

Startup procedure for NoLimits using V2 platform

1. Plug the Remote Control and Rift Sensor into front USB sockets, Plug Rift headset to rear socket
2. Click start icon on desktop (If the command window opens on the large monitor, move to the small monitor)
3. Press the Enter key to start the NoLimits coaster software
4. Click Play on NoLimits menu
5. Select MdxVrCoaster by clicking the icon. After the coaster loads, the mouse will move the point of view – Right click to freeze the view
6. Click the command window and press Enter to start the ride control software. If NoLimits is obscuring the command window, use alt+tab to select the controller window and drag the Controller window over to the small monitor (tip, you can also use control+shift+windows key combined with right and left arrows to move the currently selected window between monitors)
7. The controller should show that the coaster is at the station but deactivated.
8. The red emergency stop toggle switch lever should be moved towards the dispatch button to activate the coaster (if the switch was already on, toggle it off then back on)
9. If the coaster is ready to go, the ride controller will display “Coaster is Ready for Dispatch” and the green LED will illuminate on the remote control

Controlling the Ride

1. Check that the green LED is lit on the remote control (if not , check for warning or error messages in the ride controller GUI)
2. To start the ride, press the green Dispatch button on the remote control
3. To Pause the ride, press the yellow Pause button on the remote. Pressing the Pause button again will resume the ride.
4. To abort the ride, flip the red activation handle down (away from the Dispatch button). This will pause the Rift coaster display and deactivate the chair. After disembarking, press reset to return coaster to the station for the next ride. When the coaster is back in the station, flip the emergency stop toggle lever back towards the Display button.
5. To lift the platform to insert steps, press the blue Reset button (this will raise the platform for four seconds to allow the steps to be put in place)

You can select another park using the GUI combobox. This is only active when the coaster is deactivated.