

PALADIN

Owner's Guide



Base + HX HXL



Szym Motor Company

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Introduction

CONGRATULATIONS

Congratulations on acquiring your new SZYM Paladin, powered by the NTBI SPT3 script package. Please take the time to get well acquainted with your vehicle by reading this handbook. The more you know and understand about your vehicle, the greater the safety and pleasure you will derive from driving it.

For more information on Szym Motor Company and its products visit the following website: <https://ntbigroup.com/szym>

Additional owner information is given in separate publications.

This Owner's Guide describes every option and model variant available and therefore some of the items covered may not apply to your particular vehicle.

Latest version and updates

The latest version of the SZYM Paladin is version 7.2.1.

When an update is available, it will be delivered to you automatically when you rez an outdated version of the vehicle in-world. To copy over your configuration, refer to *Config codes* in the *Configuration* chapter.

NOTICE TO VEHICLE MODIFIERS

Before you modify your vehicle, be sure to read the *SPT3 Vehicle Modification Guide* supplement. This book contains important information on modifiable components to your car, as well as instructions on how to integrate third party equipment. To download a copy, refer to this website: <https://ntbigroup.com/spt3>

SAFETY AND OTHER SYMBOLS























Warning symbols in this guide



In this guide, critical instructions and important changes from SPT2 are contained in comments highlighted by the warning triangle symbol. These comments should be read and observed.

Vehicle symbol glossary

These are some of the symbols you may see on your vehicle:

Safety Alert		See Owner's Guide	
Fasten Safety Belt		Airbag	
Brake System		Anti-Lock Brakes	
Parking Brake		Cruise Control	
Hazard Warning Flashers		Mesh Road Axle Lock	
Windshield Defrost		Engine Oil	
Engine Coolant Temperature		Battery	
Service Engine Soon		Low Fuel Level	
Fog Lamps (if equipped)		Daytime Running Lamps (if equipped)	
Parking Lights		Automatic Headlights	
Low Beam Headlights		High Beam Headlights	

Quick Start

Your delivery box should include the following:

- SZYM Paladin 2DR M
- SZYM Paladin 2DR L
- SZYM Paladin 2DR XL-C
- SZYM Paladin 2DR XXL-C
- SZYM Paladin 4DR S
- SZYM Paladin 4DR M
- SZYM Paladin 4DR L
- SZYM Paladin Bed Toolbox (Black)
- SZYM Paladin Bed Toolbox (Metal)
- SZYM Paladin Dual Rear Wheel Kit
- SZYM Paladin Theme Applier
- NTBI Factory Lightbar Package Delivery Tool

First, if desired, rez the Factory Lightbar Package Delivery Tool. This will send you a delivery box that should include at least the following:

- NTBI Agent 4X MAX LED Lightbar (Paladin Back)
- NTBI Agent 4X MAX LED Lightbar (Paladin Front)
- NTBI Priority 4X MAX LED Lightbar
- NTBI Vertex 4 LED Lightbar

Next, rez your desired model. The “S”, “M”, “L”, “XL”, and “XXL” refer to the wheelbase length. The 2DR XL-C and XXL-C models are designed for use with bed modifications and should not be driven as-is.



The Dual Rear Wheel Kit is only compatible with Medium and Long wheelbases. Do not link it to S, XL, or XXL models.

If you want to use a lightbar or the Dual Rear Wheel Kit, make sure nobody is sitting in the vehicle, then rez the lightbar or kit and follow the prompts. You do not need to position it first. For lightbars, refer to *Emergency vehicle lightbar installation* in the *Configuration* chapter.



WARNING: Never link or unlink anything to or from the vehicle if text is shown above it indicating that the vehicle's configuration is being applied. Doing so can cause severe and irreversible damage to the vehicle's components.

To ride as a passenger, right-click any passenger door or the rear seat (if equipped) and select "Drive" or "Ride". To drive, right click anywhere else, such as the driver door, and select "Drive".



Users that do not have access to the vehicle cannot sit as a passenger unless the door is open. If you want to invite someone as a passenger, open the door for them first. Additionally, passengers without access cannot open any door except their own.

Your vehicle must be started manually. To start your vehicle, either:

- Click anywhere non-interactive on the outside of the vehicle to open the vehicle menu, then select "Start".
- Enter mouselook by pressing the M key or scrolling your camera into the cabin, then click behind the right half of the steering wheel where the key is. You can click above or below the key. If nothing happens, you may be clicking too far to the right, which is where you can click to move the gearshift.
- Push the green key button on the GVHUD.
- Push the "I" key on your keyboard, if your gestures are active.

If you do not have a GVHUD, click the vehicle to open the vehicle menu, then select "Get HUD". Note that your vehicle is not compatible with the EVHUD.

If you want to customize your vehicle, click it to open the vehicle menu. Then, select "Config...", then "Vehicle...", then "Go to page". This will open Setup in your web browser. Refer to *Setup* in the *Configuration* chapter.

If you set your access mode to Keyring when completing Setup and you want to allow other people to use your vehicle, click it to open the vehicle menu, then select "Config...", then "Keyring...", then "Go to page". This will open NBS Keyring in your web browser. Refer to *Keyring access control* in the *Access and Seating* chapter.

If you want to customize your license plate, click your vehicle to open the vehicle menu, then select “Config...”, then “Plate...”, then either “Number...” to change the plate number or “Template...” to change the plate design. For more information and a list of available templates, refer to *Global License Plate System* in the *Configuration* chapter.

If you want to customize the lighting patterns and configuration used for the different positions of the four-position slide switch on the GVHUD, refer to *Four-position switch* in the *Global Vehicle HUD (GVHUD)* chapter.

FLEET MANAGEMENT

The SZYM Paladin is designed to simplify fleet management. We recommend that you make use of the following features:

Keyring access control

Your vehicle is compatible with NBS Keyring, a free remote access management system. With Keyring, you can control access settings for an entire fleet of vehicles at once using “rings”, which support adding multiple users and groups through the NBS website and propagate to any vehicle that uses that ring. Refer to *Access control mode* in the *Access and Seating* chapter.

Custom graphics

Your vehicle’s exterior body textures can be customized. You will need a recent version of Adobe Photoshop. Refer to *Templates and custom graphics* in the *Configuration* chapter.

Duplicating vehicles

Your vehicle can be duplicated by holding the Shift key in edit mode and dragging the vehicle’s position. This will create a duplicate of your vehicle and will copy over its configuration after a few seconds. We recommend configuring your vehicle before duplicating it.

Copying configurations

Your vehicle’s configuration can be copied to another vehicle without duplication. Refer to *Config codes* in the *Configuration* chapter.

Configuration

SETUP

Your vehicle's equipment can be styled using Web Setup, a service provided through NBS. Setup allows you to configure your vehicle's options using your web browser.



Make sure your Second Life viewer is set to use the system browser – **not the built-in browser** – for non-Second-Life links. You can usually find this setting in the “Network & Files” section of your viewer's preferences.

To open Setup, click the vehicle to open the vehicle, then select “Config...”, then “Vehicle...”, then “Go to page”. Your web browser will open a page where you can change the options available for your vehicle. As you change options, they will appear in-world, but will not be saved permanently. To save your changes, click the “Save & Send” button at the bottom of the page.

Lightbar configuration: Setup supports the lightbars included with your vehicle. However, they must be installed before opening Setup. Refer to *Emergency vehicle lightbar installation* later in this chapter if you would like to install a lightbar on your vehicle. Additionally, Setup only allows you to configure the colors and layout of your emergency vehicle lighting. To configure the pattern selections and other lightbar features, refer to *Four-position switch* in the *Global Vehicle HUD (GVHUD)* chapter.

