SUMMARY

I – Introduction
- Thanks and contact .p2

II – Keys
- How to play .p3

III – Modes
1- Build .p4
2- Game .p4
3- Custom .p5
4- TimeScale .p6

IV – Others
1- Ticket price .p7
2- AutoSave .p7
3- Reset AutoSave .p7
4- Performances .p7
5- Crashs .p7

I – Introduction

RideControl thank you for your purchase and wish you a pleasant moments with this product.

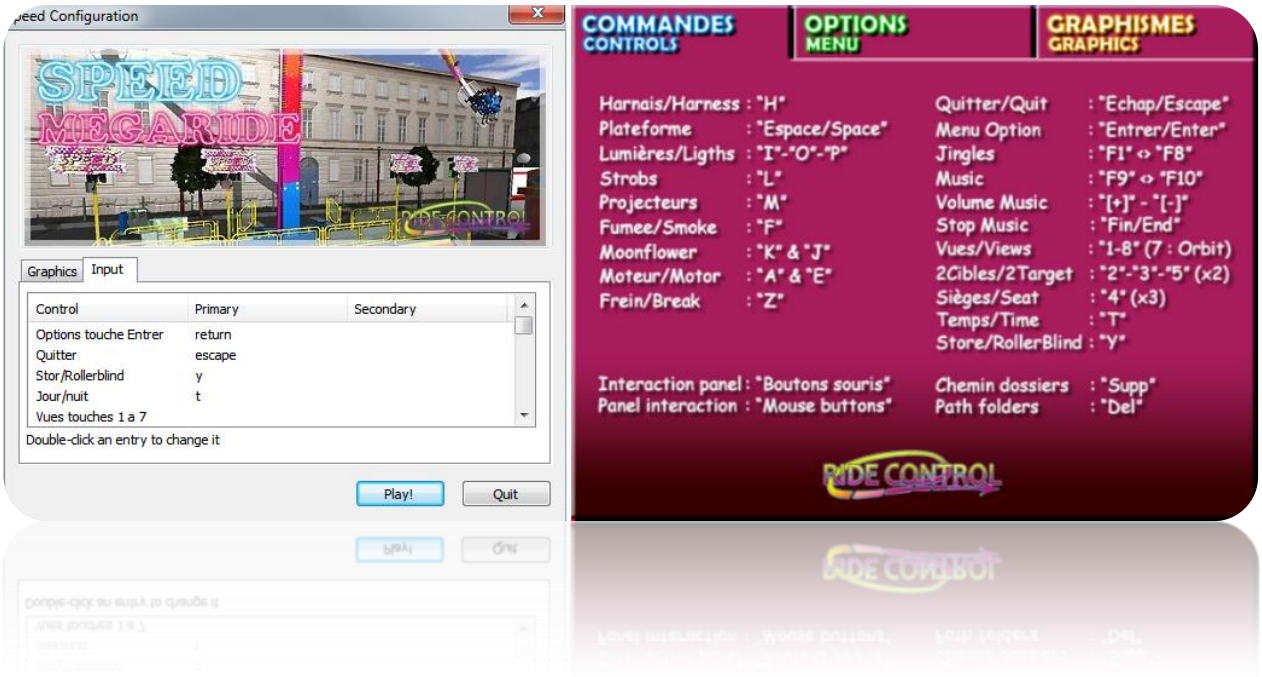
Remember, when buying a RideControl product you accept the Terms and CGA available on the website at the following address: http://ride.control.free.fr/pages/config.php#CGVCGA
You also agree to read the FAQ before all contact about a problem that is already in the FAQ with his solution : http://ride.control.free.fr/pages/faqfr.php

If you notice any problems other than those mentioned in this document thank you submit them to:

- ridecontrol@live.fr
- https://www.facebook.com/RideControl.fanpage

I – Keys

All buttons are available in the "Input" tab launcher during startup, or by default in the "Commands" menu during the game, accessible with the Enter button (return key).



After build-up the attraction, you can control it with the 'action' keys dedicated.
For example, opening the harness by pressing "H", turn on the lights with "M"... etc.

The 'passive' keys, manage environment, views, secondary options ... etc.
For example, switch from day to night with the "T" key.

During assembly and disassembly, the actions are done via the left mouse click, such as using menus.

Notes : *The '2Cibles' (2targets) means that the mentioned view has two different angles that can be applied by again pressing the same key.*
Example, pressing the "3" button will turn the camera to the control panel, a second pressure will turn the camera on the platform, pressing will return to the panel.

The view 7 'Orbit' is a view that can be positioned almost anywhere. Zoom in or zoom out with the mouse wheel and move the view by holding down the right button.

