

English Français Español Português do Brasil

SR25 Sailing Manual

Ultramesh | Sailing guide | Updated 6 November 2026 | Scripts 3.84

Start with these five steps. The sections below explain sail trim, sailing with crew and how to make the controls and HUD suit you.

Your first sail

1 Wait for the boat Rez afloat and wait for “Ready to board”.

2 Owner boards first Right-click the boat and choose Board. Wait for “Welcome Skipper” and a proper skipper pose. Crew boards afterwards. The owner must remain aboard.

3 Attach the mini HUD It connects while you are seated. Detach your AO and remove unused HUDs and scripts.

4 Hoist and sail Check the wind on the HUD, or click the hull for a private wind report. Say raise to hoist main and jib. Bear away from the wind, then steer and trim.

5 Finish afloat Say lower to drop the sails and coast, or moor to drop the sails and secure the boat. Moor before standing.

Key	While sailing
Left / Right	Tap for a small course correction; hold for a longer turn.
Up / Down	Sheet all sails out / in by 3 degrees.
Page Up / Page Down	Sheet all sails out / in by 1 degree.

A simple first outing Use the default North wind at 15 knots. Start on a reach, with the wind across the boat, and aim for green on the HUD indicators for the sails you are using.

Use the boat’s saved command channel, without quotation marks. A new boat uses local chat, channel 0. The current skipper and seated owner can use ordinary boat commands; their worn HUDs can send them too. Personal HUD settings affect only your own HUD.

Find what you need

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Sails and trim

Main and jib are the normal sailing rig. Each sail has its own trim setting and contributes to the boat's performance. Start with both, then add the spinnaker for a reach when you are comfortable.

Say	What happens
raise	Hoists main and jib from the moored state, sets their starting trim and stows the spin. Repeating raise while sailing leaves the sails and trim unchanged. The motor must be off.
main / jib	Raises or lowers that sail. Add up or down for an explicit action.
spi / spin	Raises or lowers the spinnaker separately; spi up and spi down also work.
lower	Lowers every sail and leaves the boat free to coast and drift.
moor	Lowers the sails, stops the motor and secures the boat in place.

Read the three sail indicators

Colour	What to do
Green	Good trim. Aim for green on each raised sail.
Blue	The sail is sheeted too far in. Ease it out.
Yellow	Usually sheeted too far out. Sheet in a little. "Marginal angle" on the spin means it is adding no net drive; change course or lower it.
Red	Poor trim or luffing. Check the course and sheet setting.
Grey	That sail is down, or waiting for wind.

The trim factor belongs to each sail. Around 2 is the usual target; it is not a score to maximise. Use the colour and any Luffing message as your main guide. The spin uses a different angle scale, so its sheet angle need not match the main and jib.

Adjust one sail or all three

Use the shared keys after trimming the sails individually. Each moves from its own setting: Down changes main 45°, jib 30° and spin 20° to 42°, 27° and 17°. One sail reaching its limit does not stop the others.

Example	Action
main in 1 / jib out 3	Move just that sail by the stated number of degrees.
spi in / spi out	Move the spin by 3 degrees; add a number for a different step.
main trim 45	Set an absolute angle. jib trim 30 and spi trim 22 work too.
sails	Show which sails are up and their current settings.

Main and jib range from 10° to 67°; spin ranges from 8° to 55°. Positive decimal steps such as 0.5 are accepted. The visible sail cannot open past the apparent wind, even if its stored setting changes.

Use the spinnaker on a reach

The pole extends automatically before the spin hoists and retracts after it lowers. The spin gives its strongest boost around 135° from the true wind. At 86° or closer to the wind it luffs and slows the boat; poor trim can also make it luff.

Changing sails also changes helm balance. Main alone tends to turn the boat towards the wind; the jib and drawing spin add a tendency away from it. Small course corrections are part of sailing this boat.

Appearance and external HUDs

Set sail transparency

Set each sail separately with a percentage from 0 to 100. Zero is opaque; 100 is invisible. Decimal percentages work. The setting changes appearance only; an invisible raised sail still drives the boat.