Config codes

You can copy a vehicle configuration by clicking the vehicle to open the vehicle menu then selecting “Config...”, then “Codes...”. This will show the current config codes for the vehicle configuration and access control list in Nearby Chat, and will open a text box where you can paste another config code. You can then do the same on a second vehicle, then copy and paste the desired code into this text box to clone the configuration to a different vehicle.



There are four different config codes for your vehicle. Unlike SPT2 vehicles, you will need to copy all four codes if you want to make an exact copy of your vehicle. However, you can also copy over any number of the four codes to only copy over certain features of the vehicle.

Vehicle: The vehicle config code (also called a config key) is a 16-character string that identifies installed equipment for your vehicle. All settings available via Setup are stored using this code. The code can be applied to another vehicle to copy all of these settings over.

Keyring: The Keyring config code (also called a config key) is a 16-character string that identifies who can access your vehicle when the access mode is set to Keyring. This code can be applied to another vehicle to copy the access list over.



Due to limitations with NBS Keyring, copying the access config code to another vehicle is supported, but not usually recommended. If you make any changes to the access list between the time you copy the access config code and the time you load it into a new vehicle, those changes will also be applied, but no further changes to the original vehicle's access list will apply. Therefore, it is strongly recommended that if you do copy over an access config code, do so before making any further changes to the access list to avoid any confusion. To synchronize access for multiple vehicles, use of a Keyring ring is strongly recommended instead.

Plate: The plate config code is accessed by selecting “Config...”, then “Plate...”, then “Copy”. It is a 5 to 23-character string that includes all of the data used to render your plate number and design. The code can be applied to another vehicle to clone the plate, or you can save it and edit the plate number in the code to provide custom assigned plates to other people that own vehicles equipped with the Global License Plate System (GLPS). Refer to *Global License Plate System* in this chapter.

Lighting: The lighting config code is a long string that includes all of the programmed settings used by the four-position switch on the Global Vehicle HUD (GVHUD). The code can be applied to another vehicle to copy the switch's programming over. Refer to *Four-position switch* in the *Global Vehicle HUD (GVHUD)* chapter.

Access control

By default, your vehicle is set to be accessible by its owner only. This setting can be changed in Setup. For more information on the different access options available in your vehicle, refer to *Access control mode* in the *Access and Seating* chapter.

Your vehicle is equipped with support for NBS Keyring. If the access mode is set to Keyring, to edit the access list, click the vehicle to open the vehicle menu then select “Config...”, “Keyring...”, then “Go to page”. Keyring settings are separate from Setup, and your Keyring config code is separate from your vehicle config code.

For more information on how Keyring can be used in your vehicle, refer to *Keyring access control* in the *Access and Seating* chapter.

GLOBAL LICENSE PLATE SYSTEM (GLPS)

Your vehicle is equipped with the Global License Plate System (GLPS). These plates allow for extensive customization of plate templates and can render multiple sizes and types of plates without having to update your vehicle for future plate designs.

Your plates can be set to a custom number using Setup. However, to apply a different template, you will need to access the plate’s configuration tool by clicking the vehicle to open the vehicle menu then selecting “Config...”, then “Plate...”.

For more information on GLPS, including a list of default templates for several US states, most EU countries, and some other locales, refer to the following website: <https://ntbigroup.com/glps>

EMERGENCY VEHICLE LIGHTBAR INSTALLATION

Your vehicle includes the NTBI Priority 4X MAX, Agent 4X MAX, and Vertex 4 LED lightbars. Rez the NTBI Factory Lightbar Package Delivery Tool included with your vehicle to get them for free. These lightbars are equipped with the Global Mod Link System (GMLS) and must be linked using the following procedure before configuration:

1. Rez the desired lightbar near your vehicle.
2. When prompted, click “OK” to activate GMLS alignment, then accept the requested permissions.
3. Right click the lightbar and select “Edit”.

4. With the Edit window open, hold your SHIFT key and left click the vehicle. This should select both objects at once. Make sure you select the vehicle last.
5. Press your CTRL + L keys, or click the “Link” button in the Edit window.
6. If prompted, confirm that you want to link the two objects.
7. When linked, the lightbar will automatically position itself to the recommended position and resize if necessary.
8. If desired, you may move the lightbar anywhere on the vehicle. Make sure you move the lightbar along with the separate overlay face(s). If you are moving the Priority 4X MAX, make sure you also move the preloader hidden inside the lightbar.

Once linked, your lightbar(s) will function normally and need no further installation. While multiple different lightbars may be used, only one of each of the factory-provided lightbars can be used at once.

Priority 4X MAX: This lightbar supports Auxiliary Brake Light Mode. If enabled in Setup, the rear outboard lights will light up red when braking. Due to technical limitations, this mode will not work when the rear of the lightbar is flashing or the arrow is enabled on the Priority 4X MAX, and will not show turn signals.

Agent 4X MAX: This lightbar is vehicle-specific and is separated into two objects – Front and Back. You may install one or both as desired. You may also install a roof-mounted lightbar if additional lighting is needed. If the Agent 4X MAX and Priority 4X MAX lightbars are installed at the same time, the lightbars’ arrow feature will only be shown on the Agent 4X MAX.

The Back version of the Agent 4X MAX is repositioned automatically depending on whether the factory bed cap is installed, so it cannot be moved manually after installation.

Aftermarket lightbars: Any aftermarket lightbar advertised as compatible with the SZYM Paladin should be compatible with your vehicle. If you would like to make your own custom lightbar drop-in compatible with this vehicle, refer to the *SPT3 Vehicle Modification Guide* supplement for instructions on how to integrate your lightbar using the scripting API and the Global Mod Link System (GMLS).

Pattern configuration and settings: The factory lightbars are compatible with pattern selection and additional features using the

four-position slide switch on the Global Vehicle HUD (GVHUD). To configure these options, refer to *Four-position switch* in the *Global Vehicle HUD (GVHUD)* chapter.

TEMPLATES AND CUSTOM GRAPHICS

Your vehicle's exterior body textures can be customized. Please read the following instructions carefully before creating custom graphics for your vehicle. You will need a recent version of Adobe Photoshop.

1. Download the necessary templates, which are available at the following website: <https://ntbigroup.com/psds>
2. Get a copy of the NTBI Local Texture UUID Tool, which is available at the following website: <https://ntbigroup.com/uuidtool>
3. Open the templates and start designing. When ready to preview, save the textures as PNG files for best quality.
4. Rez the Local Texture UUID tool and select one of the faces using the edit tool.
5. Open the Texture tab, make sure the "Texture (diffuse)" option is selected, then click the texture preview.
6. In the texture picker, select the "Local" option, then click the "Add" button. Select the PNG file you saved of the cab template and open it.
7. Click the "OK" button in the texture picker. Repeat steps 5 through 7 with the "Shininess (specular)" option, if used.
8. Repeat steps 5 through 7 with the bed texture on a different face, if designing them at the same time.
9. Close the edit window and click the face(s) with the texture(s).
10. Copy the texture UUID(s) sent to you in local chat for Setup.
11. Overwrite the PNG file(s) when making any changes in Photoshop and they will appear on the vehicle.
12. Once finished, upload the PNG file(s) using the regular texture uploader and apply them in Setup.

Reflective decals: The specular template can be used to create pseudo-reflective decals. Copy the decals to the specular template in the same position and apply the specular texture using the above procedure. You do not need to edit the alpha channel. Note that the specular template is otherwise simply a 50% flat grey texture.

