

Ship Simulator 2008

The world's best Maritime Simulator has become even better!



Ship Simulator 2008 Manual

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General

Ship Simulator 2008 has the following possibilities:

Free Roaming, where you can select a ship and an environment, set the weather and time, and start sailing. In this mode, there are no clear objectives and no ranks to be improved. Just go wherever you want with whichever ship you prefer. If you reach the end of an environment, you get the choice where you want to go to next. So you can start in Rotterdam, and end up in New York for example. You can set your own course with waypoints, and follow it from waypoint to waypoint.

Play missions, whereby you have to reach certain goals without causing damage. 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 ranks by completing missions without causing damage. The more complex the mission, the more you add to your rankings.

Image 1 shows the user-interface screens that you should see if the game installs and functions correctly.



Image 1a. Main menu user-interface screen.



Image 1b. User-interface screen of Play menu.



Image 1c. Free roaming screen.

Free Roaming

Click on Play, and then on Free Roaming. You should see the user-interface of image 1c. Select an environment by double-clicking on one name in the list, or clicking on the name and then on Select at the bottom. For example, San Francisco. Then select a ship, and choose one from the list of ships. For example, select the Pilot boat Pioneer. Then set the weather and time parameters, or keep the default settings.



Image 2a. Free roaming, select an environment from the list.



Image 2b. Select a ship. Each ship in the game should be shown here,



Image 2c. Time and weather configuration options in free-

rotating around its centre.

roaming mode.

After selecting an environment, a ship, and adjusting the time and weather settings, click on Start. After some loading time, you should see something like image 3.



Image 3. In Free roaming, if you select the pilot boat in San Francisco, you should get something like this. The actual position could be different, as the ships in free-roam mode spawn randomly at different locations. You can zoom in and out of the chart with the slider on the right, and zoom further away from the ship with the mouse scroll wheel.

You can steer the ship and control the engines using either the arrow keys of your keyboard, or by click-dragging the mouse over the engine handles, the steering wheel and the bow thrusters. Clicking on the icons at the bottom of the screen shows or hides the different elements of the user-interface: the information panel at the top, the waypoints and player ships (in missions only), the chart, the mooring and towing options, the different viewpoint positions, the engine and steering controls, taking a snapshot, the ship log (in missions), the Globe, the settings, and reset to the start position.

Viewpoint positions

The standard viewpoint is the **External viewpoint**, which by default floats in the air behind the ship. Using the mouse scroll wheel, you can zoom in and out of the ship. Pressing the right mouse button and dragging the mouse left and right will rotate the viewpoint around the ship.

There are two alternative viewpoint positions. One is **the helmsman viewpoint**, and the other is the **walkthrough viewpoint**. These are shown in image 4.



Image 4a. External viewpoint, which allows you to rotate around the ship you are steering.



Image 4b. Steering wheel viewpoint, which puts you at the helmsman position.



Image 4c. Walkthrough mode, which allows you to fully explore the ship.

At any point you can show or hide the user-interface overlay with the Tab key. Hiding it is probably more appropriate for the steering wheel viewpoint and the walkthrough viewpoint.

In the steering wheel mode and the walkthrough mode, with a hidden overlay user interface, you can still steer the ship and control the engine handles directly, using the mouse pointer over the objects on the bridge.

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.

Play Missions

Start mission “Assist the yacht with defect engines”. You will see image 5. Numbers are added to explain the different elements of the user-interface.



Image 5. Start of mission “Assist the yacht with defect engines”.

