

## Ship Simulator 2006 Userguide

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### General

Ship Simulator 2006 is a computer game with the following objectives and possibilities:

**Play missions**, whereby you have to reach certain goals as fast as you can. Missions can be easy, with just one ship to control and just a few goals. They can also be complex, whereby you need to control multiple ships simultaneously, each with its own set of goals. There are even missions whereby you need to tow a large boat into a harbour, using multiple small tug boats. You can earn money by completing missions without causing damage. The more complex the mission, the more money you make. Completing one mission will unlock the next one from the mission selection window.

The first ten missions are always unlocked. You only need to complete five missions of the first ten to unlock mission 11, so there is always a pool of five missions you can skip.

**Create and exchange missions**, by dragging playable ships and goals into one of the environments that are part of the game. You can exchange these missions with other players across the ShipSim forum on the Internet (<http://forum.shipsim.com>), and set up competitions for your mission. Missions will be saved in the folder named \_Savegames in the game's installation folder.

This help file guides you through the process of each of these possibilities. In the game installation, you can also find several video tutorials about playing and creating missions.

### Play Missions

Start mission "001- Familiarize with the Patrol Boat". You will see image 1.

## Overlay elements



Image 1. Screenshot of mission 001, with numbers added at the interface elements, which are explained below.

1. Engine control. Click-drag the mouse here up and down to set both engines to a certain speed. Double-click to set them back to neutral position. The up and down arrow keys can also be used for setting the engine speed.
2. Left (Port side) engine control. You can control the speed of the engines individually. This way you can e.g. turn the ship without making any speed forward. Double-click to set it back to neutral.
3. Right (Starboard) engine control. Works similar to the Port side engine control (2).
4. Rudder control. Some ships are steered by steering wheels, some others with this rotating stick. Click-drag the mouse left and right to steer the ship. The left and right cursor keys can also be used for steering the ship.
5. Bow thruster control. Click-drag the mouse left and right to move the bow of the ship left and right. Only works at very low boat speeds. Mostly used for mooring and unmooring. Double-click on it to set it back to the center position. Keys `,` and `.` can also be used for steering the bow thrusters.
6. Icon of Player ship. If there are multiple ships in the mission, you can switch between the ships by clicking on these icons.
7. Icons of mission goals, or Waypoints. Shifting the mouse cursor over a Waypoint icon will show its number and to which ship it belongs. Clicking on a waypoint icon will position the viewpoint of the main window close to that waypoint, and show its position on the chart window (11).

8. Mission panel. Here you can read all the mission goals, indicated with WP1, WP2 etc.. In the right-hand column, the time that was needed to achieve the goal is listed.
9. Compass panel. Clicking on the top bar will show or hide a panel. See image 2 for explanation.
10. GPS panel. See image 3 for explanation.
11. Chart panel. This will be discussed in more detail in the Chart section.
12. Mooring and unmooring icons, explained under Mission Objectives below.

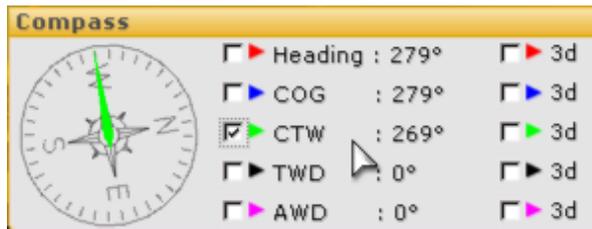


Image 2 – Compass panel

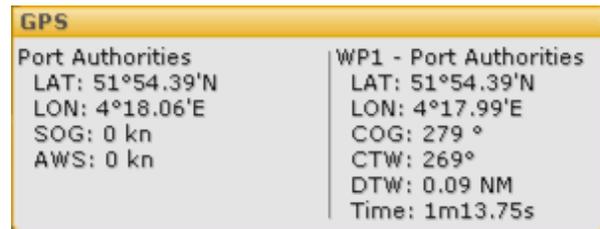


Image 3 – GPS panel

### Compass parameters:

The left column lets you show or hide the following indicators in the compass rose:

- Heading – The course you are steering
- COG – Course Over Ground, this is the course that the ship actually moved over the last few seconds. Note that this course may be different than the Heading, because of drift.
- CTW – Course To Waypoint, this is the direction between the ship and the next waypoint, not taking any obstacles into account. It is also indicated on the chart with a small black triangle on one of the circles around the player ship position.
- TWD – True Wind Direction.
- AWD – Apparent Wind Direction, this is the wind direction that the ship “feels”. It is a combination of the true wind direction and the boat speed.

