting the races, you can choose the game mode and the race length. You then select your team and you are now ready to take part in the regattas.

5.2.1. Game Modes

Virtual Skipper 5 offers 3 different games modes:
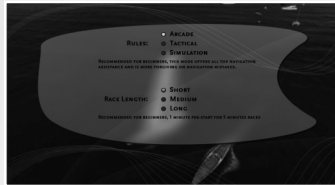
- **Arcade:** It is the simplest mode. It is strongly recommended for beginners.
- **Tactical:** This mode is for advanced level game play.
- **Simulation:** For experts only.

Each mode offers navigation assistance during gameplay:

	Arcade	Tactical	Simulation
Directional arrow of the wind	Active	Not activated	Not activated
Adjustment of sails	Automatic	Manual / Automatic	Manual
Marks of the course	Displayed	Displayed	Not displayed
Lay lines	Displayed	Displayed	Not displayed
Sailing rules	Simple	Complete	Complete
Cumulated penalties	4	2	2

You can also choose the race length.

5.2.2. Length of the race

Here you can choose the length and duration of the regatta:

Race length	Race duration	Countdown
short	3 to 5 minutes	1 minute
medium	10 to 15 minutes	3 minutes
long	30 minutes	5 minutes

Warning! The pre-starting manoeuvres will vary depending on the length of the countdown:

Duration of the countdown	Pre-starting procedures
5 minutes	This is the official procedure and it is divided into three phases during which you may be served penalties (see paragraph 7.3 explaining the penalties):
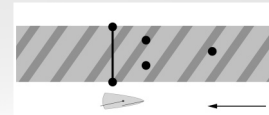
- 1st PHASE from 5 to 4 minutes: Your boat and that of your opponent are at opposite ends of the start line. Manoeuvre your boat such that it is clear of the start zone and away from the start line when the countdown reaches 4 minutes precisely, otherwise you will incur a penalty (a "complete turn", i.e. 360°). You can, however, move around in this zone prior to this.
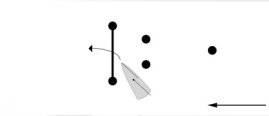
- 2nd PHASE from 4 to 2 minutes: you must cross the start line backwards (in the direction of the course towards the line). If you cross it too early or too late or facing the wrong way, you will incur a penalty (360°).
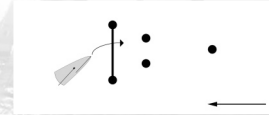
- 3rd PHASE from 2 to 0 minutes: manoeuvre your boat to achieve the best start. If you cross the start line too early, a flag will appear (see paragraph 7.3) and you will have to go around one end of the start line to cross it again.

3 minutes	The first phase no longer applies. The second and third are the same as above.
1 minute	You are behind the start line and now you must simply manoeuvre the boat to obtain the best start possible.

5.2.3. Choosing your team

Hull ⊿⊿⊿⊿
Spi ⊿⊿⊿⊿
Sails ⊿⊿⊿⊿
Crew ⊿⊿⊿⊿

Warning! Your choice of team will also determine the game level (easy, medium or difficult).

Move your mouse over the team names and to the right you will see an image and the characteristics of the sailboats (hull, spi, sails and team). The more yellow sails your boat has (see image above), the more competitive your boat will be and the easier it will be to win the regattas. If you want to play at a high difficulty level, you should select a sailboat which is less competitive (i.e. which has fewer yellow sails).

Click on the name of your team to select it.

5.2.4 The races

Once you have chosen your team, you can:
- Save and quit (your match results will however be saved automatically)
- Abandon the Virtual Cups **(Important: if you have competed in several races, you will start again from zero if you click on this button)**
- Launch the race by clicking on "*next race*" and then on "*race*"
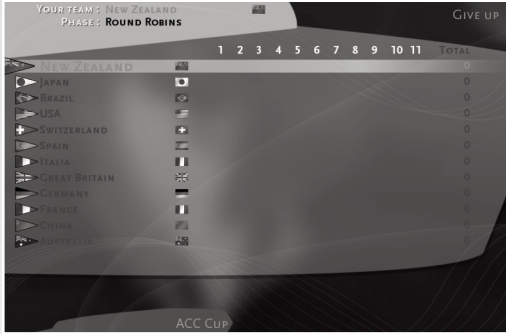The "*Esc*" key has the same function as in the editor.

5.3. Einzelrennen

Hier können Sie jedes gewünschte Rennen bestreiten. Wählen Sie Ihr Boot, Ihre Mannschaft, die angepassten Rennregeln sowie den Rennort aus und stellen Sie sich Ihrer eigenen Herausforderung.

5.4.   Custom races

In this menu, you can view the list of races you have created with the editor (chapter 5), downloaded from the Internet or retrieved via e-mail. To display a race, navigate in the window by using the classification tree diagram:

By default, the window displays the word "Challenges". Click on this option to browse the folder structure and find the list of races.

To display a simple list (without a structure), and have an immediate access to the races, click on the button illustrated on the left.

To return to the classification, click on the same button

To go back in the hierarchy of the classification, click on the button illustrated on the left.

The window on the left lists the races and the window on the right-hand side lists the corresponding scores. Select one to launch it and to play it in Single Player mode. The window at the bottom of the screen provides information on the race.

To retrieve a race via Internet:
When you retrieve a race via e-mail or by downloading it from the Internet, it is necessary that you copy the files in the following files:
My documents > Virtual Skipper 5 > Game Data > Tracks > Challenges > Downloaded

Information:
The races which you create or download are races without AI competitors. They are races against the clock. You can however save the trajectories of competitors with the race editor.

6. RACE EDITOR

You can use the race editor to access three sub-menus:
- create a new challenge
- edit a challenge (change it)
- edit the replays

6.1.   Create a new challenge

You can create a race on 16 different seascapes or venues.
- For Tropical and Nordic you create a race by defining the topology of your terrain, specific meteorology as well as the currents. You can create your courses, the traffic on the seascape and define the various settings for your race.
- For the other venues, you create the course and traffic and define the settings of the race.

Click on Nordic.

In Nordic, you create your own seascape from A to Z by using the buttons at the top right of the screen.

