



# Guide de navigation virtuelle

**1<sup>ère</sup> édition**  
**MAJ août 2019**

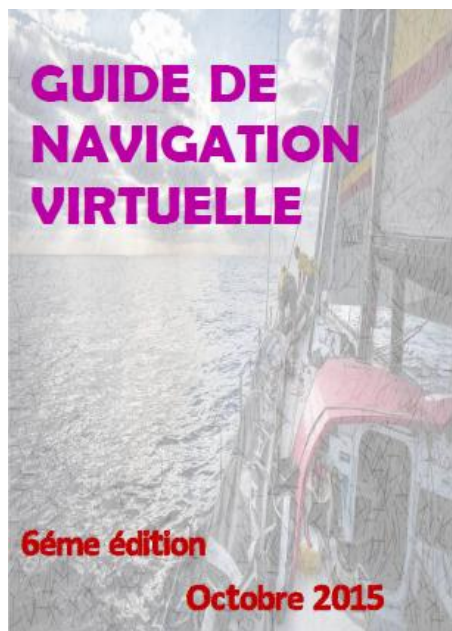
**Virtual**  
**Regatta**

Serge, Captain



# Présentation du guide

The first virtual navigation guide was created by the Great Dic who chose to stop racing on Virtual Regatta in 2014 leaving orphan community wise counsel, his tricks and editing his cards for VRTool.



In October 2015, Celine, at the helm of "FELISEATE" has decided to take up the torch with drafting an update 6<sup>th</sup> edition of the guide.

Since despite a new version of the game (RV 03), no one has given the profession on the book for a complete overhaul of the "bible". While it is always possible to move forward with, we must recognize that no concept of the game, it has now become very difficult.

I discovered Virtual Regatta in 2012 at the Vendée Globe. Totally novice in sailing, I did what I could. At the finish of the race, I was bitten the game and since I participated in almost all races. So I decided to move forward and to do this, I researched all available information on the subject. It was on this occasion that I discovered the work of Celine.

The arrival of the teams in the game allowed us to create real teams with often very different levels. On the occasion of the

last Route du Rhum, I am at the initiative of Team 58 Nièvre. I quickly was joined by Nivernais whose rank VSR is 1 to 14 and passed my passion to many of my friends who have just started on the game.

The goal of any game is fun. But the peculiarity of Virtual Regatta is this competitive spirit that we win insidiously and soon we try to include as much as possible. "Coatch" of the team, I am regularly asked for advice on the tools available to us or strategies.

At first, my intention was to simply bring up to day 6<sup>th</sup> editing. Very quickly I realized that it was extremely complicated and it would be best to start with a blank sheet.

As Didier and Celine had so many before me, I will try to help you better understand what this exciting Virtual Regatta Offshore play.

I do not pretend to have written a "bible" but only an accessible guide to all that I hope will help you. I took pleasure in his writing and I hope you will take much to read. Of course, I'm open to suggestions, ideas and tips to improve or complete.

Serge, Captain EZ-MTZ8493



## Update August 2019



cosmetic changes Adding new  
functions added various



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# Chapitre 1

## Adoptez un vocabulaire commun

To understand the game and the best use of this guide, it is important to adopt a common vocabulary.

We will resume own terms to Virtual Regatta (from this moment it will be VR) or navigation and the decline in alphabetical list.



This while vital step may seem tedious but this game is so exciting and complex that it is actually a small effort compared to what it will necessarily do hope to win races.

## AT

**Tear down** : On a sailboat, it's down to maneuver the boat so as to deviate from the wind. The opposite is luff or (Loffer).

**gullwing** : The gull-wing is a classic road when turning around an anticyclone. At one point, change of edge and this road draws a gullwing very large scale.

**radio alert** : Equipment that can be alerted individually when the boat encounters a difficulty and allow to come to act more quickly to correct the course or setting sail depending on the problem (stranded boat or sailing unsuited to weather conditions). The radio alarm warns you in two ways:

-  Email if your profile you have agreed to receive emails by push notification if you have allowed the
-  mobile application to send notifications

This is an accessory that can be useful but that does not alter the boat's performance.

**look** : On a sailboat, pace means the direction where the wind comes from.

**tack** : In the navigation tack denotes the position of a boat relative to the wind or more exactly the side where the tack receive the wind: port is said tack when the boat has the wind by port and starboard tack when receiving the starboard.

**Anchor** : Object provided with lugs for hanging a vessel at the bottom.

**Anemometer** : The anemometer is used to display the angle and the wind speed at a given point of the lake, and the distance from your boat over this point. This feature can be used in conjunction with the weather, that's when speed and wind angle at the selected time that will be displayed.

**Wind Angle** : See TWA.

**Arrival** : The arrival can take many forms depending on the race. It can appear as a circle or a line. The finish is distinguished by a small lighthouse on the card of the game.

**windward** : Portion of the space, which, on a boat, is on the down wind side.

# B

**Port** : The left side of a ship when facing forward (bow) (Dutch Bakboord).

**waterproof container** : When you participate in a race, a mysterious sealed shakes can (now) every 11 hours (periodicity is configurable by VR, and can change depending on race) at the top right of your screen. This can contains valuable cards you need to operate your navigation instruments throughout the race.





**Buoy** : Some trips include rounding marks. The flow direction is indicated by the white line that shows you the route, as well as animated arrows around the buoy to confirm.

# VS

**C0** : See Code 0.

**Padlock** : Enable or disable the steering gear.

**Maps** : The cards are necessary to operate your navigation instruments on a run. Each instrument is a card type. When you want to turn one of them one these cards will be required. There on the game 4 types of cards:

-  Help
-  Programming
-  Automatic sail
-  waypoint

**Help Cards** : Cards Help You simply present the best course to follow for the next 4 hours and the best possible combination of sailing, just when you activate it.

**programming cards** : Having programming cards in stock is crucial to navigate effectively. This allows to navigate without being totally blind. They offer the possibility to provide for changes of over 24 hours (three days VIP option) or schedule changes with the cap on or off steering gear. The programming is effected automatically at scheduled times. They do not take into account possible changes in wind that can generate surprises as to send the ship into the rocks, cause u-turns, or navigate with a bad veil. Offshore, it is very often the best option. The programming has the advantage of being canceled and recovered by double clicking it. It is currently not possible to combine programming and waypoints.



**Cards Automatic veil** : Automatic sails are a handy tool. Once activated, they allow your boat to sail with the optimum sailing whatever the wind strength or direction. With automatic sails you are sure to sail with the optimum sailing available on your boat. Automatic sails can be activated to turn on this feature, one or more cards "Sailing Automatic" will be needed in increments of 12 hours.



**waypoint Cards** : They allow to place waypoints for the boat, navigation is doing therefore fixed, heading, change then taking place once the boat reaches the selected point. A sequence of waypoints is the safest way around a buoy or island or to brush the ribs. Caution however not edit waypoints near the coast and close when failing to have very unpleasant surprises. It is currently not possible to combine waypoints and programming.

**Chock** : Designates the action of release or relaxation (listening, for example).

**Ranking VSR** : It provides a glimpse at the fair results of each over the races that you will participate. It consists of 14 levels (or divisions). Level 1 is the entry level, level 14 is the highest. Since 02/04/2019, there are 2 games that are uncorrelated:

-  The level of experience (XP) The
-  ranking VSR



Your point number VSR is a number between 0 and 5000. 2500 is the "average", the number of points represents the "ranking means." This is the starting point of the VSR ranking of each participant.

At the end of each record, each stroke or each component step a race, the new classification VSR skippers is calculated according to the [ELO principle](#) taking into account its current VSR ranking.

This principle sets a gain or a points deficit awarded based on the VSR level of the race (from 1 to 6), your level of play (XP), your current position in the standings VSR, the number of participants and your ranking on arrival.

Players who have not crossed the finish line get a "penalty" on the VSR points their position in the race should have their win.

The date of the last ranking update is displayed at the top of the screen rankings.

TOP VSR represents the elite of skippers. It consists of the first 200 RSV ranking.




You can estimate your earnings (or loss) on the [calculator Benoit, captain BGSteMairne](#) .

**Code 0** : Wind Sailing through the veil set (or reaching) commonly called the C0.

**Compass** : The compass is the tool to steer your boat. It takes the form of a disc at the bottom left of your screen game. In the pressing, your boat will move in the desired direction.

**Rope** : Term proscribed maritime vocabulary, with one exception: the rope of the bell.

**Color buttons** : The color of the buttons can change:

-  A white button means that the option can be activated provided that you have the necessary cards if necessary
-  A blue button means that the option is active
-  A gray button means the option can not be activated because it is not compatible with another option enables

**Credits** : Credits are the virtual currency you have to equip your boat before the start of a race, but also to get cards that allow you to use navigation instruments during a race. These credits can only be spent on the game Virtual Regatta Offshore.



# E

**Stranding** : In the maritime field, beaching is a deliberate move of allowing the ship to land on the bottom of the sea, usually taking advantage of a falling tide. The stranding opposes the grounding, who himself is a boating accident.

**Grounding** : The grounding accidental immobilization of a ship on a shoal, that is to say, in a place where the ship no longer has enough depth of water under the hull to navigate. The grounding usually occurs near the coast, but it can also occur off in a shallow sea area. When the asset is a voluntary action (eg fairing (clean) boiled in a tide water) talking stranding.

**jibe** : Changing tack downwind. It also uses the term "transfer luff to luff" or jibe.



**Facilities** : Set sail and options that fit your boat.

**Etrave** : Front end of the boat, part of the bow of a ship.

# F

**Closure of the race** : This is the time when you must have crossed the finish line to your race or your ongoing attempt to take effect.

**foils** : The foils allow your boat to get a speed boost downwind (or side wind coming from behind) in the strong wind. They are available on all races. The speed increase (up 4%) achieved with the foils is felt downwind in strong wind to moderate. Wind force (around 11 knots) and the angle to the wind (80 ° to 160 °) from which the foils come into action dependent on multiple parameters and the type of boat which uses them. No need to actuate if your boat is equipped before departure, they will act automatically.

-  the foils are active TWS 11,1Noeuds • to 39.9 knots in the range of 71 ° TWA • to 169 ° for the maximum gain
-  (1.04) requires: TWA: 80 ° to 160 ° - TWS: 16 to 35 knots

**Frigate accompanying** : The accompanying frigate is a ship on which you can reposition yourself if you are in a bad position, for example if you have failed, or if you have taken too much behind other participants. If you join the position of the frigate, it will be possible to regain your previous position. This action is irreversible (and is only possible once).

**Full option (All options)** : Boat with all sails and options.

**Full pack** : The Full Pack (option only available for payment or courtesy of VR in case of compensation of a problem) contains all the equipment with which you can upgrade your ship before the start of a race or a stage.

It's made of :

- |   |  |
|---|--|
|  Radio alerts      |  The Breeze The sails |
|  winches Pro Foils |  sailing Reaching The |
|  Light wind sails  |  Hull Polish          |



Obtaining a "Full Pack" allows you to benefit from the unlimited navigation maps, in this case, they can no longer appear on your screen. You can also have use of navigation maps unlimited gracefully offered by VR in case of compensation of a problem.

## G

**light genoa** : Wind sail set near the small time sails.

**Weathercock** : See anemometer.

**home** : lateral inclination of the boat in the wind or poor balancing embedded masses.

**Mainsail** : Sailing Master of the ship, hoisted on the back of the mainmast, whose form evolved in the history of sailing.

**Grib** : Binary gridded in English means a file format used in meteorology for the dissemination of meteorological forecast data and satellite images.

## H

**Heave sails or heavy (HS)** : Another name of breeze sails (strong wind).

**Hall of fame** : Honor Roll of the 50 best teams in VR Offshore

## I

**Navigation instruments** : It's all useful tools for navigating your boat. We find:



The compass



The veil selector The regulator of



pace Automatic sails cards



The cards programming cards



waypoint Maps Help



## J

**Jib** : wind sailing near the base set of sails.

**certified player** : A certified player is a competitor recognized Virtual Regatta as important personality. It is usually experienced skippers and great champions, but also public figures known to all.

## The

**Latitude** : Latitude is a geographical coordinate represented by an angular value, expressing the position of a point on Earth north or south of the equator that is the reference plane.

**Light sails or light (LS)** : Another name for small time sails.

**Wind Bed** : Direction from which the wind.

**Lofer** : On a sailboat, luff is to maneuver the ship so as to bring the boat to the axis of the wind.

**Longitude** : Longitude is a geographic coordinate represented by an angular value, term positioning is west of a point on Earth. The reference longitude on Earth is the Greenwich meridian.

**tack** : Action to transfer successively edge upwind upwind in order to go upwind.

**rhumb** : A loxodromic road is shown a marine or aeronautical chart in Mercator projection by a straight line, but it does not represent the shortest distance between two points. Indeed, the shortest route, called circle route or great circle is a great circle of the sphere.

## M

**Maneuver** : Action on the wing to change the movement of the ship.

**Message from boat** : It is possible to communicate with another boat from its page competitor. Each race has a separate chat system which you can use at will.

**Nautical mile** : The nautical mile is a distance measurement unit used in maritime and aviation equal by convention to 1852 meters.

## NOT

**NAP** : It is a style of play that requires its participants to navigate the guesswork that is to say without using the routing other than those available in the game. Players have created regulations and manage a NAP ranking.

**constant heading navigation** : The boat ahead of a fixed cap when the lock is open the boat follows the heading displayed until manual intervention shift cursor. The fixed cap is very useful to reach specific points (buoys, ground spikes, strategic points ...) and represents a true security Lord coastal shipping also called clean pebbles.

**Navigation constant TWA** : The boat ahead of a constant TWA when the speed control is activated (closed padlock in blue) and regardless of the wind direction. The boat follows the TWA displayed until manual intervention. The boat speed depends on the angle and strength of the wind. Its value is shown to the right of the compass and when the cursor turns green it shows the best compromise between speed and distance traveled. This concept will be discussed in more detail later. This is the navigation preferred method, especially at sea.

**Level of Experience (XP)** : Whatever your result on a race, you earn experience points what. This allows constant progression and fast levels.

The VSR level is the number of XP points:

VRS 1:	0 points	VRS 6:	4000 Points	VRS 11:	14,000 items
VRS 2:	500 points	VRS 7:	5000 Points	VRS 12:	20,000 items
RSV 3:	1000 Points	VRS 8:	6000 Points	VRS 13:	30,000 items
VRS 4:	2000 Points	VRS 9:	8000 Points	VRS 14:	50,000 items
VRS 5:	3000 Points	VRS 10:	10,000 items		

**Node** : The node (n) is a unit for measuring the speed used in maritime navigation (and air). One knot is one nautical mile per hour, or 1.852 kilometers per hour.

## O

**orthodromy** : The great circle denotes the geodesic, the shortest path between two points on a sphere. So the smaller of the two arcs of great circle passing through these two points. For browsers, a circle route designated as the shortest route to the surface of the Earth between two points. In everyday life, the shortest distance between two points on Earth is referred to as "distance as the crow flies" between those two points (see rhumb line).

## P

**Route to** : The path to follow is represented by a white line on the map. It originates from, and reached the finish. This route is made for information purposes, it is not related to any calculation. However it is the right path to follow, respecting all brands course through the right side of each brand, but not necessarily the best path. In no case does is the great circle.

**DDA** : It is a style of play that requires its participants to perform the race by equipping his boat only with credits earned premium start of a race. Players have created regulations and manage PDD classification.

**Painting** : Once registered with a run, go in the paint booth, it's possible to choose one of the colors proposed as selected palette. The ship your customization is limited. You can choose the hull paint / decor sails. The game does not allow you to add text or comments on the hull or the sails of your boat.

**penalties** : Maneuver, it takes time! We must go on deck, out sails, hoist, border, shock ... Fortunately, on VR is more, simply to change course or select sailing from the dashboard of the game without even have to put on a waxed! On the play, after each sail change or tack (or jibe transfer) a penalty is applied. Your boat is then slowed to 50% of its speed for a period of 300 seconds. It can be reduced to 75 seconds using the winches pro.

**becalmed** : No wind, dead calm.

**Body of water** : maritime area over which the race is run or race. commonly known map that should not be confused with the cards to operate your navigation instruments.

**Fleece** : Called the Polar diagram giving the theoretical speed of a boat depending on the direction of the wind and sail used. It is through these data the game calculates the displacement (speed) of your boat on the play.

**Polish shell (P)** : The polish is an operation of polishing the hull of your boat to make it as bright and smooth as possible. This allows for better glide, and therefore a speed increase (0.3%) at all speeds and in all weathers!

**Door** : A door is a compulsory passage between two buoys. It is marked on the course with a yellow dotted line.

**Stern** : Part rear of a boat (Latin puppis).

**Weather forecast** : To check the weather, you just manipulate the time scale (from 0 to 7 days), which is right on your game screen. Remember that weather forecasts are just that. Forecasts. Actual weather can vary, sometimes significantly, the expected weather.

**Prime arrival**: Bonuses and credits VSR points are distributed as soon as the finish line is crossed. They depend on the level of race and rank your VSR.

**Severance pay** : That's credits obtained golden handshake of a race. They can only be used on the race on which they were obtained. If they have not been fully spent by the end of the race or stage on which they will have been allocated, they will disappear.

**Cape Programmer** : Cape scheduler is the tool that will allow you to determine when your boat will change course, and what course it will take (s) time (s) selected (s). It can be coupled with the regulator of pace which allows programming a fixed course but also a fixed angle to the wind. To use the course scheduler cards "Programming" will be needed based on the number of schedules you need.

**Bow** : Front part of a ship (ancient Greek πρῶρα, Prora).

## Q

**Keel** : Part under the boat counterbalancing office (through the ballast) and drift plane (fixed keel). The keel can be pivotable laterally for increasing the restoring torque. Drifts are integrated into the boat. The keel can also be vertically hinged on some boats.




**QtVlm** : computing routing tool.

## R

**rank VSR** : Division you belong in the VSR ranking (see ranking RSV).

**Refuse** : adverse rotation of the downwind forward.

**Regulator of pace** : The regulator activation button look is near the display of the wind angle at the bottom of the screen game. It comes in the form of a padlock that operates with a single click:

-  open lock: The button is grayed out, your boat will follow the course given regardless of the wind direction.
-  Padlock closed: The button is blue, your boat will follow a route keeping a constant angle to the wind.
-  The controller can also be activated in the course of programmer operation is then exactly the same in each programming screen.

**Laugh** : System to reduce the surface of a web, by folds.

**routing** : Routing is a procedure for finding the optimal route for a specific vessel and for a specific voyage taking into account the available sails and weather forecasts. It can be manual (using card paper and calculation rules) or made by computer programs as zezo or qtVlm.