The right-hand column lets you show or hide these directions on a compass rose around the player ship in the 3D scene. This way you can hide the compass panel, saving space on the main screen.

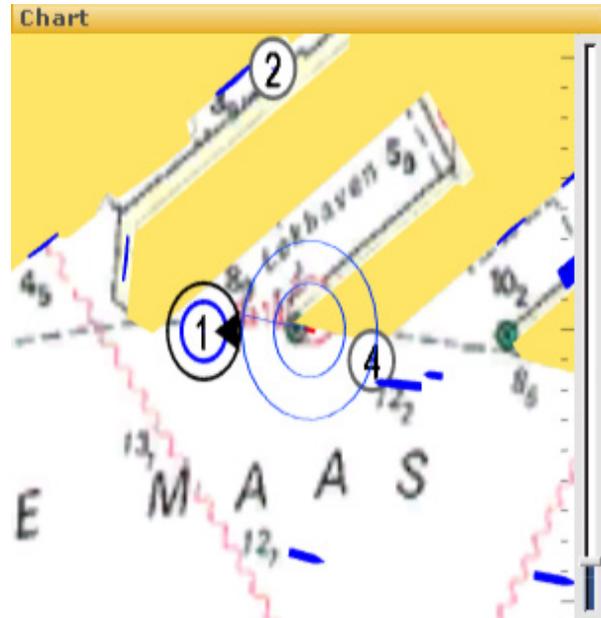
### GPS parameters:

The left column shows the GPS parameters of the currently selected player ship. The right-hand column shows the GPS parameters of the next waypoint. Some parameters were explained under “Compass parameters” above. Brief explanation of the other parameters:

- LAT – Latitude, indication of position on the Globe.
- LON – Longitude
- SOG – Speed Over Ground, in knots (nautical mile per hour). This is the speed actually realised by the player ship during the last few seconds. 1 knot = 1.852 km/hour
- DTW - Distance to waypoint, in nautical miles. 1 nautical mile = 1.852 km.
- Time – stopwatch that started when you initiated this mission.

## Chart

Image 4. Chart section



- Zoom in and out with the slider at the right-hand side, or with the + and – keys of the NumPad of your keyboard. The chart is always orientated North up.
- Yellow areas indicate landmass, white or blue indicates water. Numbers indicate water depth, in meters in Rotterdam, Hamburg and the Phi Phi Islands and in feet in New York. Shallow areas are indicated with light blue.
- The center of the chart window indicates the position of the current player ship. The straight line shows the ship movement or orientation direction. In missions with multiple player ships, clicking on another ship icon at the top will show that ship's position centred on the chart. Similarly, clicking on a waypoint icon will center it on the chart window.
- The little black triangle indicates the direction to the next waypoint.
- Waypoints are indicated on the chart with little circles and numbers. The next waypoint on the list is indicated with two circles. Completed waypoints are indicated with a green check mark (not shown in this image as no waypoint was completed yet).
- Other ship, both moving AI ships and moored ships, are visible with ship-shaped images. Blue images indicate moving ships, and black images indicate moored ships. So in effect, the chart also has a radar function, especially useful in foggy conditions.

## Menu

The menus at the top:

File – Main Menu

This brings you back to the main menu.

Options – Pause

This pauses the game, so you can take a break and continue later

Options – Reset

This resets the mission to its starting state. Useful in case you get stuck or lost.

Options – Take Photo

This makes a screenshot of the current view, and saves it in jpg format in the \_Photos folder of the game's installation folder.

## View – Show Navigation

This shows or hides the three navigation panels: Compass, GPS and Chart.

## View – Weather

This shows or hides the weather panel. In some missions, you can change the weather yourself. In most missions, however, you cannot change the weather. The weather panel will then just show the current weather state.