1. Active player ship. Zoom closer to the ship with the mouse scroll wheel. Turn around the ship by pressing the right-side mouse button and dragging the mouse left and right, or up and down.
2. Icon for the active player ship. There are missions with multiple player ships. Each ship will have an icon like this, and you can change between ships by clicking on these icons.
3. The mission objectives, or Waypoints, of the player ship. Moving the mouse over these icons will bring up a text display with the waypoint's objectives. Some waypoints don't have textual objectives, but they just indicate where to go to next on the chart. There are also waypoints for mooring, towing, disconnecting towing ropes, and rescuing drowning people.
4. Information panel. Can be switched on or off with button number 8 of image 5, or with F2.
5. Engine controls. Click on the handles and drag the mouse up and down to set the amount of gas. Click-dragging in the area between the two handles will control both of them simultaneously. Double-click in the middle to bring them to neutral position. The engines can also be controlled with the cursor keys up and down.
6. Steering wheel. Click-dragging on it and turning the mouse in a circle will steer the ship. Double-click in the middle to bring it back to the neutral position. The ship can also be steered with the cursor keys left and right.
7. Bow thrusters. Only usable for ships that actually have bow thrusters. Click-dragging left and right on it will push the bow of the ship in that direction. This only works for slow sailing speeds, less than 3 knots. Handy for mooring or unmooring in tight places.
8. Show/hide the information panel at the top of the screen. Also possible with F2.
9. Show/hide the player ship and waypoint icons (3 and 4) at the top-left. Also possible with F3.
10. Show/hide the chart. Also possible with F4.
11. Show/hide the mooring, towing and anchoring spots as little coloured spheres on the ships and mooring points. If you click first on such a sphere on the ship, and then on a second sphere on another ship or mooring boulder, a rope will be created between the two points. The rope will come up with little red crosses. Clicking on such a red cross will take away the rope again. Also possible with F5.
12. Show/hide viewpoint icons. Standard is the external viewpoint (key 1), which hangs behind the ship. Other options are the steering-wheel viewpoint (key 2) and the walkthrough viewpoint (key 3). Reset the viewpoint positions with the 0 key. Show/hide viewpoint icons with F6.
13. Show/hide the engine and steering controls.
14. Take a picture, which will be saved in C:\Program Files\Vstep\ShipSim2008\Pictures\. Also possible with F7.
15. Log. Shows all the events that happened with a timestamp, like collisions, environment changes etc.
16. Mission history. This shows you the times that you reached the waypoints of your mission. Also possible with F8.
17. Globe, which you can use to go to other environments available in the game.
18. Save the game state, so you can exit the game and continue to play later.
19. Settings. This allows you to change the settings for sound volume, graphics quality and controls. More on mapping keys or joysticks to game functions later. Also possible with F9
20. Reset mission to the start situation. Also possible with key r.
21. Electronic chart, explained further in figure 22.

22. Waypoint objective text message. Pops up when you have reached a mission waypoint, with instructions for the next.

Clicking on the Moorage icon at the bottom, or F5, will display three icons: MooringLine, TowLine, and Anchor. These are shown in image 6.



Figure 6a. Mooring lines. Connection points are shown as orange spheres.



Figure 6b. Towline connection points are visible as green spheres.



Figure 6c. Anchor points are shown with a blue sphere at the bow.

Clicking on the MooringLine icon will show orange spheres on the possible mooring connection points. The TowLine icon will show green spheres on the towing connection, if the ship has these. The Anchor will show a blue sphere at the front of the ship. Clicking on it will drop the anchor, which can be dangerous when you do this at full speed! Whenever a mooring, towing, or anchor line is created, red crosses are displayed. Clicking on these will remove the rope again

Example mission

In the following image sequence, we will show you how to complete the mission objectives, called Waypoints, of this mission. A video tutorial of this mission is also available. A link to it was installed with the game and can be watched with Start – Programs - Ship Simulator 2008 – Tutorial.



Image 7. Click on the Moorage icon at the bottom, and then on the red crosses to disconnect the mooring lines.



Image 8. Now the boat is loose and ready to go. Click-drag the mouse on the engine and steering controls at the bottom-left, or use the cursor keys.



Image 9. Steer the ship to the yacht floating around with a broken engine. You can follow your ship's position on the electronic chart. The defect yacht, your Waypoint, is indicated on the chart and on the water with a green circle.



Image 10. Steer the ship inside the green circle, turn around, and make the ship stop by reversing the engines.



Image 11. Click again on the Moorage icon at the bottom, then on the Towline icon. Green dots will appear on the front and back of the ship, indicating the connection points. Now click on one of the green dots, then on the orange dot on the yacht's front. Now your towing rope is connected.



Image 12. Red crosses appear at both ends of the towing line. Clicking on these will disconnect the rope again.



Image 13. Now you can start towing the yacht to the next waypoint area, close to the beach.