Say on the boat channel	Result
sail transparency main 20	Make the main 20% transparent.
sail transparency jib 20	Make the jib 20% transparent.
sail transparency spin 20	Make the spin 20% transparent.

All three settings are saved in the boat's Linkset Data and survive script resets, inventory and re-rez. Defaults are main 0%, jib 0% and spin 20%. Hidden sail faces remain hidden during hoisting, lowering, tacking and luffing.

Show the protest flag

The current skipper says p or protest to show the flag, then repeats either command to hide it. Showing it sets 4% transparency on the port and starboard flag faces only. It starts hidden on rez or an Aux reset.

Change the sheet textures

Use rope main UUID, rope jib UUID or rope spin UUID to replace a rope texture. For example, paste the full texture asset UUID after rope main. rope status lists the saved UUIDs; use default instead of a UUID to restore that rope's supplied texture. The UUIDs are saved to Linkset Data, loaded at startup and reused while sailing. Use textures you have permission to apply.

Use a third party HUD

Wear the HUD on the seated boat owner or current skipper and set it to the boat's saved command channel. It can send the same English commands as gestures, including raise, wind speed 18, wind dir 225 and crew l or crew r. Crew movement requires Manual mode. The HUD must remain attached; a rezzed remote object is not accepted as a sailing HUD.

For a HUD developer, send llRegionSayTo(boatRoot, commandChannel, "raise"), replacing the first two arguments with this boat's root key and saved command channel. No pairing is needed for commands. This channel is separate from the

GLW wind output and the supplied mini HUD's communication channel; receiving wind data still uses those existing interfaces.

Crew and electric motor

Share command

The owner boards first, then the crew. Both must stay aboard. Say cmd once and wait for the announcement before using the new skipper's keys. A normal handover can take place while sailing.

Who has command	How to hand over
Owner is skipper	Only the owner can say cmd to give command to the seated crew.
Crew is skipper	The owner says cmd to take command back, or the crew skipper says cmd to give it back.

The current skipper steers with the keys. The seated owner can still issue ordinary boat commands while sitting as crew. Both people can watch their mini HUDs before and after the swap.

Move the crew

Say crew move auto for automatic side changes while cruising, or crew move manual for manual control. Race mode switches Auto to Manual; leaving Race keeps Manual. In Manual, the seated crew, skipper or owner can request a move on the boat's saved channel:

On the saved boat channel	Action
crew l	Move one position to the left.
crew r	Move one position to the right.

There are four positions, from the outer port seat to the outer starboard seat. Crew position changes heel and has a modest performance effect. Gestures can send these commands; see Gestures and keypad shortcuts.

Motor away from the dock

1 Select cruising and lower sails If in Race mode, say cruising first. Say lower, then start. Sailing and motoring are separate modes.

2 Wait for the start cue You hear a beep, then the motor idles in neutral. The pod lowers and the boat is free to move, but the propeller stays still.

3 Select a speed Tap Up to move one step towards full ahead, or Down towards reverse. The selected speed is announced in local chat.

Speed	Chat alternative
Reverse medium	throttle -2
Reverse slow	throttle -1
Neutral	throttle 0
Slow ahead	throttle 1
Medium ahead	throttle 2
Full ahead	throttle 3

Say stop to hear the stop beep, end the motor sound, stow the pod and moor. Stop the motor before raising sails. motor on and motor off are alternatives to start and stop.

The same keys have different jobs Up and Down trim sails in sailing mode and select speed in motor mode. Reverse turns the propeller and cavitation the other way; neutral stops both.

Your HUD and cameras

A display for each person

Owner and crew can each wear a mini HUD. It opens only while seated on an SR25, including through a handover; furniture and other vehicles leave it folded. Standing clears the text and folds it to the SR25 HUD label. Boarding restores the expanded view. Move it in either state to save separate screen positions. Click the HUD to reconnect.

Display	Meaning
Heading and velocity	Heading is bow direction in degrees true; velocity is speed in knots.
Wind direction and speed	The active wind on this boat. Direction is where it comes from.
Wind angles	TWA/RWA is the true wind angle. AWA is the angle felt by the moving boat.
Main / Jib / Spin	Separate sheet angles, trim factors and colours; see Read the three sail indicators.