## View – Controls

This shows or hides the ship steering and engine controls

## View – Objects

This shows or hides the top row with player ships and their waypoints.

## View – Mission

This shows or hides the mission panel

The Tab key shows or hides all the above interface elements.

## Keyboard control

Apart from steering with the mouse using the overlay steering and engine controls, you can also steer a ship with the keyboard.

Key	Function
Tab	Shows or hides all the interface elements.
C	Switch between bridge view and external view
P	Pause
R	Reset mission
Cursor keys up/down	More/less throttle on the engine controls (both engine simultaneously). With the smaller ships, the engine control returns back to neutral automatically. With the larger ships, the engine control stays in position until you "push" it back with the mouse or the keys.
Cursor keys left/right	Steer left or right. With the smaller ships, the steering returns back to neutral automatically. With the larger ships, the steering stays in position until you steer back with the mouse or the keys.
Shift	Engine control back to neutral
Control	Steering direction back to neutral
,	Bow thrusters steering port (left)
.	Bow thrusters starboard (right)
+	Zoom into the chart
-	Zoom out of the chart
M	Mooring (when close to a mooring waypoint). Same as the mooring icon
U	Un-mooring (when moored). Same as the unmooring icon
H	Horn
Home	Reset camera behind player ship

]	Next player ship
[	Previous player ship

## Mouse functions

Button	Function
Left	<p>Click on an active object in the scene, or on a top-row icon, (player ship or waypoint) centers the camera on that object.</p> <p>Click-dragging the left mouse button on the engine controls will move the handle forward and backward. Doing this between the handles and they will do this both simultaneously.</p> <p>Double-clicking between the engine handles will center them back to neutral position.</p> <p>Click-dragging the left mouse button on the bow thruster control left and right will activate the bow thrusters. This only works at very low boat speeds. Double-click at the bow thrusters throttle to set it back to neutral.</p> <p>Clicking on the top bar of a panel will show or hide it.</p> <p>Click-dragging the Mission panel will drag it around the screen, so you can place it at a spot where it doesn't block any view.</p>
Right	Click-dragging the right-mouse button to rotate the camera around the ship. In bridge view, this way you can look in all directions. This also works with the binocular view.
Scroll wheel	<p>Zoom in and out of the ship. When you get close to the ship, you switch to bridge view. Zooming in even more and you get a binocular view.</p> <p>In binocular view, scrolling will zoom in and out.</p>

## Mission objectives

There are 5 different mission goals, or waypoints, that can be part of a mission. These are shown in image 5 (items 2 – 6). Clicking on any icon will bring the camera to this item. This way you can also see its position on the chart.

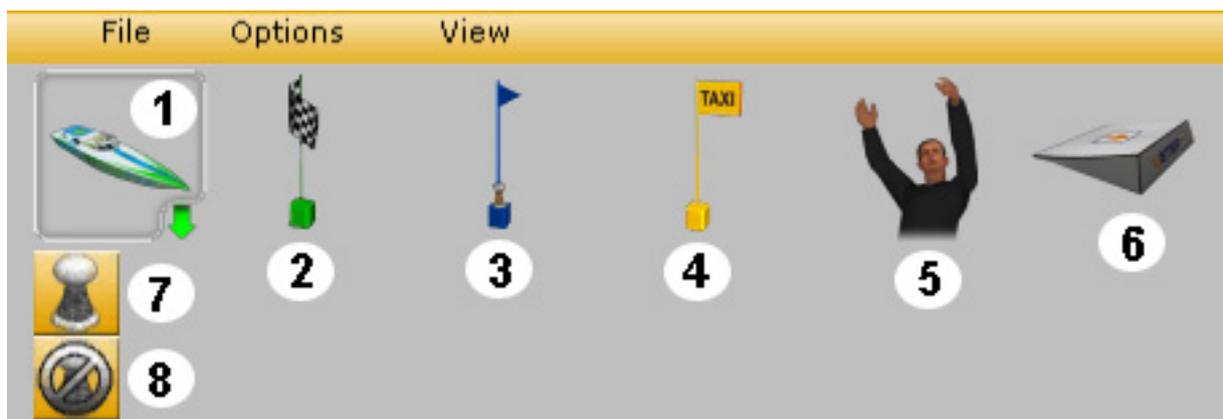


Image 5. Icons of the five mission goal types.