Image 14. Keep track of the chart. The little green arrow on the edge of the circle indicates the direction you need to go to the next waypoint.



Image 15. You can take the seat behind the steering wheel using keyboard key 2, or clicking on the steering wheel icon that pops up when you click on the Viewpoint icon at the bottom. Hide the overlay user-interface with the Tab key. Look around with right-mouse click-drag left and right. Use the steering wheel and engine controls with the left mouse. Click-drag the mouse on top of these elements in the desired direction.



Image 16. If you come close to the next waypoint, you see a green circle on top of the water. Moving the mouse over the waypoint icon at the top-left pops up the objective. So here the objective is to disconnect the towing rope when you are inside the waypoint circle.



Image 17. Click again on the Moorage icon. When you are inside the green circle, click on the red cross to disconnect the towing rope.



Image 18. Waypoint achieved. The green circle will disappear and the waypoint icon at the top-left will become green.



Image 19. Next waypoints are to moor the ship again at its original location. Sail to the green circle, click on the mooring icon. Then click on an orange dot on the ship and next on the orange dot on the mooring



Image 20. Also connect the second mooring line the same way. Mission successful!

boulder. A mooring line is created and the waypoint is achieved.

Information panel

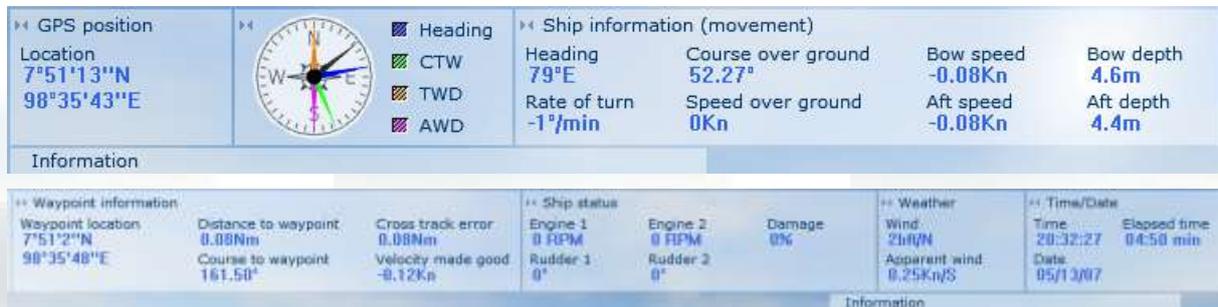


Image 21. Information panel. Using the bar at the bottom, you can shift left and right.

- GPS position, Location – geographical coordinates of ship position.
- Heading – The course you are steering on the compass.
- CTW: Course to waypoint - Compass course to the next waypoint in degrees.
- TWD: True Wind Direction
- AWD: Apparent Wind Direction. Combination of true wind speed and the wind effect of the ship speed.
- Rate of Turn – Indication of how fast the ship is turning, in degrees per minute.
- 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.
- Speed over Ground – Speed in knots, or nautical miles per hour, that the ship moved between fixed positions. Note that this speed may be different than the speed gauge on the ship, which is usually based on speed through the water, because of drift or current. 1 knot = 1.852 km/hour.
- Bow speed – This is important when mooring large vessels. It indicates the speed that the bow of the ship is moving sideways, for example when the bow thrusters is used. Too much bow speed towards the quay could damage the bow of a container vessel, for example.
- Aft speed – same story for the back end of the ship.
- Bow depth – Water depth in meters below the sea level at the bow of the ship.
- Aft depth - Water depth at the stern of the ship.
- Waypoint location – geographical coordinates of the position of the next waypoint.
- Distance to waypoint – in Nautical miles. 1 Nm = 1.852 km.
- Cross track error – Distance you are located from the direct line between the previous and next waypoint, in Nautical miles. 1 Nm = 1.852 km.
- Velocity made good – Component of the speed towards the next waypoint.
- Engine 1 – Thrust of engine 1 in rotations per minute (rpm)
- Engine 2 – Thrust of engine 2 in rotations per minute (rpm)
- Thruster 1 – Only for ships that have a bow thrusters, usually the larger ships. Thrust of the bow thrusters in % of total thrust. Bow thruster is a sideways propeller located at the bow of some ships. It only works at slow movement speeds, the lower the better. It is normally used for manoeuvring in small spaces, like mooring and unmooring in harbours.