Params	Replay
Course	Traffic
Wind	Stream
Wave	Terrain
Blocks	
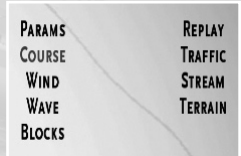
6.1.1. Creating a Seascape

Use the TERRAIN button to create the environment.
Then click at the bottom of your screen on this icon.

Drag your mouse on the screen while holding the left button.
Your terrain takes shape.
Use the mouse wheel to zoom in to or out of your terrain.

The icon opposite acts as an eraser. Select it, then click on the places of your terrain which must be erased.

To erase all of the terrain you have added, click on the CLEAR button at the lower left of the screen.
Use the BLOCKS button to create elements of the environment

Select one of the icons at the bottom of your screen, then left-click to position the block on the seascape.
To rotate the block before placing it, press Q.
Right-click on a block to erase it. To erase all the positioned block decorations, click on the button CLEAR at the bottom left of the screen.

Important: certain blocks can only be placed on a large area of terrain.
In Tropical, the blocks cannot be placed on the terrains, only in the water.

Use the WIND button to create wind conditions

The buttons necessary for creation of winds are displayed on the right of your screen.

You define the speed and the direction of the wind on 4 maps.
Click on North wind to cycle the 4 maps.

The "*Intensity Cursor*" gives the speed of the wind in knots. The wind speed displayed by default is the maximum speed for a force 3 wind. If you want to create wind maps of a different force, click on "Settings" and increase the force of the wind.

BRUSH SIZE	0.05 N
BRUSH INTENSITY	100.00
BRUSH DIRECTION	-0.00°
BRUSH HARDNESS	50.00%

The "*Direction Cursor*" gives the direction of the wind.
Use the "*Arrow Size*" slider to increase/decrease the size of the arrows in general and not according to the wind speed.
Use the "*Brush Size*" slider to set the size of the cursor.
The cursor is a circle and determines the zone of drawing on the map.

Use the "*Brush Hardness*" slider to assigns more or less sensitivity to your drawing. The closer the hardness of the brush value is to 1, the more quickly the drawing is done; the closer the hardness value is to 0, the more slowly the drawing is done.

For more precise results, you can also enter the information manually.

To modify wind speed only, choose "*Intens*" (intensity) opposite to the word Brush.
Use "*Brush Intensity*" to limit the maximum wind speed.
Place your mouse on the map, click repeatedly on the left button and the wind will reach maximum speed as determined by the "*intensity*" slider.

Right-click to decrease wind speed.

To modify wind direction only, choose "*Dir*" (direction) opposite to the word Brush.

Click and hold the left mouse button and drag your cursor on the map.

Right-click to use the "*Direction Brushes*".
For example, enter 45° as a value then right-click on the map. The arrows will then be directed according to this angle compared to North (0°).

To copy a direction and to reproduce it at another place of your map, follow the following procedure:
Place your mouse on the location you want to copy.
Press and hold the Alt key and click with the left mouse button.
Release the left button and Alt key and move your mouse at the location where you want to paste the direction that you have copied. Right-click to finish.

To locally erase the winds created, use the Eraser tool opposite the brush. The wind will return to its default value.
To erase everything, click on the CLEAR button at the bottom left of the screen.

Use the STREAM button to create current conditions.
Here, you determine the direction and the speed of the currents on your seascape.
The tools are the same as the ones used to edit the winds.

Start out by choosing the current map and determine the current direction and speed with rising tide, downward tide, basic slack sea and full slack sea.

According to the hour of your regatta (defined in "Settings"), you will play with a rising or downward tide.

**Use the WAVE button to create waves**
The Wave editor allows you to modulate the height of waves in various locations of your seascape.

Right-click to decrease the height of the waves and left-click to increase it until the maximum value as determined by the intensity slider.

6.1.2. Creating a race

Once you have created your seascape, you can create the race itself.

Use the SETTINGS button to define the race settings
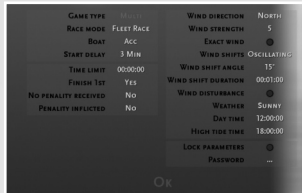
A first series of buttons allows you to define the mode of play for your race (Single Player for a single player or Multiplayer for Internet or LAN), the rules of your race (Fleet or Match Race), the boat, and the countdown before the start.

A second series of buttons can be used to define general weather conditions: wind direction and strength, direction and duration of changes in wind direction, climate and time of day.
Please note that the time of day influences the currents. When you play the *Virtual Skipper 5*, the tide is high at 6 o'clock in the morning and in the evening and low at midday and midnight.

A third series of buttons is used to set the race objectives: being the first to finish, finishing within a set amount of time, finishing without penalties, causing an opponent to incur a penalty.

The races you create do not include AI opponents but you can add competitors by implementing itineraries (**see Traffic paragraph**)

Finally, in the last two fields you can:
- lock your race settings.
- Add a password to unlock the settings.
You can thus lock your race settings and give a password on a case-by-case basis to the players of your choice, so that they can unlock these settings on their end.

Click on OK at the bottom of the window to confirm your settings.

Use the COURSE button to create the course.

To place the starting line, choose the "*start*" icon, then click twice on the seascape with the left mouse button.
To place the buoys on the course, select the "*buoy*" icon, then click on the seascape with the left mouse button.
To create a door, (a door comprises two buoys), select the "door" icon and then click on the seascape TWICE with the left mouse button.
To create the finish line, choose the "*finish*" icon, then click twice on the seascape with the left mouse button.
To move a buoy, hold down the ALT key and select the buoy using the left mouse button, then drag it with the mouse. Click again to place the buoy.
To remove a buoy or the start/finish lines, position the mouse pointer over it and click on the right mouse button.
To delete the entire course, click on the CLEAR button at the lower left of the screen.

The "*Player*" icon is used in two ways:

For Single Player mode, it allows you to position your boat at the starting line.

For Multiplayer mode, it allows you to position your boat and competing boats at the starting line. It is here that you determine the number of opponents present in the race in Multiplayer mode.
To place the boats at the starting line, click on the seascape with the left mouse button. One click equals one opponent. Click again to turn the boats you are positioning.
You must place at least 4 points. We advise you to place as many as possible.

Use the TRAFFIC button to add sea traffic.