Mudflaps: The mudflaps on the XL-C and XXL-C can be customized using the available PSD file. However, the texture can only be manually applied to the mudflaps and cannot be included in the vehicle's configuration.

Creating and applying non-transferable exterior textures

The SZYM Paladin Theme Applier can be used to create a non-transferable theme that can be sold to third parties. Once set up, it is impossible to get the UUIDs of the textures it uses, because the setup notecard is automatically deleted and UUIDs are stored in script memory. The end-user links the Theme Applier to their vehicle, and the textures are applied directly onto the vehicle. UUIDs are not sent to any other script and are not stored in the vehicle's configuration.

To set up the Theme Applier, follow the instructions in the notecard inside it. It is important that you follow the permissioning steps exactly, or your theme will be transferable.

Applying non-transferable themes: To apply a theme that uses the Theme Applier, link the Theme Applier to your vehicle, then grant the requested permission to unlink once prompted. Note that the applied theme will not be stored in the vehicle's configuration, so for fleet vehicles, you will need to apply the theme either before duplicating the vehicle or for each vehicle individually after duplication.

LAND IMPACT OPTIMIZATION

Your vehicle comes with all possible factory options available. However, if you do not wish to enable them all, you can reduce your vehicle's land impact with the Optimize feature.



Optimization permanently unlinks and deletes unused components of the vehicle. This will cause certain factory options to no longer work if you attempt to enable them later. Do not perform optimization until you are sure you do not want to change your configuration to add any more factory options.

To perform optimization, click the vehicle to open the vehicle menu then select "Config...", "Optimize...", "Continue...", then "Yes". When finished, if any prims were removed, they will be moved above the vehicle and will auto-delete after about one minute.

Instrument Cluster

WARNING LIGHTS AND CHIMES

Warning lights and gauges can alert you to a vehicle condition that may become serious enough to impact the driving experience. Many lights will illuminate when you start your vehicle to make sure the bulb works. If any light remains on after starting the vehicle, refer to the respective system warning light for information.



Service engine soon: The service engine soon indicator light illuminates when the ignition is first turned on to check the bulb. Normally, the service engine soon light will stay on until the engine is cranked, then turn itself off if no malfunctions are present. However, if after 15 seconds the service engine soon light remains on, the onboard script diagnostics system (OSD) has detected a malfunction. Refer to *Onboard script diagnostics* in the *Maintenance and Specifications* chapter.



Mesh road axle lock: The mesh road axle lock indicator light illuminates when the mesh road axle lock function is enabled via the button to the right of the gearshift. Refer to *Mesh road axle lock* in the *Driving* chapter for more information.



WARNING: When the axle lock is enabled, the vehicle may behave erratically and will not handle correctly if not in contact with the road. Driving extended distances with the axle lock enabled is not recommended and it should only be enabled when the vehicle is on a mesh road or other terrain that is not compatible with the SPT3 suspension system.



Brake system warning light: The brake system warning light will momentarily illuminate when the ignition is turned to the on position when the engine is not running.



Parking brake warning light: The parking brake warning light will illuminate whenever the parking brake is applied and the ignition is in the on position.



Low fuel level warning light: The low fuel level warning light will illuminate when the fuel level is below 10%.



Battery warning light: The battery warning light will illuminate when the ignition is turned to the on position and the engine is not running. It will also illuminate when the battery charge is depleted and the battery must be replaced soon.



Engine coolant temperature warning light: This light will illuminate when the engine coolant temperature is high. Stop the vehicle as soon as possible, switch off the engine, and let the engine cool.



Engine oil pressure warning light: This light will momentarily illuminate when the ignition is turned to the on position. This vehicle is not equipped with engine oil simulation.



Parking lights: This light will illuminate when the parking lights are activated.



Low beam headlights: This light will illuminate when the headlights are activated in low beam mode, either automatically or manually via the headlight switch.



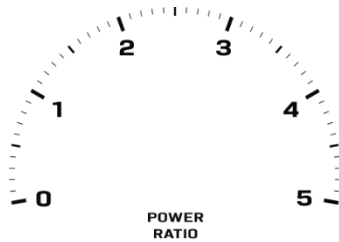
High beam headlights: This light will illuminate when the headlights are activated in high beam mode by clicking and releasing the turn signal stalk area.



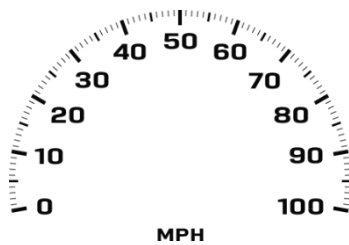
Turn signals: These lights illuminate when the left or right turn signal or the hazard lights are turned on.

Door ajar warning chime: Sounds when a passenger door is open and the ignition is on.

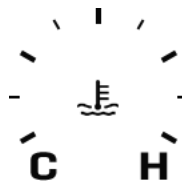
GAUGES



Tachometer: Indicates current power ratio. The power ratio will jump up quickly, then settle back down as you accelerate. This is normal behavior and indicates the current power the engine is exerting to reach the target speed. It does not indicate the engine speed in revolutions per minute.



Speedometer: Indicates the current vehicle speed in either miles per hour or kilometers per hour, depending on whether the metric setting has been enabled in the vehicle configuration.



Engine coolant temperature gauge: Indicates engine coolant temperature. At normal operating temperature, the needle will be in the normal range (between “C” and “H”). If it approaches “H”, the engine is overheating. Stop the vehicle as soon as safely possible, switch off the engine, and let the engine cool.



Fuel gauge: Indicates approximately how much fuel is left in the fuel tank when the ignition is in the on position. The arrow near the fuel pump icon indicates which side of the vehicle the fuel filler door is located. Refer to *Global Fuel System (GFS)* in the *Maintenance and Specifications* chapter for more information.

Odometer: Registers the total miles (or kilometers) of the vehicle.

Trip odometer: Registers the miles (or kilometers) of individual journeys. Press and release the button on the cluster to toggle between odometer, trip odometer, and idle hour meter displays. To reset, press the button again and hold until the trip reading displays 0 miles.

Idle hour meter: Registers the hours the engine has spent idling. Press and release the button on the cluster to toggle between odometer, trip odometer, and idle hour meter displays. This meter cannot be reset.

MESSAGE CENTER

With the ignition in the on position, the message center, located on your instrument cluster, displays important vehicle information through a constant monitor of vehicle systems. The system will also notify you of potential vehicle problems with a display of system warnings followed by a chime. For example, if a door is opened, the message center will indicate that a door is ajar and chime to remind the driver to close the door before driving.

The message center also briefly displays the target speed when it is changed. This information is also constantly shown on the GVHUD.

Entertainment and Climate Controls

AUDIO SYSTEMS

SZYMTRONIC Touchscreen Navigation (if equipped)

The controls for the SZYMTRONIC Touchscreen Navigation are as follows:

- **Volume:** Press + VOL or VOL – to change the volume of audio announcements and music.
- **Navigation:** Press the NAV button to open the navigation screen. When on this screen, touch the NAV icon to load a new destination. You may enter either an SLURL location or an NTBI Address Service address.
- **Audio:** Press AUDIO to open the Sei Media music playback screen. When on this screen, touch LOAD to load a new Sei Media file. If music is playing, it will continue to play even if this screen is not currently shown.
- **Settings:** Press SETTING to open the settings for the navigation unit.
- **Change track:** Press the TRACK left and right buttons to change the music track if a Sei Media disk is playing.
- **Home:** Touch the home icon to return to the clock screen.