- Damage – In case of collisions, the damage is given here as a percentage. The ship will move slower when it has damage. In case of damage below the waterline, it will slowly start to sink.
- Wind – True wind speed in Beaufort, and compass direction.
- Apparent wind – This is a combination of the true wind and the wind you feel because of the speed of the vessel.

Chart

In the below image, an explanation is given of the elements of the electronic sea chart.

Image 22. Chart. Explanation of the numbered items:

1. Switch ship icons on/off
2. Switch waypoints on/off
3. Switch water depths on/off
4. Switch names on/off
5. Switch buoy icons on/off
6. Choose to display the chart North-up, or oriented in the player ship heading.
7. Slider to set the transparency of the chart
8. Slider to set the zoom level
9. Switch between small chart window and full-screen
10. Player ship position and direction
11. Direction of the next waypoint
12. Location of next waypoint
13. Later waypoints



The chart has the option to orientate itself around the player ship direction, similar to car navigation systems, whereby the chart rotates around the car which stays fixed in the centre. Radars also usually function that way. Normally, sea charts are orientated North-South, or North-up, and the player ship icon orientates itself according to its compass heading.

A blue color on the chart indicates a shallow area. At what depth exactly the charts becomes white is different per environment, like on the commercial sea charts of those areas. On some charts this is 10 meter, on some others 20 m.

Grey or yellow areas indicate landmass, white or blue indicates water. Numbers indicate water depth, in meters.

The centre 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. The little green triangle indicates the direction to the next waypoint.

Waypoints are indicated on the chart with little red and green circles. The next waypoint on the list is indicated with two circles, one red and one green. Completed waypoints are indicated with a green check mark (not shown in this image as no waypoint was completed yet).

Other ship, both moving 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.

Setting waypoints in Free-roaming

In free-roaming mode, the electronic chart has some possibilities that are not available in Mission mode. You can set waypoints on the chart, and these will appear similar to waypoints in missions. You can see them on the chart, and the information bar at the top will give information about the next waypoint, like distance, location etc. Image 23 shows how you can set waypoints in the chart.