Two types of animations are possible:
- motor boats, aeroplanes, balloons, etc.
- sailboats

Planes, trawler, motorboat...:
Select one of the icons at the bottom of the screen, then click on "**add path**". Next, click on the seascape with the left mouse button to create the path for the selected element.
To view the paths of the traffic, click on the PREVIEW button at the lower left of the screen.

Sailboats:
Select the icon, then click on "**add path**".
Then click on "**save path**" at the lower right of the screen. You will find yourself on the seascape, and will determine the trajectory of this boat directly by sailing it yourself.
Once you have completed the trajectory, press the ESC key to return to the editor.
If you want this boat to be an opponent, check "**apply rules**". Otherwise, this sailboat will be considered a pleasure craft and will be part of the background activity at your venue in the same way as a trawler or motorboat.

To delete the last traffic element added, select it and click on "**Erase**" at the right of the screen. To delete all traffic, click on CLEAR at the lower left of the screen.

Information:
On the existing seascapes (except for the Tropical and Nordic ones), you cannot create topology, winds, or currents.
Each site has already been entirely modelled to reflect reality as much as possible, with particular emphasis on the level of the coast and the islands, the winds and the currents.
The two buttons TERRAIN and BLOCKS are not accessible.
On the other hand, the buttons WIND, CURRENTS and WAVES allow you to view the characteristics of the venue.
You create the course and the traffic and determine the race settings by using the buttons SETTINGS, COURSE and TRAFFIC.

6.1.3. Saving Your Race

To save your race, click on SAVE at the bottom left of the screen.
If your race is defined as a single player race, it will be saved and appear in the Solo menu, **custom races area**. Look there to load it and play again as many times as you like.

Information: you can also share the Single player races. The races are files located *My Documents*
You can send them via e-mail to your friends. All they have to do is place the files in *My Documents/VSK5/Tracks/Challenge* to be able to play.

6.2.   Loading a Race

This section gives you access to the saved single and multiplayer races.
Each race is saved along with its settings and your score.
Click on a race to load it into the editor. You can then change it and save it again. If you keep the same file name, the new race will replace the old one; if you change the file name, the race will be added to the list under the new name.

6.3.   Replays

At the end of each race, a window appears and offers to save a replay of your race. Each one of your races can thus be viewed in the form of a video. This option is very important as it allows you to analyze your errors during your race.
In addition, you can edit this replay to create an actual movie.

The replay editor is accessible from the menu Editor. Click on Replay.

When you click on this icon, you will display a list of all your replays. If you click on it again, the replays will be displayed by directory.

The green arrow enables you to go back a step.

If you select a replay, a dialog box will open and you can:
- view the replay
- edit it; i.e. make a film (see 10.2 Mediatracker - the movie of your race)
- play the race
- shoot a movie (see 10.3. Encode a video)
- return to the replay list

7. RACING RULES

Virtual Skipper 5 strictly adheres to racing rules copied from the rules of the ISAF™ (International Sailing Federation). A virtual umpire continuously evaluates the tactical situation of the race and   intervenes if necessary to assess a penalty on any player that violates these rules.
For those unfamiliar with the rules, **Virtual Skipper 5** provides an ISAF™ module that will allow them to compete on the same level as the pros. This module can be displayed by clicking on the tab at the upper right of the screen (see "The Interface" chapter).
The America's Cup is played according to the match race rules, but in **Virtual Skipper 5** you can also play the races using the fleet regatta rules.

In the settings, if you choose Arcade, you will play by simplified rules. If you choose Tactical or Simulation, you will play by the complete set of rules.

7.1.   The Rules of Match Race and Fleet Regatta

MATCH RACE:
The basic idea of a match race is a race between two sailboats. The main objective is to cross the finish line first, winner takes all! Strategy is of the utmost importance in this type of race. You will have to demonstrate tactical skills and subtlety to block your opponent while following the rules and sailing in such a way as to make him incur penalties.

FLEET REGATTA:
In contrast to the match race, victory in the fleet regatta hinges on speed. It is difficult to handle seven opponents at a time and develop race tactics to counter them all. Fleet regattas are less tactical than match races but obviously just as exciting!

7.2.   The Concept of Right-of-Way:

In a regatta, the concept of right-of-way is essential. Racing rules define which boat has the right-of-way over another. On the radar and ISAF Panel, the virtual umpire continuously informs you of these rights-of-way, both graphically and intuitively (**see "Interface" chapter**)
If you don't respect these rights-of-way, then the umpire will assess a penalty.

A "virtual" (but impartial!) umpire observes the race and assesses penalties against players who break racing rules.
If the "umpire" gives you a penalty, you will have to make a complete turn (known to the "pros" as a "360"). Note that during this manoeuvre, you will lose your right-of-way over the other players, so be careful not to be in the path of any of your competitors.

With each penalty you receive, a penalty icon will be immediately displayed on the right side of the screen.

When you are completing the penalty, a yellow icon is displayed.

Whether you are in a fleet race or in a match race, you have to complete the penalty before finishing. If you do not, your crossing of the finish line will not be validated and you will not appear in the final ranking.

Beware, a limited number of penalties is allowed. Beyond that, you'll be eliminated. In Arcade mode, you can receive 4 penalties concurrently.
In Tactical and Simulation mode: Only 2 cumulated penalties are allowed.

- Serving Penalties in a Match Race:
In match races, penalties must be served before the boat passes the finish line.
You can also cancel a penalty you have received by causing the opponent to incur a penalty. In this case, both penalties will be cancelled (yours and your opponent's).
Finally, the 360 is not compulsory. You can complete your penalty by completing a 270° turn near the next mark (buoy or line). If the mark is to the windward side, jibe and come back into the wind as soon as possible before sailing toward the mark. If the mark is to the leeward side, tack and come back to sail with the wind as soon as possible before sailing toward the mark.
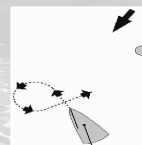
The mark is in the wind.   The mark is under the wind.
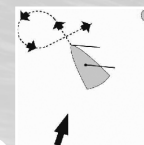
- Serving Penalties in a Fleet Race:

In fleet races, a penalty must be completed within two minutes after it is assigned. A countdown will let you know how much time there is left. If you do not serve the penalty in time, you will be assigned another penalty. Furthermore, penalties may not be served within two boat-lengths of a buoy.