**route zezo** : Extension for Chrome complementary to zezo.

# S

**Tighten the wind** : See luff.

**Downwind** : On a ship, portion of space on the opposite side to the wind.

**spinnaker** : Sailing downwind of the basic set of sails (spinnaker diminutive).

**light Spi** : Sailing downwind of time set small sails.

**spinnaker heavy** : Downwind sail the breeze set sail.

**strong** : Another name of breeze sails.

# T

**Pitch** : Longitudinal oscillatory movement.




**Team** : All players together in the same team.

**Starboard** : Right side looking forward (the Norse styribord).

**staysail** : wind sailing near the set breeze sails.

**TWA (True Wind Angle)** : The TWA (True Wind Angle) or True Wind Angle is the angle of the real wind compared to the axis of the boat.

General principles :







-  Your boat does not advance very slowly or at lower TWA or equal to 36-40 ° The higher speeds are
-  generally breaches TWA 90-110 ° Beyond TWA 160-170 °, speeds drop gradually.
- 

In sailing, to go from point A to point B, the straight line is not always the fastest. It will always seek the best compromise between the actual boat speed and distance. Depending on the direction and force of the wind, depending on the capacity of webs (polar), the TWA be decisive.

**TWS (True Wind Speed)** : actual wind speed.

# V

**VIP** : By purchasing a subscription to the VIP option, you get more benefits as the subscription is active:

-  Plan your path for the next 120 hours (instead of 24 hours by default) Place up to 15 waypoints (instead of
-  9) Place up to 15 schedules (instead of 9) Follow up to 60 players (instead 30) Customize the color of the
-  base map Benefit from priority customer support
- 
- 
- 

**Tack** : Change the direction from which the wind comes, through the wind.

**VMG** : VMG (Velocity Made Good) is a CAP / SPEED compromise. A helmsman who seeks to overtighten the wind certainly less drive but decreases its speed and the one who kills too already attained a higher speed, but this benefit may be offset by the additional road ahead. A good compromise is one that saves the most distance on the axis of the wind. When you navigate to a reach-like with the Code Zero, the notion of "saving the wind" is absent, the best VMG is not displayed on your compass.

**Basic Sails** : Basic sails, this is a set consisting of two webs, and one jib 1 spi.

**Sailing breeze** : The breeze sails is a set consisting of two sails 1 staysail and spinnaker 1 heavy, specially designed for sailing in strong winds. Smaller, and very strong, they ensure your boat improved performance when browsing in a storm. They are more effective than the jib and spinnaker base in strong winds and should be favored when winds are predominantly upwind or with a force greater than 18.5 knots.

**small time sailing** : The veils of small time is a set consisting of two webs, one Genoese light and one light spinnaker, specifically designed for navigation in low winds. Lighter and more stable, they ensure your boat improved performance when there is little wind. They are more effective than the jib and spinnaker base in weak winds and should be favored when winds are predominantly upwind or of carrying a force of less than 18.5 knots.

**Reaching sailing** : Reaching the veil, that is what sailors call a "Code Zero". Considered as the ultimate weapon to wind gaits wrong. It offers your boat better performance when the wind blows on the side of your boat. It is essential in some races but less on others.

**VRDashboard** : Google Chrome Extension for additional aid to navigation on VR Offshore.

**VSR** : Virtual Sailing Ranking is the official international ranking of the virtual veil (see ranking RSV).

## X

**XP** : See experience level

## W

**Waypoint (WP)** : A waypoint is a "waypoint" or end point. This is a point the road to achieve that is to take place a change.

**Winch** : A winch is placed fixed equipment on your boat deck that can leverage the pull exerted by the skipper on the ropes (listening, halyard, spinnaker arm) used to control the wing.

**Winch pro** : The pro winches are more powerful winches than those already present in the standard equipment of your boat and allow you to maneuver even more effective! With winches pro, this operating time is reduced and the ship will maneuver much faster during tacks and gybes to perform, but also (at / to) each sail change. The maneuver penalty therefore requires 300 seconds to 75 seconds.

## Z

**Zezo** : computing routing tool.

**Ice Zone** : On some races around the world, a red line may appear in high latitudes. This limitation is added to bring the best of the course of the actual race. As on all the races, the white line which is on the map shows you the way to follow. A boat that crosses this line, and / or sail the wrong side, saw its greatly reduced browsing speed (up 75%). Care should be taken to keep away from this limit by browsing the side indicated by the white path without sticking to the line path. The dotted area indicates the danger zone in which to avoid navigating.

+ Example for a speed of 20 knots for an area of ice at 60 °:

• 60 ° 00 '00' :	15 knots	- 25%
• 60 ° 06 '00' :	14 knots	- 30%
• 60 ° 12 '00' :	13 knots	- 35%
• 60 ° 18 '00' :	12 knots	- 40%
• 60 ° 24 '00' :	11 knots	- 45%
• 60 ° 30 '00' :	10 knots	- 50%
• 60 ° 36 '00' :	9 knots	- 55%
• 60 ° 42 '00' :	8 knots	- 60%
• 60 ° 48 '00' :	7 knots	- 65%
• 60 ° 54 '00' :	6 knots	- 70%
• 61 ° 00 '00' :	5 knots	- 75%
• beyond 61 ° 5 knots		- 75%

Please note that the posted speed shows no change and does not take into account the decline, but in reality the boat is indeed slow 25 to 75%.

The point NEMO









# Chapitre 2

## Initiation à la navigation

We now have a common language, it was a first step. Many players have never set foot on a sailboat before embarking on VR. It is time to see some principles of navigating a sailboat.

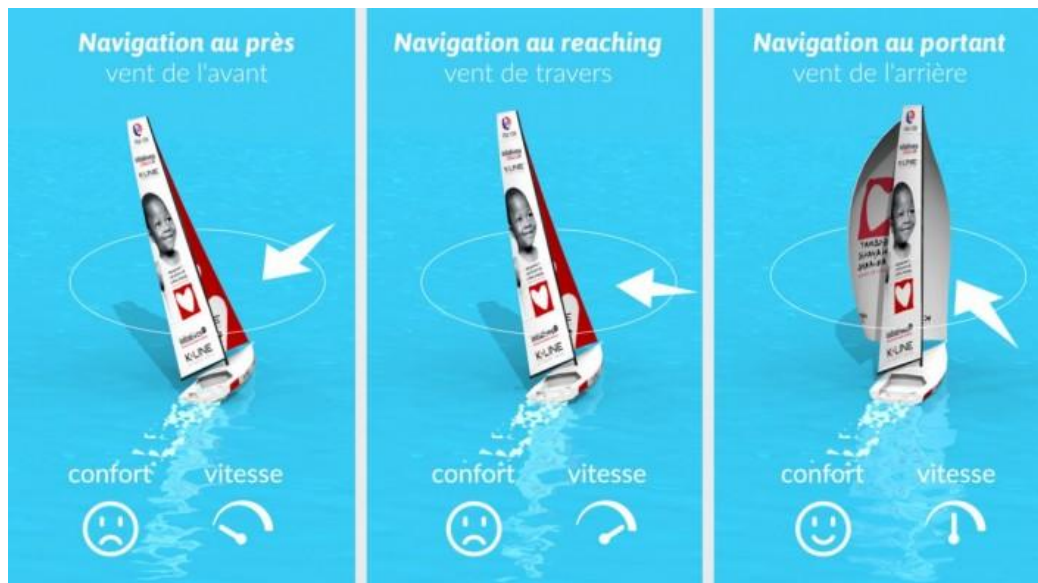
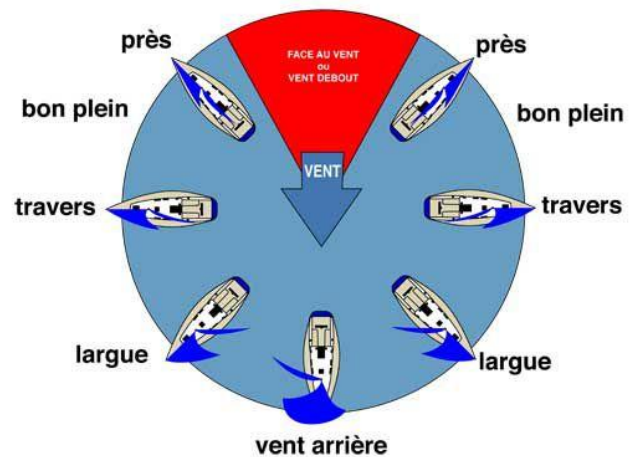
### I - GAIT

The main navigation appearance of a sailboat are:

-  the nearly full right
-  through the
-  downwind
-  downwind

The shape depends on the angle between the ship's main axis (bow-stern axis) and the bed of apparent wind.

The shapes are symmetrical, there are two areas closely, through, etc. To distinguish them, he used the terms starboard tack and port tack. The boat is on starboard tack when the wind comes from the right with respect to the main axis of the ship (bow stern axis). Conversely, the boat is port tack if the wind comes from the left.



When the boat is head to wind, it can not move forward; we say that the boat is upwind (also called into the wind). He shall keep about 45 ° to the axis of the wind to make progress with its sails (30 ° on the most successful racing yachts).

If the intended destination by the boat requires taking a direction facing the wind, the boat will tack (or tacking), that is to say progress by drawing zigzags to always maintain above mentioned minimum angle allows it to be powered by its sails.

Okay on RVs, comfort is not very important so we will focus instead on speed!

## II - A SHIP SAILS

A veil is a piece of cloth (natural or synthetic), whose size can vary from a few square meters to several hundred square meters, which, thanks to the action of wind, is used to move a vehicle. The sails are used on sailboats, windsurfers, but also on land vehicles (tanks sailing, sailing on ice).

The type of sail used and their arrangement on the masts, spars and / or struts are called rigging.

A sail works in two ways:

- Either attached flow which reveals a phenomenon of lift, for paces ranging from near downwind
- Either by flow-hook, and a board which is perpendicular to the wind would position. This is the mode that looks great-drops and wind.






Most of the time the boat uses a combination of 2 sails:

- the mainsail is always to post
- a headsail which is selected depending on the direction and strength of the wind.

The weight of a sail varies depending on size and thickness. The mainsail which should be very solid, weighs 120 kilograms.

The spinnaker, although the biggest sailing, should be lighter to be effective. It is manufactured in a thinner fabric and weighs 40 kilograms.

The skipper must be careful not to over-toiler boat, ie put too much sail in high winds. The boat then gîterait excessively and could not accelerate. The risks of material breaks would be as important or even dismasted. At a wrong move, it can also happen that a veil is torn.

<b>Grand voile</b>  hauteur : 27,5 m largeur : 8,5 m surface : 170 m <sup>2</sup>	<b>Spi (spinnaker)</b> nom de code : <b>A2</b>  hauteur : 27,5 m largeur : 17 m surface : 400 m <sup>2</sup>	<b>Grand gennaker</b> nom de code : <b>A3</b>  hauteur : 27,5 m largeur : 14,5,5 m surface : 295 m <sup>2</sup>	<b>Petit gennaker</b> nom de code : <b>A5</b>  hauteur : 19,5 m largeur : 14,5 m surface : 155 m <sup>2</sup>
<b>Code 0</b>  hauteur : 26,5 m largeur : 13 m surface : 170 m <sup>2</sup>	<b>Génois</b> nom de code : <b>J1</b>  hauteur : 24,5 m largeur : 11 m surface : 131 m <sup>2</sup>	<b>Solent</b> nom de code : <b>J2</b>  hauteur : 19,3 m largeur : 9 m surface : 88 m <sup>2</sup>	<b>Trinquette</b> nom de code : <b>J3</b>  hauteur : 13,5 m largeur : 7 m surface : 48 m <sup>2</sup>

### Choosing the right sail according to the wind:

The mainsail is more or less deployed by the wind. By strong wind, the skipper partially lowers the mainsail (it is said that it takes one or more ris from 1 to maximum of 4).

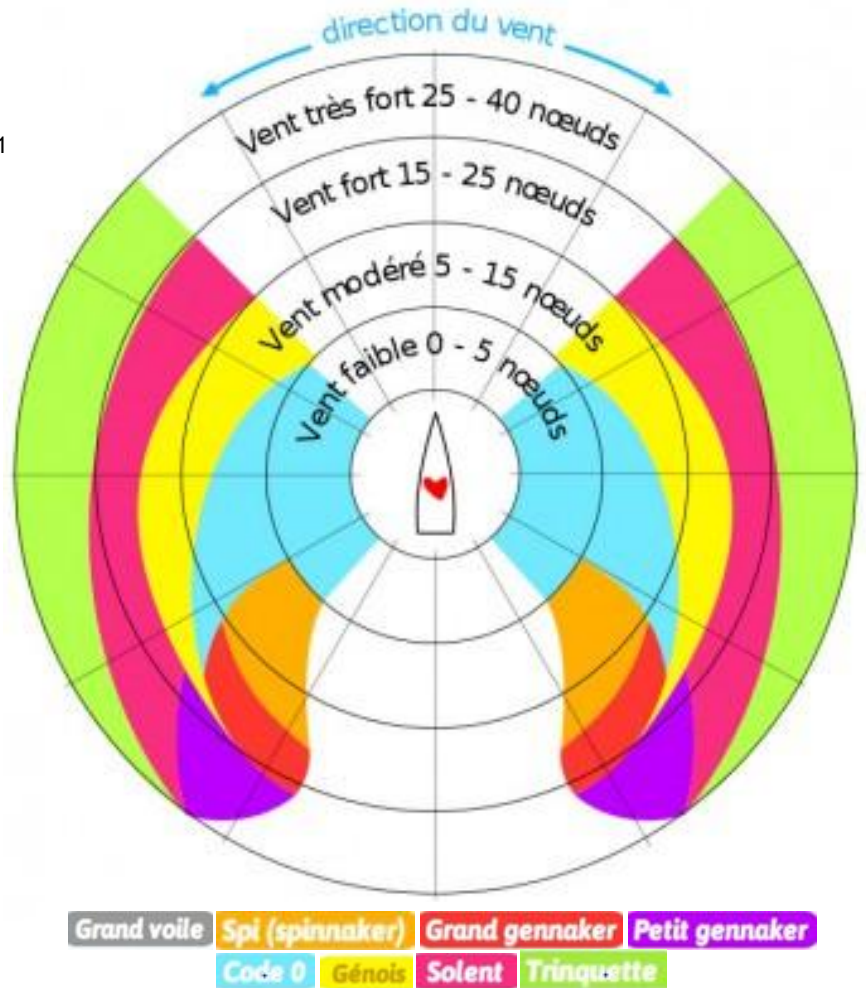
The headsail must be chosen depending on the strength and direction of the wind.

The diagram shows in which case a web is used (each sail is indicated by its color according to the above table).

For example, in low to moderate wind, the skipper will use the code 0 unless the rather moderate wind coming from behind the boat, then this is the spinnaker to be selected.

The spinnaker and gennaker sails are so-called "bearing". They are used when the wind comes rather from the rear side of the boat.

When the wind is too face (0 to 45 ° with respect to the bow) the vessel can not move forward (white area in the diagram).



The skippers will sail with no wind coming completely from the rear: the boat is not moving fast enough and is more difficult to control. So always sail with an angle allowing a flow of the wind on the sails, like on an airplane wing.

On VR is a little easier and our boat is still sailing with only the mainsail and one sails to choose among the 7 proposed by default or optional. No other adjustments are to be made. The sails are available:

- 🌐 3 sails around the JIB, the GENOIS LIGHT and STAYSAIL 3 downwind
- 🌐 sails SPI The SPI SPI HEAVY LIGHT and 1 sailing reaching the C0
- 🌐 The JIB and the SPI are already on board when you take the start of a race.
- ⊕ If you want to equip your boat GENOA LIGHT and LIGHT SPI, you must purchase the sails of "small time", also called light sails, sails Light, LS, light.
- ⊕ If you want to equip your boat and the STAYSAIL HEAVY SPI, you must purchase the sails of "breeze", also called Strong, Heavy Sails, HS
- ⊕ If you want to equip your ship code 0, you must purchase the sail reaching

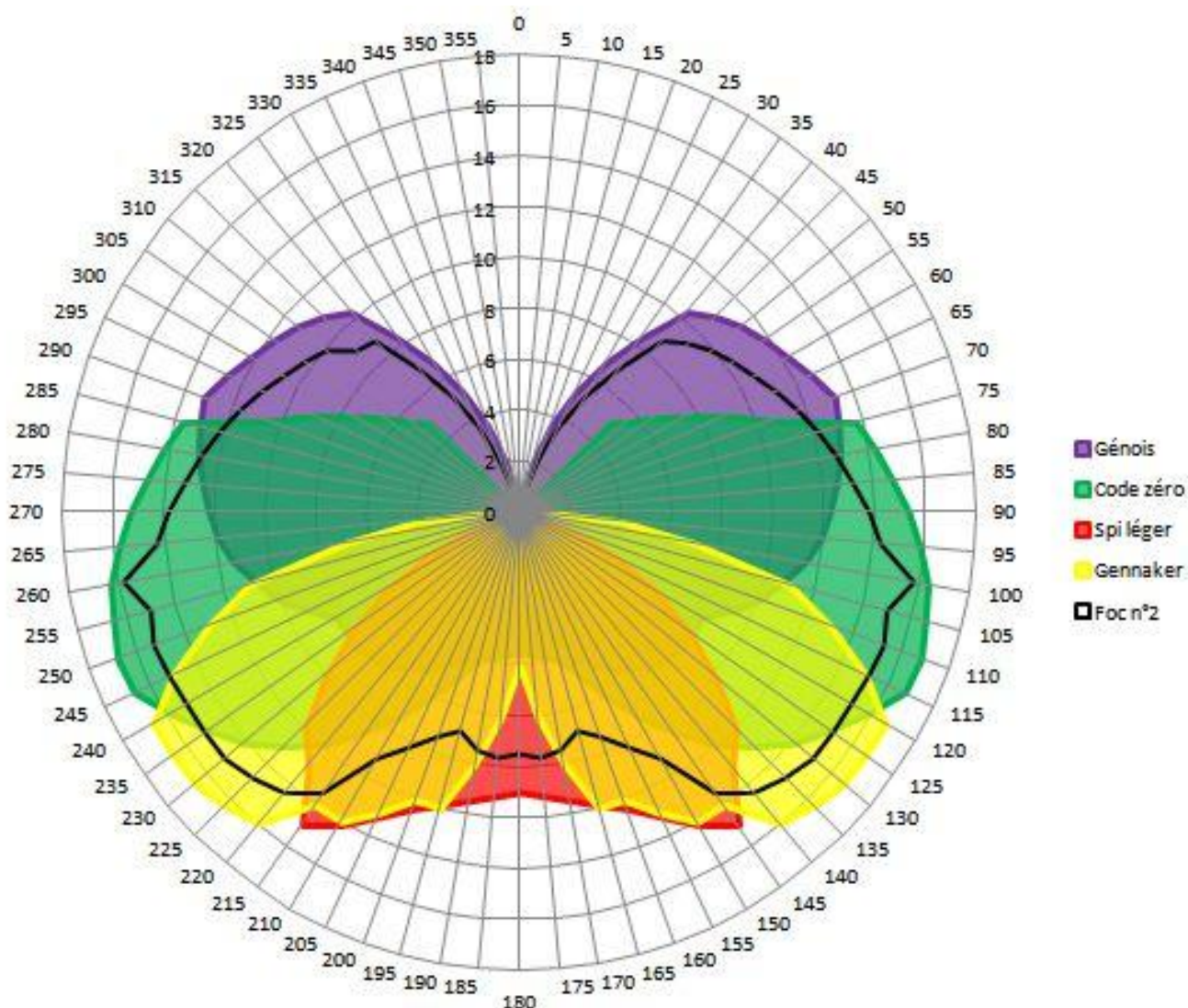




### III - SHIP OF POLAR

To get the best TWA, it will refer to the pole of the boat.