Aftermarket audio (if equipped)

An aftermarket audio system can be installed to replace the factory audio system, if desired. SZYM Motors does not provide support for aftermarket audio systems. Refer to the *SPT3 Vehicle Modification Guide* supplement for design specifications and installation help.

SEI MEDIA INFORMATION

Sei Media is the music format used by the factory audio system. A list of Sei Media tracks is currently available at the following website:

<https://ntbigroup.com/seimedia>

The SZYMTRONIC Touchscreen Navigation system installed in this vehicle supports the Sei Audio (SAL), Sei Audio Disk (SAD), SeiEX Audio (SAX), and SeiEX Audio Disk (SAZ) formats.

HEATING AND AIR CONDITIONING (HVAC) SYSTEM

The factory installed HVAC system is for audio effect only. To turn it on, press any button except OFF. The various functions on the unit will only change the indications on the HVAC display and the volume of the HVAC sound. To turn it off, press the OFF button.






The factory installed HVAC system also has a hazard warning flashers button, labeled with this symbol. Press this button to turn the hazard warning flashers on. Press it again to turn the hazard warning flashers off.

The HVAC system can be safely removed and replaced with aftermarket equipment that can mount into an SPT3 HVAC unit slot. Refer to the *SPT3 Vehicle Modification Guide* supplement for design specifications and installation help.

Lights

HEADLIGHTS

The headlight control dial is located to the left of the steering wheel. The dial can be turned by clicking it to cycle through headlight settings, or clicking the desired icon to turn the dial to that specific setting. There are four settings, indicated by the following icons:

-  Automatic: Sets the headlights to turn on automatically after sunset, and turn off automatically after sunrise.
-  Parking lights: Turns on the front-facing amber corner lamps. The turn signals and hazard warning flasher will still operate normally in this mode.
-  Low beam headlights: Turns on the front-facing headlights in low beam mode.

When the parking lights or headlights are activated, the brake lights will also light up dimly.


Headlight controls are also available on the GVHUD when worn.

High beam headlights

The high beam headlights can be activated by clicking and releasing the turn signal stalk area in mouselook without dragging it up or down. A high beam button is also available on the GVHUD.

Exterior light shut-off timer

When the ignition is turned off, exterior lights will remain on for 30 seconds, then will automatically turn off.

-  The exterior light shut-off timer can be disabled by pressing the button to the left of the steering wheel with this icon. This will cause the headlights to stay on after turning the ignition off. The timer can be re-enabled by pressing the button again.

Fog lamps (if equipped)



The fog lamps can be activated and deactivated by pressing the button to the left of the steering wheel with this icon. If the fog lamps are not installed, this button will not be shown.

Daytime running lights (if equipped)

“Halo”-style daytime running lights are installed on certain vehicles. These lights improve visibility of your vehicle in low-visibility conditions during the day and are on by default if installed.



The daytime running lights can be activated and deactivated by pressing the button to the left of the steering wheel with this icon. If the daytime running lights are not installed, this button will not be shown.

TURN SIGNALS

The turn signals can be operated by clicking and dragging up or down on the turn signal stalk area in mouselook. Turn signal controls are also available on the GVHUD and in the vehicle menu.

The turn signals will remain on until one of the following occurs:

- The turn signals are manually deactivated.
- The ignition is turned off.
- The vehicle turns in the direction indicated by the turn signal, then the steering wheel returns to the straight position.

Hazard warning flashers

The hazard warning flashers can be activated using the button on the GVHUD or in the vehicle menu.



The factory installed HVAC system also has a hazard warning flashers button, labeled with this symbol.

The hazard warning flashers will remain on even if the ignition is off.

INTERIOR DOME LIGHT

The factory-installed dome light turns on automatically when any passenger door is open. The dome light can be manually turned on by touching it. If any IntelliDoor Remote passwords are programmed into the vehicle, numbered buttons will be shown on the dome light unit. Refer to *IntelliDoor Remote* in the *Driver Controls* chapter for more information.

An aftermarket-style dome light is available as an option, which does not turn on when passenger doors open. The dome light can be manually cycled between on, red/night mode, and off by touching it. However, this dome light option is not compatible with the built-in IntelliDoor Remote.

SPOTLIGHT (IF EQUIPPED)

The vehicle can be equipped with up to two NTBI Integrity spotlights – one on each A-pillar.

To aim the spotlight, enter mouselook and click the black spotlight handle while seated. The spotlight will automatically turn on. Aim the spotlight using your mouselook camera. Once finished, click your left mouse button anywhere and the spotlight will stay aimed in the direction it is currently pointed.

To manually turn the spotlight on and off, click the switch at the end of the handle.

To return the spotlight to its original storage position, click and hold the black spotlight handle. The spotlight will automatically turn off.

Access and Seating

ACCESS CONTROL MODE

By default, your vehicle cannot be driven, and no doors can be opened, by anyone other than the owner. Additionally, if the closest passenger door is not open, your vehicle cannot be sat in by anyone other than the owner.

There are four access control modes available in Setup:

- **Owner Only:** Accessible by owner only.
- **Same Group Only:** Accessible by anyone that has the same group activated as the vehicle.
- **Everyone:** Accessible by everyone.
- **Keyring:** Accessible by anyone listed in the NBS Keyring access list. For more information, see the section below.

Anyone with access to your vehicle, either by a more permissive access mode or through your vehicle's Keyring access list, if enabled, will be allowed to drive, open doors, sit as a passenger, and control some components of the vehicle without being seated inside it. Only the vehicle's owner, however, can change its configuration.

Keyring access control

Access to the vehicle can be managed using NBS Keyring. Your vehicle has a lifetime subscription to the Keyring service.

By default, only the owner is on the Keyring access list. You can add multiple other users and groups to the access list by clicking the vehicle to open the vehicle menu then selecting "Config...", "Keyring...", then "Go to page". The Keyring management page for your vehicle will open. You can then add users and groups to the access list, which will update automatically in-world. Changes may take up to a minute.

You can also create a ring to manage access for multiple vehicles at once, including vehicles owned by other people that add your ring. If you edit the ring, any vehicles that use that ring will also be updated with the new access list. To create and add a ring, go to the following page, then copy and paste the ring code to your vehicle's access list to incorporate the ring's access list automatically:

<https://northbridgesys.com/keyring>

For more information about Keyring, refer to the following website:

<https://northbridgesys.com/keyring/support>

If the Keyring service is temporarily unavailable or encounters an error, your vehicle will always be accessible by the owner only, and the owner can open passenger doors to allow passenger entry.

SEAT LOCATIONS AND AMENITIES

The 2DR variants of your vehicle support one driver and one front passenger. The 4DR variants support one driver and four passengers – one front passenger and three rear passengers. All variants also support two passengers riding in the bed.

Each seat on your vehicle can be sat on as follows:

- **Front, rear left, and rear right passenger seats:** right click and sit on the door closest to that seat. The option will be shown as “Drive” or “Ride”. Do not sit on the seat itself or you may sit in the wrong seat.
- **Rear center seat:** Right click and sit on the seat.
- **Bed:** Right click and sit on either the bed or the rear bumper.
- **Driver seat:** Right click and sit anywhere else on the vehicle.

If you do not have access to the vehicle and the door is not already open, you will be ejected and a door open attempt sound will play to signal that you would like to enter. For bed sit positions, the tailgate must be lowered.

Power driver seat

To adjust the driver seat, turn off the engine by turning the key, clicking the key button on the GVHUD, or opening the vehicle menu and selecting “Stop”. Then, open the vehicle menu and select “Seat Adjust”.