7.3.   Starting Procedures:

For starts at 1, 3 or 5 minutes, the race does not begin immediately. All of the boats remain behind the starting line, an imaginary line passing through a yellow buoy and the committee boat.

As long as the countdown has not reached zero, the line remains yellow, then red (1 min before the start for a fleet race). During the countdown, the boats sail around and jockey for the best position. When the line turns green (the countdown reaches zero), the boats with the best position will have an important advantage in the race.

In the attempt to get the best starting position, you may make a false start. If you do, the umpire will assess a starting-line penalty which will be indicated by this flag.

In Fleet Race :

If the "X" signal flag has been raised and a boat is on the course side of the starting line within one minute before the start signal, the boat must return to the off-course side of the line by rounding one or the other of the ends of the line, before it can start.

In Match Race:

If a boat is on the course side of the starting line when the start signal is given, the boat must return to the off-course side of the line before the boat can start. In Match Race, the boat is not required to go around either end of the line.

Note: The pre-starting procedure for the Virtual Cups is explained in more detail in part 5.2.3.

7.4.   The Specific Match Race Rules:

-Match races do not abide by rule 31.2, however, should a boat come into contact with a course marker, it will be assigned a penalty of 270°.

-Match races do not abide by rules 16.2 and 17.2.

You can find the complete race rules on the official Internet site of the ISAF™: www.sailing.org

8. INTERFACE

The entire game interface is adjustable. Each tab opens a window that provides invaluable information. Each of these windows is transparent so you have a good view of the course.

8.1 Onboard Instrumentation

The onboard instruments are displayed by clicking on the tab at the lower right of the helm. The first panel then appears.

To display the next panels, click on the tab at the right of the panel.

There are four panels. Each of them displays different information.

CLOCK	BOAT SPEED	HEADING
14:59:15		
-0:44.55	9.5 KNOTS	45 DEGREES

Panel 1

CLOCK	BOAT SPEED	HEADING	TWS	TWA
14:59:19				
-0:40.65	9.6 KNOTS	45 DEGREES	21.1 KNOTS	-116 DEGREES

Panel 2

CLOCK	BS	TWS	TWD	°HEEL	
14:59:21	9.6 KTS	21.3 °	293	11.6 °	
-0:38.35	HDG 45	°TWA -111	°AWA -84	°VMG 3.4 FT	

Panel 3

CLOCK	TWA	-111°	HDG	45°	BS	9.6KTS	HEEL	12.5°
14:59:24	TWS	21.4KTS	COG	45°	SOG	9.6KTS	VMG	3.4KTS
-0:36.05	TWD	293°	CNM	288°	DNM	0.060NM	AWA	-84°

Panel 4

Here is the list of the abbreviations displayed on screen along with their meaning:

Panel 1:

Clock: Time of the race

Chrono: The chrono calculates the total time of your race. It stops when you pass the finish line. It also gives the countdown before the start of the race.

BS: boat speed.

Heading or Hdg: This instrument is a numerical compass and indicates the course of your boat. North = 0°; East = 90°; South = 180°; West = 270°

Panel 2:

Panel 2 shows the same information as panel 1 plus:

TWS: True wind speed. It is the speed of real wind.

TWA: True Wind Angle. It is the angle of the real wind compared to the axis of your boat.

Panel 3:

Panel 3 shows the same information as panels 1 and 2 plus:

TWD: True Wind Direction. It is the angle of the wind as compared to North (0°).

AWA: Apparent Wind Angle. It is the angle of the apparent wind compared to the axis of your boat.

Heel: It is your angle of heel. It is the slope on an edge, port side or starboard, as visualized by the angle at which the mast is in relation to the horizontal of the water. Do not heel too much, you will lose speed. To avoid it, it is necessary to play with the adjustment of the sails or slightly bear away or luff.

VMG: Velocity made good. It is your speed of increase to the wind. Your goal is to make sure that your VMG is the highest possible when close hauled and most negative when the boat is before the wind.

Panel 4:

Panel 4 shows the same information as panels 1, 2 and 3 plus:

COG: Course on ground. It is the real course on the ground (integrating the occasional drift due to current).

SOG: Speed on ground. It is the real speed on the ground (integrating the occasional drift due to current).

CNM: Course to next mark. Displays the course to reach the next mark.

DNM: Distance to next mark. Displays distance before the next mark.

Note, the speeds (whether that of the wind or the boat) in the nautical domain are indicated in knots. For informational purposes 1 knot (kt) = +/- 1.8kmph.

8.2.   Compass

On any vessel, a compass is indispensable.

The compass is displayed with the onboard instrument panel. To view it, click on the tab at the lower right of the helm.

In *Virtual Skipper 5*, it displays the true wind direction (*blue arrow*), the apparent wind direction (*green arrow*) and the current direction (*yellow arrow*).To display the different arrows, click on the tab at the right of the compass.Note, in Simulation mode, the current is not displayed.

You can also display all three arrows at the same time with one more click.

8.3.   Changing and Trimming the Sails

8.3.1 Changing the Sails

At the lower right of your screen is a module with four buttons. Each of these buttons is used to raise a forward sail.

Raise the jib, the smaller sail when hauled or abeam to the wind starting from force 6 if the wind speed is above 18 knots.

Raises the Genoa jib, large sail when close hauled or when abeam to the wind if the wind speed is below 18 knots.

Raises the code 0 Gennaker, a large light sail used when sailing with the wind. This sail is available only on the Open 60Trimaran

Raises the spinnaker (Also named spi), a large and very light, ballooning mainsail used when running before a stiff wind. Note: Open 60 Trimarans are the only boats that do not have this sail.

In the America's Cup Class and the Trimaran, you will have 3 sails to manage as opposed to the other sailboats, where you will only have to raise 2 sails (the jib or the spi).

8.3.2. Trimming the Sails

The sails can be trimmed only in Manual mode.

Use the scroll bar along the entire right side of the screen. To ease the sails, slide the cursor upwards; to trim them, slide it downwards. The yellow cursor indicates the target-configuration, while the blue cursor shows the real-time configuration.