The polar curve is a curve that characterizes the performance of the boat according to the wind strength and characteristics of the boat. The pole is defined for each set of sails.

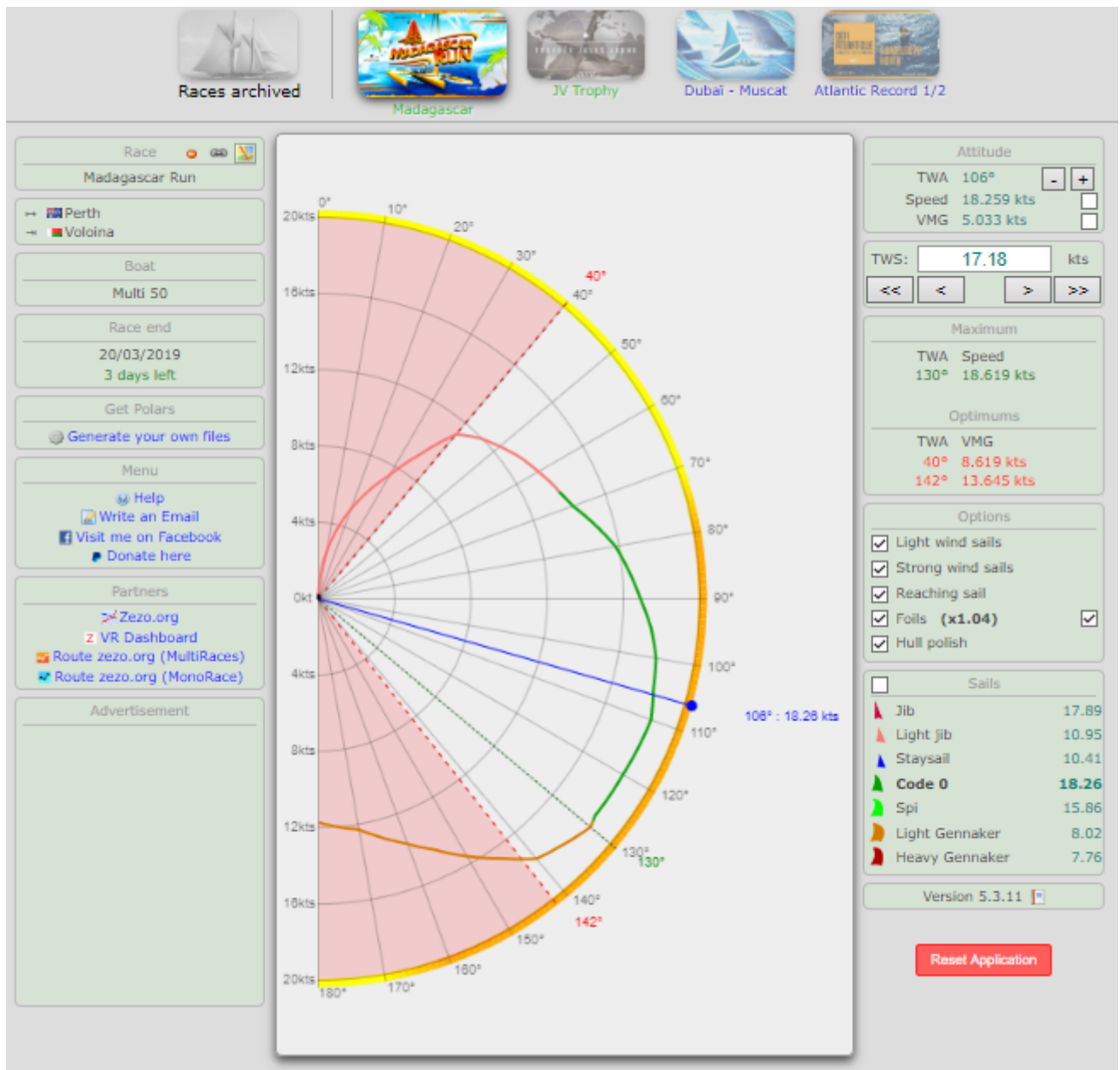


These are curves that are used by VR to calculate your speed. They are, for the game, available on the website <http://toxct.free.fr/polars/> and has the advantage of being relatively easy to handle. So choose the right race for the study.

It must first select a good race. This has the effect specify polar with default equipment (type of boat and JIB + SPI). Then, depending on your equipment or not you check the right boxes.

You can now vary the angle to the wind (with the blue cursor or the - / + next TWA) and the wind (TWS in knots) for the best sailing in terms of these two data. It is a tool that can help to choose the equipment before the start of a race.

Green described the TWA maximum speed for a given TWS. In red are indicated angles for VMG downwind and upwind for a given TWS. The yellow semicircle indicate for which TWA foils are active. Again it depends on the wind strength.



Polar depend on the type of boat. On VR mostly navigating by:

Class 40



IMOCA



multi 50



Maxi trimaran



Ultim



#### IV - WINCHS



The pro winches are more powerful winches than those already present in the standard equipment of the boat, and allow even more effective way to maneuver and thus save time! Indeed, maneuver, it takes time! We must go on deck, out sails, hoist, border, shock ...

With winches pro, this operating time is reduced and the ship will maneuver much faster in at tacks and gybes perform, but also with each change of sail.

#### V - VMG

VMG translates to "Velocity Made Good". This is the speed in the wind. This appears on the screens of electronic devices sailboats. It combines speed notions on water and lift angle to the wind. This is a sailing strategy, especially regatta.

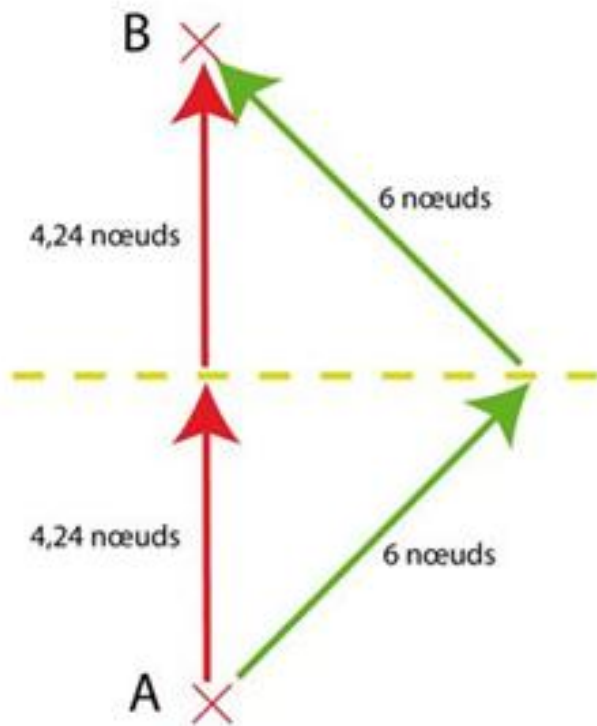
The VMG is important to close but also downwind. We explain it with diagrams upwind but we may as well see it (to / from) downwind.





### explanations:

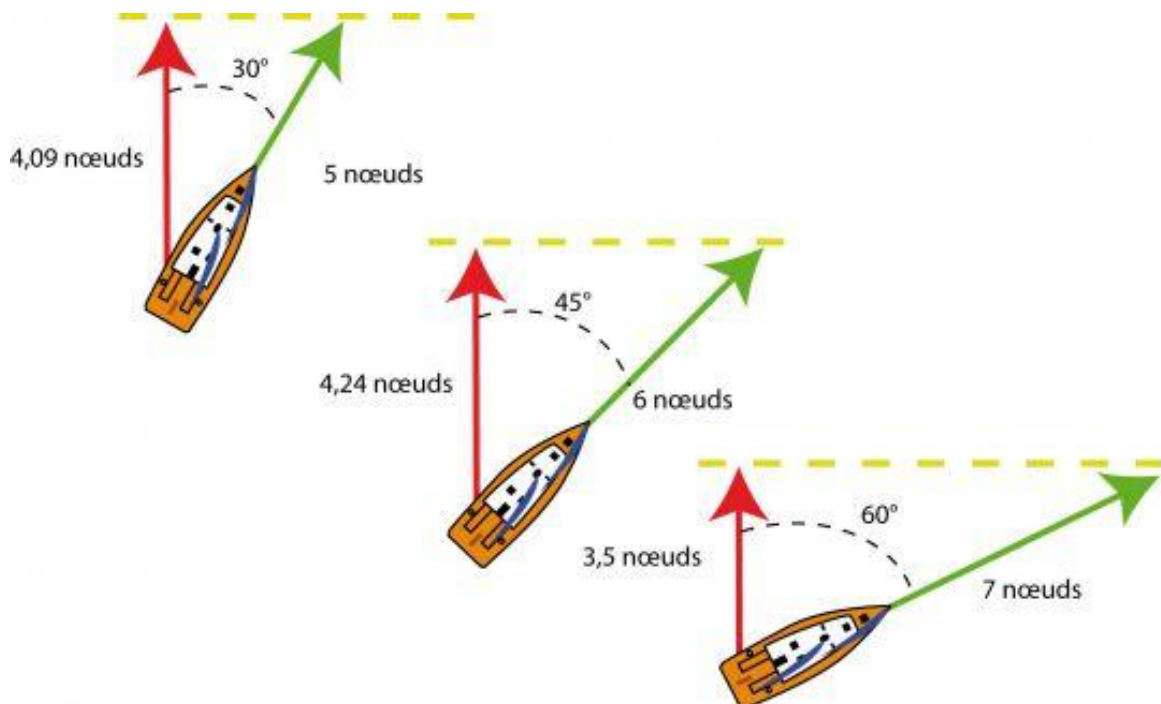
A boat can not advance in the axis of the wind. He must keep an angle to progress. By pulling the edges, it will gradually approach the goal.



Take the example of a sailboat that goes back 45 ° Wind and lead to 6 knots. It goes from point A to point B.

His VMG will be 4.24 knots. Lovers trigonometry will appreciate that the speed VMG =  $x \cos$  (angle with the wind).

If the angle of upwind changes, the boat speed will also change.



In our example:

- If the greenhouse sailboat wind at 30 °, speed drops to 5 n. His VMG then goes to 4.09 nd. If the boat lamp and away
- from the wind, its speed increases to 7 na, but its fall VMG 3.5 nd. Here the angle of ascent to the ideal wind is 45 °. With
- VMG 4.24 nd, we move as quickly as possible in the wind axis.

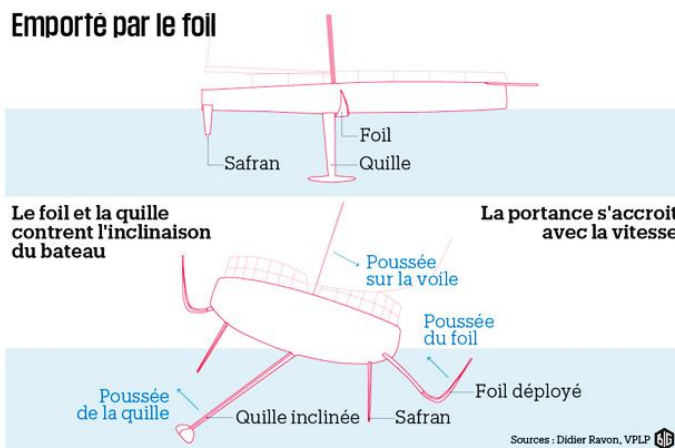


When the wind is from the front or rear, mostly VMG is preferred. There exists for each wind speed, a VMG downwind and upwind VMG which are normally represented by the transition to green cursor VR compass.

## VI - FOILS

The foils, beyond a certain speed, will provide a vertical force capable of countering the effect of the force of gravity. This system has the advantage to combine excellent performance both from the standpoint of efficiency (with a very significant reduction in total drag compared to a traditional boat) and in navigation, stability and controllability (which allows vehicles that are equipped to hold many speed records).

They allow the boat to get a speed boost downwind or through the strong wind.



## computer aids :

- + router [QtVlm](#)
- + router [zezo](#)
- + Extension [road-zezo](#)
- + Extension [VRDashboard](#)
- + View and / or obtain [Polar own file](#) depending on a boat and sails available.

## Beaufort Scale :

Force	Symbole	Descriptif	km/h	Appréciation	Effet du vent sur la mer
0	○	Calme	< 1	Très facile	Mer lisse comme un miroir
1	○	Très légère brise	1 à 5	Très facile	Mer ridée, sans écume
2	↘	Légère brise	6 à 11	Assez facile	Mer belle petites vagues
3	↘	Petite brise	12 à 19	Facile	Petites vagues et quelques moutons
4	↘	Jolie brise	20 à 30	Peu difficile	Petites vagues et de nombreux moutons
5	↘	Bonne brise	31 à 39	Assez difficile	Vagues modérées, moutons et embruns
6	↘	Vent frais	40 à 50	⚠ Difficile	Lames, crêtes d'écumes étendues, embruns
7	↘	Grand frais	51 à 61	⚠ Très difficile	Mer grossissante, lames déferlantes, embruns
8	↘	Coup de vent	62 à 74	⚠ Dangereux	Lames déferlantes, tourbillons d'embruns
9	↘	Fort coup de vent	75 à 88	⚠ Très dangereux	Grosses lames, rouleaux, embruns
10	▲	Tempête	89 à 102	⚠ Danger extrême	Très grosses lames, rouleaux puissants, mer blanche
11	▲	Violente tempête	103 à 117	⚠ Suicidaire	Lames très hautes, mer blanche, visibilité réduite
12	▲	Ouragan	> 118	⚠ Apocalyptique	Mer blanche, visibilité presque nulle

Initiatives-Heart has posted two good movies that summarize the essence of what we have seen:



- + [Vocabulary sailing](#)
- + [Learning Navigation paces](#)

# Chapitre 3



## L'interface Virtual Regatta

Virtual Regatta is available on PC, Mac, iOS and Android.

VR offers two game modes:

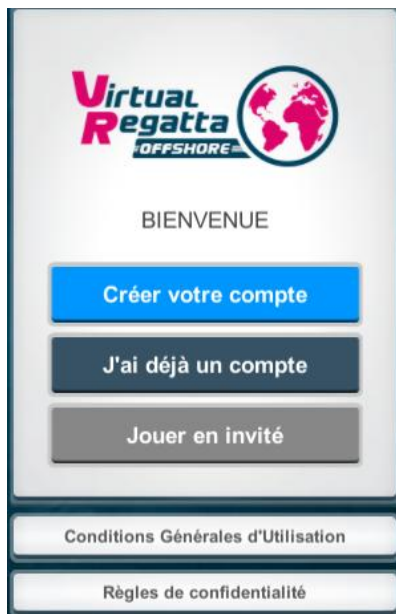
-  Virtual Regatta Virtual Regatta
-  Inshore Offshore

VR Offshore has two modes:

-  The guest mode: the boats are always recognizable by their name beginning with Guest. The information of the boat and navigation are stored on the machine of the player which can cause problems in case of technical failure
-  The registered mode: The information of the boat and navigation are recorded on VR servers.

**+** In this guide, we will look only at the Offshore mode to PC for registered players.

## 1 - Identification et connexion



Once registered by completing the form available by clicking on

[Créer votre compte](#)

you receive a confirmation email to validate your registration. During your first registration, a bonus of 500 permanent credits will be awarded.

You log then clicking

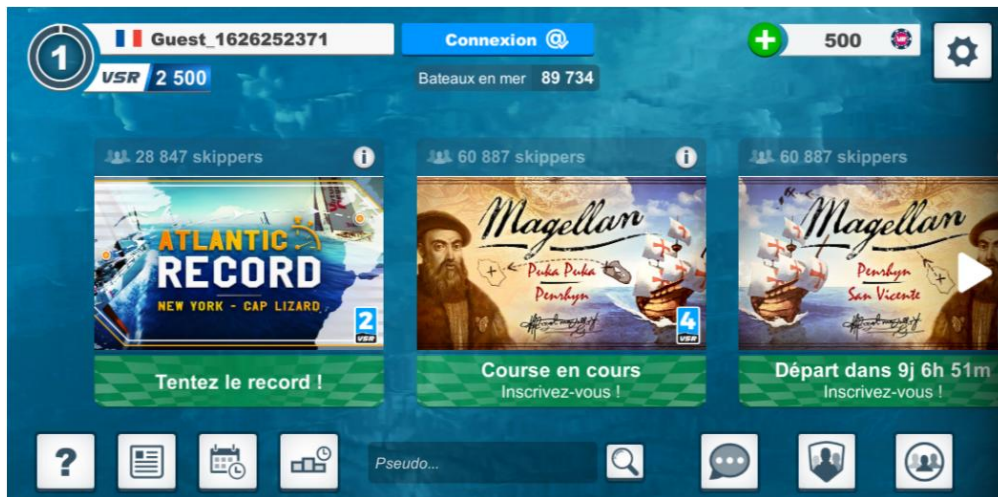
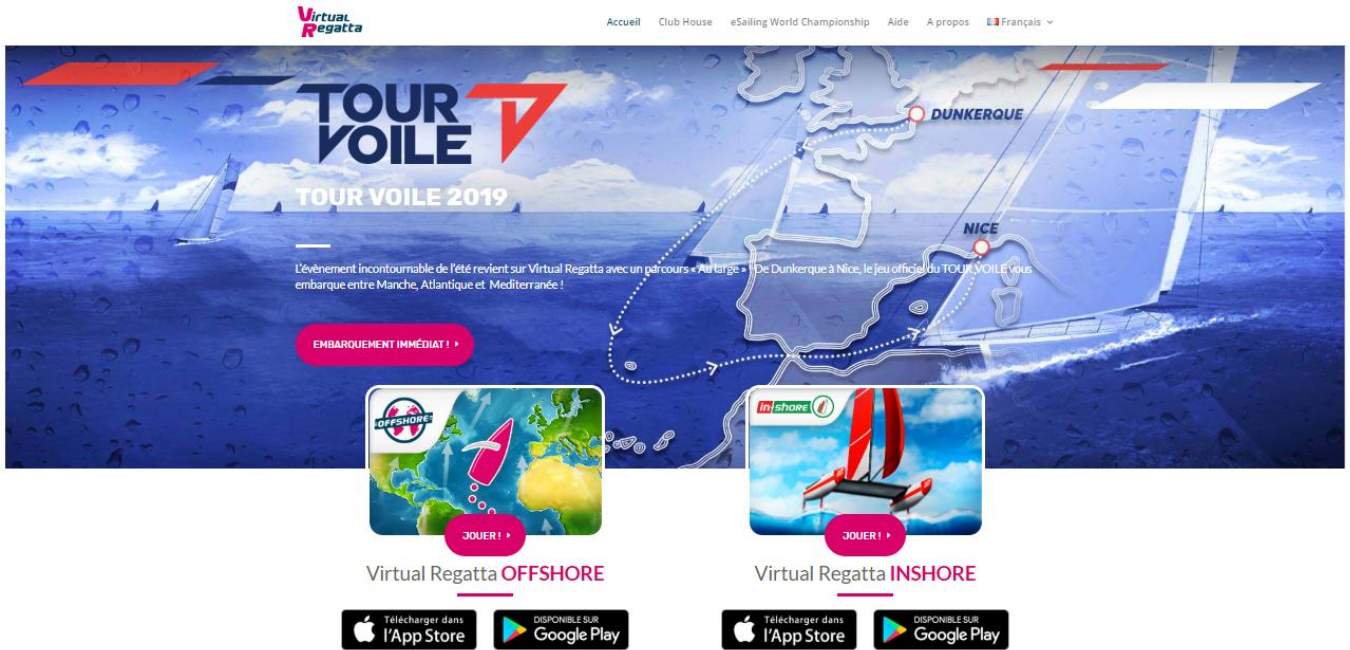
[J'ai déjà un compte](#)

then providing the email address and chosen password.