View 8 'Libre' (freecam) lets you move like you were yourself to the attraction. Move with the arrow keys and rotate the view with the right mouse button.
During the first use of sight 8, press the 8 key two times .

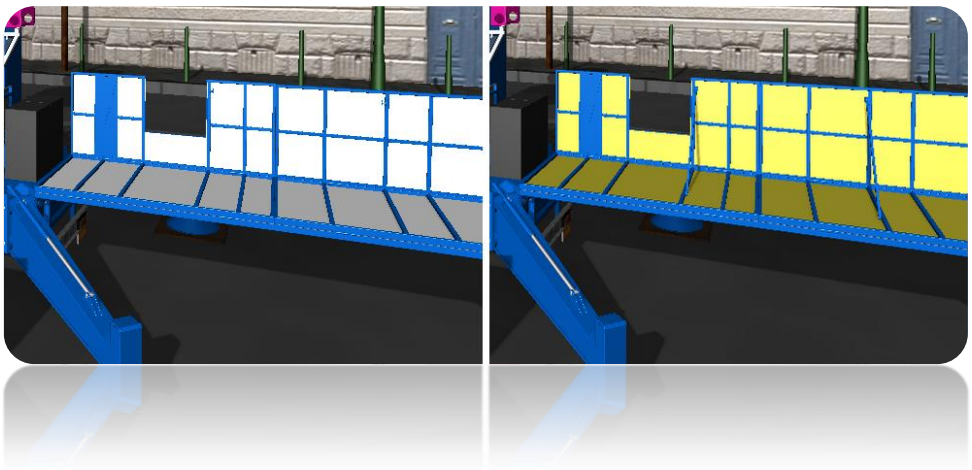
III – Modes

Megaride simulations (Update 4) have modes Build, Game, Custom and TimeScale.
When a mode is white, it is available, when it is active yellow, gray when it is unavailable.

1 – Build Mode
Available with this icon :

The Build mode is the mode for build-up and build-down attraction.
To enter in Build Mode, icon must be white.
If this is not the case, check that all the controls of the panel are in the starting position, the lights are off, gondola n°1 is centered at the bottom, the lighting is off and no customers are in the attraction.

When Build Mode is active, interactive elements blinks in the assembly or disassembly order.



The assembly is not registered by the AutoSave, you must build-up the ride every time the game is launched.

2 – Game Mode
Available with this icon :

The Game mode is the default active mode and permanently accessible outside assembly / disassembly phases.

During this mode of game if the attraction is built, it can be controlled.
If the attraction is unbuilt, some actions or controls are impossible.

3 – Custom Mode

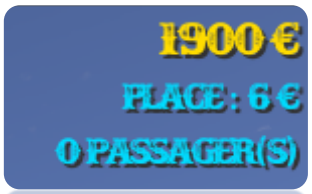
Available with this icon :

The Custom Mode is the customization mode of attraction and is always accessible outside assembly / disassembly phases.

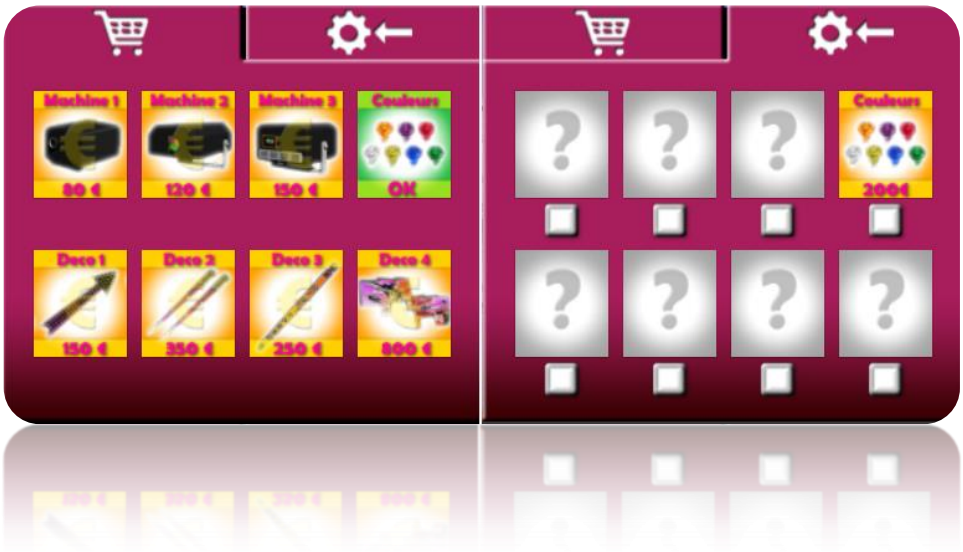
This mode has two menus, 'Buy' and 'Settings'.

To purchase a product in the 'Buy' menu, you must first have collected enough money.