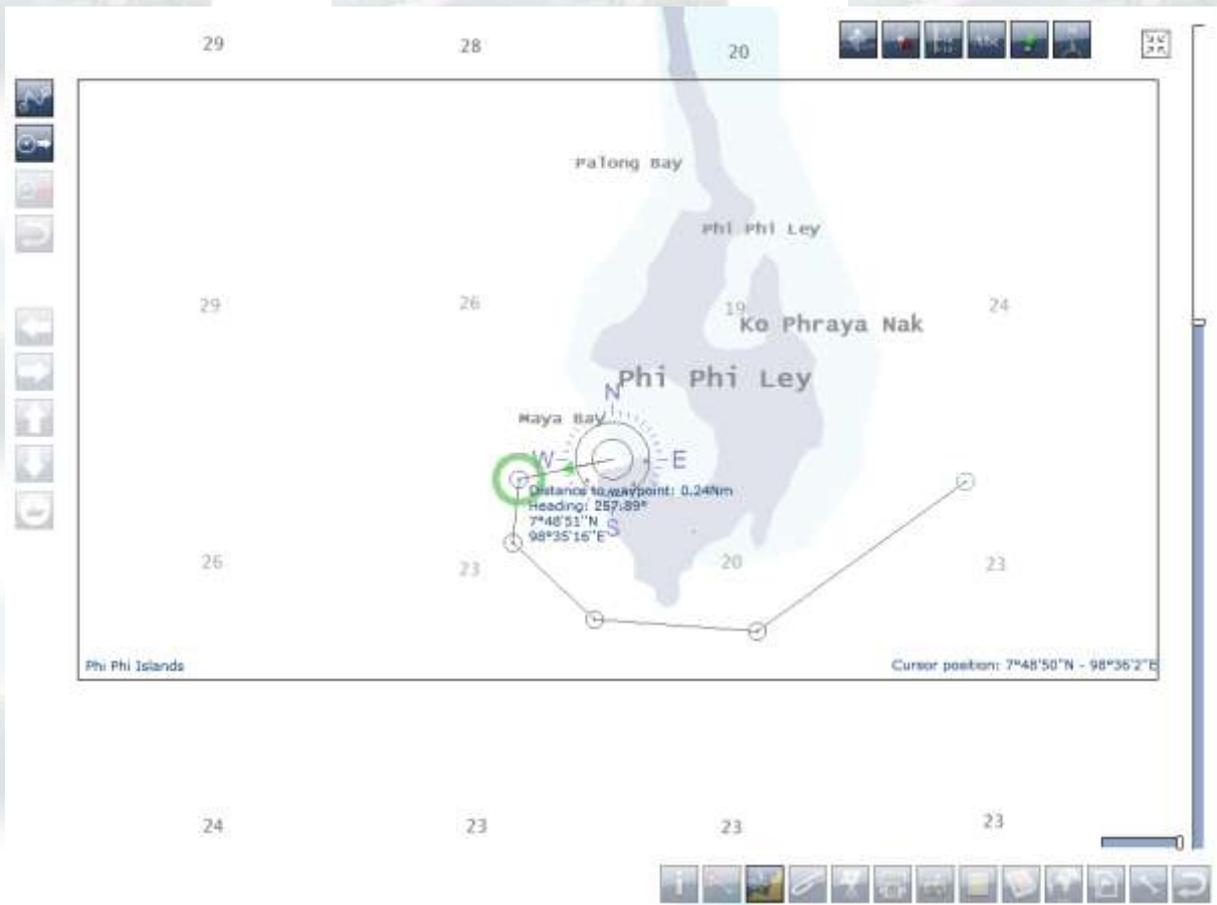


Image 23. In Free-roaming mode, you can show the chart full-screen with the icon on the left-top. Once full-screen, you can enter waypoints using the icons in the left column. These will then appear as waypoints in the 3D game view, similar to how waypoints in missions are shown. The navigation information bar at the top shows more information about the next waypoint in the list.

Classes and Ranks

By playing missions, you can improve your rank. The ships in the game categorised in five classes: Special, Motorboat, Cargo, Passenger, and Tugs. Each class has 5 ranks. The more difficult the mission, the more you can improve your rank of the class of the player ship of that mission. In the table below, all classes and ranks are shown. The icons correspond to the ones you will see in your game profile. You can upload your rank to the ShipSim forum, in which case your rank will be shown next to your name on the forum. This is a forum profile option, which you can also switch off if you prefer.

Special Class



Rookie



Ship mate



Apprentice



Journeyman



Master

Motorboat class



Rookie



Ship mate



Apprentice



Journeyman



Master

Cargo class



Third mate



Second mate



Chief mate



First Officer



Master Mariner

Passenger or yacht class



Third mate



Second mate



Chief mate



First Officer



Captain

Tugs class



Boatswain



Officer



Lieutenant



Commander



Captain

Keyboard control

Apart from steering with the mouse using the overlay steering and engine controls, you can also steer a ship with the keyboard. All default key assignments can be changed under Options – Controls

Key	Function
Tab	Shows or hides all the interface elements.
1,2,3	Switch between external view, helmsman view and walkthrough mode
4,5	Other cameras rotating the ships that function in combination with the mouse
0	Reset viewpoint
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.
Cursor key plus Shift key	To set the engine throttle or the rudders in a fixed position, instead of letting them get back to neutral position when you let go of the cursor keys, you can use the Shift key in combination with the cursor keys.
,	Bow thrusters steering port (left)
.	Bow thrusters starboard (right)
+	Zoom into the chart
-	Zoom out of the chart
H	Horn
F2 – F9	Each F key shows or hides one of the user-interface elements
F7	Take picture

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 viewpoint 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>
Right	<p>Click-dragging the right-mouse button to rotate the viewpoint around the ship. In bridge view, this way you can look in all directions. This also works with the binocular view.</p>
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 different mission goals, or waypoints, that can be part of a mission.