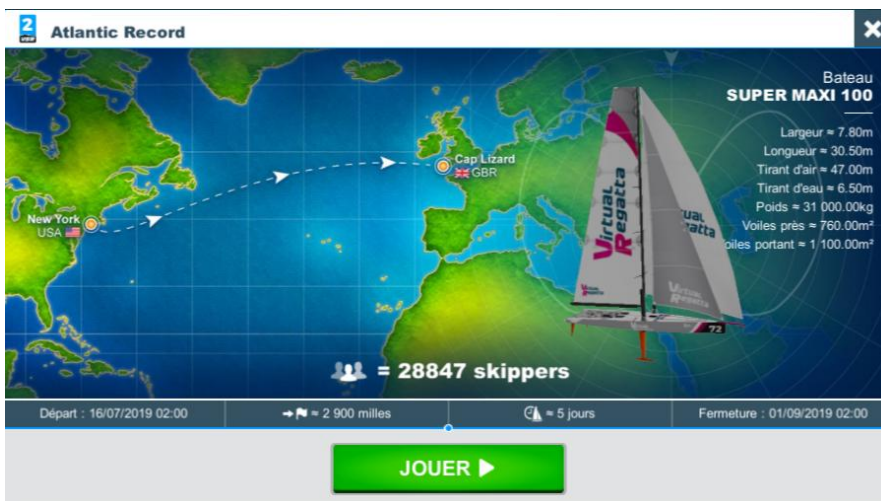
If you have lost your password, you can reset it on this screen.

JOUER ! ▶

Upon arriving at the home of the game, choose Virtual Regatta Offshore and click 00



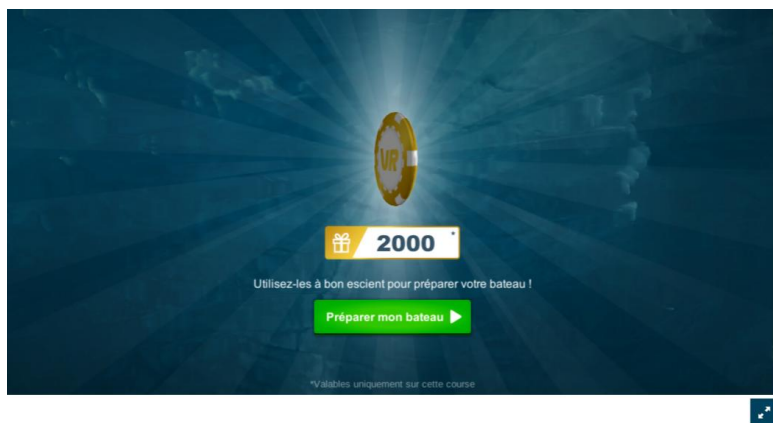
At this stage, he should now choose a race and register.




For example, we have chosen to participate in the Atlantic Records. We arrive on a race presentation screen, the boat and incidentally the number of skippers already.

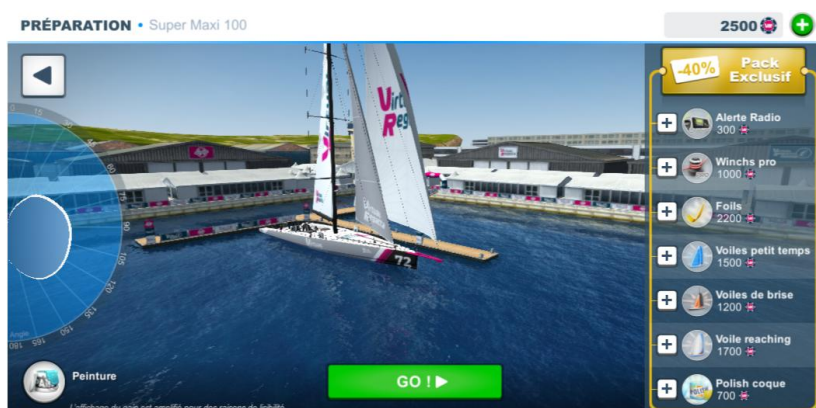
Clicking on **JOUER ▶**, the credits bonus (Temporary) assigned to the race are given.





Clicking on , You reach a screen on which are listed all available options and sails.

- + Before embarking on the purchase of veils or options, it is important to think carefully. The sails have different yields, it is
- + very important to study the weather before departure not to waste unnecessarily credits with the purchase of unsuitable sailing race. In addition, during the race, you will definitely need cards to use navigation instruments such as automatic
- + sails, programming, waypoints ... What is needed is a fair and appropriate management of its appropriations.
- +




It is quite possible to defer the equipment from his boat to the start of the race and even during the race. Clicking on



you directly to the control panel which allows for the study of race and the weather. It is generally advisable to equip his boat in the last hours before departure.




Once ready, it's time to equip his boat. To do so, you must click on

icon  for option chosen to open a new screen.

If by mistake you press a



wrong equipment, a click on to return to the previous screen.

Clicking  a valid choice becomes final. There is no possibility of turning back.

In this example the light weather sails are validated and installed on board your boat.

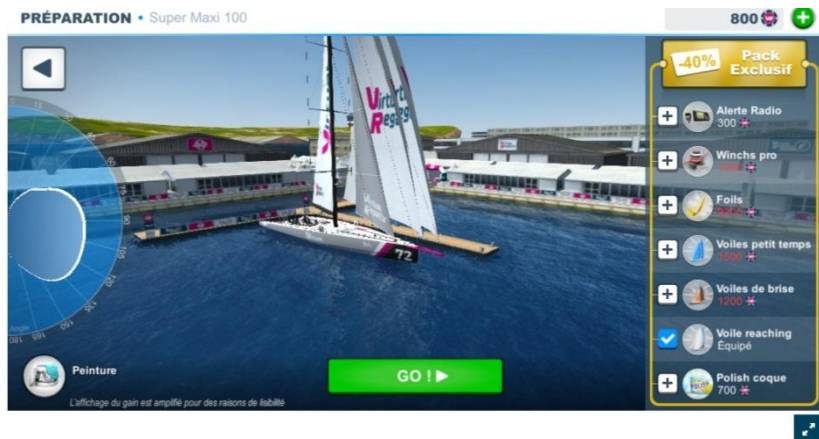
We must do the same for all desired equipment to the limit of your credit (bonus and / or permanent).

Catégorie de course	6	5	4	3	2	1
Crédits bonus	400	800	1200	1600	2000	2400
Light	300	600	900	1200	1500	1800
Heavy	240	480	720	960	1200	1440
C0	340	680	1320	1760	2200	2640
Foils	440	880	1320	1760	2200	2640
Polish	140	280	420	560	700	840
Winchs pro	200	400	600	800	1000	1200
Alerte radio	60	120	180	240	300	360
Peinture	120	240	240	?	?	?
Crédits nécessaires pour full voiles + foils + polish + winchs pro	1260	2520	3780	5040	6300	7560

+ Bonus credits and equipment prices vary depending on the level VSR races according to the summary table against (regarding painting there at all prices from 0 to 2999 credits).



Clicking returns to the screen Previous and possibly choose other equipment or to plan his race



Once finished, you click **GO !** VR will offer purchase a Full Pack, can offer in decline.

+ When your ship is in port, the zoom option with the mouse wheel is available



Your boat is automatically placed on the starting line and, by opening the waterproof container, you will receive 4 new cards.

On some race such as the Magellan, the equipment can take their appellation of time.



- + Parrot => Radio
- + Cabestan => winches pro
- + Windshields => foils
- + Staysail => little time to sail
- + Sprintsail => breeze sails
- + Clinfoc => C0
- + Improved hull => Polish

For the start of the race, 3 possible cases:

- **Case 1, you are registered and you have equipped your boat before the start of the race:** Your boat will start automatically with the rest of the fleet. You will be able to add equipment racing to the limit of your credits.
- **Case 2, you are registered and you do not have your boat before the start of the race:** Your boat will go automatically to the rest of the fleet and the basic amenities. You will be able to add equipment racing to the limit of your credits.
- **Case 3, you have not registered at the start of the race:** Once registered and equipped (or not), the boat will be automatically placed at the height of the cover frigate. You will be able to add equipment racing to the limit of your credits. But in this case:
  - ➖ The welcome gift is not given
  - ➖ The accompanying frigate is not present until you are not returned to the main menu of the game and came back in the race

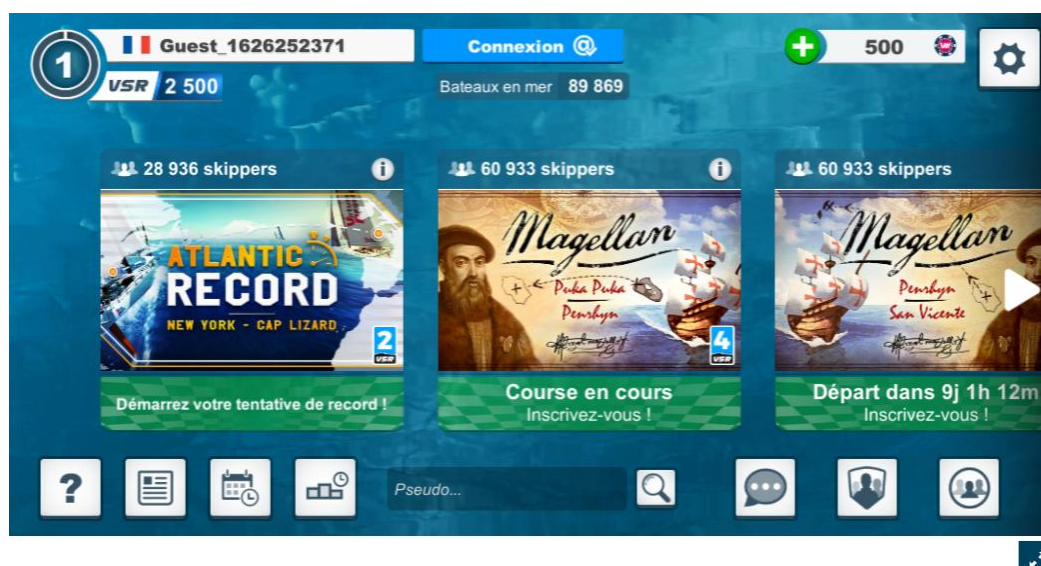
#### Tips for a good start :

- ➕ If you are not present for the start, thinking to guide and equip your ship in advance for him to go in the right direction and properly veiled. If you decide to go on TWA mode, remember that the direction and strength of
- ➕ the wind at the time of departure will not necessarily be the one at the time of preparation, your boat may not go in the desired direction.
- ➕ The problem is similar to starting a fixed cap, depending on the strength and the wind angle you might not have the right sail for the start.
- ➕ Using a self sailing map will allow you to leave with the right sail, its validity will begin to be calculated as from the time of departure.
- ➕ During the first minutes of racing, there is that your boat that will appear on the card and the provisional ranking is not accessible. However, you can access your site by going back to the page of choice for racing.
- ➕ About thirty minutes after the start, it will be necessary to update the game screen back through the menu

**Accueil**


Game.

It is now time to look in detail the races docking panel.






## 2 - Panneau d'accueil des courses

After going through the **Accueil** the game, and you click  arrive on the shopping home panel.



1. Races in progress or future
2. Appropriations available
3. Game Settings
4. Full screen mode
5. followed players
6. Teams
7. internal chat to VR
8. Module boat search
9. prize list
10. Calendar of upcoming races
11. Posts VR
12. Interactive Video Tutorial
13. rank VSR
14. Points VSR
15. Name of vessel monitoring  if you have subscribed to the option
16. Home Game
17. Club house
18. eSailing World Championship
19. Help RV
20. About VR
21. Language: French or English
22. Number of the sea boats at login
23. Alternately: Name of the race / Number of registered players
24. Information on the chosen race










By clicking on an icon, you open the corresponding menu

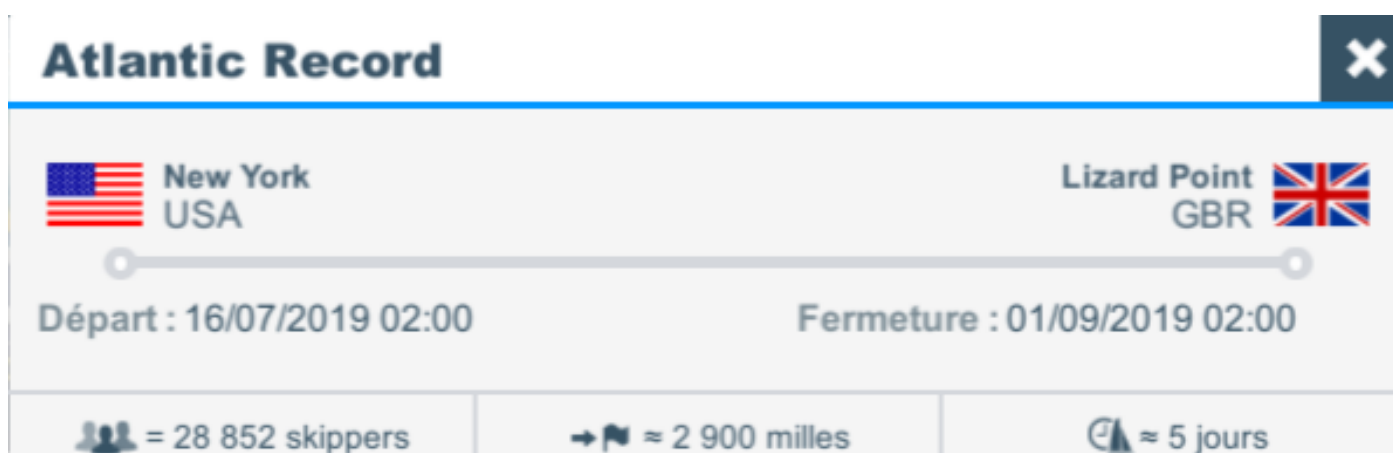


## Information on the race: Date and time of departure and closure







Before you commit to a race, you can get some information by clicking on the button  in the corner top right of the image of the race. The window that opens shows you:

-  Shooting start of the race
-  Landed race date and time of
-  departure date and closing time
-  Number of hired skippers (the instant you see) Approximate distance
-  estimated race time
- 



**IMPORTANT :** The closing date of the race is the date you must have crossed the finish line for **your race or your attempt** being is taken into account.

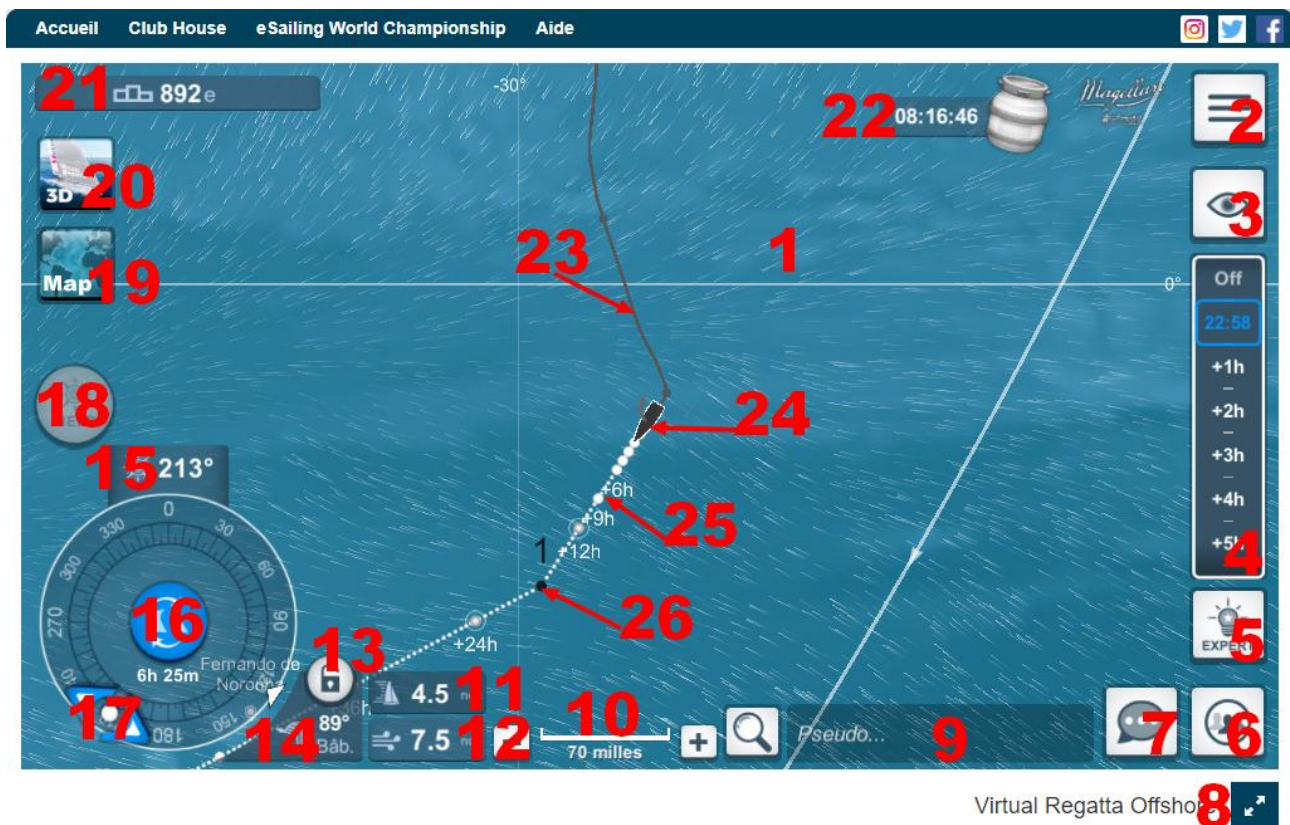
-  Technically, you can jump to the last day of the race. However, if you have not crossed the finish line before the end of stroke, your attempt will not be approved
-  In record mode, it is important to calculate the running time estimated before embarking on a "final attempt"
-  Depending on weather conditions, it may happen that the closing date of the race is delayed in time
-  In record mode, the closing date was never delayed

Once this date has passed, the race will be closed. You can still access it for a few days to see your result but also reap the credit from the redemption of your unused cards, and those that are offered by your rankings.



