

# PlosionGate Submersible

## Instructions:

### Controls:

- Ascend/Thrusters Up: 0
- Descend/Thrusters Down: L
- Thrusters Left: T
- Thrusters Right: U
- Thrusters Forward: B
- Thrusters Backward: G
- Increase Ballast: H (*increases descent rate/decreases ascent rate*)
- Decrease Ballast: Y (*decreases descent rate/increases ascent rate*)
- Interior Lights (dark/red): (Turn on ignition / Activate FOGLIGHTS)
- Interior Lights (light/white): (Turn on ignition / Activate LIGHTBAR)
- Exterior Lights (low): (Turn on ignition / Activate LOWBEAMS)
- Exterior Lights (high): (Turn on ignition / Activate HIGHBEAMS)

### Some notes / features explained:

- There are ballast weights attached to the frame, removing these with the nodegrabber tool will decrease the weight of the submersible (be careful also effects the balance of the sub!)
- There are 3 variations of the submersible you can use, of which is best changed via the vehicle config menu under the partname labeled *type*.

Options include:

1. Destructable: Submersible is "implodable" in a sense, all nodes/beams have limited strength. This version you will find fails to operate well once you reach a certain depth. I spent hours on end trying to make a destructable version that could go to depth, however the controls always end up failing to work after a certain pressure/depth is reached (*how ironic...right?!).*
2. Indestructable: Submersible has nodes/beams of max (unlimited) strength. This version *should* be able to go as deep as you'd like without any implosions or issues. Most of the parts/components (*again should*) stay attached and working
3. Balanced: When finishing up the project I decided to add this option as well, it is a sort of blend between the two above options. This one i've found sometimes holds at depth, and other times does not.

- I have noticed an occasional bug that occurs when you first spawn the submersible, where for some reason the top right light keeps falling off on spawn. Untill I work out whatever the issue is ( and likely release a fix/update), you can seemingly resolve this by simply going to the parts selector and just changing the option to any of the other configurations (and then back to the one you wanted to use if you'd like). Also I have observed that hard resetting the vehicle also tends to resolve this (it also seems to happen if you are in the water on spawn, something weird with the pressureGroups or something).
- **This is an experimental/beta vehicle for BeamNG.**

Just don't want anyone to be dissapointed, so know going into it that it definitely tests the limits of BeamNG's water/pressure physics (which are pretty impressive, but nowhere near as developed as other aspects of the game).

I have worked many hours to get it to where it is now, and I truly believe others will have as much fun with it as I have using/making it.

Please if you have any issues/comments/questions contact me anytime via Patreon or at my email [unc.crt@gmail.com](mailto:unc.crt@gmail.com)

And lastly **THANK YOU** for purchasing this, I really appreciate the support. I ultimately paid out of pocket for the model used, and it took countless hours of programming and tweaking things to get everything to a useable and enjoyable state.

Enjoy and again feel free to contact me about anything, I am always willing to help, and open to working with others or taking suggestions.

Best,  
Uncommon Creations