

RTMM's C.I.R.P. Hovercraft for Refresh 2019



The CIRP Hovercraft

The C.I.R.P. Hovercraft, (by Hama), has been one of the two reliable vehicles on the ice fields above Misty Fjords in the Cambria Range Ice Stations. Unfortunately, as the P3D software progressed, the hovercraft began to fail and fall into disuse.

The hovercraft has now been pulled out of the old hangar, dusted off, and has been totally refurbished and works beautifully now in P3D Vxx. We have done a little "tweaking" that makes it a lot of fun to operate. This vehicle will operate fine over rough terrain, up slopes, on water and can be used in almost any land operation situation. It will travel about 50 kph on level terrain, of course slowing going up a slope and can go too fast DOWN a slope (be careful).

Land or Water Operations



The Hovercraft operates perfectly on water as it does on land.

The Panel View



About everything you would need is available on the new panel. ADF becomes important because each of the ice stations has an NDB and you can use this to “seek” a nearby station. We've added the altimeter so you can see the varying altitude over which you will be passing, there are some amazing altitude changes.

The GPS is used in the Land Operation Dispatches. These are “routes” that take you out onto the ice to check the many weather stations there and to make supply runs between ice stations. Often the weather at these altitudes does not permit air operations, so when you encounter one of “those days” ... jump in the hovercraft and get the job done ANYWAY.

Night Operations Ready!



The object is fully “lit up” for night operations. Flashing strobes and REDUX lighting if you have it. Being out on the ice at night is a lot of fun.

Ground Operations ... Dispatches, etc

Go to the [C.I.R.P. Web Page](#) and go to the “Ground Operations” table. There you will find the downloads for the ground vehicles you can use at C.I.R.P. ... this hovercraft and the amazing Stalwart (that you should also add to your vehicle hangar!).

The dispatches work just like flight plans. You load it with the flight planner, and the route comes up on your GPS. You then simply “drive” the route.

There are many kinds of dispatches, from routine maintenance checks of the (almost 100) weather stations placed out on the ice (lit with strobes for night operations), to supply runs between the various ice stations ... guiding you along the best route for the run.

Watch this area for new dispatches now and then.

The “Outside View” Gauges



With all the interesting things to see up on the icefields, you will find that it is fun to drive in the “Outside Spot” view. When you do this, you can bring up the gauges you might need to monitor what you are doing or set controls while you are in this mode. These turn on and off using the Shift + Number keys...

Main Panel:	Shift 1
GPS:	Shift 4
Speed Control:	Shift 5
Mini Panel:	Shift 6
Radio:	Shift 7

You may rarely need the radio, or you may not want to use the speed control ... just turn those gauges on/off by pressing Shift 5 and Shift 7. You will find the left and right fuel gauges to the right of the altitude gauge (they are not in the picture).

Installation

Unzip the zip folder

Place the "CIRP Hovercraft" folder into your Simobjects/GroundVehicles folder.

Restart your simulator

Go to Change Vehicles and select "CIRP Hovercraft"

Tips and Tricks with the Hovercraft

Speed Control: This does not work very efficiently on a hovercraft. There are no brakes on this vehicle and the ground handling gauge uses the brakes to help maintain the correct speed. If you are on level terrain, or open water, and are going 40 kph or less, the gauge will work properly. But going up and down the slopes ... you will find it is not reliable. Un

Going up Slopes: The hovercraft does not have the power of the Stalwart vehicle, no "wheels" to dig into the snow and ice. So you will find it slows a great deal if you try to go up a steep slope. If you encounter such a situation, like going up a glacier. Do not go "straight up" the glacier, but travel from side to side, thus slowly going up. This "slalom" move will get you up some very difficult slopes.

NO Brakes! Keep in mind you have no brakes with the hovercraft. So on a steep slope, use the slalom move going from side to side instead of straight down, keep your speed under control. Also remember, in the water, there are also no brakes. So be careful approaching a pier or mooring point.

Tweaking the Hovercraft

The Wakes...

You can change the wakes on your hovercraft to one you personally enjoy the most. You do this by going into the "aircraft.cfg" file with an editor (like notepad), and make some EASY changes. The file is located in your Simobjects folder/ for ...

.../GroundVehicles/

.../CIRP-Stalwart Vehicle Tricked Out (P3Dv4x) vehicles/CIRP/

.../aircraft.cfg.

In the "aircraft.cfg" file, search for "[EFFECTS]" and you will find the following.

```
[EFFECTS]
wake=hama_SRN_1
//water=hama_SRN_side
water = fx_McCoy_Water_MED
water=fx_DolphinSpray
dirt=hama_hover_tchdrt
concrete=fx_sparks
touchdown=fx_tchdwn, 1
wake=fx_wake
```

You can easily “play” with different configurations by taking away or adding the “//” marks. Anything line function with // before it is turned OFF. To turn it on, simply delete the //. To turn something off, add the // before the line function.

The Lights

You can see how the lights are added by going to the “aircraft.cfg” file (as above) and looking for [LIGHTS]. Go there and you will find this:

```
[LIGHTS]
//Types: 1=beacon, 2=strobe, 3=navigation, 4=cockpit, 5=landing 6=taxi, 7=recognition,
8=wing, 9=logo, 10=cabin
//First=Light Type
//Second=fore and aft position use from middle - = back, + = forward
//Third=- = left and + = right
//Forth=-=Down, +=Up

light.0 = 3, 7.0, -2.1, -1.6, Fx_shockwave_landing_light_short
light.1 = 3, 7.0, 2.2, -1.6, Fx_shockwave_landing_light_short
light.2 = 3, 10.5, -3.6, 1.4, fx_navwhi,
light.3 = 3, 10.3, 3.7, 1.4, fx_navwhi,
light.4 = 3, -10.2, 3.3, 1.1, fx_navred,
light.5 = 3, -10.2, -3.5, 1.1, fx_navred,
light.6 = 4, 4.4, 0.0, 3.0, fx_vclight,
light.7 = 8, -10.2, 3.3, 1.1, fx_navredh, //Brake lights
light.8 = 8, -10.2, -3.5, 1.1, fx_navredh, //Brakes lights
light.9 = 9, -10.2, 3.0, 1.1, fx_navwhi, //Reverse drive lights
light.10= 9, -10.2, -3.1, 1.1, fx_navwhi, //Reverse drive lights
light.11=10, -14.0, 4.0, -2.0, fx_smoke_engin_STALWART.fx ,
light.12 = 3, 5, 0, 3, Fx_shockwave_landing_light_short // Shockwave light, //
fx_navwhi,
```

You won't have to play with the lights much unless you want to. You will notice some “shockwave” lights here. If you have 3D REDUX lighting installed, these will work. If you do not have this installed, they will just not show, but there is a redundant light put in to be similar to it without the (amazing) REDUX effect.

Just below [LIGHTS] you will see //types, etc. These are basically the instructions telling you what the different figures “mean.” Again, you don't need to do anything with this ... but it is there to “play with” if you are so inclined.

Ground Handling Gauge

You will need the [ground handling gauge](#) if you want to use the Speed Control. You can get the V.6 version by clicking on the link. Everything else you will need is included in the download.

Known Problems

Water wake continues when you drive up onto land. When you emerge from the water, stop the vehicle on the land then resume and the water wake will stop.

Discussion ... If you have questions about this vehicle or comments, you can post them on the [forum link here](#).

CREDIT: The Original Model of this vehicle was HAMA.

MODIFICATIONS: Doug Linn and Jeff Greene