Clicking on a race, you go to your run control panel.

# 3 - Panneau de contrôle



Virtual Regatta Offshore

Much information and tools are available. We will detail them throughout this guide:

1. Card or Pond
2. Main Menu
3. Playback menu Fleet
4. 7 days weather forecast
5. expert menu
6. social functions
7. Full screen mode
8. internal chat to VR
9. Module player search
10. Zoom map
11. your boat speed
12. Wind speed
13. Padlock
14. Wind angle (TWA)
15. Indicator heading followed
16. Selector sails
17. Compass
18. Help menu
19. Color Card
20. Displays the boat in 3D
21. provisional ranking
22. Can waterproof countdown new opening
23. Trace his boat
24. His boat (the biggest)
25. The projection of the current road
26. Point change of direction

## 1 - Map or body of water:

A sailor can navigate without a reliable map. One provided on the interface allows navigation with a precision of ribs of approximately 150 meters, and a positioning coordinates to the second, or about 30 meters.


To realize this, it just zoom by clicking more or less using the mouse wheel.

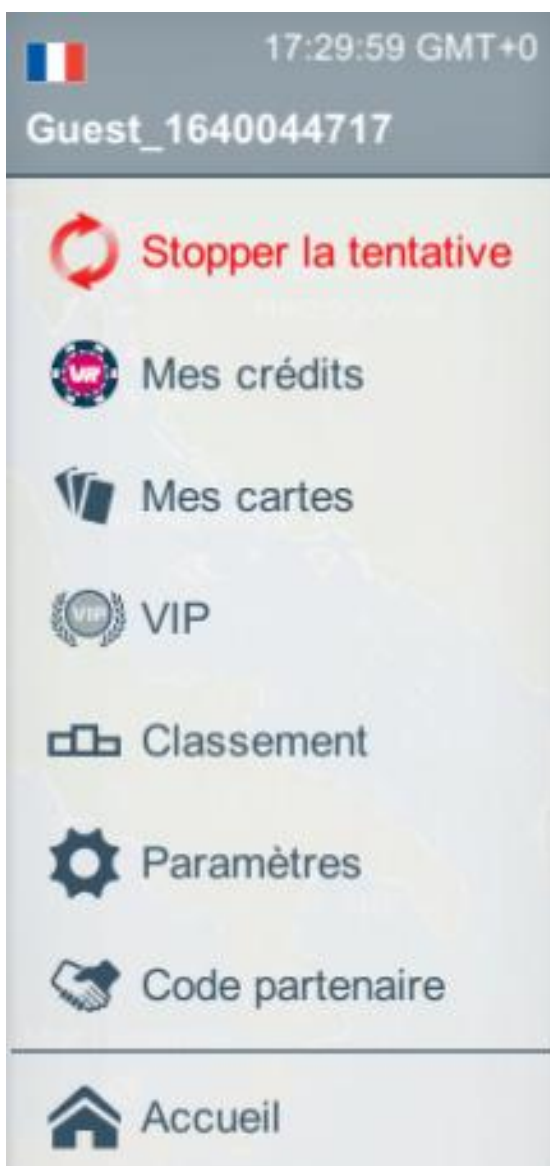


or less using the

- ➕ To view other areas of the world map, click with the left of the mouse button and drag the map.

## 2 - Main menu:

Clicking , opens the main menu:




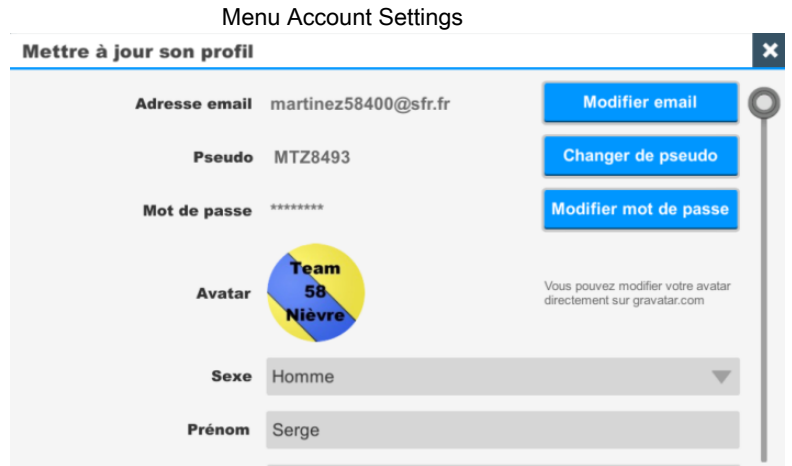
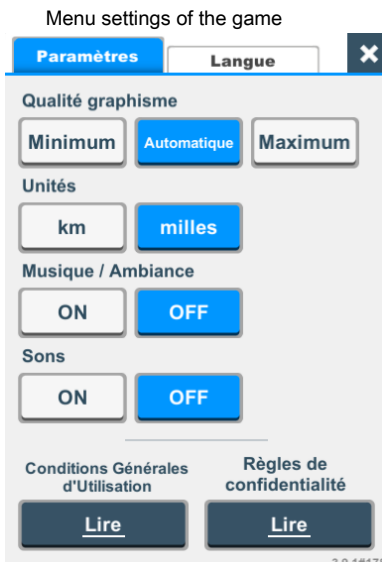
- Clicking the **"Ship name makes"** edit account settings

- The button **"Stopper attempt "** is a feature available only on the records, a click allows you to start

your record immediately (abandonment of the attempt in progress). On some records, this action can have a credit cost




- The button **"My credits"** displays the total of my credits or permanent departure and allows to buy
- The button **"My Maps"** shows the cards available for the relevant race (and helps acquire others)
- The button **"VIP"** Allows to subscribe to the VIP subscription
- If you are VIP button becomes  and allows addressing remarks to VR via a page in the game
- The button **"Ranking "** provides access to various classifications established by VR
- The button **" Settings "** can change some parameters of the game
- The button **"Partner Code"** captures a partner code and to wear the colors of it. In some cases, any specific ranking within the partner will be made by RV. Your boat will also be a partner symbol on the run
- The button **" Home "** to return to home game








- + This combo box allows you to enter a country, state, city, and a yacht club, where you will be classified by RV.
- + Down the combo you have the ability to delete your account permanently.

### 3 - viewing the fleet menu:

Clicking  opens the display menu of the fleet



This menu displays per click (left to right buttons):

-  The entire fleet boats
-  Friends His boat alone
-  The name of visible vessels (available in addition to three previous buttons)
-  Stealth mode (if available) for hiding his boat to other players for 24 hours
-  Center the map on his boat
- + To perform certain maneuvers, displaying his boat alone provides a better view of the lake.

### 4 - 7 days weather forecast:



The engine of a sailing boat is the wind. It is therefore important to always be looking for the best winds. This is one of the main difficulties of the game. The interface we offer forecasts for 7 days. Over the forecast is far less reliable it is. It will therefore regularly consult. Winds shown on the map are the winds at the specified time or the reflection of these forecasts.

The weather is updated 4 times daily. It is incremental and new data are added as they are broadcast by the National Oceanic and Atmospheric Administration (NOAA).

The program begins at 09:30 UTC (10:30 metropolis hour in winter) with 12 hours of data, and 24 hour weather forecast are added approximately every 10 minutes. At 10:30 UTC, the first week is available.








What's happening at 15:30 UTC? VR begins to refresh data from the weather file. It loads the first 12 hours and then continues loading data to why 24 every 10 minutes.

What's happening at 17:00 UTC? The complete forecast is available and routing can be completely different from that provided at 15:30 for the long-term impact the optimum route data.


What happens to you it this time range in VR? This range corresponds roughly to the range over which the weather data are interpolated temporally. The displayed weather is a mix between old and new data.

In summary, the first 12 hours of the winds of the update are integrated on the game interface around:



-  9:40 UTC UTC
-  3:40 p.m. 9:40
-  p.m. 3:40 UTC
-  UTC

-  Obviously, getting up at night to check new trajectory of his boat to 4:40 (5:40 in summer) takes some effort, but it may be the price to pay to expect a good result. You will find below a table to help you better identify stable times.

MISE A JOUR DES DONNEES METEOROLOGIQUES (heures GMT)																																								
De 23h00 à 3h30								De 5h00 à 9h30								De 11h00 à 15h30								De 17h00 à 21h30								De 23h00 à 3h30								
RAS	0,5	2	4	6	8	10	12	14	16	RAS	0,5	2	4	6	8	10	12	14	16	RAS	0,5	2	4	6	8	10	12	14	16	RAS	0,5	2	4	6	8	10	12	14	16	RAS

-  In some cases you may need longer-term forecasts or observing weather systems trends at the following sites for example: [www.windy.com](http://www.windy.com) , [www.passageweather.com](http://www.passageweather.com) . Obviously it's still forecasts that will never be completely accurate. These external tools are only decision aids, remaining skipper the only master on board.

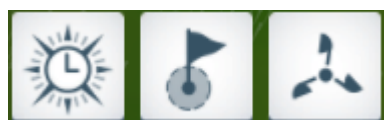
For memory :

-  Highs rotate clockwise in the northern hemisphere and counterclockwise in the southern hemisphere
-  Depressions turn counterclockwise in the Northern Hemisphere and clockwise in the southern hemisphere.




## 5 - Expert Menu:






Clicking provides access to the navigation instruments.



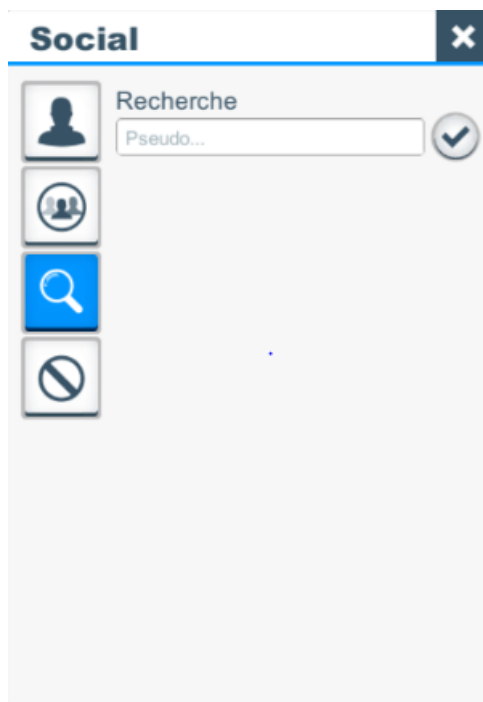
This menu (from left to right buttons):

-  Ask schedules ask waypoints (WP)
-  To view the anemometer
- 

The color of these buttons can change:





-  A white button means that the option **can be activated** ( However, provided you have the required card if applicable)
-  A blue button means that the option is **active**
-  A gray button means the option **can not be activated**, because it is not compatible with another option enables

## 6 - Show friends and players followed:



Clicking  opens social menu.

This menu (top to bottom):

-  View tracked players
-  See the following players you
-  Search players
-  View blocked players

## 7 - Full Screen Mode:

Clicking



puts the interface of the game in full screen. Press the key






your keyboard to

## 8 - Chat:



Clicking  opens the message center.

You can contact:

-  private messages to another boat
-  messages to the attention of all members of the same team.
-  the number of messages stored is limited

 the button



indicates that you have unread messages.

 the button



classifies players listed alphabetically

 the button



Displays players by chronology messages

 the button

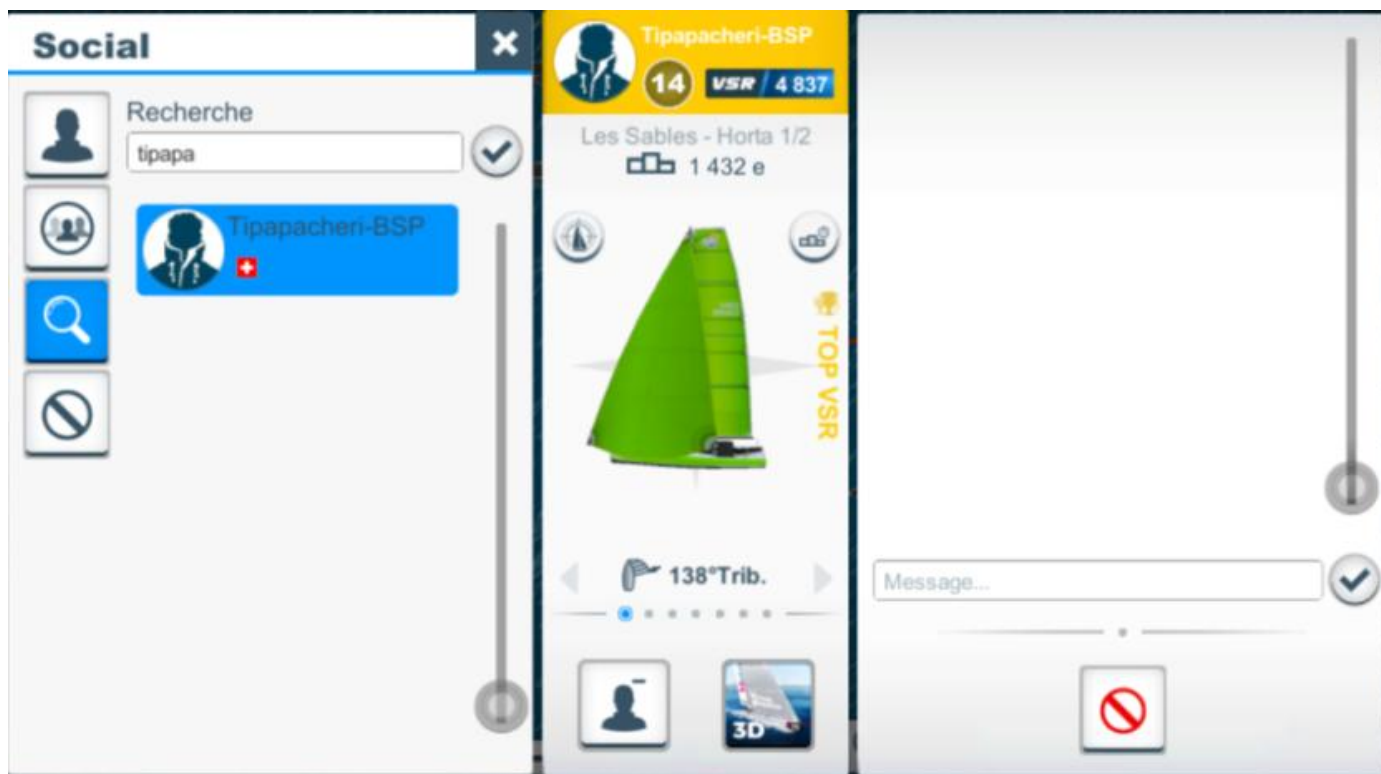


displays first unread messages.

## 9 - Boat Search Module (players):



Above all, you must first find the player you want to follow. To do this, simply click on the magnifying glass that opens the share menu.



Type the name (or the beginning of the name) in the search bar, validate, a list appears in which are the first boats matching the search criteria, with that name or a similar name. Attention must enter the exact spelling of the name of the boat, including space or other sign. The research is however independent of the case (uppercase or lowercase).

Select the player of your choice by clicking on its name, a window will appear in the center of the screen  
you will find information of his boat.

Below this area, the following icon appears



Click it once, that confirmation request button appears



Click again, and the selected player will appear among your players followed.

The icon becomes white with a (-).



If you click it again, the button will turn red  
Click on the red button, it will remove that player from your watchlist.



On the boat some water have a small sign.



Players randomly displayed



player tracking



Player of your team



Leader of the standings VSR



Leader of the standings



current record holder (blurred icon)



real racing skippers

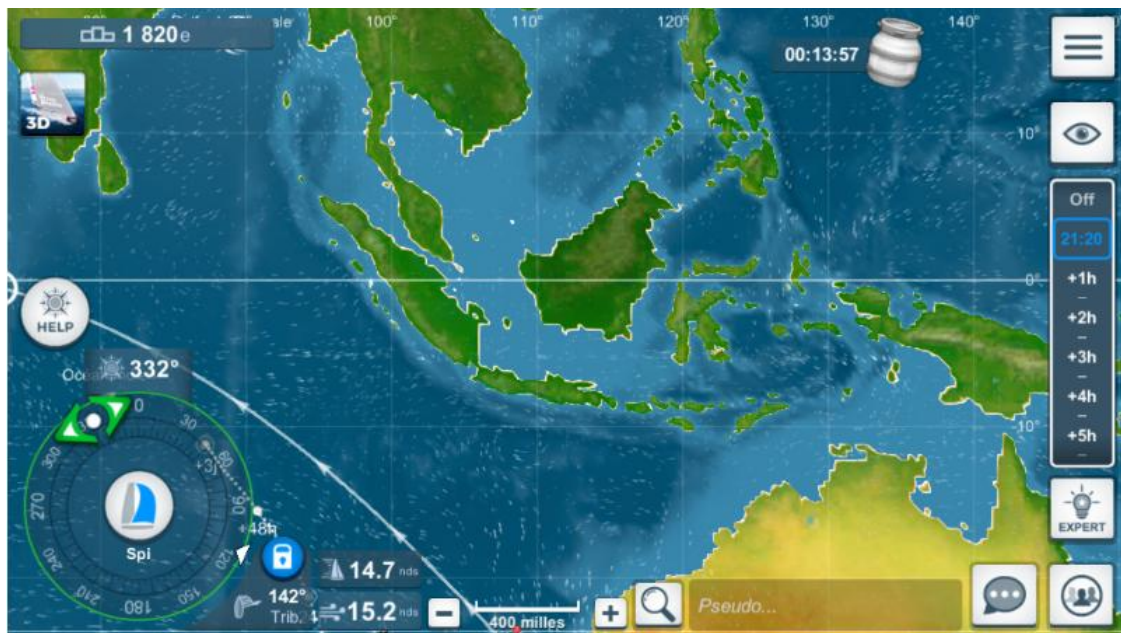


Players certified VR (Figures)

## 10 -Zoom Card:

Pressing  you zoom in or zoom out the map.