1. Player ship. In complex missions, there may be more than one player ship. You can switch between these by clicking on this icon. Double-clicking will switch between the external view and internal view of any player ship.
2. Buoy – You need to approach this waypoint at a distance of maximum half the length of the player ship to get it marked as Reached. Don't hit it or it may cause damage to your ship.
3. Mooring point – You need to get very close to this waypoint with your ship, and stop the ship.

Then click on the Mooring icon (7). Clicking on the un-mooring icon (8) will allow you to continue your trip.

4. Taxi point – At these waypoints, your ship needs to approach it very closely and stop completely (speed less than half knot) for at least 10 seconds, the time people would need to step in or out. After 10 seconds at 0 speed, this waypoint gets marked as Achieved and you can continue with the next.
5. Drowning people – Here you need to approach the person very slowly, without hitting them. When you hit the person, your mission will be stopped. Bring your ship very close to them at a speed of less than 0.5 knots and the person will disappear. You can continue your trip.
6. Ramps – With the speedboat and the water taxi, it is possible to jump in the air across a ramp. These are counted as completed if you jump straight over them.
7. Mooring icon – Once you are close to a mooring/anchor point, you need to click on this icon to get your ship moored. If you are too far away from it, or move too fast, this doesn't work.
8. Unmooring icon – Some missions start in a moored situation. In these, you need to unmoor first by clicking on this icon. Also, in some missions the mooring waypoint is not the last, and you need to unmoor again to continue with your mission.

## Storing and uploading scores

Missions are marked as completed successfully when you reached all the waypoints of all player ships, without making more damage during collisions than was allowed in the mission briefing. Your scores are stored automatically on the hard disk, so you can try to beat your score. You can also upload your scores to the ShipSim.Com Website, when you have registered there on the forum. This way you can compare how your scores compare with other players. Try to get the highest score there!

## Walkthrough mode on Titanic

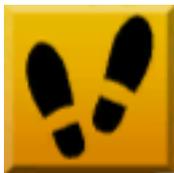


Image 6. Walkthrough mode icon, left-bottom in Titanic bridge view



Image 7. Steer-mode in Titanic, visible only when you are in walkthrough mode.

The Titanic features a walkthrough mode. You can activate it when you are on the bridge, and click on the steps icon shown above. The icon then switches to the Steer icon, which brings you back in steering mode. In walkthrough mode, you can “walk” using the cursor keys and the mouse. Just like in the other modes, pressing the right-hand mouse button and moving the mouse will change the looking and moving direction. While walking forward, pressing the Shift key will let you “run” faster.

## Creating missions

By clicking the button “Edit” on the main menu, you can create new missions. You can edit existing missions and save them under a new filename, or create new missions from scratch.

We have developed a video tutorial on mission creation, which is included in the installation of the boxed version of the game. If not, you can download it from [www.shipsim.com](http://www.shipsim.com).

## Settings

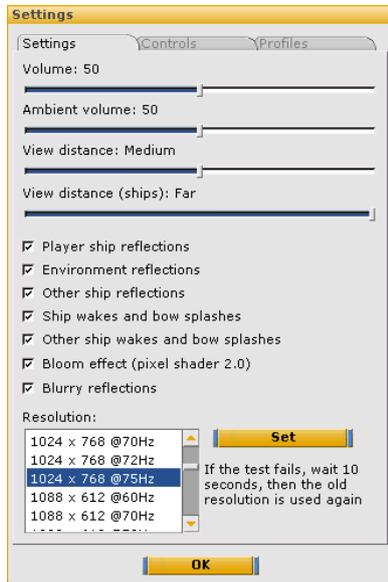


Image 8 – Settings dialog box



Image 9 – Controls dialog box

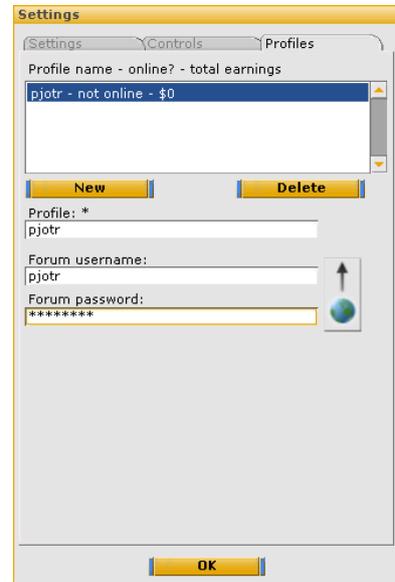


Image 10 – Profiles dialog box

### Settings dialog box

Here you can change some sound and graphics parameters, to achieve a better performance.