You can use the up and down arrow keys (or W and S) to move the seat forwards and backwards, respectively. You can use the Page Up and Page Down keys (or E and C) to move the seat up and down, respectively.

When finished, open the vehicle menu and select “End Adjust”.

Memory power driver seat: The power driver seat will remember the position used by the last 10 drivers. When a driver enters the vehicle, the power driver seat will automatically recall the driver’s seat position and move to that position.

Power windows

To roll windows up or down, press and hold the window switch on the door panel for that door.

The driver’s door includes window switches for all windows.

One-touch operation: Press any window switch for about 1 second. The window will open or close fully. Momentarily press the switch to stop one-touch operation.

Power window lock: The passenger window switches can be disabled by clicking the lock button on the driver’s window switch panel. When the button shows a green “LOCKED” indication, all passenger window switches are disabled.

Get Out

Any person seated in the vehicle can click it to open the vehicle, then select the “Get Out” option. This will move them out of the vehicle and open the door for a more natural exit.

For the driver, the “Get Out...” option will also ask whether the driver wants to leave the engine on. If the transmission is in the N (Neutral) gear, the transmission will remain in N. Otherwise, the transmission will switch to the P (Park) gear automatically.

For handcuffed passengers, the “Get Out” option will be disabled unless the door is already open.

Automatic door close: When a passenger exits the vehicle, their door will automatically open, then close after 10 seconds to prevent passenger doors remaining open when someone gets out.

Handcuffing passengers

To handcuff a passenger, click the vehicle to open the vehicle menu, then select “Handcuff...”. This will present a list of passengers. Select a passenger to enable or disable handcuffs for that passenger. Your vehicle does not automatically handcuff passengers except as described below, and handcuffing through the vehicle menu will not be persistent once the passenger exits the vehicle.

When a passenger is handcuffed, they are shown with a handcuffed animation and cannot interact with anything on the vehicle, including doors. However, handcuffed passengers can still manually stand up to exit the vehicle.

Tredpro Standard Handcuffs: Your vehicle will automatically detect when a passenger is seated wearing Tredpro Standard Handcuffs. If so, they will automatically be restricted from vehicle interaction. If the passenger is unhandcuffed through the vehicle menu while still seated, their Tredpro Standard Handcuffs will also be detached. However, if the passenger is unhandcuffed manually by clicking the handcuffs, they will need to exit and reenter the vehicle to be detected as a normal passenger.

Passenger eject

To eject an unwanted passenger, click the vehicle to open the vehicle menu, then select “Eject...”. This will present a list of passengers. Select a passenger to eject them from the vehicle. This is functionally the same as the passenger using the Get Out option.

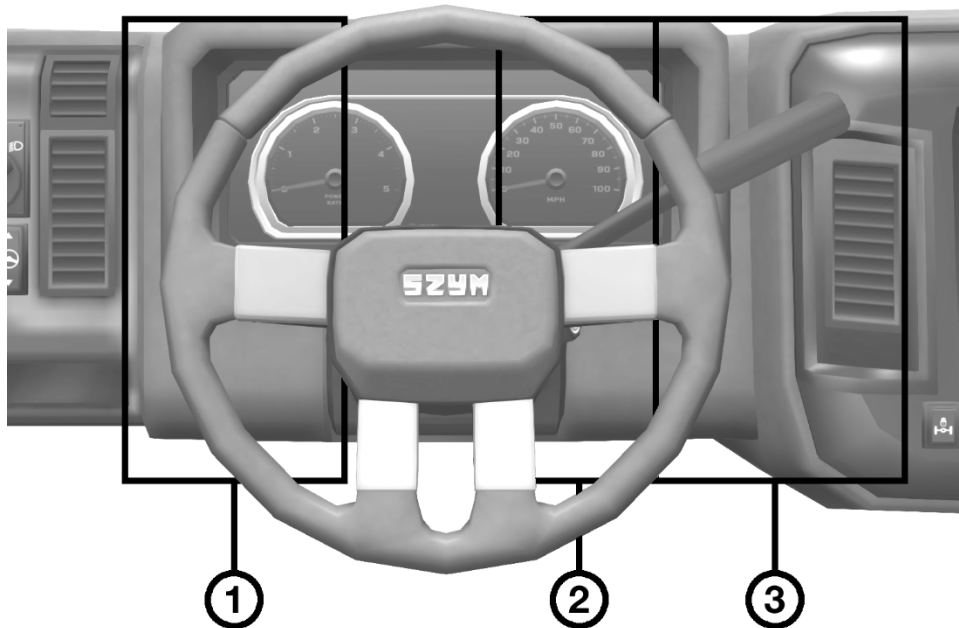


Ejecting a passenger will automatically open their door. Do not eject passengers while the vehicle is in motion, and close the door immediately afterward to prevent the passenger from entering the vehicle again if necessary.

Driver Controls

STEERING WHEEL TOUCH AREAS

There are three touch-sensitive areas behind the steering wheel.



1. **Turn signals:** The turn signals can be operated by clicking and dragging up or down on the turn signal stalk area.
2. **Ignition key:** The ignition can be turned on and the engine can be started by clicking and releasing the ignition key area. The engine can also be stopped by clicking this area.
3. **Gearshift:** The gearshift can be operated by clicking and dragging up or down on the gearshift lever area. The vehicle will be shifted into P, R, N, or D depending on how far the gearshift lever is dragged. Your vehicle has an automatic transmission and manual operation of the gearshift is not necessary to switch between R and D.

Horn

The horn can be operated by clicking and holding the steering wheel.

High beam headlights

The high beam headlights can be activated by clicking and releasing the turn signal stalk area.

RIDE HEIGHT ADJUSTMENT (IF EQUIPPED)



The vehicle's ride height can be adjusted by pressing and holding the up or down arrows on the switch to the left of the steering wheel with this icon.



WARNING: Do not adjust the ride height while the vehicle is in motion. This may cause severe damage to the suspension.



When your vehicle is first rezzed or driven, the ride height may appear incorrect. This is due to the vehicle rezzing too high off the ground. Before attempting to correct the ride height, accelerate briefly to enable physics, which should reset the vehicle's position to the correct height above the ground.

STEERING WHEEL TILT ADJUSTMENT



The vehicle's steering wheel can be tilted up or down by pressing and holding the up or down arrows on the switch to the left of the steering wheel with this icon.

INTELLIDOOR REMOTE (IF EQUIPPED)

The vehicle can be programmed with three passwords for products that use the Gentek IntelliDoor Remote standard. If programmed, compatible products can be operated remotely using the buttons on the dome light.

This feature should not be confused with the standalone IntelliDoor Remote product. The standalone remote is also compatible with your vehicle and can be attached to the vehicle's sun visor by following the GMLS linking procedure. Refer to *Global Mod Link System (GMLS)* in the *Maintenance and Specifications* chapter.

For more information on the Gentek IntelliDoor Remote and compatible products, refer to the following website:

<https://ntbigroup.com/gentek>

Driving

The SPT3 script set in your vehicle is designed to provide a practical automatic transmission, adaptive steering, robust suspension, and stable high-speed driving on tracks, mainland, and elsewhere.

When the transmission is in the D (Drive) position, use the up arrow key (or W) to accelerate and the down arrow key (or S) to brake.

When the transmission is in the R (Reverse) position, use the down arrow key (or S) to accelerate and the up arrow key (or W) to brake.

In either mode, use the left and right (or A and D) keys to turn.

Speed control: The SPT3 transmission is designed to maintain a set speed. By default, this is 20 MPH. You can adjust this speed up or down using the Page Up and Page Down (or E and C) keys.