Wide shot, all land areas are not visible. When you navigate in an unfamiliar area, it is important to zoom up to make them appear. This avoids the unpleasant surprise of the grounding.



The zoom is also available with the mouse wheel or the slip of the fingers on touch screens.

## 11 - speed of your boat:

This counter displays the speed of your boat on the water. The slower your speed to maneuver, although applied does not appear on your screen. A 0.0 indicates that you are upwind or failed !!!

## 12 - Wind speed:

Displaying the speed of wind blowing in the sails of your boat.



### 13 - Padlocks:

This is an extremely important part of your navigation.



Open Padlock (white): You navigate fixed cap.

The speed of your boat of course depends on the wind strength but also its direction.



No surprise direction



No speed control (risk in the event of changing weather)



Padlock closed (blue): You navigate constant TWA.

Your boat speed only depends on wind strength and not its management.

By analogy, this navigation mode is also called "cruise control."



optimum speed



No steering control (risk if near the coast navigation)



Risk when navigating near a depression

**constant TWA**

**white line curve at the front of the boat**



**constant heading**

**white line right in front of the boat**



### 14 - Wind Angle (TWA):

Displaying Your TWA and tack.

### 15 - Indicator heading followed:

Heading display followed by your boat.

16 - Selector sails:



Clicking opens the sails selector menu. it allows of:

- View the current sailing
- Eventually equip the best sailing available
- To enable automatic veil using a map or maps
- Show available veils
- Buy the best sailing at this moment



17 - Compass:




- To direct your degree level boat, simply click the direction in which you want to change your course or turn the compass with white handle. An estimated projection of your future road appears on the interface for you to visualize the future direction of your boat following the chosen course.
- You will also find other information on the compass: The indication of the wind direction that receives your boat, materialized by the white pointer, and at the center the sail is currently on your boat.

This marker arrow can change color depending on the angle of the wind relative to your boat:

TWA optimum		TWA neutral	
bad TWA		TWA bad time (programming) and no veil self	


18 - Mode Help:

Clicking  opens the Help menu


Using a Help menu provides a way of suggestion over the next 4 hours and marked on the map as an orange line. You can accept or reject this proposal.



19 - Map:

Clicking  opens the menu for changing the color of the base map of the 6 proposed. By default, it is blue on modern racing and sepia on old races.





 must have VIP option for choosing a base map

20 - Displays the boat in 3D mode:




Clicking  rocker 3D display mode.

The icon  allows hide the name of the boat.

The icon  allows changing the angle of view.

Zoom is available and it is possible to rotate the camera 360 degrees.




The  closes this mode. 3D mode allows you to view your boat in 3D, as if you were on board. However, this display does not show the ribs or the actual distance of the other boats compared to yours, and does not allow you to maneuver but lets make pretty pictures for social networks.

## 21 - Provisional ranking:


The provisional ranking is given as an indication. Click it to display different provisional rankings offered by VR comparing your boat leaders, friends, members of your team, your countrymen, your local opponents, your team to other teams, and those of your yacht club.

Madagascar Run			
Monde - 27 129 skippers			Temps / Distance
1.	 NuMaSutje	5047.34 milles	
2.	 ceoukonva	+ 0.00 milles	
3.	 mikeltxu	+ 0.00 milles	
4.	 ltoff22	+ 0.01 milles	
5.	 sam	+ 0.01 milles	
6.	 vit94	+ 0.01 milles	
6.	 Olaf	+ 0.01 milles	
8.	 DPC-PAT	+ 0.01 milles	
8.	 Baloo56	+ 0.01 milles	
10.	 wam57	+ 0.01 milles	
19 057.  Guest_1615520389			5052.88 milles

-  In the race, it can be dangerous to rely on the standings. We must define a strategy and stick to it. The only ranking that matters is the arrival.


## 22 - sealed canister :

A countdown appears near this container: This is the time remaining before the next possible opening. When that time is up, you can open the can. Two options are then offered:


**Choisissez votre cadeau**


x1


x1




x3





10:59:43



Obtenir



-  Get two cards you are shown: you then know which cards will then be added to your card stock (here Waypoint 1 card and 1 card Help).
-  Get 3 surprise cards: You get one more card in your stock cards, but you are assigned randomly.

It's up to you ! Once you have gotten these cards, they are added to your inventory. Once emptied, the bottle appears "grayed out" on your screen, and a new countdown now 11 hours is launched. For once again the cards, it was not until the end of the countdown.



23 - Trace boats:

By default, the trace of the boat is always visible. By clicking on a competitor's, his record also appears. It is possible to view multiple.

24 - His boat:

Your boat is the biggest on the game interface. It is black by default, but if you took the option paint, it will be the chosen color. Clicking it opens a context menu that displays:




The name of the boat


- Your rank from 1 to 14 and the number of points VSR
- Running and your standings Your charts
- 

Different information is accessed by clicking on the point is by scrolling using arrows. From left to right :

- wind angle of the boat selected The wind speed
- experienced by the boat Boat speed Its distance
- to the goal Its number of miles His race time his
- position on the globe
- 
- 
- 



+ Note that this information is accessible to any boat in clicking.

+  centers the map on the selected boat

+  lets see the winners of selected boat



To find out what equipment you bought early in the race, click your boat and watch the icons at the bottom left of the window that just opened. Their color indicates if you have the equipment in question.

This boat has no active equipment	This boat has all the equipment except for custom painting (The 1 time icon is still grayed out)
	

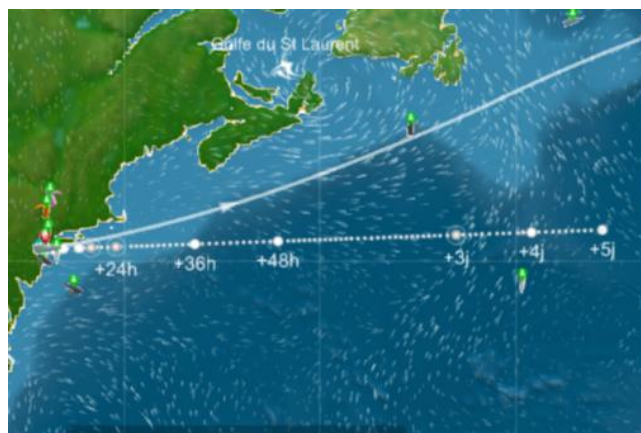
## 25 - Projection of the current route:

Clicking on your boat, the projection line of your route appears. It is right if you browse constant heading and generally curve if constant TWA.

+ It is 24 hours without the option VIP



+ She is 5 days with the option VIP



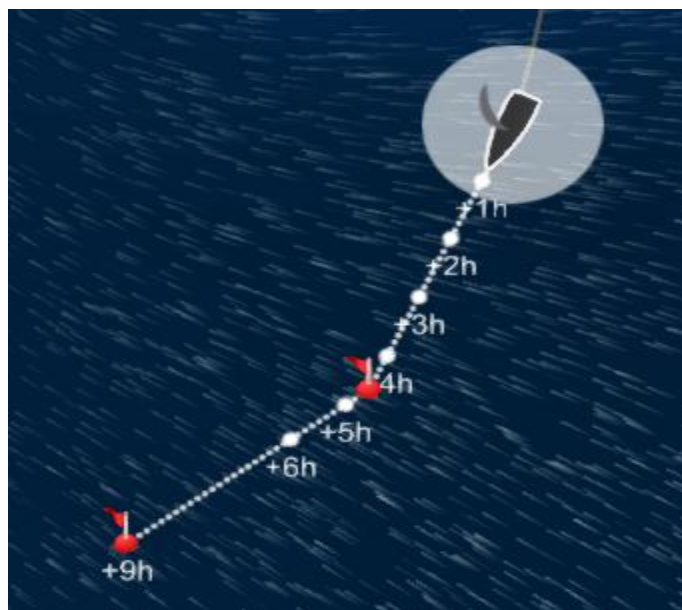
## 26 - Points direction change

If you place or programming waypoints, they appear on the projection line:

+ points **black** for programming



+ points **with red flag** for waypoints



## CHAPTER 4



We have listed below some online using the elements of VR available by clicking on and accessible from all VR screens.

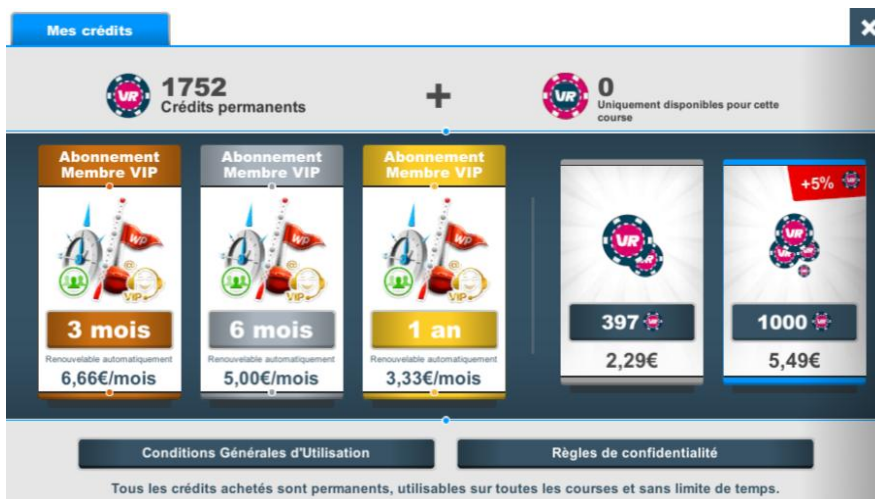
[Aide](#)

### 1. Credit cards and subscriptions

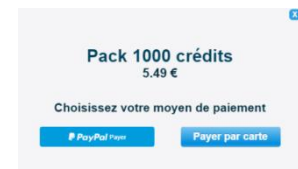
#### 1.1. How to buy credits?

If you want to buy credits, simply click the green button (+) that appears next to the number of credits you have left.

In the screen that appears, it remains for you to choose the credits package that fits your needs. You can also subscribe to the VIP.



Once your package selected, a purchase form will open, in which you can make payment.



Once you have registered payment, your credits will appear in the game.

#### 1.2. Where can I buy cards?



You can buy cards in the card shop. It is specific to a race or a stage, you access it when you want to activate a navigation instrument or by clicking on "my maps" in the game menu (top right button).

The resulting maps, as well as those purchased on a race can not be used on another run.

+ Note that you can switch to "my maps" screen as "credits" using tabs, so you know your financial availability.

### 1.3. [What to do with my unused cards?](#)

When you cross the finish line of a race, or a step, Virtual Regatta redeem your cards!

The corresponding credits you are awarded at the end of race or stage. Each card is being bought for 5 credits, but credits are capped based on the VSR level of the race (see the table below to determine the maximum amount charged and the minimum number of cards to get it). To add to your permanent credits, simply click on the "Get" button that appears on the arrivals board.

Niveau des courses	Nombre de cartes	Plafond des crédits
VSR 6	30	150
VSR 5	50	250
VSR 4	70	350
VSR 3	100	500
VSR 2	130	650
VSR 1	160	800

If you do not want to get credit for the redemption of these cards, and you do not press the button "Get", then these cards will be lost, and no credit will be added to your account.

- + VR gives 5 credits per card and this, regardless of the card. We must therefore think about spending all premium starting purchase cards prior to arrival (preferring Help cards, they are cheaper). You and recover credits through the DDA. If you have less than 65 temporary credits, there is no need to buy cards.

### 1.4. [How to change password](#)

One common question, how to change the password when you lost the original.

In fact, it is very simple :

- 🌐 Open Virtual Regatta and Offshore Enter the
- 🌐 email address and click "Reset Password" (in blue at the bottom of the window)
- 🌐 Jump in his mailbox, open the email sent by VR and click on the link confirming the request
- 🌐 The link takes on RV. There is a green band on top stating the password change
- 🌐 Back in his mailbox, a new password has been sent Back in VR and connect with the new password
- 🌐 It remains only to visit his profile to edit and customize.
- + This method works on both PC and smartphone.

Connexion

Se connecter

Votre adresse email

Votre mot de passe

[Réinitialisation du mot de passe](#)



## 2. Navigation instruments

### 2.1. How to choose the best VMG?

On your dashboard the best VMG is the compass that allows you to adjust your heading.

When you turn the wheel and it turns green is the best VMG is reached.

VMG (Velocity Made Good) is a CAP / SPEED compromise.

A helmsman who seeks to overtighten the wind but certainly less drive decreases its speed and the one who kills too already attained a higher speed, but this benefit may be canceled by the road ADDITION to go.

A good compromise is one that saves the most distance on the axis of the wind.

When you navigate to a reach-like with the Code Zero, the notion of "saving the wind" is absent, the best VMG is not displayed on your compass.

### 2.2. What are automatic sails?

Automatic sails are a handy tool! Once activated, they allow your boat to sail with the optimum sailing whatever the wind strength or direction.

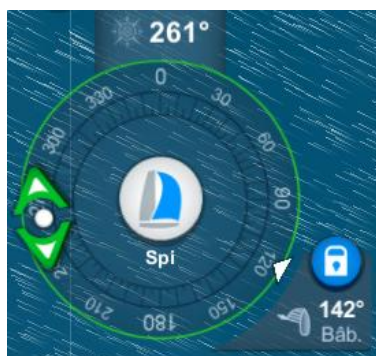
With automatic sails you are sure to sail with the best sails available on your boat. Automatic sails can be turned in increments of 12 hours. To engage this feature, one or more cards "Sailing Automatic" are required.

+ In what particular cases do not need to be put sailing car?

In some cases it is better navigate in bad veil to change sail, indeed a sail change leads to a penalty (or two if you need to return to the same veil quickly). Navigation in "Bad Veil" for a few minutes may be less penalizing one or two changes.

Example: SPI Skip to C0 and go SPI will cost you the equivalent of 5 minutes off. If you sail at 12 knots, it is 1 mile away, the difference Spi / C0 may be only 0.1 n, so it would 10 hours of sailing navigation in poor to suffer a penalty equal!

### 2.3. How to display the sails selector?



The sail used by your boat is displayed in the center of the steering compass at the bottom left of your screen game.

Clicking this veil, the selector will appear and you can select the sail of your choice.

When automatic web is activated, the web is replaced by the time of automatic veil remaining.

It is possible to cancel the automatic web by forcing a sail manually (the active, or another).

## 2.4. [How does the steering gear?](#)

The steering gear will keep a constant angle to the wind. The boat heading is updated every time the wind angle changes. Be very careful in areas near depressions or anticyclonic centers: it is possible that the boat changes direction very quickly as the wind direction changes very quickly.

When the controller is turned on, you can observe an ESTIMATE of your future path on the map of the game. This route allows to plan your strategy for the next few hours, however, this performance is indicative and does not guarantee that your boat follow EXACTLY this road.



The use of the controller is not recommended for coastal navigation, to sail close to the coast, it is recommended to use waypoints, geographically accurate.

## 2.5. [What is the course of programmer?](#)

Cape scheduler is the tool that will allow you to determine when your boat will change course, and what course it will take (s) time (s) selected (s).

It can be coupled with the regulator of pace which allows programming a fixed course but also a fixed angle to the wind. To use the cap timer, one or more cards "Programming" will be needed depending on the number of schedules you need.

## 2.6. [Is Cape programmer reliable?](#)

When you draw a road using the Cape programmer, then you draw a Route Estimated your boat is likely to follow in the coming hours. Indeed, more data can be subject to change in the hours following the establishment of your programming.

The only data that will not be subject to modifications other than those that you make are the hours of shift points and the value of the course (or the angle to the wind) that you have changed.

Example: If you program a change to 214 to 6:14 p.m., This is what course will be followed by your boat at the time requested.

Indeed, the evolution of your boat is always subject to the weather that changes with the forecast, but also depends on the maneuvers performed (Changes sails etc.), which may also affect its speed.

Example: If you program a shift with angle locked wind 57 ° Wind at 2:16 p.m., it is this angle to the wind that followed to 2:16 p.m. with the wind of time, which may differ from the forecast wind when you have completed this program.

When selected in your program, it is possible that the point of change of initially viewed on the card is a little closer or a little further away, or that the path followed is different from what was displayed on your screen when you have programmed.

Therefore Please be careful when using this instrument when the weather is unstable, or in some coastal areas and dotted with islands, but also to round a buoy.

If you need precise "geographical" we recommend the use waypoints, which will allow you to navigate safely and avoid accidental stranding or non-validation of a course mark.

## 2.7. How to programming?

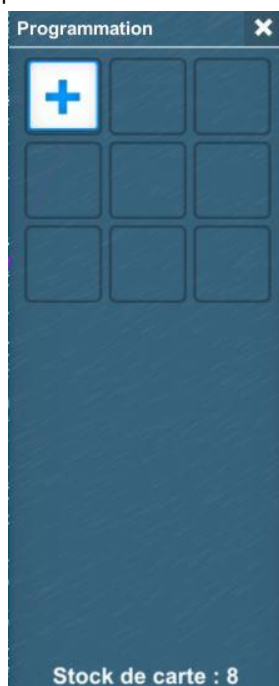
Here's how to enter programming. Click on the programming button (the first button in the screenshot below):



bottom right of your screen, then



The programming panel opens. In the upper part 9 are empty slots, including one in which is indicated "+". At the bottom of this panel is the number of cards you have in stock.



Click "+". The "+" button turns blue. The panel then displays the number of cards needed to add this programming.

If you do not have the sufficient number of cards, you will be redirected to the card store you purchase new.

Confirm by clicking the green button. The programming panel appears.

Change the time you want to make a change using the arrows on either side of the programming schedule. The shift point moves on the estimated trajectory.

Change the desired heading with the compass. You can choose to sail under control of pace by pressing the padlock displayed near the Wind angle indication.



You can add more by clicking the "+" in the upper pad. You can make a total of 9 successive programming (15 VIP option).



If you want to remove this program, click the icon in the form of garbage, the button turns red. By clicking again, your programming will disappear.



+ If you delete a program, maps spent to activate it will be returned.

## 2.8. How do waypoints?

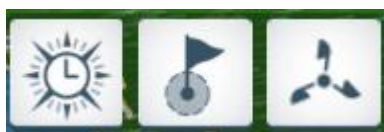
A waypoint is a "waypoint" or end point. This is a point the road to achieve that is to take place a change.



