Freeware Version 1.1
User Guide July 2010
[Enhanced Audio Edition]
My name is BOB

Welcome to a whole new way to experience scenery in Microsoft Flight Simulator X. BOB is an 'aircraft' that cannot fly, but is a pedestrian with a first-person view we've dubbed "BOB".

We made BOB because our airports were getting so detailed it was a shame to not take in the ambience and feel of the scenery from the landside. BOB allows you to move around freely using a first-person viewpoint and even use your TrackIR for head movement. BOB also brings with him a complete set of ambient sounds which really create a new level of immersion as you walk around the airport and scenery.

Using BOB

How do you load BOB? Simple. Just select BOB as your aircraft from the FSX aircraft menu and your view will change to a first-person viewpoint. If you swap from an already loaded aircraft with the engine running the BOB is already primed for action and you simply use the throttle to begin moving forward.

You can select either Cockpit or Virtual Cockpit views, with the difference being that VC mode will allow you to use the \texttt{SHIFT+O} hotkey for mouse-look to mimic head movement if your don’t have a TrackIR device.

Movement and Keys

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<th>KEYSTROKE</th>
<th>ACTION</th>
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<tr>
<td><strong>Throttle</strong> (best used with a joystick or throttle quadrant for finer control over speed and sounds).</td>
<td>Move BOB forward and control the ambient sounds. You use the throttle control to move BOB forward at different speeds. You can also use the throttle to control the difference ambient sounds which you hear as you move around. The more you move the throttle back and forward, the more the different sounds will be triggered.</td>
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<tr>
<td><strong>Rudder</strong></td>
<td>Turn left or right</td>
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<tr>
<td><strong>Brake</strong></td>
<td>Come to a stop. If BOB is moving at high speed, he'll take much longer to come to a stop than if he’s just walking along.</td>
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<tr>
<td><strong>CTRL+E</strong></td>
<td>Turn on BOB’s &quot;engine&quot;. You will hear BOB say “Let’s go for a walk”, and “Off we go”. You will then hear BOB’s footsteps and the ambient environment sounds.</td>
</tr>
<tr>
<td><strong>CTRL+Shift+F1</strong></td>
<td>Turn off BOB’s &quot;engine&quot;. You’ll hear BOB say &quot;Well, that was fun&quot; and then any further throttle response will have no effect. Also, all ambient environmental sounds will not be heard.</td>
</tr>
<tr>
<td><strong>CTRL-S</strong></td>
<td>Change views. However, we recommend using only Cockpit view or Virtual Cockpit views, since BOB has no visible exterior model.</td>
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A BOB’s gotta know his limitations

There are a few things BOB can’t do. After all, FSX was designed to simulate aircraft, not pedestrians. The images below shown what BOB actually ‘appears' like to the FSX physics engine. Basically a go-kart type of frame with floats attached and a big rudder to control direction. It’s a good thing we made him invisible because he sure looks ugly eh?

So here's a few things to keep in mind when moving through the FSX world with BOB.

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<th>BOB LIMITATIONS</th>
<th>REASON</th>
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<tr>
<td><strong>He cannot swim</strong></td>
<td>BOB floats on water, but can’t swim. Nor will you hear the sound of water splashing when he moves through water. This is just a technical limitation right now. If we solve it, we’ll issue a patch for that.</td>
</tr>
<tr>
<td><strong>He can run much faster than a human should</strong></td>
<td>BOB’s top speed is close to 80 kts, which is actually quite handy for getting from one interesting bit of scenery to another, but of course a bit unrealistic. This is due to the compromises we had to make regarding BOB’s power to weight ratios to make him the move flexible at lower speeds.</td>
</tr>
<tr>
<td><strong>He cannot climb very steep hills</strong></td>
<td>BOB is no mountaineer. Essentially, because of his model design, he’s best on gentle slopes, roads, aprons and tarmacs. Anything more than a reasonable grade, and you may find BOB tipping over or going into an uncontrollable tumble. If this happens, press “Y” to enter Slew Mode, and move BOB to a flatter area. He can climb hills though, if you have a bit of a run up.</td>
</tr>
<tr>
<td><strong>Loss of the footsteps sound</strong></td>
<td>We use the [ROLLING] aircraft sound definition to control BOB’s footsteps. This means that in some cases when leaving an airport boundary, the footsteps stop making their sound. To get them back, press &quot;Y&quot; to enter Slew Mode and move back to either a runway or apron, and the footsteps will return. Our testing regarding this was inconclusive and the loss of the footsteps sound varies from airport to airport. If we find a definitive cure we’ll update BOB.</td>
</tr>
<tr>
<td><strong>Footsteps continue when BOB is stopped</strong></td>
<td>This is another limitation of using the [ROLLING] controller for footsteps. Even though his steps become very slow, you may still hear them when stationary. Again, we'll continue to refine BOB and fix this in a later version if we find the cure.</td>
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More Movement Tips