The Manual mode is never active for the player in the *Arcade mode* in the "*PARAMS*" menu.

A player that has chosen "*Tactical*" can alternate during the regattas from the Manual to the Automatic mode. To activate/deactivate the Automatic mode press on the "-" key on your keyboard.

A player that has chosen the *Simulation mode* is always in Manual mode.

If you use the Automatic mode, you will not need to trim the sails at all. Nevertheless, a button allows you to completely trim and ease sails if you want to reduce your speed. One click on this button and your sails will be eased; another click and they will be trimmed.

8.4.   Radar

The radar displays several types of information about your regatta (the starting line, buoys to manoeuvre around, the finish line) and navigation aids.

To view it, click on the tab at the lower left of the helm.

The radar displays 4 buttons:

Zoom in

Zoom out

Show/hide the lay line of the course and the two-boat-length circle around the buoy.

FYI: The lay line is an imaginary line that marks the ideal trajectory for turning around the various buoys. Note: racing rules change near buoys to manoeuvre around. Sometimes, you will also see a yellow line displayed. The first end of this line is the mark towards which you move, the second end shows the mark that you will have to reach as soon as you have passed the first end.

Show/hide opponents. Your boat is the yellow one.

FYI: Red boats have the right-of-way over you; you have the right-of-way over green boats. White boats do not represent any danger.

8.5.   Chat Window

The chat feature will appear when you click on the button to the top left of your screen.

This is used to chat with other players on the seascape. Click on the bar to write your message and then send it by clicking on this button or by pressing Enter on the keyboard.

These two arrows allow you to scroll through the chat history.

Note: When you're typing a message, you cannot manoeuvre your boat.

8.6.   ISAF Module

To display the ISAF Window, click on the tab at the upper right of the screen

The ISAF™ module displays a list showing:
- opponent's name
- opponent's position
- opponent's rights-of-way
- your limitations
- penalties

If a number appears next to one of these names, this boat has the right-of-way over you. The number indicates the number of the rule according to which the boat has the right-of-way. Be very careful and move away immediately.

If a number appears next to one of these names in the limitations column, you have the right-of-way. This number indicates the limitation rule you have to respect. Thus, even though you had the right-of-way, you may also be assigned a penalty if you don't follow these limitations.
Using the ISAF module you can also view the penalties incurred by the other players.

9. MULTIPLAYER

To play with players from all over the world, click on Internet from the Multiplayer menu.

9.1.   Rules of the game

You can play online in regattas in Match Race, in Fleet Race or in teams.

For the team mode, you play as two teams.
Each player plays individually while following the racing rules. At the end of each turn, the points of the players belonging to the same team are cumulated. The team with the most points wins the leg of the race and marks 1 point.
Adding a player to a team is done directly on the course by pressing Esc.
Note: The results of the races in Team mode are not taken into account for the scores of the Ladder Rakings on the Internet.

9.2.   Searching for games

The Zone window to the right enables you to search for games in different geographical areas (global, national or regional).

These arrows allow you to scroll through the countries, regions or smaller geographical areas.

To view the regions or the other zones, you must first click on the country with the mouse.

When the flag is green, it indicates that there are servers online in the geographical area. If the flag is red, there are no servers present.

The green flag allows you to return to the geographical level above.

The window in the center displays online servers and connected players.

By clicking on this icon, you can display the servers from the geographical zone selected.

By clicking on this icon, you can display the player list from the selected zone. If your friends are connected, they will appear on the top of the list and you can join their server by cliquing on their name.
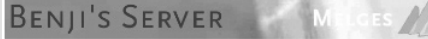
To choose a server, use the different icons that provide information on it.

Here is the meaning of the various icons:

The dot can mean various things, depending on the colour:
- red: the server is private and you will require a password to join it
- blue: your friends are playing on this server
- green: this server has been added to your favourite servers.

This icon allows you to find out which boat is being played in the regatta.

This icon provides information on the game mode and the race status.
Game mode:
- overlapping sails: team mode
- parallel sails: match race
- different sized sails: fleet
Race status:
- green sails: server in waiting mode
- yellow sails: the race has already started, but players will still be accepted
- red sails: you cannot play the race, but you can still watch the regatta

This icon (which could be an arrow or a square) provides info on the ranking ladder and the server level:
Ladder:
- icon highlighted: ladder activated on the server
- icon not highlighted: ladder deactivated
Server level:
- green square: the players are of your ability level
- arrow down: your level is on average higher than the server players
- arrow up: your level is on average lower than the other players
If the arrow is yellow, the difference between your level and that of the other players is insignificant
If the arrow is red, the difference is greater

This indicates the number of players present on the server. If this figure is red it means that the server is full and you cannot play.

To save a player as a friend, follow the following procedure:
- using the list of players shown:

If you click on this icon the player will be saved as a friend.

This icon indicates that the player is one of your friends.
If you click on this icon again the player will no longer appear in your friends list.

To save a server on your favourites list, use the "Esc" key when you are on the server.
An option in the dialog box will allow you to add the server to your favourite servers.
Click on the Refresh button to update the information on games.

9.3.   Joining a game
To join a race, you must click on one of the games.
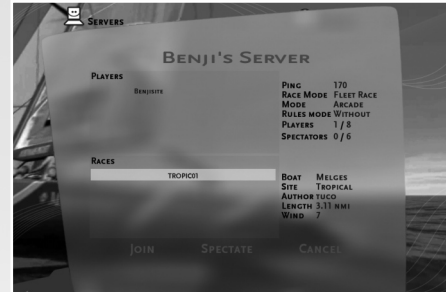
A dialog box will open and will indicate information on the game you wish to join:
- The name of the server (Server is the host/creator of the game),
- The connected players, their ladder ranking,
- The list of the regattas played in the game.

- And also: The ping (the higher the ping, the better your connection),
The rules of the race and the game mode,
The race details (seascape, boat, weather...)

To enter the race, click on Join. If you want to play, and on spectator if you want to watch the race.

If you join a private game, a window will open and you will have to enter the password for the game.