To start using waypoints, click  
Your screen and the Waypoint button (the center button).



at the bottom right

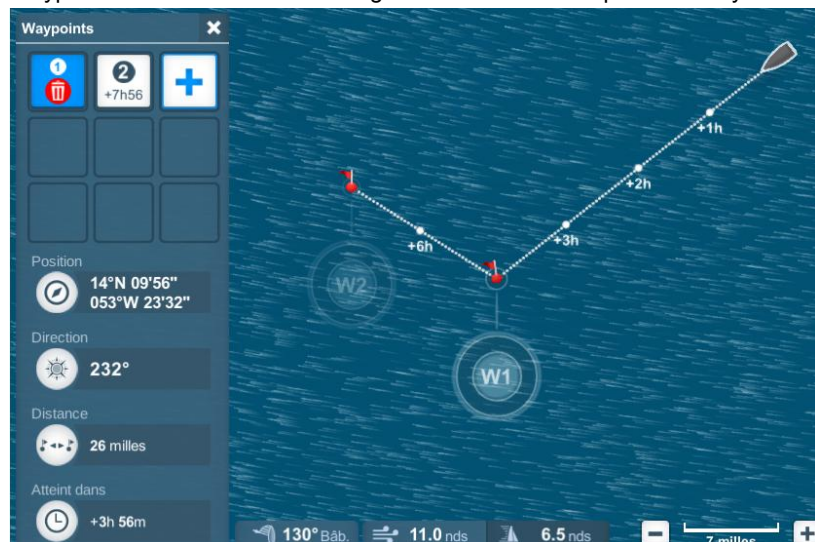


Then click on the + to add a waypoint. You can have up to 9 waypoints (15 VIP option):

Spend the number of cards required by clicking the green button. In the screenshot below, place the waypoint will cost 1 card, and you have 5.



Waypoints are materialized on the game with a little red spherical buoy surmounted by a small flag.



On this screenshot, 2 waypoints are activated. The first (W1) is selected, and information about the waypoint is displayed on the left of your screen.

- Position: the exact coordinates of the selected waypoint
- Direction: sail your boat that will sail straight to reach the selected waypoint
- Distance: the distance between your boat waypoint selected
- Achieved in: the remaining time before your boat reaches the selected waypoint

If you want to adjust the position of your waypoint, click the circle W1 underneath the waypoint, and move it.



In the upper left corner, this icon appears:

It allows you to delete the waypoint. Click it, and then again to confirm. You will see this message:





As shown-against, remove a Waypoint will delete automatically all the following waypoints. The cards used to activate the deleted waypoints will not be returned.

If you simply want to change the position of a waypoint, you can do so by clicking the circle W1 beneath the waypoint. Adjust the position of a waypoint does not consume any card.

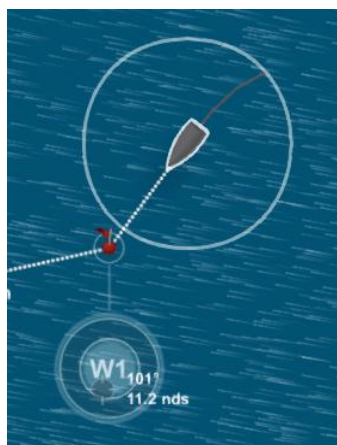
+ Warning asking waypoints, make sure not to find yourself too close or into the wind on your way ...

+ Also make sure you have enabled automatic veil if route change (except in special cases).

+ Example of installation of a series of waypoints to pass the Bosphorus Strait. When you ask waypoint, it is highly advisable to have enabled automatic sails for a period at least equal to the time needed to reach the final.



## 2.9. [How to place a waypoint near my boat?](#)



Depending on the speed of your boat, especially on very fast boats, a minimum distance is determined to place your first waypoint.

This security is implemented in order not to disturb the calculation of the progress of your boat through play, and thus avoid any malfunction with the crossing of this first crossing.

This minimum distance is directly related to the speed of your boat, it changes according to the direction in which you want to place the first point. It is marked by a circle whose diameter is evolving in real time while handling the point.

## 2.10. [What will my cape after reaching my waypoint?](#)




There are two cases:

- 🌐 You have at least another waypoint placed on the map: If the waypoint you just reached is not the last of your series, your boat will then change course, and online will sail straight to the next waypoint.
- 🌐 You have no other waypoint placed on the map: If the waypoint you just reached is the last of your series, your boat will continue straight once reached the waypoint without change course.

### 3. Ranking and Rewards

#### 3.1. What he has to win on Virtual Regatta?

During your journey on the game, Virtual Regatta offers regular cards, credits, but also points that feed your VSR ranking.


-  Maps for using navigation instruments you are regularly offered. Severance pay (in temporary credits) is offered with
-  each registration. Credits are distributed to you based on your results at the finish races (premium finish).
- 

According to the events covered by the game, lots can also be distributed according to the results of a race, but also by drawing lots.

#### 3.2. What is severance pay?

To allow you to prepare in the best conditions, VR offers credits for each of your holdings (even if you register it after the start).

The number of credits available to you on this occasion depends on the rank VSR of the race in which you participate. More VSR rank of the race, the greater the number of available credits is important! These credits can be used only on the race or stage on which they will have been allocated.

-  400 credits for VSR 6 races
-  800 credits for VSR 5 races
-  1200 credits for RSV 4 races
-  1600 credits for VSR 3 races
-  2000 credits for VSR 2 races
-  2400 credits for VSR 1 races

#### 3.3. What are the arrival premiums?

When passing the finish line, you win (or lose) points, but VR also offers permanent credits!

All players are rewarded, from first to last! Provided, of course, crossing the finish line before the close of the race (or stage).

The number of credits available to you depends on the number of points obtained by crossing the line, and therefore your finishing position. In the case of a performance-cons, depending on your level, if you lose points, you will win anyway credits. These credits are added to your balance and can be used on all other races that you participate!

Category race	Premiums for 1	Difference between points and credits based on the level of VSR														
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	
1	9600	0	64 128 192 256 320 384 448 512 576 640 704 768 832													
2	8000	0	53 107 160 213 267 320 373 427 480 533 587 640 693													
3	6400	0	43	85 128 171 213 256 299 341 384 427 469 512 555												
4	4800	0	32	64	96 128 160 192 224 256 288 320 352 384 416											
5	3200	0	21	43	64	85 107 128 149 171 192 213 235 256 277										
6	1600	0	11	21	32	43	53	64	75	85	96 107 117 128 139					

### 3.4. [How the standings?](#)

The route is dotted with invisible ranking buoys that are used to determine the remaining distance.

While these brands are not validated, the distance may be distorted. Once it is enabled, there may be a significant change in the remaining distance and, therefore, significant jumps in the standings. It is for this reason that the provisional classification has no interest from a strategic point of view. It is the analysis of your position on the road and the strategy you choose is important. Only the classification at the finish is final.

### 3.5. [You can find my prize?](#)










The history of your charts can be accessed directly from the home screen by clicking

By clicking on it, you will have access to your entire record, including all the races you participated, and in which you have been classified.

If you have raced on a previous version of the game, the results of these races also appear in the "Archived Races".

Your results are sorted in chronological order from most recent to oldest race, year after year, you can visit:

-  Your different running times of each event your place in the
-  ranking
-  The number of participants who completed the course the VSR
-  coefficient of the race (recent races) The number of points
-  obtained VSR (recent races)
-  By clicking on a run with full access to the outcome of the race (on several pages 50 skippers)
  
-  By clicking on the new icon in the bottom left there is positioned directly on its ranking in the list.

## 4. [Navigation and route](#)

### 4.1. [How to know the route to follow?](#)

The path to follow is represented by a white line on the map. It originates from, and reached the finish.

This route is made for information purposes, it is not related to any calculation. However it is the right path to follow, respecting all brands course through the right side of each brand, but not necessarily the best path. In no case does is the great circle.

Some plots can sometimes include some subtleties. If in doubt about the layout of the course, do not hesitate to consult the section of information located on the home screen of the game. Valuable information can be found there!

Before each departure, email info race is also sent. This email contains information on the route to follow. To be sure to receive these emails, go to the Update menu in your profile and select "YES" in "Want to receive race information Virtual Regatta".

## 4.2. How cross buoy?



When the course includes rounding marks, the flow direction is indicated to you by the white line that shows you the route, as well as animated arrows around the buoy to confirm.

Once validated passage, the buoy turn from amber to green within minutes. Do not panic if the transition is not recognized immediately, that's normal.

If you have not properly bypassed the course mark, it does not change color. Your distance will then increase gradually as you

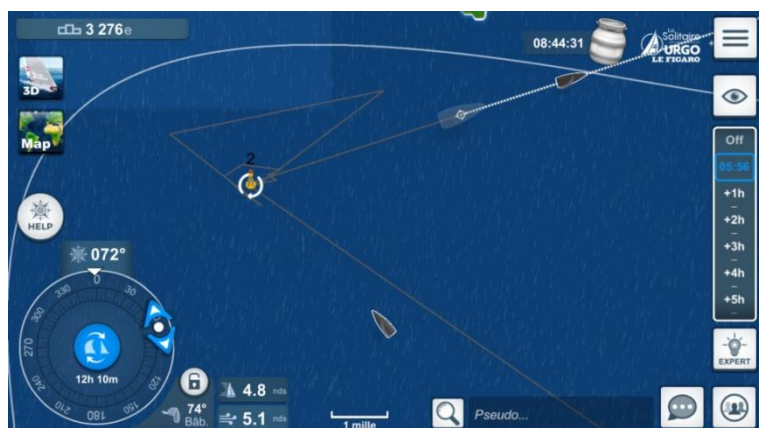
you move farther. You will then turn around and right around this course mark.

Attention to turn back after the buoy to the recrossing the other way invalidates the passage and again turns to orange. You can not complete the course if you do not validate each buoy.

When buoys are numbered, they should be overcome in order of their numbering.

To round a buoy with confidence, it is advisable:

- + the use waypoints
- + a buoy bypass using the course scheduler can be the source of surprises!



I will, with their consent, take the example of a player on the Urgo loner who had difficulties to accept a buoy.

After several attempts, Buoy is still not validated.

Only one solution: move the right ...

We must turn around and go all around and so, in this case, go through the South to circumvent the west in the direction of clockwise.

- + In short, we must make a 180 ° around the buoy in its direction of rotation
- Any other way of passing could lead to another failure





#### 4.3. [How to go through a door?](#)

When the journey includes closing to pass, the flow direction is indicated by the white line you that shows you the route, as well as a line of yellow spots between the buoys.



#### 4.4. [What looks like the finish line?](#)

The arrival can take many forms depending on the race. It can appear as a circle or a line. The finish is distinguished by a small lighthouse on the card of the game.



#### 4.5. [Why have I failed myself?](#)

If you've failed is that your boat has come in contact with the earth.

As at sea, the coastline is never "frank" and you can distinguish the waves moving along the coast, if you get too vague and along the coast, it is not certain your boat passes, and you risk the grounding.

Approaching closer to the coast is taking a risk in your race strategy. When preparing your route, be careful and take good this risk into consideration.

- + The graphical representation of the coast on our interface is sometimes shifted to the right more often. When in doubt it is advisable to leave the margin between the path and the coast on a Passage. However, as the difference is not constant, it will remain cautious about all difficult passages.

#### 4.6. [How to get out of a stranding or grounding?](#)

Generally, out of a stranding or grounding must start on its wake (turn to) for several minutes and then resume course.

At maximum zoom, your boat is transparent, so it is easier to see the edge of the coast, it consists of small squares, therefore, you have a range of 80 ° out of this bad patch.

#### 4.7. [Why does my boat does not follow exactly my route?](#)

If you used a routing tool to calculate your route forecast, the data you have used are not exactly those used by the game. It is therefore normal that the boat did not follow exactly what your calculation had expected.

#### 4.8. [Why is my course was not taken into account?](#)

When you change your heading information "Cap validated" appears on the screen game.

It is possible that in certain cases (loss of connection to your device, power cut on the line, poor network reception ...), the information of your shift is not transmitted correctly, and your heading command n 'has finally been addressed. These situations are unfortunately random and difficult to detect.

However, we have suggestions that can help you avoid this problem:

- ⊕ When you make a change, look at the top left of your game window, where you see your rankings. You will see a message "New heading validated". This is proof that your changes were taken into account by the server.
- ⊕ If you are unsure of the quality of your connection and you want to make sure your changes were taken into account, you can close your application and resume (close your phone and turn it on again is not enough).
- ⊕ If you still see your changes once re-launched application, so good for you.
- ⊕ If you do not see your changes, it means they have not been taken into account. If necessary, it also means that loans and cards that you may have spent to make these changes have not been spent either, and you do not have them lost.

#### 4.9. [What do the dots in my wake?](#)

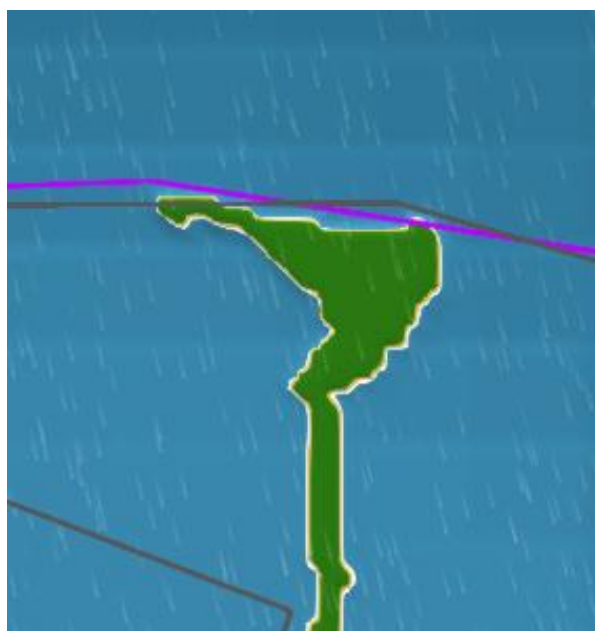
The points of the color of your track you can see in your wake match your measured position every 24 hours.

#### 4.10. [Why my wake he traverses the earth?](#)

If your tracks are changed, or show a passage above the earth, it is merely a "smoothing" of your paths. Indeed, in order to alleviate the servers all the points of your path and your competitors is not transcribed.

So when you observe the route followed by a competitor and you see it pass over an island or an area of land, it did not cheat! You observe only a summary of its last positions.

When buoys passage, it is not the smoothing is taken into account but your real trace, if your buoy is not validated, you have not correctly passed the buoy.



#### 4.11. What the accompanying frigate?



The accompanying frigate is a ship on which you can reposition yourself if you are in a bad position, for example if you have failed, or if you have taken too much behind other participants.

The position of the frigate is calculated based on the position of all participants. It is therefore at the center of the fleet.

In cases where the fleet is very scattered, frigate can move quickly between two points, depending on the boat position changing

in real time.

However, the position of the frigate is on your screen only updates when you enter the race. If you want to use the accompanying frigate, it is advisable to return to prior to the main menu of the game, then re-enter the race. This will allow you to see the latest position of the frigate.

#### 4.12. How to use the frigate?

To reposition the frigate, click it. Then in the menu that appears on the left of your screen, click the link "Join the frigate."

The cost of this trip is indicated just above the green button. This cost can vary depending on the VSR level of the race in question.

You can use this feature as many times as you like during a race or a given stage, once used the frigate is no longer present as you are returned to the main menu of the game and came back in the race .

⊖ If you join the position of the frigate, it will be possible to regain your previous position. This action is irreversible.

#### 4.13. When my ship ahead there?

Your boat position is continuously calculated, it is refreshed by your browser every minute extension of your trajectory. Currently, every 5 minutes your location is updated by the server.

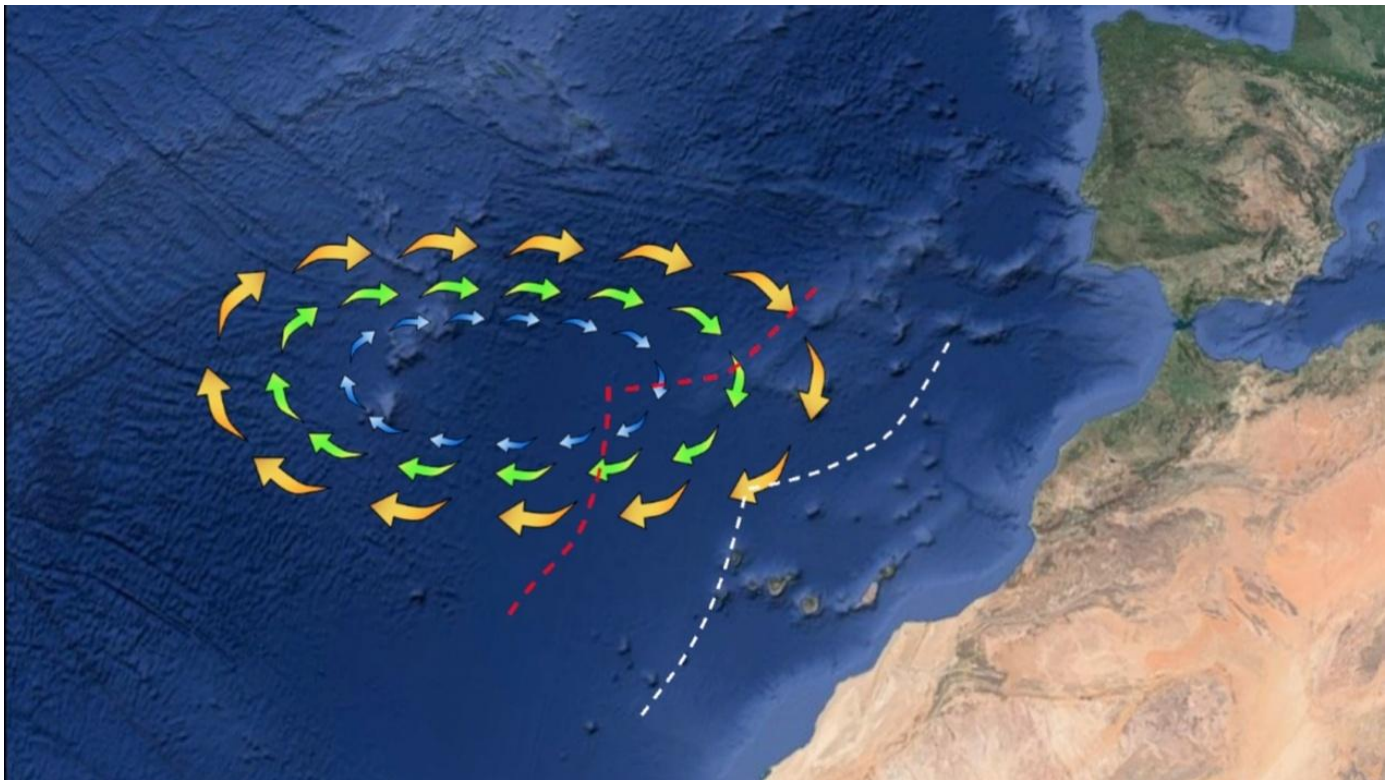
But from files of your computer's cache, there is a calculation made every minute to position the boat on the interface. This says that if you see on the screen as the boat passed a buoy for example, we change course, the boat turns the screen. If this change takes place at the 3 minute server, when the server calculates the new position of the vessel at the 5 minute, it starts from the position at minute 0, applies the last cap which was given to the ship for calculating from the position at minute 0 (here in the example the heading given 3 per minute), hence the path key and the coast grounding. The server ignores intermediate positions to minutes 1, 2, 3 and 4 brought to the screen by the internal calculation of the computer (it does not know).