- You should expect to use a similar power setting to what you would use to taxi an aircraft. BOB will move fast across the ground under full power but is designed to work best at low speeds.

- BOB will travel on water and steer with its water rudders. If you can’t seem to steer on water, you might need to use your mapped hotkey to lower the water rudders. Trying to travel too fast on water is not recommended as BOB is likely to develop shakes and may even somersault.

- Be careful having weather with high winds. Because BOB is so light, anything above a few knots will make it harder for him to move up inclines. Best to edit the FSX weather settings to make it a wind-still day.
**BOB's Ambient Sounds**

When you start BOB’s “engine” instead of hearing a piston engine, you’ll hear the sounds of a typical urban airport environment. So there are birds, cars, vans, people talking, machinery, trees, aircraft starting, aircraft flying overhead and much more.

By moving your throttle back and forth you’re acting as the conductor of the ambient sound orchestra. If you want to vary the sounds a little, just change the throttle position a bit and new sounds will be heard.

**OK, Cool! But I don’t want all that racket!**

No problem. You can tune BOB’s sounds by using his Control Panel which will be installed as an icon on your desktop or you can access it from FTX Central. When you run BOB’s Control Panel you’ll see a simple window like the one below, where you can select one of three different soundscapes. The last one (Rural) disables all sounds except BOB’s footsteps.

Simply click on the preferred BOB soundscape and the changes are made instantly. There’s no confirm or apply button to press.

We won’t even mind if you make your own sound sets to use with BOB; just don’t distribute them with Orbx’s BOB files please - only Orbx can host the original BOB files, and you’re not allowed to modify and redistribute sound sets with the other BOB files.
BOB Technical Support

Orbx has a very simple support policy: “No question unanswered”. That means, should you have any questions about BOB or its use, please feel free to register on the forums at fullterrain.com and then log a support question in the Freeware Support Forum section. Orbx experts will be available to review your support questions and you will usually get a reply on the forums within 12 hours, and many times, much sooner than that. And just because BOB is freeware, doesn't mean we won't assist you. The whole idea our freeware is to make a good impression on you, so if you need help, put our support to the test won't you?

SuperBOB

We're working on a payware version called SuperBOB, which will include a popup control panel which allows you to select an audio environment which suits your location, such as "International Airport", "Wilderness", "Desert", "Hot Summer Suburbs" etc.

SuperBOB will also have a fully modeled Gmax animated body, and we're hoping he'll be able to do things like ride a bike, go fishing, jump, sit, swim and much more (well at least, that's the design plan, and we'll see what we can achieve eh?)

Orbx Community Forums

Orbx already has quite a thriving and active user community on the forums. To visit the forums, just point your web browser to fullterrain.com and from the front page, click on the “Visit Forums” link.

You don't need a user account just to view other people's screenshot posts and information posted by Orbx staff, but if you'd like to join in on the discussion there and view the entire forum content, simply create an account. It's instant and no validation email is required. We like to keep things simple 😊

We hope to see you there soon!

Thank you!

Thanks for reading this far. You clearly are an articulate person and read manuals! That is to be commended :) Enjoy BOB, as much as we did making him.

John Venema

Orbx CEO
The BOB Development Team

Developers

John Venema  Concept, base model and dynamics and all audio editing
Jared Charalambous  Dynamics tuning
John Dow  Dynamics tuning
Jerry Beckwith  Dynamics tuning

Beta Testers

Paul Baumanis, John Dow, Graham Eccleston, Heiko Glatthorn, Martin Henare, Hugh Johnston, Russ White, Jay Kae, Ron Tape and Wolter van der Spoel

For more information and profiles on the team members, visit fullterrain.com/about.html

Orbx would like to acknowledge and thank Jerry Beckwith for his assistance with debugging the BOB flight model and also for use of his AirWrench tool for this freeware project - thanks Jerry!
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