If the vehicle is set to use metric units, the gauge cluster will not be able to display target speeds over 99 km/h. The target speed will be displayed correctly only on the GVHUD.

Handbrake: To pull the handbrake while the vehicle is in motion, press and hold the up and down arrow keys (or W and S) simultaneously. Due to certain keyboard configurations, it may be easier – or even required – to hold opposite sets, such as up arrow and S, or down arrow and W, especially while turning. In some cases, certain keyboards cannot process three key presses at once, so it may be necessary to use the GVHUD handbrake gesture. Refer to *Gesture controls* in the *Global Vehicle HUD (GVHUD)* chapter.

Gear selection

Your vehicle is equipped with an automatic transmission that can automatically switch between D (Drive) and R (Reverse). When stopped, if the transmission is in the D (Drive) position and the brake is released, press the down arrow key (or S) to automatically switch the transmission into R (Reverse). If the transmission is in the R (Reverse) position instead, press the up arrow key or Page Up (or W or E) to switch into D (Drive).

Manually selecting a gear: You can move the gearshift lever manually by entering mouselook, then clicking and dragging on the gearshift lever area. This will shift the transmission into P, R, N, or D depending on how far the gearshift lever is dragged.

Park: Manually move the gearshift lever or press Page Up and Page Down (or E and C) simultaneously to shift into P (Park). When the transmission is in the P (Park) position, the vehicle is non-physical and the accelerator is disabled.

Neutral: Manually move the gearshift lever or press and hold Page Up and Page Down (or E and C) simultaneously for at least two seconds to shift into N (Neutral). When the transmission is in the N (Neutral) position, the vehicle is physical and the accelerator will rev the engine but will not move the vehicle.

UNFLIPPING YOUR VEHICLE

The SPT3 suspension is designed to avoid flipping the vehicle, even during hard cornering when the vehicle is leaning. However, if the vehicle does flip over, press and hold the left and right arrow keys (or A and D) simultaneously to automatically unflip your vehicle.

MESH ROAD AXLE LOCK

Your vehicle is equipped with a mesh road axle lock feature. When enabled, this will lock the suspension and turn off raycasting, which is normally used to detect traction and rollover. This feature can be used when driving over certain mesh roads with broken physics shapes, as well as any terrain where the suspension system cannot maintain enough grip to move the vehicle.



The mesh road axle lock feature can be activated and deactivated by pressing the button to the right of the steering wheel with this icon.



WARNING: When the axle lock is enabled, the vehicle may behave erratically and will not handle correctly if not in contact with the road. Driving extended distances with the axle lock enabled is not recommended and it should only be enabled when the vehicle is on a mesh road or other terrain that is not compatible with the SPT3 suspension system.

Global Vehicle HUD (GVHUD)

Your vehicle is compatible with the Global Vehicle HUD (GVHUD). This HUD allows you to control most important features of your vehicle without using mouse/look, and is the controller for any installed emergency vehicle equipment.

BUTTON LAYOUT AND LIGHTING FUNCTIONS

Your vehicle's GVHUD layout is as follows, depending on which equipment has been installed:



Red buttons control emergency vehicle lighting. These buttons are also controlled by the four-position switch. Blue buttons control emergency vehicle siren tones. The green key button controls your vehicle's ignition. Black buttons control miscellaneous vehicle features.

“LIGHT BAR”, “STRB”, “HIDE AWAY”, “WIG WAG”: These buttons control main power to the lightbar, strobes, corner hideaway lights, and wig-wag headlight flasher, respectively, if equipped.

“TAKE DOWN”, “TKDN FLASH”: These buttons control the takedown lights. When “TAKE DOWN” is active, takedown lights on the front of the lightbar provide targeted scene lighting to the front of the vehicle. When “TKDN FLASH” is active, the takedown lights will flash for additional high-intensity warning.

“FLOOD”: This button controls flood light mode on the Priority and Agent 4X MAX lightbars, if equipped, which provide bright white light broadly to the front of the vehicle. Flood light mode should not be used if the vehicle is attempting to stop or clear traffic, because it provides limited warning visibility.

“CRZ”: This button controls cruise mode on the Priority and Agent 4X MAX lightbars, if equipped. Cruise mode turns on the lights on the left and right ends of the lightbars at half power for additional visibility when lights are off.

Unlike other lighting functions, cruise mode will automatically turn off if the vehicle’s key is removed and will turn back on when the key is reinserted. To leave cruise mode on when exiting the vehicle, use the “Get Out...” option and leave the engine on.

Note that like all red buttons, this button will be reset when the four-position switch is moved, so if you would like to have cruise mode enabled permanently when the lights are off, program it to position 0. Refer to *Programming the four-position switch* in this chapter.

“↔”: This button controls arrow mode on the Priority and Agent 4X MAX lightbars, if equipped. Arrow mode is used to direct traffic from the rear of the vehicle and automatically changes the rear color of the lightbar to amber for improved visibility. To cycle between left, right, and split patterns, press the “↔” button repeatedly. To stop arrow mode, press the “↔” button until the normal flash pattern resumes.

Although the arrow state is not shown on the GVHUD, it is stored in the four-position switch, so ensure arrow mode is not in use before programming any switch position unless you intend to use it that way.

“CUT FRNT”, “CUT REAR”: These buttons control the front and rear lighting cutouts. When pressed, lights in either the front or rear of the vehicle will be disabled. For example, “CUT FRNT” can be used for warning oncoming traffic from the rear but not distracting oncoming traffic from the front. “CUT REAR” can be used to reduce distractions and improve brake light visibility for vehicles behind you in multi-vehicle pursuits, or during traffic stops where there is no risk of oncoming traffic behind your vehicle.

“AUX 1”, “AUX 2”, “AUX 3”: These buttons control the auxiliary circuits for your vehicle, which can be used by aftermarket vehicle modifications. These buttons, like the corresponding buttons on the center console inside the vehicle, do not control any factory features. Refer to the *SPT3 Vehicle Modification Guide* supplement for wiring diagrams. If you do not intend to install any aftermarket equipment, refer to *Setup* in the *Configuration* chapter for the option to hide these buttons.

Headlight cycle: This button cycles the headlight switch on the dashboard of your vehicle. Each press turns the switch one position to the right.

Hiding the GVHUD: You can hide the GVHUD using the “HIDE” tab on the far right. The GVHUD will automatically hide when you are not seated in a compatible vehicle.

Gestures: You can obtain a the GVHUD gesture controls using the “GSTR” tab on the far right. Refer to *Gesture controls* in this chapter.

LIQUID-CRYSTAL DISPLAY (LCD)

The liquid-crystal display (LCD) on the lower right of the GVHUD is used to display the status of the vehicle and a configuration menu.

The current speed of the vehicle, the selected gear, and the set target speed is displayed on the top of the display.

To navigate the menu, press the soft buttons below the LCD. To return to the previous menu, press the left-most soft button when it is labeled with a “←” symbol.

Changing emergency lighting flash patterns (if equipped)

To change the flash pattern of any installed emergency lighting, press the soft button labeled “PATT”, then press the button corresponding to the lighting equipment for which you want to change the pattern – “LBAR” for lightbar, “STRB” for strobes, “HIDE” for corner hideaway lights, and “WWAG” for wig-wag headlight flashers.

Wig-wag flash patterns: The pattern selection for the wig-wag headlight flasher only applies to the headlights in the front of the vehicle. The taillights in the rear of the vehicle will always alternate slowly when the flasher is enabled regardless of the selected pattern.