The Resolution list shows all the resolutions supported by your graphics card. Your monitor may not support all of these. The Set button allows you to test different resolution and refresh rate settings before saving them. When a setting doesn't work, you will probably see a black screen. Wait 10 seconds and the old setting comes back. LCD or TFT panels generally use lower refresh rate frequencies, like 60 – 70 Hz. In case you incidentally save an incorrect setting, you can edit the file config.dat in the installation folder of the game using any text editor, like Notepad. Change the resolution setting there back to:

```
<ADAPTERMODE Type="Vec"> 1024 768 60 </ADAPTERMODE>
```

If this doesn't work, try a few other values for the frequency. Some LCD panels only function at specific frequencies, like 72 Hz.

Other options set various other graphics quality and performance related features. Different 3D cards react quite different to some of these, so it is best to try out these settings one by one, to get the best graphics quality at an acceptable performance.

### Controls dialog box

Here you can change the ship engine and steering controls to different devices.

### Profiles dialog box

Here you can upload your mission scores to the ShipSim Internet forum. This only works if you registered at the forum at [www.shipsim.com](http://www.shipsim.com), and added your license key to your profile.

## Troubleshooting

The minimum spec for a PC to run Ship Simulator 2006 is:

CPU: Intel 2GHz or equivalent

Memory: 512MB

Graphics card: GeForce 4 (non-MX and non-GO) with 64 MB memory

Sound card

Mouse with scroll wheel

There are general updates of the game available at the forum of [www.shipsim.com](http://www.shipsim.com) .

*Q: The game tries to load, but stops loading at 95%.*

The 95% loading problem is usually caused by a 3D graphics card of too low spec.

A GeForce 4 MX card is not sufficient for this game. The GF4 non-MX cards with 64MB are sufficient, when the graphics quality settings are set to low (= performance high). Graphics cards with just 64 MB memory should be set to the lowest quality settings, like Anti-Aliasing to 0.

*Q: During loading, the game crashes.*

Crashes during loading the game can also be a sound driver issue. Maybe one of your software de-installations took away a shared sound driver or other sound middleware component.

Try this codec pack:

<http://www.k-litecodecpack.com>

*Q1: The installation of the game went OK, but when I start the game I get a blank screen,*

A1: It is likely that the game assumes a refresh rate of your monitor that is not supported by the monitor. You can experiment with different update frequencies in the file config.dat in the installation folder of the game using any text editor, like Notepad. Change the resolution setting there back to:

```
<ADAPTERMODE Type="Vec"> 1024 768 60 </ADAPTERMODE>
```

If this doesn't work, try a few other values for the frequency, like 70, 72 or 75. Some LCD panels only function at specific frequencies, like 72 Hz. You can find out the supported frequency from the owner's manual of your monitor.

*Q: The game starts OK, but I cannot see the navigation chart.*

When you do not see the navigation chart, it usually means that your 3D card does not meet the minimum spec.

*Q: The game starts, but sometimes I get a crash while playing, or while rotating the camera around a ship.*

In-game crashes can be caused by insufficient PC memory, insufficient memory on the 3D card, outdated drivers of graphics card, motherboard, and sound card.

If you have an old graphics card and a reasonable spec PC, you could consider upgrading it with a new 3D card.

*Q: The game crashes and I get a warning about a missing or outdated libmysql.dll*

We have a solution for the problem with the libmysql.dll error:

Create a backup of your current libmysql.dll in your WINDOWS/System32 folder.

After that copy the libmysql.dll from the ship\_simulator\_2006\_installation\_path/3rd folder to your WINDOWS/System32 folder.