9.4.   Ranking ladder
The ladder is the classification of the online players. For each race you play on the Internet (provided that it is activated for the ladder), you will gain or lose points for these rankings.
The score allotted to each player is determined by a calculation which takes into account:
- your result in the game you have just played
- the duration of this same game
- your running score in the rankings
- the running score of the players with whom you have played

The creator/host of the server decides if the ladder is activated or not. Therefore if you want to win points on the ladder, make sure you connect to a server on which the ladder is activated.

This icon allows you to display the player rankings. You will be able to view the top 10 players in all the countries or geographical areas.
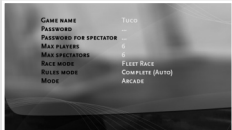
Click on this icon to display the rankings by geographical area.

9.5. Creating a game on the Internet

From the Main Online Menu, click on Create at the bottom right.

Define the settings for your game by clicking on the words on the right:

What will be the name of your game? Which password (if you wish that your game is private)?
What is the maximum number of players?
Next, you must choose the rules: Fleet, Match Race, and Team.
And select a game mode: Arcade, Tactical, and Simulation. All the players who will join your game will play with the same game hints.

Ladder - here the game host can decide:
- **To force the ladder:** the game will be taken into account in the ladder for all the players
- **Not to activate** the ladder: the game will not be taken into account in the ladder.

Once your settings are finished, click on OK at the bottom right of your screen. You will then find the list of races that you want to launch. Click with the mouse on the races you wish to select. You will be able to launch these races directly by pressing Ok. If you click on "cancel" you will cancel the server launch.
Note: The displayed regattas are only those which you created with a number of player points superior to the maximum number of players that you indicated above.
For example, if you put 8 in a maximum number of players, all the regattas you created with 6 players points will not appear on the list.

Click on OK. You will go directly to the first race. You will then see the players joining you progressively.
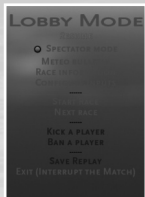
This procedure is the same when creating a local network game.
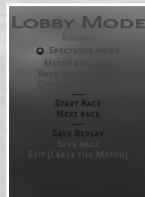
9.6. Once on the seascape

When you arrive on the seascape, you are a ghost ship and remain this way until the race starts.
To launch the start, the host must press Esc and click on Start.

The "Esc" key will change, depending on whether you are the creator of the game or not.

The "Esc" key of the host   The "Esc" key of a player who has joined a game

Press the "Esc" key to open a dialog box offering several options.

Note: the options are slightly different for the player who joins a game (client) and for the player who creates a game (server or host).
A server can at any time decide to go into waiting mode, go to the next race or restart the current race.

The server or the player can also signal abusive player behaviour.
Note: the abuse report must be used with care, and only in serious cases of bad behaviour.
The host of the game can expel a player at any given time who can reconnect to the server. However, if the player is banned, he will no longer be able to connect to the server.

For your information: if you play a race in Team mode, you can press "Esc" to change team.

Finally, the player can add the server to his favourites.

Note: if you are hosting a game and leave, the game will stop.

10. MEDIATRACKER

The Mediatracker is a movie creation tool created in TrackMania.

It enables you to create movies of your races before or after the race by adding roaming cameras, texts, images, sounds and background transition effects.

10.1. mediatracker - Introduction of course

Once you have created your race, you can assemble a small film in order to present your race to the players who will participate in it. This small film will be automatically played when the players arrive on the seascape. They will have an idea of the course before the race starts.

You access it from the Editor. Load a race and then click on INTRO at the top right of the editor. A window opens, click on Edit.

Your course is then loaded in the Mediatracker. If you do not see it in the display window, it can be that it is not in the field of vision of the camera. To find it, you must manipulate the camera.

Objective n°1: manipulating the camera

Use the keyboard arrow to move the camera forward, backward, left and right.
Use the keys Next Page/Previous Page to move the camera up or down.
Click and hold the right mouse button to rotate the camera.

Click the + button to speed the camera up, and click - to slow it down.

Objective n°2: camera movement

Click on this button at the bottom left of the Editor to insert a track. Choose Camera. Then insert a block by clicking on Custom Camera.

A block makes it possible to identify the beginning and the end of an event created on your track. It determines the duration of the event. Here the event is a camera for which you will define the movements. The block is displayed in red on the time line. Click on this line to display the options on the left of the screen. Start out by defining the duration of your event. By default, the duration is 3 seconds. Modify this value to suit your needs, for example 15 seconds.

Click on this button to display the whole time line including the first and last keys.

Insertion of keys:

To obtain good camera movements between the first and the last images of your film, it is necessary to add keys to the timeline.

To insert a key, click on the red cursor on the timeline and drag it while holding the left mouse button.

Click on this button to insert a key in the key zone. A small yellow square will appear on the time line.

For each key, define a camera position on your course:

Select the first key by clicking on it. It turns white.
Then move the camera on your course:
Use the keyboard arrow to move the camera forward, backward, left and right.
Use the keys Next Page/Previous Page to move the camera up or down.
Click and hold the right mouse button to rotate the camera.

Use these 4 buttons at the top of the screen to refine your camera settings. Click on the first or second buttons to increase or decrease the speed of your camera movements. Use the two following buttons to reset the camera.

Once you are satisfied with your camera position for the first key, click on the second key. The positions are saved automatically. Repeat the same procedure for each key.

Click on a key and drag to while holding down the left mouse button to move it.

On the left of the screen, Hermite allows you to assign a soft curve movement to the camera trajectory.

Once you have placed your cameras, use the timeline buttons to view you camera trajectory.

At any time, you can save your race by clicking on the floppy icon.
From this set of buttons, you can also return to the Race Editor.

Finally, for the experts, the last two buttons allow you to import/export movies you have made and wish to re-use on other courses.

Additional Info:

You can resize your timeline with the right mouse button and move it with the left button.

You can add several blocks one after the other on the same track. To do so, move the red time cursor after your first block and click on this button to add the block.

Note: The first key of each block must be aligned with the clear grey zone of the timeline.
In the image below, the part of the block located on the left of the zone in clear grey will not be played.

The rail camera is a camera which makes it possible to make travelings easily.

The Course Camera is used in the Mediatracker and can be accessed in the "Replay" menu.