FOUR-POSITION SWITCH

The four-position slide switch on the GVHUD allows you to rapidly switch between four emergency lighting states. By default, your vehicle is programmed for off, low, medium, and high intensity lighting patterns and configurations, all activated using this switch.

You can operate the switch by clicking the upper or bottom half of it, or dragging it up or down.

When switched to a new position, the pre-programmed state of all red buttons on the HUD is loaded and pre-defined patterns for all lighting equipment are activated.

If you manually changed the state of any red buttons or changed the patterns for any lighting equipment, those settings will be lost when you move the four-position switch unless programmed. To overwrite the settings assigned to one of the switch positions, refer to *Programming the four-position switch* in this chapter.

Hiding the four-position switch: The four-position switch will be automatically hidden if no emergency vehicle lighting is installed. To do this, unlink any lightbars, hide all strobes, and disable the corner hideaway flashers and wig-wag headlight flasher. Refer to *Setup* in the *Configuration* chapter to hide strobes and disable flashers.

Programming the four-position switch (if equipped)

To save your current lighting state, including all features controlled by red buttons and all lighting flash patterns, press the soft button labeled “PROG”. To save the current settings to the switch, press the soft button corresponding to the desired switch position number – “SAVE SW 0” (off), “SAVE SW 1” (green LED), “SAVE SW 2” (yellow LED), or “SAVE SW 3” (red LED). When saved, the display will return to the last menu.

Config code portability: Programming is stored in your vehicle, not the GVHUD. You can copy the programmed settings for your four-position to another vehicle using the lighting config code. Refer to *Config codes* in the *Configuration* chapter.

Installing and changing sirens

To change the siren tones, you must use Setup. Refer to *Setup* in the *Configuration* chapter.

KEYBOARD GESTURE CONTROLS

The GVHUD supports a set of keyboard shortcuts via gestures. Press the “GSTR” tab on the far right, then follow the instructions.

You can use gesture controls at any time, including when the GVHUD is hidden. Some gestures will only work for the driver.

Customer Assistance

KNOWN ISSUES

The following is a list of known issues with the current version:

- In some regions, the automatic headlights will fail to detect the sun position. This can cause them to behave erratically. This is due to a Second Life server bug that has no workaround.
- When brakes or other lights on the vehicle are lit up, glowing areas can appear as attached to different parts of the vehicle, such as the wheels. This is due to a Second Life client bug that has no workaround.
- After a region crossing or in some other cases, it is impossible to click and drag the steering wheel touch areas until relogging. This is due to a Second Life client bug that has no workaround.
- AUX buttons in the cab are always be momentary regardless of ECU settings. GVHUD AUX buttons work correctly. This will be fixed in the next update.
- Changing the GLPS plate to a EU size does not update the license plate lights. This will be fixed in the next update.

REPORTING DEFECTS

If you believe that your vehicle has a defect not listed above, you should immediately inform Szym Motor Company.

To contact Szym Motor Company regarding a defect, file a bug report at the following website: <https://bugs.ntbigroup.com/>

Please note that you will not receive a response via this website. If you need assistance or are unsure whether you are experiencing a product defect, contact Will Szymborska in-world.

Maintenance and Specifications

PERIODIC MAINTENANCE & TROUBLESHOOTING

No periodic maintenance is necessary for your vehicle.

All components of your vehicle are rated for severe duty and we do not anticipate that you will experience any issues even after many years of service. However, if any aspect of your vehicle no longer functions properly, contact Will Szymborska in-world for assistance.



Do not reset any scripts in the vehicle unless instructed to do so by a qualified Szym Motor Company technician. If the ECU is reset, some aspects of its configuration may be overwritten. However, you can shift-drag or create a copy of your vehicle to duplicate it and it will load its configuration into the new copy.

GLOBAL FUEL SYSTEM (GFS)

Your vehicle is compatible with the Global Fuel System (GFS). This system simulates fuel consumption for your vehicle based on your driving speed. You can refuel the vehicle using a GFS-compatible pump or can. Because your vehicle can be configured to use either a gasoline or diesel engine, your vehicle is set up to automatically select whichever fuel type is used at the pump to eliminate confusion.

By default, your vehicle will never run out of fuel. If the realistic GFS fuel option is enabled in Setup, your vehicle can run out of fuel. If it does, it will stop running and fail to start. You will need to add fuel using a GFS fuel can.

For more information about GFS, refer to this website:

<https://ntbigroup.com/gfs>

GLOBAL MOD LINK SYSTEM (GMLS)

Your vehicle is compatible with the Global Mod Link System (GMLS). This system is used to install the lightbars included in the NTBI Factory Lightbar Package and is recommended for use in aftermarket equipment.



WARNING: Never link or unlink anything to or from the vehicle if text is shown above it indicating that the vehicle's configuration is being applied. Linking or unlinking objects on the vehicle while it is applying a configuration can cause severe and irreversible damage to the vehicle's components.

Aftermarket equipment that uses GMLS must be linked using the following procedure:

1. Make sure the equipment is both compatible with GMLS and your specific vehicle. GMLS compatibility does not guarantee that the equipment is compatible with your vehicle.
2. Rez the equipment near your vehicle.
3. When prompted, click "OK" to activate GMLS alignment, then accept the requested permissions.
4. Right click the equipment and select "Edit".
5. With the Edit window open, hold your SHIFT key and left click the vehicle. This should select both objects at once. Make sure you select the vehicle last.
6. Press your CTRL + L keys, or click the "Link" button in the Edit window.
7. If prompted, confirm that you want to link the two objects.
8. When linked, the equipment should automatically position itself to the recommended position and resize if necessary.
9. If desired, you may usually move the equipment once linked.

If you would like to make your own custom aftermarket equipment drop-in compatible with this vehicle, refer to the *SPT3 Vehicle Modification Guide* supplement for instructions on how to integrate it using the SPT3 scripting API and GMLS.

A copy of the SPT3 Vehicle Modification Guide is available at the following website: <https://ntbigroup.com/spt3>

For more information about GMLS, refer to this website: <https://ntbigroup.com/gmls>

CHASSIS-ONLY MODELS

The XL-C and XXL-C models are designed for use with custom bed modifications. The GFS fuel cap will automatically change color depending on the fuel type. Additionally, if you want to hide the GFS fuel cap and pipe, set both to 100% transparent. The vehicle will still be GFS-compatible, but the cap will not automatically reappear.

TIRES & WHEELS

Your vehicle's wheels use the standard SPT3 wheel format, including vehicles with the dual rear wheel package. They can be replaced by unlinking the four installed wheels and linking four replacement wheels that also use the SPT3 wheel format.

For more information on this format, refer to the *SPT3 Vehicle Modification Guide* supplement, which is available at the following website: <https://ntbigroup.com/spt3>

RELEASE NOTES

Version 7.2.1

- Fixed Config Manager stack-heap collision script crash when aftermarket modifications are linked to the vehicle.
- Fixed missing windshield specular texture on 2DR models.

Version 7.2

This version changes the way various ECU engine and turning values are used, so modifications designed to adjust engine performance and turning power for earlier versions should not be used on this version.

- Added new rear end design on 2DR XL-C and XXL-C models.
- Added GFS fuel filler on 2DR XL-C and XXL-C models.
- Added mudflaps on 2DR XL-C and XXL-C models.
- Added "Optimize..." feature to reduce land impact when certain options are not enabled.
- Added GVHUD commands for controlling buttons, siren, LCD menus, and local HUD sounds.
- Added ECU variables for turn signal sound.
- Added ECU variables for doors.
- Added ability to rev engine when in P (Park).
- Added automatic arrow shutoff when shifting out of P (Park).