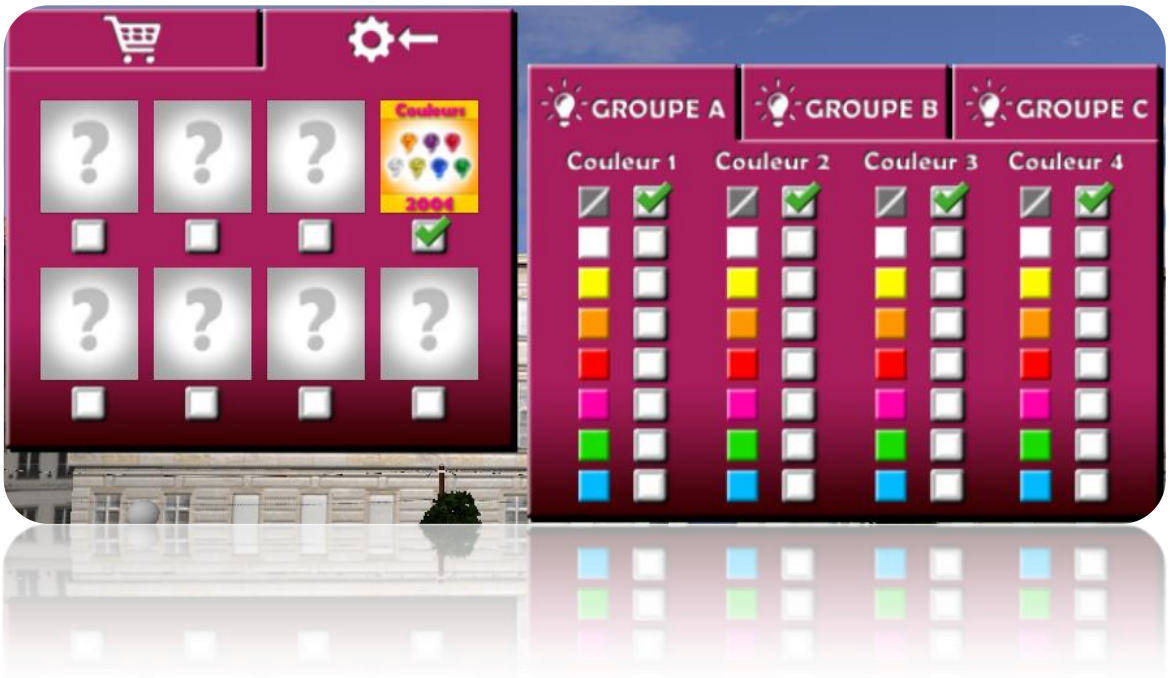
The total amount of your money is displayed at the top right of the screen.



When you have purchased a product, it turns green in the ‘Buy’ menu and appears in the menu 'Settings'.



You can enable or disable the purchased product by checking or unchecking the box that is below it in the 'Settings' menu.



Here, the product purchased is the manager of light colors groups of ride (bulbs).
Group A corresponds to the paybox. Group B all that is immobile, and C to all that is mobile.
Strikethrough square is the default color.

Note : *Product 'Deco4' corresponding to the* ***background****, and it can only be activated* ***before build-up****.*
If you buy it when the attraction is built, it will take the disassembled or restart the game (faster).

All products can be resold by clicking on their icons in the 'Settings' menu.

You can also customize the paintings of attraction with the following tutorials:

Photo http://ride.control.free.fr/pages/tutocustom.php
Vidéo https://www.youtube.com/watch?v=mWrIU9B2FhE&feature=youtu.be&t=1m9s

4 – TimeScale Mode
Available with this icon :

The TimeScale mode is an addition to the Build mode and can only be used during the Build mode.
Make sure to disable the TimeScale mode to exit the Build mode.

When this mode is enabled, assembly and disassembly are accelerated.

Note : *The TimeScale mode can sometimes create offsets in animations. For exemple if you find that a platform end is not perfectly straight or flat, simply restart the animation returning back.*
However to avoid this it is advisable to activate and deactivate the option during animation.

IV – Others

1 – Attraction price

The price of the attraction is modified by clicking on the amount of money at the top right of the screen.
Decimal values are not available

2 – AutoSave

The AutoSave function save your money, the price of attraction, the configuration of the color manager and custom products purchased and settings.

3 – Delete AutoSave

Automatic backup may be suppressed with back / backspace key.
Warning: If you remove the backup all your products will be disabled and your total amount of money will be returned to 0.

4 – Performances

If the simulation is not fluid, clear priority elements of the graphics menu.
Including the effects of lights, shadows, customers and enable 'Scène simple'.

5 – Crashs

If a crash occurs or if the simulation is unstable, refer to the FAQ section of the website.