*Q3: The game runs, but the performance is very poor.*

A: If your PC has the minimum recommended spec, the performance can be improved by tweaking the graphics parameters in the Settings. You can for example reduce the viewing distance, and un-tick the setting Environment reflections. You can also optimize the settings of your graphics card, in Windows Control Panel. Follow the instructions of the Owner's Manual of your graphics card.

*Q4: The game crashes sometimes during gameplay, I think when someone tries to reach me with MSN*

*Messenger, or when I want to play an audio file with WinAmp.*

A4: Please close as many programs as possible when you start playing ShipSim (or any other game for that matter). Programs that give pop-ups, like MSN Messenger, can cause the game to minimize to the desktop, and you may not be able to get it back full screen any more. Also, programs that use audio such as WinAmp should be close closed, as they may try to use the same PC audio resources as the game.

*Q5: Why should I register myself at the ShipSim.com forum with my license key?*

A5: Registering yourself with the license key will open up a few forum topics. New ships and environments, for example, are posted at these spots. It will also make it possible for you to upload your scores, so you can compare your mission scores with those of other players. Lastly, update patches are available at the forum of shipsim.com.

## Technical support

If you encounter a software problem when installing or playing the game and the particular quandary could not be found in this manual, or solved by updating your computer with the latest audio or video drivers, you may contact our helpdesk.

Before sending any emails to our helpdesk, we strongly advise you to visit the forum of our website at [forum.shipsim.com](http://forum.shipsim.com) and browse to your particular forum.

In most cases, known issues, patches or updates are listed there. If your problem cannot be found in this manual or our website, then please send an email to [support@shipsim.com](mailto:support@shipsim.com)

When contacting us, be sure to include:

- A brief description of the problem.
- The hardware configuration of your computer.
- Information on the circumstances, under which the error occurred.

## Epilepsy warning Notes

### WARNING READ BEFORE USING YOUR VIDEO GAME SYSTEM READ THIS NOTICE BEFORE YOU OR YOUR CHILD PLAYS ANY COMPUTER GAME

A very small percentage of individuals have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain computer games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before playing any computer games.

We recommend that parents observe their children while they play computer games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue immediately and consult your physician before resuming play.

### FOLLOW THESE PRECAUTIONS WHENEVER USING COMPUTER GAMES

- When playing computer games, do not sit or stand too close to the monitor. Play as far back from the screen as possible.
- Play computer games on the smallest available monitor.
- Do not play if you are tired or need sleep.

- Always play in a well-lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

## REPETITIVE STRAIN WARNING

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury. If your hands, wrist or arms have been injured or strained in other activities, use of your system could aggravate the condition. Before playing, consult a doctor.

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### Programming

Jean-Paul Franssen

Martijn Proost

Simon Sadler (Physics)

Morten Schönau Fog (Special FX)

Markus Hötzing (Ship-Dynamics and AI)

Artur Brzegowy (Additional Dynamics)

Ben Borrie

Mark Nolen

### 3D Modeling & Texturing

Morten Schönau Fog

Jasper Vermaas

Ben Borrie

Sander Cornet

Martijn Proost

Ritchie Soerodiwongso

Satheesh Nair

Rob Hermans

Jeroen Hoekstra

Pencho Parvanov

### Scene-Design

Ben Borrie

Morten Schönau Fog

Willem van den Esker

Rob Hermans

### Titanic

Jason De Donno

*Supported by:*

*Bruce Beveridge*

*Scott Andrews*

### Ship Design

Michael Leach Design (260ft / 80m Yacht)

Studio Yacht Designers (Harbour Patrol and Tugboat)

Ship Bridge Design based on AlphaBridge, Alpatron Marine BV

### Producer

Pjotr van Schothorst

### Game Physics

Newton Game Dynamics

### Mission-Design and Creation

Michael Brinkmann (alias Bottman)

Pjotr van Schothorst

Jasper Vermaas

### Support, Website and Community

Mark Nolen

Tim Thijsse

Ashwan Ramnath

[www.shipsim.com](http://www.shipsim.com)

[forum.shipsim.com](http://forum.shipsim.com)

Ship Simulator 2006 was developed by:



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