- Fixed Agent 4X MAX positions on 2DR models.
- Fixed downforce being applied locally, not globally, causing truck to pull to the side when in the air at an angle.
- Fixed tilting causing unexpected spinning in the air.
- Fixed brake force causing unexpected movement in the air.
- Fixed brake effectiveness on downhill inclines.
- Fixed truck spinning around uncontrollably in the air.
- Fixed slamming into ground when dropping out of the air when previously stuck non-physical in the air.
- Fixed issue where front or back of vehicle, if briefly aimed upwards when starting to go downhill, can float up into the air uncontrollably and flip vehicle or lift vehicle into the air.
- Fixed some instances of rapid acceleration when holding accelerator and hitting an object, then getting unstuck without releasing accelerator.
- Fixed interior auxiliary switches being stuck as momentary.
- Fixed turn signal icon and sound staying on when ignition is off even though actual turn signal lights are disabled.
- Fixed turn signals causing parking lights to turn on when exiting until exterior light shut-off timer expires.
- Fixed hideaways so that unlinking front bumper automatically disables fog light hideaways, even if fog lights are enabled.
- Fixed strobes so that unlinking grille or dash strobe unit automatically disables respective strobes.
- Fixed plate lights when plate is set to EU/UK size.
- Fixed step texture on 2DR models.
- Fixed engine sounds getting stuck on if accelerating immediately when exiting.
- Fixed “Vehicle...” config button not working in error menu when selecting “Keyring...” menu but Keyring is not enabled.
- Improved brake force when on inclines to help stop vehicle from sliding (hold brakes for a few seconds to activate).
- Changed engine initialization so that vehicle will remain in P (Park) until accelerating forward or backward for the first time since entry, or shifted into another gear manually.
- Changed acceleration rate.
- Changed acceleration model so that acceleration will be reduced by 20% for each wheel not in contact with the ground.
- Changed Dual Rear Wheel Kit to not lock off ride height.

- Changed horn script location so that grille replacements no longer break horn and other sounds.
- Changed acceleration/braking lean so it is no longer triggered by the handbrake's extreme speed changes.
- Changed passenger seats so that removing them from the seats_prims ECU variable will disable them.
- Incorporated GLPS Rev. 3 with the following:
 - Fixed stack-heap collision (memory error) when loading certain templates.
 - Fixed current prim height/width being displayed incorrectly in config menu.
 - Fixed prim height/width being prompted for in millimeters but being applied as meters.
 - Fixed rare issue when changing colors and copying plate configuration to return "invalid_api_key" error.
- Incorporated GMLS Rev. 3 with the following:
 - Added option to make unlinked prims temporary.
 - Fixed child prims not being aligned if linked immediately after script reset.
- Incorporated GVHUD Rev. 2 with the following:
 - Added command to support playing HUD sounds.
 - Added command to support forcing siren mode.
- Other minor bugfixes and improvements.

Version 7.1

This version and all future versions are only compatible with GVHUD Rev. 1 and newer. This version also changes the way various ECU turning values are used, so modifications designed to adjust turning power for earlier versions should not be used on this version.

- Added SZYM Paladin Bed Toolbox.
- Added SZYM Paladin Theme Applier.
- Added physical mode when in N (Neutral).
- Added support to stay in N (Neutral) when using Get Out and leaving engine running.
- Added sound UUID support to media loader in SZYMTRONIC Touchscreen Navigation system.
- Added idle hour meter.
- Added side window sun visor position by clicking and holding.
- Added dirt wheelspin noise when using handbrake on terrain.

- Added 5X fuel consumption option for faster emptying.
- Added white noise reversing alarm option.
- Added pavement seam noises when travelling at high speed.
- Added engine heat “tinking” on engine stop if engine is hot.
- Added JSON support when writing to ECU.
- Added ability to load scripts into root prim.
- Added ECU variables to make auxiliary switches momentary.
- Added ECU variables for engine sounds.
- Added ECU variable for exhaust opacity and spread.
- Added ECU variable for prims that should be ignored on touch.
- Added ECU security notifications to the vehicle owner when aftermarket equipment makes changes to the ECU.
- Added option to suppress ECU security notifications.
- Added automatic camera and animation reset after crossing region border.
- Added 3 MPG reduction when Dual Rear Wheel Kit installed.
- Fixed ability to turn and spin around while vehicle is almost stationary.
- Fixed front-back lean being applied while the vehicle is not in contact with the road, causing uncontrollable flipping and spinning in various scenarios.
- Fixed engine lag adjustment causing vehicle to overcompensate and launch forward after sitting as driver while engine is already running.
- Fixed Page Up and Page Down (or E and C) key combination not shifting vehicle into P (Park).
- Fixed wheels and suspension not working correctly when vehicle is resized or PHYSICS prim is moved via ECU.
- Fixed GFS consumption rate to be accurate to rated 14–17 MPG (depending on model, ignoring Dual Rear Wheel Kit).
- Fixed GFS fuel level not updating while engine is running.
- Fixed GFS nozzle position for 2DR M and 2DR L models.
- Fixed marker light color for 2DR models.
- Fixed digital mirror compass color for 2DR models.
- Fixed toll tag texture for 2DR models.
- Fixed exhaust emitter position for 2DR M model.
- Fixed engine temperature resetting to 0 immediately when stopped.

- Fixed headlight projector incorrectly casting shadows from the radiator fan due to a client bug when projector shadows are enabled.
- Fixed license plate light.
- Fixed back bumper not loading bumper color.
- Fixed odometer resetting if ECU was reset.
- Fixed passenger being able to control driver spotlight and vice versa.
- Fixed driver sit position breaking when vehicle is resized.
- Fixed integrated IntelliDoor Remote passwords being forced to all lowercase when config saved.
- Fixed “Script trying to stop animations but agent not found” script error when a passenger teleports away or logs out.
- Fixed “button labels must be 24 or fewer characters long” script error when using the “Eject...” or “Handcuff...” menus and a passenger has a display name that exceeds about 12 non-ASCII (Unicode) characters.
- Fixed unexpected results when attempting to set config values that do not exist in the config definition file.
- Fixed config loading via Setup not changing settings.
- Fixed Dual Rear Wheel Kit adjusting height incorrectly when vehicle is not upright.
- Fixed Dual Rear Wheel Kit adjusting height and moving front bumper lip incorrectly when vehicle is not the default size.
- Improved turning radius and turning power at speed.
- Improved config parsing to reduce config application time by approximately 80-90%, especially in slow regions.
- Improved turning speed of exterior wheels so they do not lag behind as much when turning back and forth.
- Changed engine fan volume to 25% quieter.
- Removed “Wheelspin Sound” script from PHYSICS prim.
- Incorporated GLPS Rev. 1 with the following:
 - Added ability to change minimum and maximum characters on template.
 - Fixed GLPS plate scanning API.
- Incorporated GMLS Rev. 1 with the following:
 - Fixed erroring out and refusing to reposition if linked before permissions have been granted.
 - Fixed unlinking parts check running before checking if vehicle is compatible in the first place.

- Fixed crosstalk when multiple GMLS modifications are rezzed at once.
- Improved vehicle detection in slow regions by extending identification timer from 2 seconds to 5 seconds.
- Incorporated GVHUD Rev. 1 with the following:
 - Fixed GVHUD gestures not working.
 - Fixed GVHUD losing its saved position/scale data and resetting when attached.
- Other minor bugfixes and improvements.

Version 7.0

This version is only compatible with GVHUD Rev. 0.

- Initial public release.