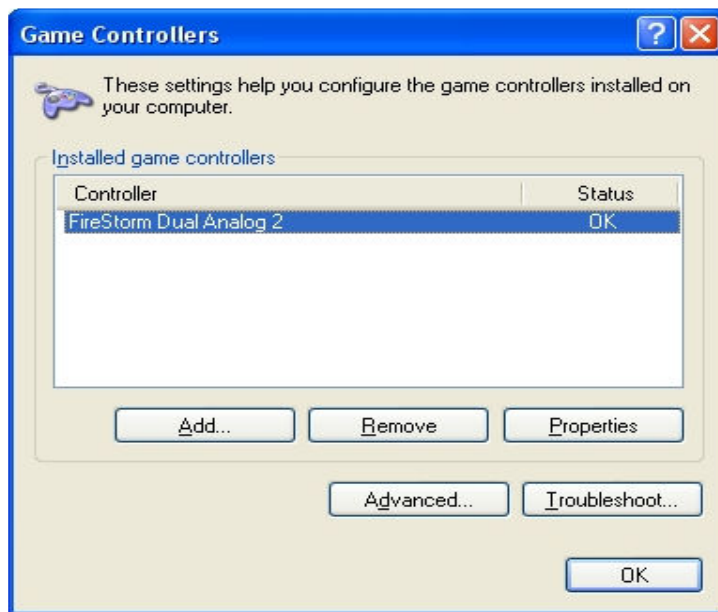


Setting-up your controls in Ship Simulator 2008

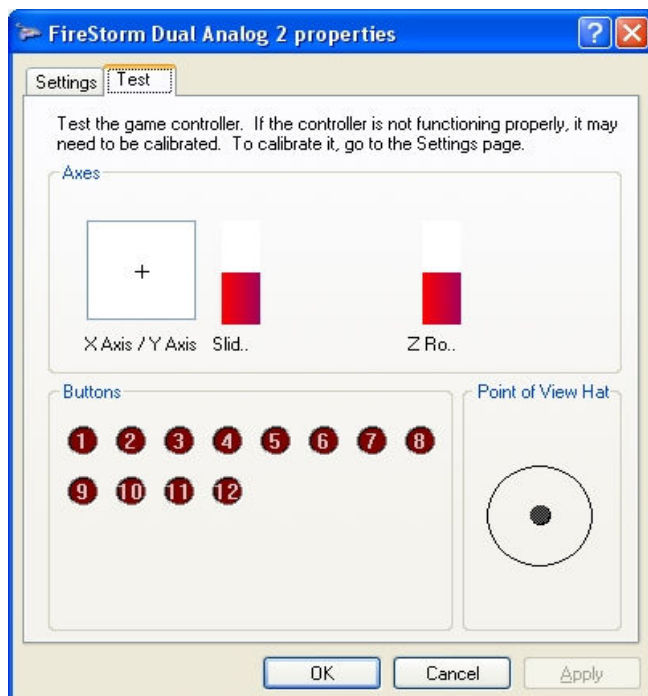
There are a number of steps to take for successful setup of the controls in Ship Simulator. The first of these is making sure that Windows has recognised the device you intend to use. This setup is for Windows XP, but Windows Vista is very similar.

1. Control Panel Joypad/Joystick configuration

Click **Start** and select **Control Panel**, choose **Printers and Other Hardware**, then choose **Game Controllers**. You will see a box similar to this:



The next step is calibration of your Joystick/Joypad. Select your device (if you have more than one), then click **Properties**, and you will see this screen:



Click the **Settings** tab (at the top), then click **Calibrate**. You will now be taken through a number of steps in the **Calibration Wizard**, follow these steps to calibrate your device. Once this is done, you can perform a test if you want, from the main **Game Controllers** screen (above), this involves pressing the buttons, and moving sticks to check that they are working correctly.

Now you are ready to launch Ship Simulator and start configuring your Joystick/Joypad for playing.

2. Configuring your device in-game.

At the main menu screen in Ship Simulator, click **Options**, then **Controls**. You will see the following screen:



You will notice a few options from this screen, the main options you will need, are:

Select Controls

This is where you choose which controls you'd like to configure, this is a drop-down menu and includes control configurations for the following:

Interface – These are controls for selecting Next Ship, Camera, Show/Hide Charts and a few other functions.

Ship Controls – Just like it says, controls for ships.

Crane Controls – Again, as it says, controls for the crane.

Camera Controls – This section is for camera control and walkthrough mode.

Select the controls you wish to alter. You will see two areas for controls, **Primary input** and **Secondary input**. It's always a good idea to use **Secondary input** for your controls, this leaves the default control method intact.

To reassign a control function, double-click where it says **Unassigned**, you will hear a sound to indicate that the function is ready to be reassigned. At the bottom of this box, you will see two options, **Unassign key** and **Cancel**, you only need to use these if you have assigned the wrong key/button, or if you decide not to reassign a key.

Once you hear the sound after double-clicking **Unassigned**, Ship Simulator is ready to accept input from your Joystick/Joypad. Press the button on your device that you would like to assign to that control, you will see that the control function is now assigned to your device.

Once you have setup all your controls, you are ready to play.

Have fun!