Objective n°3: adding text

Create a new text dialogue. The green block appears on the timeline.
Move it with the left mouse button to the time when you want this new event to be played.
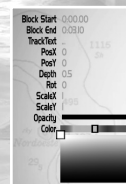
The group of text insertion options is displayed on the left.

In front of the "text" track, write the text that you want to display on screen. Press the Enter key to display the text. If the text does not appear, slide the red time cursor on your green block.

- Start Block: time between the start of the event and the display of the text (or other) on screen (this does not have anything to do with the time of the race, this time is independent affecting only the block). In our case, we leave it on 0 so that our text appears from the very start of the event. This time corresponds to the first key on the timeline.
- End block: this is the duration of the event. The default value is 3 seconds. This time corresponds to the second key on the timeline.
- Infinite: by ticking the Infinite option, the event as defined at the end of the block will have an infinite duration.
- PosX, PosY: these are values that can be re-entered manually to determine the position of the text when it appears and disappears. You can also move the text on screen by clicking with the right button of the mouse.
Click on the first key, and place your text: the text will appear here.
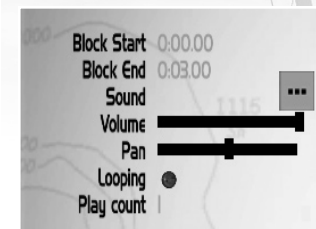**Click on the second key, place your text: it will disappear here.**
- Rot: rotate your text
- size X and size Y: increase and/or decrease the size of characters in width and height
- Opacity: the cursor on the left will make the text invisible, on the right completely opaque.
- Color: choose the color of your text.

Objective n° 4: adding sounds

After creating your movie and adding a launcher on the course, create a Sound track

Click on the yellow block on the timeline to display the options on the left of the screen. Click on the yellow button to can choose a sound in the list saved in the Gamedata folder of the game.
You only have two settings to define: the volume and the balance (sound output is on the right, on the left or on both speakers). You can also loop the sound and choose the number of repetitions.

Note: The Sound directory is in the folder:
Mes documents > 32thAmerica's cup > mediatracker > sounds.

Objective n° 5: adding images

Just like with sound, you can insert an image in your movie.
In the same manner that you created a soundtrack, create an image track and click on the yellow button in the Options to open the dialog box where you can choose your image. To be retrievable in Mediatracker, your images must have been previously saved in the following Gamedata   folder:
Gamedata > skins > My documents > 32th Ameria's cup > mediatracker > images

An image can appear at one place and disappear at another. Use the right mouse button to move it on your screen. The procedure is the same one as for the insertion of a text.

Objective n° 6: adding a "fading transition" effect

Use this effect to create fading transitions in your movie. Click on the first key of the block "fading transition" on the timeline, then choose a color in the color chart on the left hand side of the screen. Leave the opacity slider completely on the right.
Then click the second key, and move the opacity slider completely to the left.

10.2   Mediatracker - The movie of your race

The Replay menu lists the saved movies. Click on one of them and click on Edit to open the Mediatracker.

The Replay editor displays 2 tracks on the timeline. Do not modify the tracks Time and Ghost. They correspond to your race.

     To move the camera you must create another course and then click on camera.

Note: if your boat is selected as a target in the Options on the left of the screen, then the right/left arrows will rotate the camera around on your boat.
Don't forget to save your movie.

10.3   Encoding your video

Once your movie is created and saved, return in the Replay menu and click on your movie. The same dialog box will open, click on *"Shoot Video"*.
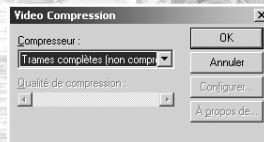
"Shoot Video" makes it possible to turn your replay into a video. Click on this option and define the resolution in the window that appears. If you are beginner, leave the resolution displayed on the screen.
Audi stream makes it possible to record or not the replay sound. Click on OK.

A new window appears and prompts you to choose the compression format for your video.
Click on OK.
The video will then be saved and a message will indicate the folder in which your video file is saved.

11. WEATHER

One of the most important elements of the Virtual Skipper 5 game is its treatment of the weather, which allows you to sail under highly realistic conditions.

11.1.   Wind

On any given seascape the wind will change. It changes direction, shifts, picks up, abates, and stabilises. For this reason it is important to remain vigilant and watch the other boats to see when the wind is getting stronger and also to watch for puffs, which are also a good indication of changes to come. Before starting a race, a player can set the wind direction and strength as well as the direction and duration of wind shifts.

11.1.1. Wind Force

You can regulate the strength of the wind (from force 3 to force 7) at each venue and for each regatta. Here is a useful chart for this purpose.

BEAUFORT SCALE

FORCE	NAME	WIND SPEED			SEA CONDITION	EFFECTS ON LAND
		knots	km/hr	mi/hr		
0	Calm	1	1	Less than 1	Sea like a mirror	Smoke rises vertically
1	Light air	1 to 3	1 to 5	1 to 3	Ripples without foam crests	Direction of wind indicated by smoke
2	Light breeze	4 to 6	6 to 11	4 to 7	Small wavelets	Wind felt on face
3	Gentle breeze	7 to 10	12 to 19	8 to 12	Scattered white horses	Flags flutter
4	Moderate breeze	11 to 16	20 to 28	13 to 18	Fairly frequent white horses	Raises dust
5	Fresh breeze	17 to 21	29 to 38	19 to 24	Moderate waves, many white horses	Tree branches move
6	Strong breeze	22 to 27	39 to 49	25 to 31	Large waves, white foam crests, probably spray	Electrical wires whistle
7	Near gale	28 to 33	50 to 61	32 to 38	White foam blown in streaks along the direction of wind	Inconvenience in walking against the wind
8	Gale	34 to 40	62 to 74	39 to 46	Crests of waves begin to break, dense foam	Impossible to walk against the wind
9	Strong gale	41 to 47	75 to 88	47 to 54		
10	Storm	48 to 55	89 to 102	55 to 63		
11	Violent storm	55 to 63	103 to 117	64 to 72	Visibility affected by foam and spray	Children under 12 are blown away!
12	Hurricane	64 or greater	118 or greater	73 or greater		

11.1.2. Oscillations and Intensity

As in the real world, the direction and intensity of the wind oscillate at about an average value. If you steer your boat, so as always to keep the best VMG (Velocity Made Good, represented by the green on the 3D wind arrow) you will gradually gain an advantage over your opponents.