Saying hud will cycle between the regular GLW wind info, and the extended GLW wind info. The extended info is used when a race director is configuring winds, waves and currents for an event. This is not needed in regular racing and cruising.

Choose your text colour

Wear the HUD and type hud color <R,G,B> in local chat. The three numbers are red, green and blue, each from 0 to 1. Both color and colour are accepted.

Try this	Result
hud color <1,1,1>	White boat text.
hud colour <0,0.75,1>	Restore the default cyan.
hud color <1,0.85,0.4>	Warm pale yellow.
/80 hud color <0.7,1,0.7>	Pale green, sent directly to your own HUD.

This changes the main boat text, including heading, speed and wind. It is saved in your HUD and does not change anyone else's display. The three sail indicators keep their trim colours and race text stays white. Channel 80 is fixed for HUD commands; it does not follow the boat's sailing channel.

Select your camera

Say c, cc, cb or cx to choose AVsitter camera presets 1, 2, 3 or 4. Skipper and crew choose their own views. The actual views depend on the boat's AVsitter setup.

Race line countdown

The HUD shows START IN minutes:seconds in white, with the transmitting object's name. It accepts both race-line protocols on -8001 and -9000, including messages from different repeaters. The countdown continues across region borders, clears at zero or a start signal, and briefly shows Stopped after a reset.

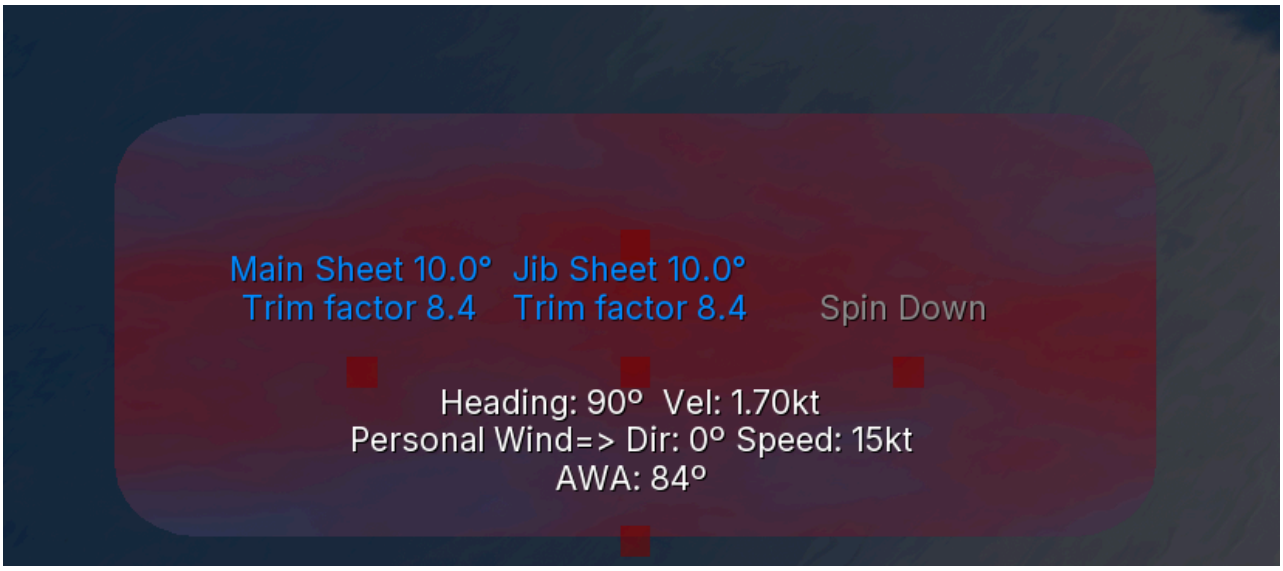
Reboarding the same boat can restore an unexpired countdown. A stop or reschedule missed out of range needs a fresh broadcast. Relogging or resetting the HUD clears the timer. The countdown and the boat's choice of wind are separate.