Change of direction. The last manual action between  $t = 0 + 1 \text{ s}$  and  $t = 4 \text{ min } 59 \text{ s}$  will be considered by the server as being performed at  $t = 0$ .

- + If we do not know yet the minute calculation server, it is better to wait 5 minutes after passing an obstacle to change course (ditto at a refloating) or take the margin.
- + If you need a specific update, exit the game and re-enter the race, this allows you to turn right around a buoy or the coast in case of impossibility to be able to ask waypoints. We can take a good course without waiting for 5 minutes.
- + If you stay long on the game screen, your boat position is refreshed but not that of your opponents. By clicking on one of them, his position will be updated.
- + To update the entire fleet, it will go through the host of the game screen.

#### 4.14. How to make a "gull wing"?

Take for example the Azores in a race around the world:



The goal is to find the best compromise between a road westward shorter but also closer to the calm of the anticyclone (in red on the drawing) and a road in the East (in white) which will be long, but probably more windy.

This is the famous "gull wing" that often speak skippers. It has this name because the shape of the perfect trajectory resembles a stylized gull.

The jibe point is a difficult choice. It determines the passage relative to the Madeira Islands, the Canary Islands, Cape Verde and finally the entry into the Pot-au-Black. Too many in the West, this is wasted time and too much to the East will require a board later in against the wind that has swung to the East-North East and will therefore be much less favorable towards.

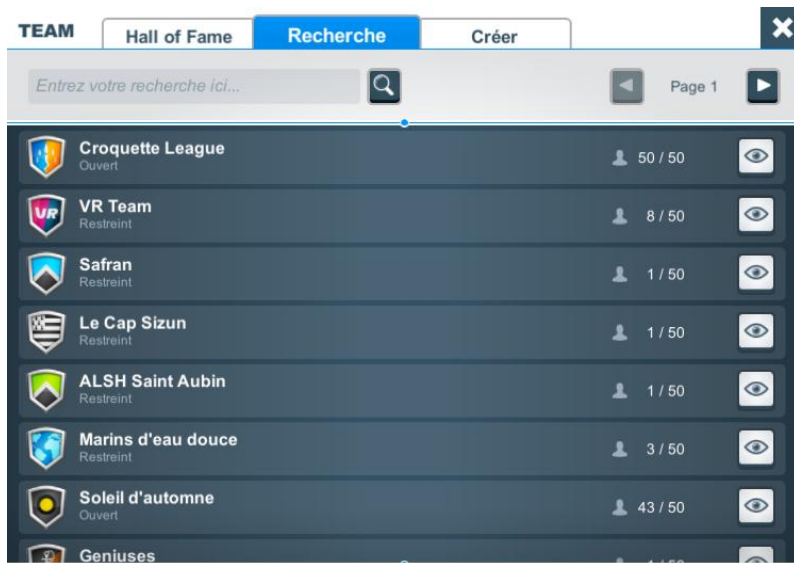


## 5. social functions

### 5.1 How to join a team?



Clicking on you open the menu of the teams.



The following menu shows existing teams. You can use the search menu to find a particular team, or use the arrows at the top right of your screen to browse through the existing teams.

You can also create your team. It will then be up to invite at least ten skippers join you pretend to participate in the team classification.

Some teams are "open" or

"Restricted".

- 🌐 If a team is open, you can join freely. Simply click on the team in question and click on "Join".
- 🌐 If a team is restricted, you must provide the password to join.

next to each team The numbers indicate the number of current members and maximum number of members. For example, 25/50 means that the team currently comprises 25 members, and it can accommodate up to 50.

In order for your team to be classified in a race, at least 10 players from that team must participate in the race in question. The ranking of your team takes into account the performance of the top 10 players of your team for the race in question.

- ➕ the number of points awarded to a team is the average number of credits earned by the top 10 according to:  $1600 * (7 - \text{Level Course}) / (\text{Rank Changeover} ^ 0.25)$
- ➕ inter dynamic ranking teams (race course), rank arrival is replaced by the current ranking ...

To leave the team to which you belong, open the menu Team, then click the "My Team" tab. You will see a "Quit" button. After your confirmation, you will leave the team effectively.

If you leave a team that you coach, your title is automatically transferred to the oldest member of your team. If you want another member inherits your title, you have to choose that person manually before departure. If you are the last member of your team, that team is automatically dissolved.

## 6. Various

### 6.1 How to avoid "bugs"?

It is often criticized RV "bug" of work. Here are some tips to limit:

- + Refresh regularly play.
- + In case of sudden disappearance of WP or programming, especially you do not touch anything. You close the game and you restart it.
- + Do not touch your programming or your WP in 10 minutes before them. If you asked programming, note the time and do not connect at this time, but 2 minutes later.
- + When you placed the programming or WP for the night, you close the game and you restart to verify that all your strategy been recorded.

This game and this platform although with some imperfections, are reliable and very well done. By following these tips you will find that the errors listed are often personal mistakes, and in any case bugs.

### 6.2 UTC, CET, UTC ... what time are we talking about?



A small point about Hourly acronyms may be necessary. An error Real!

When we talk about time, it can quickly become complicated ... Those traveling (such as virtual sailors we) know something! Who has not scratched his head for whether to advance or rewind the clock to schedule changes. In short,

we will not beat around the bush SHOULD A REFERENCE TIME.

Known to all, at least I hope it's the Greenwich Meridian (0 ° longitude), which was long the place of reference for receiving the reference time. The GMT.

- + Warning: it is not because one is on the Greenwich meridian as the local time is the reference time!

It could become a real Chinese puzzle this thing. Indeed a simple example: France is crossed by the Greenwich meridian and yet our local time is never equal to GMT. Must think in deviation from the reference.

- + In winter our local time is GMT + 1 in summer
- + our local time is GMT + 2


Until then it's simple BUT you may have already seen the acronyms as UTC / THIS ... quèsaco !!!

- 🌐 GMT: Greenwich Mean Time
- 🌐 CUT (English): Coordinated Universal Time (UTC)
- 🌐 French): Coordinated Universal Time WET: Western
- 🌐 European Time





It's all the same! This is not "our" time and there is the famous shift apply 1 or 2 hours depending we are under schedules summer or winter.

You saw the trap: Western European Time as "hour of Western Europe" it is not us! There is still more to the west as the English, Irish or Portuguese.

 CET: Central European Time = GMT + 1 (that's us!). For now we are in Central Europe CET: Normal Central European Time = GMT + 1 It is us in winter.

 CET: Central European Summer Time = GMT + 2 CEST: Central

 European Daylight Time = GMT + 2 RST Romance Summer Time =

 GMT + 2 That's us in the summer.

 **WEST:** West European Summer Time = GMT + 1 is the name of the English Summer Time

A small summary table will bring order in all these acronyms.

		On est en heures d'hiver	On est en heures d'été
		Pour trouver l'heure en France métropolitaine j'effectue l'opération suivante:	
On me donne l'heure en :	GMT	+1	+2
	CUT / UTC	+1	+2
	WET	+1	+2
	CET	0	+1
	HNEC	0	+1
	CEST	-1	0
	HAEC	-1	0
	RST	-1	0
	WEST	0	+1

### 6.3 Speed and distance around the globe

latitude y	largeur en milles entre 2 longitudes espacées de 1° : $\cos y \times 60$	exemple de vitesse en nœuds pour parcourir cette largeur dans un temps de 2 h	exemple de temps pour parcourir cette largeur à une vitesse de 15 nœuds	longueur en milles du tour de la terre à la latitude y	vitesse en nœuds à l'équateur pour faire le tour dans le même temps que si on est à 15 nœuds à la latitude y
0	60,0	30,0	4 h 00	21600	15,000
5	59,8	29,9	3 h 59	21518	15,057
10	59,1	29,5	3 h 56	21272	15,231
15	58,0	29,0	3 h 52	20864	15,529
20	56,4	28,2	3 h 45	20297	15,963
25	54,4	27,2	3 h 37	19576	16,551
30	52,0	26,0	3 h 28	18706	17,321
35	49,1	24,6	3 h 16	17694	18,312
40	46,0	23,0	3 h 04	16547	19,581
45	42,4	21,2	2 h 50	15274	21,213
50	38,6	19,3	2 h 34	13884	23,336
55	34,4	17,2	2 h 17	12389	26,152
60	30,0	15,0	2 h 00	10800	30,000
65	25,4	12,7	1 h 41	9129	35,493
70	20,5	10,3	1 h 22	7388	43,857
75	15,5	7,8	1 h 02	5590	57,956
80	10,4	5,2	0 h 42	3751	86,382
85	5,2	2,6	0 h 21	1883	172,106
89	1,0	0,5	0 h 04	377	859,480
89,5	0,5	0,3	0 h 02	188	1718,895
90	0,0	0,0	0	0	

If you have never been brought to navigate, whether on the water or in the air, you always spoke in kilometers (km) to distance and km / h for speeds (for scales that are of interest) .

We manage well these concepts instilled from an early age!

- ✚ But there ! More you progress through the game and you will be "forced" to put you to the vocabulary of sailors and even English !!!! huhuhuh !!!

While a small dot to help you:

#### The distances :

The nautical mile = 1852 meters (sometimes called "water" or "nautical mile '(NM symbol in English). Hence we did this thousand (miles plural. Yes it fits) M symbol (in French )?

- 🌐 Take any point of the globe (your home for example). Draw (imaginary of course) the scope of our planet through this point and the 2 poles. You get a 'pseudo' equator is about 40,000 km.
- 🌐 We made a turn of 360 ° ... so when one moves from 1 one moves  $40,000 \text{ km} / 360 = 111.11 \text{ km}$ .

The unit is too big ... then we know that 1 is divided into 60 '(minutes)

- 🌐 And miracle when moving from 1 (not necessarily for a minute!) Were completed:  $111.11 \text{ km} / 60 = 1,8518 \text{ m}$
- 🌐 Rounded to 1852m by the Monaco Convention of 1929
- ✚ NOTE: I simplified the explanation ... it is a little more complex small because, among others, our earth is not perfectly round

WARNING A FALSE FRIEND (finally friend, friend it remains to be seen ...)

- 🌐 The mile = 1609 meters (also mile).
- 🌐 Nothing to do with our water and air measurement. It is a BLOW OF ENGLISH! It has only 1 L and it flies so well.

And cable ...

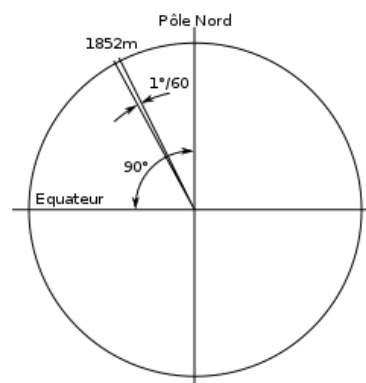
- 🌐 It is 1/10<sup>th</sup> thousand is 185m. For our team it is the distance from which you can do without a drink from edge to edge!

#### The speeds:

The node = 1 mile in 1 hour (pewh it's simple) = 1852 meters / hour = 1 knot per hour in English

Symbol:

- 🌐 Node (nd)
- 🌐 Knot (Kt kts, kn, kns)





DISTANCES					
earthly			water		
French	Kilometer (s)	km	French	Thousand (s)	M
English	Mile (s)	m	English	Nautic Mile (s)	NM

VITESSES					
Terrestres			Nautiques		
Français	Kilomètres / heure	km/h	Français	Nœud	nd
Anglais	Miles / heure	mph	Anglais	Knot	kt(s) / kn(s)

### conversions:

- + distances:
  - 1 Mile = 1 nautical mile = 1 M = 1 NM = **1.852 km**
  - 1 km = 0.54 NM

- + speeds:
  - 1 knot = 1 knot = 1 nd = 1KN = **1852 km / h**
  - 1 km / h = 0.54 n



# Chapitre 5

## 10 erreurs à éviter

1. Follow your "friends" without trying to understand their options. It is comfortable to follow, but following is not passes.
2. Take the same option as one of your friends, even if you are distant a few miles. These few miles can simply prevent you to hang a favorable wind on time.
3. Take at face value and without understanding the advice of a weather router: the specified route can be contradicted in the following hours, especially in the event of changing weather.
4. Do not double-check a "strategic" option that you would be alone (e) to follow. Is he not a gamble or a questionable assumption in this option ???
5. Attempt a coup because it lingered. Very often the "coup" to pay for new ranks. Do not consider that an option "original" is the panacea to catch up.
6. Be influenced by the provisional classification. In many cases, it means nothing! The only important ranking is the ranking ... in! Stick to monitor your "friends" close ...
7. Persisting in a wrong choice if the weather phenomenon you expected does not happen where you expected.
8. Change too often "strategy" is a common mistake that you will miss all the good situations because you always run after a hypothetical improvement.
9. Refusing to share with your friends. Try to locate one that is a little better than you and do not hesitate to ask questions when it performs maneuvers that you do not understand. Most of the time he will explain his reasons ...
10. Ignoring your absence when you develop your strategy! It would be a shame to plan a route that requires your presence behind the screen (radical change of course or sailing, crossing in the middle of an archipelago) when you are in the restaurant or in your bed!



10 erreurs à éviter !

# Chapitre 6

## Lexique de la navigation virtuelle

**AIS (Automatic Identification System)** uses VHF frequency therefore has a range limitée à 25/30 miles.

**ARPA (Automatic Radar Plotting Aids)** radar device for monitoring the echoes.

**DSC (Digital Selective Calling)** A VHF DSC has an additional channel (channel 70) that can send or receive immediate and selectively distress messages, urgency, safety and routine calls.

**AWA (Apparent Wind Angle):** apparent wind angle.

**AWS (Apparent Wind Speed):** The apparent wind speed.

**BRG (Bearing to destination):** Course to follow to go to the next destination.

**BTW (Bearing to Waypoint)** Raising the next waypoint.

**CDI (Course Deviation Indicator)** Virtual shipping lane as landmarks to the movement of the boat and avoids route deviations.

**CMG (Course made good):** heading followed from the start.

**COG (Course Over Ground):** course over the bottom.

**CPA (Closest Point of Approach)** The CPA is the shortest distance between two roads ships or two target points.

**CTS (Course To Steer):** Course optimum to follow to reach the originally planned route.

**DPT (Depth):** Depth.

**DST (Distance):** Distance to the destination point.

**DUAL (dual frequency):** Double frequency. On VHF, we often use the term Dual Watch which means "dual standby". This function enables communication over a channel while maintaining an automatic watch on channel 16.

**DTW (Distance to Waypoint)** Distance to next waypoint.

**ETA (Expected Time of Arrival):** Estimated time of arrival at destination.

**ETE (Estimated time of arrival at destination):** Estimated time needed to reach the next point of passage chosen.

**GOTO:** The GOTO function enables navigating to a point on the map, or to activate a route.

**HDG (Heading):** Orientation mobile unrelated to its displacement (boat heading).

**layline:** calculated dummy lines (forming an angle between them of 60 to 80 degrees) for determining the location of the edge changes when a ship tacked to a waypoint.

**MOB (Man Over Board):** Man in the Sea.

**POS:** Position.

**SPEEDO:** This value is the speed surface ship.

**SOG (Speed Over Ground):** Speed Over Ground: boat speed on the bottom is not necessarily equivalent to the boat speed over the surface of the water or the approach speed to the destination.

**Answers:** Water temperature.

**STA:** current direction.

**STR (Steering):** The difference between COG (true heading) and CTS (optimum course to follow to reach the road originally planned).

**STW (Speed True Water):** water speed.

**TCPA (Time to Closest Point of Approach)** Time to reach the Closest Point.

**TTA:** Time to reach the finish.

**AVG SPEED TTL (Total Average Speed):** Average speed.

**Tot TTG (Time To Go Total):** Estimate of the total time for the vessel travels the distance between the Waypoint departure and the arrival waypoint.

**TTG (Time To Go):** Estimated time for the boat to reach the waypoint, assuming there is no change in the speed and heading of the boat.

**TWA (True Wind Angle):** True Wind Angle.

**TWD (True Wind Direction):** Directorate of true wind.

**TWS (True Wind Speed):** speed true wind.

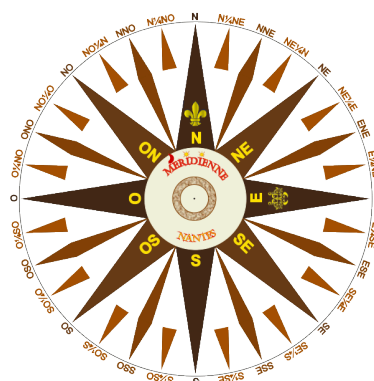
**VMG (Velocity Made Good)** point approach speed located in the axis of the wind.

**VMC (Velocity Made of Course)** Rate of progress on the road.

**VRM (Variable Range Marker):** Brand or electronic distance circle that can be placed above any target on the radar screen. Measures the distance between your boat and a target represented by its echo.

**WPT (Waypoint)** Waypoint referenced.

**XTE:** Cross Track Error





There VR in an online help that answers many questions. This is a particularly useful tool for beginners. It is available at:

+ <https://virtualregatta.zendesk.com/hc/fr>

Troubleshooting on a run, you can contact the support of Virtual Regatta at the following address:

+ <https://virtualregatta.zendesk.com/hc/fr/requests/new>

## Sites à découvrir

+ <https://www.citevoile-tabarly.com/fr/lexique-de-la-voile>  
 + <http://www.lavoile.com/glossair/glossaire.pdf>  
 + [https://fr.wikipedia.org/wiki/Lexique\\_de\\_la\\_navigation\\_%C3%A0\\_voile](https://fr.wikipedia.org/wiki/Lexique_de_la_navigation_%C3%A0_voile)  
 + <https://www.bateaux.com/> <https://www.sharemysea.fr/> <http://www.windy.com> <http://ww.passageweather.com>  
 +  
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## Sources

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 + [https://fr.wikipedia.org/wiki/Voile\\_\(navire\)](https://fr.wikipedia.org/wiki/Voile_(navire)) <http://voilevirtuelle.free.fr/polaires/index.html>  
 + <https://www.guelt-nautic.com/> <https://www.sharemysea.fr/> <https://www.permanis-hauturier.info/> <https://miscellaneesdublog.wordpress.com/>  
 +  
 +  
 +

## Remerciements

Only it is very difficult to know if anything has been forgotten or if everything is clear. So I want to thank for their contributions:

+ Guy, Captain mcmgj1 and mcmgj 2 Eric, captain of  
 + Chevenon and Chevenon 3 Pascal captain Mimil88  
 + Christian, captain cervantes9 Benoit, captain  
 + BGSteMarine Roman captain GeGax EZ-Nicolas  
 + (Toxcct)  
 +  
 + Michael (I can not remember his boat)

In advance, thank you to all those and all those who by their criticisms, comments or ideas will evolve this guide.