11.1.3. Wind Shifts

The wind may depart considerably from its initial direction (wind shift). For this reason, it is important to pay attention to the changing wind to predict which side of the course will be favourable. Keeping in mind that a race always begins into the wind, a shifting wind will create an advantage on the side of the course toward which it shifts. For example, in the case of a course oriented to 0° (north), if the wind were to turn to the right, it would be preferable to sail on the right side of the course. In Virtual Skipper 5, you can

determine the characteristics of wind shifts for each race you create. You can determine the direction in which the wind will change and how long the change will last. Wind shifts are activated five minutes after the steady wind begins.

11.1.4. Disturbances

You will frequently encounter local disturbances in the wind: puffs when the wind is stronger and lulls when it is weaker.

"*Puffs*"

A puff arises, grows, then disappears at the surface of the water. It is perceived as a darker area of the sea. Within puffs the wind is stronger, so it is advantageous to cross through them.

"*Lulls*"

Like puffs, a lull arises, grows, then disappears at the surface of the water. It is perceived as a lighter area of the sea. Within lulls the wind is weaker, so it is preferable to avoid them.

11.2.   General Weather Conditions

Sunshine, rain, storms, fog- *Virtual Skipper 5* has them all! It's up to you to choose your favourite sailing conditions.. Keep in mind that in stormy weather, the wind will change much more frequently than in good weather, when the wind is more stable but puffs and lulls are important factors.
Be careful with the rain, you'll have drops on your screen!

11.3.   Current Management:

The treatment of currents is realistic. It directly influences boat behaviour and can be considered in the race strategy.
The water stretch editor in Tropical and Nordic will also allow the player to choose the current's direction and strength.

11.4.   Time Management:

Are you sailing by day or by night, or do you perhaps prefer the lighting conditions at dawn or dusk?
The time of the regatta is important because it has a big influence on the lighting and also on the tides and currents. In Virtual Skipper 5, the tide is high at 6 o'clock in the morning and night and low at noon and midnight.

11.5.   The Sea
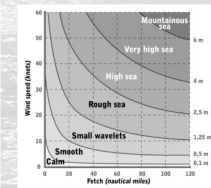
Different wind strengths influence the height of the waves. Keep in mind that mounting a wave slows you down, while descending speeds you up. Virtual Skipper 5's realistic simulation ensures that these physical parameters are taken into account by the game. When the sea is sufficiently developed, you can even surf on the waves if you are under the spinnaker and have a following wind. Try it with the Melges 24 for a guaranteed thrill.
In Virtual Skipper 5, the creator of a regatta can define the height of the waves independently of the wind.

12. KEYBOARD SHORTCUTS

On board the boat

Steering the boat:

Left Arrow	Port (left) rudder. The boat turns to the port side.
Right Arrow	Starboard (right) rudder. The boat turns to the starboard side.
Down Arrow	Zero rudder angle. The boat keeps its course.
Esc	Restart/Quit
. Num pad	Hide the game interface
2	Course map

To raise the sails:

1	To raise the Jib
2	To raise the Genoa jib (ACC, Open 60)
3	To raise the Gennaker (Open 60)
4	To raise the spinnaker (ACC, Melges 24™, Offshore Racer)

To trim the sails:

-	Completely trim or ease the sails
/	Trim the sails
Num Lock.	Activate or deactivate the Manual mode
*	Ease the sails

Handling the camera:

0 on the num pad   Activates the 3 main cameras: external view, interior view and aerial view.
Use the other keys on the num pad and right-click to rotate the cameras upwards, downwards, to the left and to the right.

Mouse wheel   Zoom in/zoom out.

In addition, you can use preset camera positions with the keys F1 to F8.

F1	forward
F2	forward left
F3	left
F4	backward left
F5	back
F6	backward right
F7	right
F8	forward right
Ctrl + F1 to F8	Save new camera positions
Ctrl + F9	Re-set basic presets
F10	Screenshot

In the race editor

For the cameras:

Mouse wheel	camera zoom
Middle button + movement of the mouse	move the camera
Alt + right-click	Rotate the camera
Alt + middle mouse button	Smooth zooming of camera

In Block:

Q	Rotate the block clockwise
W	Rotate the block counter clockwise
Space or left-click	Place the block
Delete or right-click	Remove the block under the cursor
Arrow keys	Move the block cursor (that also goes for the blocks of Terrain).

In Course:

Left-click	Add a buoy
Right-click	Delete the last buoy placed

In Winds, Currents and Waves

Left button	Increase the intensity
Right button	Decrease the intensity

In Winds and Currents:

Left button	Change the directional arrows
Alt + Left button	Copy a direction
Right button	Paste a direction
Enter	Play in the Editor

In the Mediatracker

For the cameras:

Mouse wheel	Modification of the FOV
Right-click + movement of the mouse	Change the camera orientation
Arrow keys	Move the camera
Previous Page/Next Page	Raise/lower the camera

For the "Custom camera" and "rail camera":

Ctrl + up and down arrows	Places the camera target on the Z axis in relation to the boat
Ctrl + right and left arrows	Places the target of the camera on the X axis in relation to the boat
Ctrl + Previous Page/Next Page	Places the target of the camera on the Y axis in relation to the boat
Ctrl + Enter	Resets the camera on the boat

Images/Texts Blocks:

Right-click+ mouse movement	Move the text/the image
Alt + right button + mouse movement	Change the size of the text/the image
Alt + middle button + mouse movement	Rotate the image/the text.

For the timeline:

Ctrl + C	Copy a block
Ctrl + V	Paste a block
Tab	Show/hide the interface
F10	Screenshot

CREDITS

NADEO

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VSK Italia represented by Horusblow and Sciuscia
Virtual Winds represented by Yoyo and Lautromi
Melges Club represented by Gwémon and Chupa
Yuma represented by Chrisgino

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F5:	back
F6:	backward right
F7:	right
F8:	forward righ
Ctrl + F1 to F8:	save new camera positions
Ctrl + F9:	re-set basic presets
F10:	screenshot

PLAYER KEY: