

Skiff External Controls

The [Urename Skiff](#) utilizes two completely different control systems, this one here is the external controls. There are two external control systems in this case, one for [Shukaren](#) and another for [My'leke](#). Although designed for the skiff, it is possible for this system to be used with other vehicles as long as that vehicle is designed around it. The ECS comes with its own helmet and gauntlet, designed to be compatible with the [amored body suit](#) and all future additions.

Statistics

General

Class: Subsystem Nomenclature: Ne-K1-3500 Designers: [Shukara Armaments and Manufacturing](#)

Manufacturer: [Shukara Armaments and Manufacturing](#) Users of this product: [Shukara Volunteer Navy](#)

Connectivity

There are two different means of connecting to the vehicle externally depending on if the person is a Shukaren or My'leke.

Connecting as a Shukaren

In order for a Shukaren to control anything that this particular system is connected to, they have to rely on both a gauntlet and a helmet. The gauntlet fits over either the left or right hands and features a fold out control panel; this control panel allows the Shukaren to control a vehicles speed, direction, engine power, and generator usage along with setting a course for destinations. The helmet is used by the person to monitor their vehicle's systems, including power usage and heat buildup in a generator or engine along with the direction they are currently going. It also has a sensor display, which can show both friendly and unknown targets in the area around the vehicle. The helmet and gauntlet are interconnected, utilizing available circuits in a body suit in order to function properly, the control scheme can be both wired and wireless, wired mode eliminates lag between orders sent and the vehicle moving, while wireless actually has a noticeable two or three second delay. Wired connection is best for when a person is on the vehicle, while wireless can be done while away from the vehicle to summon it. The wired connector attaches into a port right next to one My'leke use.

Connecting as a My'leke

For a My'leke, the ability to control a vehicle such as the Urename is as simple as attaching their tail to the included port that is located on both the left and right side of the standing platform. From there, they

are given the same amount of control as a Shukaren. My'leke also has a glove that fits around their left or right 'legs' that they can use to summon the skiff when not riding it, similar to how the Shukaren have a wireless gauntlet. It needs to be said that the My'leke's ability to control the skiff is superior to that of the Shukaren due to them being more bound to technology and thus there is no command lag whether they are using either wired or wireless as they can fine tune the connections.

Systems

The following is a list of systems and components for the external control system that the Skiff uses.

Sensor Control

The soldier has the ability to control the actual range of a vehicles sensor, from short, to long, to passive or active. They can even determine 'which' sensors are used depending on 'what' kind of sensors are attached to the vehicle.

Controls

There are two means of controlling the skiff, the first is by sending commands via the gauntlet (or the My'leke tail) to a central computer on the vehicle and letting it handle the rest.

The second, which is currently exclusive to the Urename Skiff, is a more complex usage of both the skiffs pressure plates and an eye-recognition system built into the inner portion of the helmet. This type of control allows the soldier to use their feet to determine speed and leaning over left or right allows them to control the direction of their flight, within the helmet, the movement of their head controls ascent and decent.

Power

The gauntlet and helmet can both monitor a vehicles power system including any heat buildup in the generator. It sends an audible and visual warning when the generator builds up too much heat. The system can also be used to shunt power from one system to another, such as being able to fire the vehicles onboard weapons while riding it.

Auto/Manual

Automated and Manual control, if a soldier wants, they can switch between the two alternate systems. Unlocking manual control works only for the external system and allows the soldier to control the vehicle with little interference from the computer, automated on the other hand controls all aspects of the

vehicle requiring the rider to merely give destination points. Automated is best used when trying to get somewhere without the need to avoid stuff, while manual is best in urban environments or when trying to reach places that the automated might have issues with.

Wireless

The wireless system of the ECS allows the soldier to send commands to a vehicle that is within four miles. The system works best in wide open areas with little obstacles, while lots of obstacles such as buildings can result in signal degradation and delays in a vehicle responding to sent commands.

Armor Opening

Although opening the armor of the skiff to reveal the internal cockpit is as easy as tapping two unique pressure plates located toward the rear of the standing platform, another way is to send a command directly to the vehicles systems to open the armor to let the person inside. My'leke can do this without using the gauntlet by telling the vehicle with their brain to open up.

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