Your HUD command	Use
/80 race status	Check the last accepted source, channel and timing message.
/80 race clear	Clear the countdown on your own HUD.

Say hud while seated to switch to the extended display. It adds RWA, the true wind angle, alongside AWA, the apparent wind angle. Underway it also shows wind, current and wave contributions to speed, heel and its components, pitch, sideways drift and wave steering. The available readings depend on the wind mode. Say hud again to return to the basic heading, speed, wind and AWA display. hudx2 is an alias.

Adjusting the HUD layout

The HUD is modifiable so you can make it comfortable to read with your viewer's font and screen settings. If the sail readings look crowded, give the text prims more horizontal space. Vertical line spacing is generally fine.



HUD in edit view showing the background and four hovertext anchor prims.

Make room for your text

1 Keep a spare Make a backup copy of the HUD before editing.

2 Wear and open it Wear the HUD and sit on the SR25 so you can see the complete display. Moor the boat before making adjustments.

3 Select one prim Right-click the HUD and choose Edit. Enable Edit linked in the build window, then carefully select the prim for the text you want to move.

4 Space the sail readings Move the main, jib or spin text prim a little to the left or right. Give all three readings room, including their trim-factor or luffing lines. Move one prim at a time and check the result; avoid changing their height unless needed.

5 Fit the background If the full display extends beyond the background panel, select that panel on its own and stretch it horizontally to fit. Use Edit linked so you resize the panel rather than the whole HUD.

6 Check the finished layout Close Edit and check readability. Stand, then board the SR25 again to check the folded and expanded positions.

Keep the parts linked

Keep all existing prim names, scripts and links. The main, jib and spin prims anchor their own sail text; the fourth text area shows the boat readings. Moving a prim moves its hovertext with it. Resizing a prim does not change the hovertext font size or line spacing.

To reposition the entire HUD on your screen, turn off Edit linked and move it as a whole. Its expanded and folded screen positions are saved separately in the HUD's Linkset Data; wait a second after moving it. The spacing between linked prims is part of the HUD's build and remains with that copy.

Gestures and keypad shortcuts

Gestures let you trim and handle the boat without typing each command. Use the supplied set as a starting point, then choose shortcuts and trim steps that suit you.

Choose a sailing channel

While seated, say channel 77, or use another unused channel. Thereafter use /77 before every boat command, including crew movement, gestures and external HUD commands. The boat stops accepting commands on channel 0. Use /77 channel 0 to return to local chat. The choice survives inventory and re-rez; the boat privately tells its owner the saved channel on startup. Avoid 78 and 80, used by the logger and personal HUD, and -702702, reserved for docking.

Suggested keypad layout

Keypad	Left	Middle	Right
Top row	7 /77 raise	8 /77 lower	9 /77 moor
Middle row	4 /77 main out 3	5 /77 jib out 3	6 /77 spi out 3
Bottom row	1 /77 main in 3	2 /77 jib in 3	3 /77 spi in 3

Each column trims one sail. Assign /77 spi to another available shortcut if you want a separate spinnaker hoist toggle. Keypad support and key names vary by viewer; use a supported shortcut or your existing keypad mapping.

Customise a supplied gesture

1 Keep a spare Copy the gesture if permissions allow, then right-click it in Inventory and choose Edit.

2 Edit the Chat step In Steps, select Chat and set Chat to /77 spi in 1, for example. Put the boat command here, not in Replace with.

3 Choose the trim amount Use 1 for fine trim, 3 for a larger step, or a positive decimal such as 0.5. Change in to out for the opposite direction. No number means 3 degrees.

4 Set the shortcut Choose Shortcut Key and any modifier you want. Avoid assigning two active gestures to the same shortcut.

5 Save and activate Deactivate the original if you edited a copy. Test while seated, with sails raised and room to manoeuvre.

To make a new gesture, create a New Gesture in Inventory, remove unwanted sample actions, add one Chat step and enter the command. Assign a shortcut, save and activate it. No animation or sound steps are needed.

Give the crew their own shortcuts

Send crew l and crew r on the boat's saved channel, for example /77 crew l and /77 crew r after channel 77. You can assign Shift+L and Shift+R or another supported pair. These shortcuts send chat; the boat does not capture those keys. Select crew move manual first. The seated crew can move themselves; the skipper or seated owner can also request a move, including from a worn HUD.

If a gesture does nothing Type its full command directly in chat. If typing works, check that the gesture is active, the shortcut is unique and chat is not holding keyboard focus. Check Num Lock and your keypad mapping too. If typing also fails, check the channel, seating and sail limits.

Preview sends the gesture's command too. Test raise, lower and moor deliberately.

Wind and boat settings

Choose your wind

A fresh rez starts Personal wind from North at 15 knots. Changes are saved immediately and retained when the skipper stands, disconnects or Controls resets. A boarding skipper receives the Personal wind direction and strength. Direction means where wind comes from: 0° North, 90° East, 180° South and 270° West.

Say	Use
mywind / cruising	Select Personal wind. This is different from GLW Cruise wind.
wind speed 18 / windspeed 18	Set Personal wind speed, from 5 to 30 knots.
wind dir 225 / winddir 225	Set Personal wind direction, from 0 to 359 degrees.
glw [event name]	Request GLW Cruise wind. An event name is optional.
racing [event key]	Request GLW Race wind. Start from Personal mode with the keel down.

Use mywind or cruising before changing GLW modes. Returning to Personal wind restores your last Personal direction and speed; GLW and Race wind do not overwrite them. Wind Speed, Wind Dir and other capitalisations work. Check the HUD or click the hull for a private wind report.

Set the feel of the boat

Say	Use
rocking on / rocking off	Gentle rocking while moored and afloat. It stops automatically when underway.
motion on / motion off	Switch sailing pitch and roll on or off while cruising. Race mode fixes it on.
motion strength 1.5	Cruising strength from 0 to 2. Race mode fixes strength at 1.0; see Check and adjust sailing motion.
invert	Switch direct and tiller-style steering. Saved through inventory and re-rez; see Choose how the steering feels.

Small hands-off course changes are built into the sailing character and have no separate switch. They depend on course, trim and the sails in use.

Shallow water and shore

Command	When you can use it
keel up	Raise for shallow water while sailing, motoring or moored in Personal, GLW Cruise or any other non-Race mode. Blocked only in Race mode.
keel down	Lower the keel in every mode, including Race mode, at any speed.

The skipper or seated owner can use both commands on the boat's saved channel. There is no 2-knot limit. If the pod or keel is already moving, wait and retry. A raised keel reduces stability and sailing efficiency; lower it again when depth allows.

On rez, the boat settles afloat or attempts to rez its supplied cradle over land.

Boarding reminders and remote stations

The owner can say sit reminder off for a short “Welcome Skipper” or “Welcome Crew”, or sit reminder on to include the reminder to detach AOs and remove unused HUDs and scripts.

For a compatible remote station, touch your boat first, then use its rocking controls. If the station belongs to someone else, make the selection within 60 seconds of touching the boat. Recharge or refuel commands have no effect on this boat; it does not simulate batteries or fuel. Station commands use their own channel.

Steering and racing

Choose how the steering feels

Say invert while seated to switch between direct steering and tiller-style steering. In the normal view, direct steering is the default: press Left and the bow turns to port; press Right and it turns to starboard.

Tiller-style steering treats the key as the direction you move the tiller: Left moves the tiller to port, turning the bow to starboard; Right moves it to starboard, turning the bow to port. Say invert again to return to direct steering. This swaps both tap and held turns; trim keys, crew movement and camera presets are unchanged.

Mouselook and follow camera use matching steering directions. invert applies in both views and swaps tap and held turns. Test with a brief tap in clear water. The setting is saved to the boat’s Linkset Data and survives handover, script reset, inventory and re-rez. Say invert again to reverse it. A successful change has no confirmation message.

Check and adjust sailing motion

Say motion or motion status to read the current enabled state and strength. While cruising, motion strength 1.5 sets the strength; choose a number from 0 to 2. The default is 1.5. motion on and motion off enable or disable the sailing pitch and roll.

Race mode fixes motion on at strength 1.0 for everyone. Commands to change strength or turn motion off are refused with an explanation. Your cruising strength and on or off choice remain saved. Leaving Race mode automatically uses them again, with a smooth transition.

For example, set motion strength 1.5 while cruising. In Race mode the boat uses 1.0. Say cruising to leave Race mode and it uses 1.5 again. If cruising motion was off, it returns to off instead. In Race mode, motion reports both the fixed race setting and your saved cruising choice.

Race mode rules

These restrictions follow the boat’s Race wind mode. A race line countdown on your HUD does not put the boat into Race mode.

Motor: start and motor on are blocked in Race mode, even after lowering the sails. To use the motor, leave Race mode by saying cruising, lower every sail, then say start. stop and motor off remain available. The block also covers the boat’s automatic race ID; removing a name suffix does not unlock the motor.

Crew: Race mode requires manual crew movement. Entering Race mode changes Auto to Manual; leaving Race mode keeps Manual selected. While cruising, say crew move auto if you want automatic side changes again. Manual crew positioning still changes heel and has a modest performance effect.

Keel: keel up is blocked in Race mode. Lower the keel before racing. keel down remains available in every mode. Outside Race mode, you may raise it for shallow water while sailing or motoring, with reduced stability and sailing efficiency.

Say racing, optionally followed by the event key, to request GLW Race wind through the Receiver. Start from Personal mode and keep the keel down. Confirm Race wind on the HUD before racing. To leave, say cruising; this restores your saved Personal wind.

Help when you need it

Try the simple recovery for the problem you see. Avoid resetting a working boat just to refresh a display or regain the steering keys.

What you see	Try this first
Arrow keys pan the camera	While seated as skipper, say keys to request the helm controls again.
HUD is blank	Stay seated and click your HUD. Standing clears the text by design.
No skipper pose or response to raise	Choose the skipper pose in AVsitter. If a guest boarded first, both stand and let the owner board first.
Crew gestures do nothing	Select crew move manual and use crew l or crew r on the saved boat channel. Update any old gestures that still use /79.
Trim appears not to move	Say sails and compare settings. Check the sail is raised, within its limits and not visibly stopped by the apparent wind.
Boat keeps moving after lower	This is intentional coasting or drifting. Say moor when you want to secure it.
A guest skipper crashes at a crossing	If the boat moors, the owner remaining aboard can try cmd. Wait for seat and control confirmation before raising again.

After a difficult region crossing

Brief seating or HUD delays can occur during crossings. If sailing continues normally, carry on. After a confirmed loss of the skipper or required owner, the boat stops and sends the owner an instant message with the region, coordinates and a map link. A deliberate stand can trigger the same notice; a brief crossing interruption within the grace period does not. If the owner remains aboard, try cmd to recover command.

If someone cannot board because the simulator still holds a seat, the owner can use seats status, then clear seats while moored. This may not clear every ghost seat; taking the boat to Inventory and re-rezzing can still be necessary.

Information to send with a problem report

Command	What it tells you
control status	Assigned seats, current skipper, permissions and physical state. Owner only.
memory	Memory reports from the modules. Use while boarded with a recognised skipper.
crew status	Crew occupant, movement mode and confirmed pose.
rig status	Sheet and pulley status. Owner or seated skipper; use the saved boat channel.
wakes status	Ribbon wake and water alignment. Owner or skipper.
/80 race status	Countdown source and timing, from your own HUD.

Copy the exact error or warning and say what happened just before it. A LOW memory report is useful support information; a stack–heap collision means that script has run out of working memory.

Reset only when needed boatreset or resetboat restarts Controls and the boat session while retaining Personal wind, steering preference, sail transparency and command channel. Moor first, issue the command while seated, then both stand and wait for Ready to board. Board owner first again. A fresh rez resets Personal wind to North at 15 knots.

recovery requests GLW wind recovery; it does not repair seats or a ghost avatar. help or manual shows the brief onboard help and online manual link.

Command card

A small command card

Job	Commands
Sail away	raise • main • jib • spi / spin
Trim one sail	main in 1 • jib out 3 • spi trim 22
Trim all sails	Up / Down: 3° • Page Up / Down: 1° • sheet 3 / sheet -3
Hand over and move crew	cmd • crew move auto (cruising only) / manual • crew l / r on saved channel
Motor	Cruising only: start • Up / Down for speed • stop
Finish	lower to coast • moor to secure
Personalise	channel 77 • hud color <1,1,1> • c / cc / cb / cx

Other accepted forms: main up / down, jib up / down and spi up / down; trim main 45 and sail main up; motor on / off; hudx2; resetboat. reqwind asks for a legacy HUD wind report. worldwind is experimental and depends on the Receiver and service.

Online manual: https://sites.google.com/view/ultramesh/watercraft/hunter-sr25

Updates to the boat

v1.0 - 1 November 2026 - Initial release

v1.1 - 1 November 2026 - Minor update

to fix a wake issue that had crept into the production release from an old file.

V1.2 - 6 November 2026 | Script revision 3.84 - 3.86

1. Invert persistence

invert now saves the steering preference in Linkset Data. Controls reloads it on startup, including after inventory/re-rez. A failed save leaves the current steering setting unchanged and reports the failure.

2. Per-sail transparency

sail transparency main 20

sail transparency jib 20

sail transparency spin 20

Use 0 through 100, including decimal percentages. 0 is opaque; 100 invisible. Defaults remain main 0, jib 0 and spin 20 percent. Saved choices survive rez, script reset and inventory. Sails caches the opacity and applies it only to the faces that its existing animation selects. Hidden faces stay hidden. Appearance has no effect on drive or trim.

3. Protest flag

The current skipper can toggle p or protest on the boat command channel. Only face 3 (port) and face 1 (starboard) change: 100% or 4% transparency. The other faces, colours and textures are left as authored. See INSTALL for the recognised prim name. The flag starts hidden, not saved as raised.

4. HUD explanation

The manual now explains that hud toggles basic and extended detail and describes the extra readings. hudx2 remains an alias.

5. Third party HUD commands

Listeners identify a speaking object's actual owner and verify that it is attached before treating its command as coming from its wearer. Existing seated owner/skipper checks are then applied. Wind, sails, crew and other ordinary commands use the same command channel as chat/gestures. Manual crew moves may be requested by the seated skipper or owner as well as the crew occupant. Ordinary crew cannot use skipper-only sail/wind commands.

6. One saved boat command channel

Controls, Aux, Crew, Rig and Wakes follow GLW.Engine.CommandChannel. Changing channel removes each previous command listener before opening the new one. Channel 0 works only when it is the saved command channel. Startup privately tells the owner the current channel. The mini HUD, GLW, docking and optional logger have separate protocol/utility channels and keep those interfaces. A handful of listeners is normal; avoiding unnecessary unfiltered local chat reduces irrelevant listen events. This update adds no polling for chat.

7. Docking and batteries

Removed the legacy !Recharge to 100% handler and its Charge write and batteryannouncement. Rockoff/Rockon still work, including the existing owner or touch-authorised remote station rule. A station that also sends recharge commands now has those commands ignored by the SR25.

8. Personal wind lifecycle

Direction and speed are saved as they are set. Controls no longer overwrites them on every reset. Standing or losing the skipper retains them. Returning from GLW/Race mode restores the last Personal wind instead of overwriting it with event wind. A boarding skipper hears the current Personal settings. A fresh rez, or ownership change, resets Personal wind to North at 15 knots. Selecting one Personal value uses the other saved value, so rapid direction and speed commands do not depend on delayed display/environment events.

9. Boat recovery location

After an underway boat stops because a required sitter is lost, Controls records the stopped region and position. Commands sends the owner an instant message with coordinates and a map link; the IM delay does not block Controls. Existing crossing grace stays in place, and the same notice is not replayed from saved data on startup. A deliberate stand

can look like a disconnect. Moor before standing to avoid an unnecessary recovery notice. Delivery requires the boat's region and scripts to be running. Nothing can send a new location after the object has already been returned/deleted.