1. **Area or Buoy** – You need to approach this waypoint at a certain distance indicated with a green circle, to get it marked as Reached.
2. **Mooring, towing, anchoring** – You need to get very close to a mooring waypoint with your ship, and stop the ship. Then moor the ship as explained above. Similar with towing and anchoring.
3. **Taxi** – At these waypoints, your ship needs to approach it very closely and stop completely (speed less than 2 knots) for at least several seconds, the time people would need to step in or out. After the stop time at low speed, this waypoint gets marked as Achieved and you can continue with the next.
4. **Rescue 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 2 knots and the person will disappear. You can continue your trip.
5. **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.

Profile

You can create a profile, where all your mission scores and ranks are stored. Also custom control settings are stored in the profile which was active when the settings were made. You can upload your ranks to the ShipSim database, after which they can become visible with your forum name when you make a posting.

Image 24. You can create a new profile with the green + button. All the ranks you obtain by playing missions are stored in this profile. If you register on the ShipSim forum (forum.shipsim.com) and add your license key with your forum profile, your ranks can be uploaded from the PC to the forum. Once uploaded, your ranks can be shown with your name on the forum when you make a posting.



Options

There are a number of ways in which you can fine-tune the game to your preference and to your system performance. These are described in the following sections.

Graphic settings

In image 25, the dialog box is given which is used for setting the graphical features which influence the quality and performance.

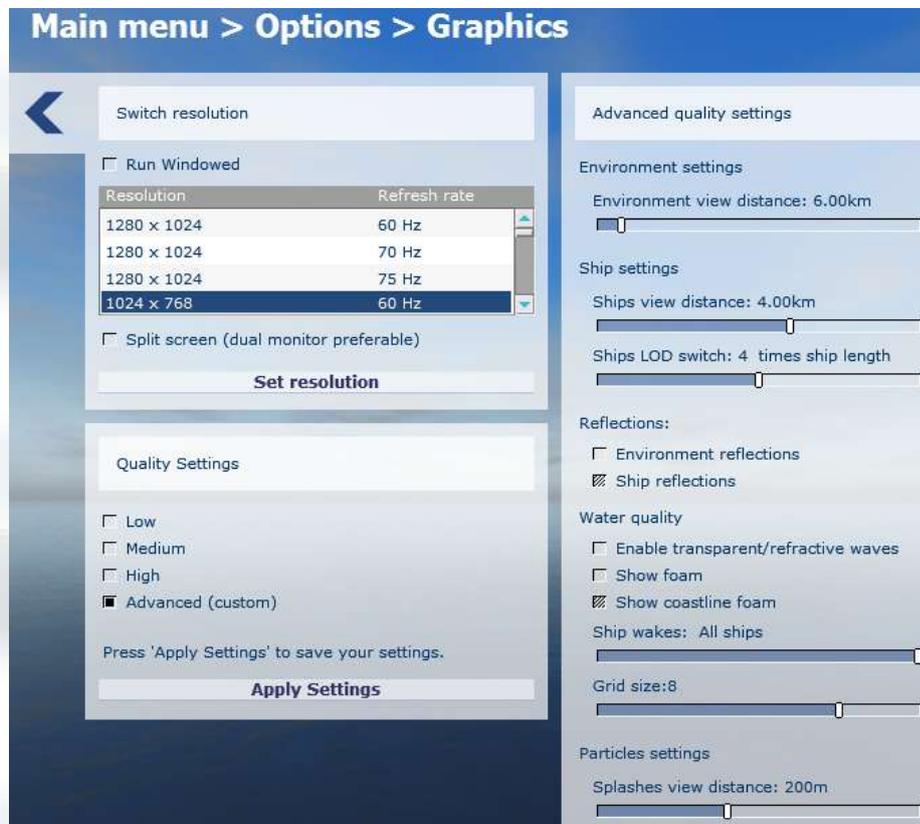


Image 25. Options for fine-tuning the graphics quality and performance.

The Resolution listing should give the available options for your graphics card. The default is 1024x768 pixels, which should be sufficient to play the game.

By default, the game runs full screen. But you can run it in windowed mode, which makes it easier to switch to other programs without closing the game.

If you have two monitors attached to your PC, you can run the game in “Split screen” mode. Set your graphics card to Spanning view. Then you can choose a high resolution for the game, like 2048x768. The game covers both monitors. If you select the “Split screen” option, you can run the electronic chart on the second monitor. You can divide the area covered by the game and the chart by dragging the vertical split between these two areas left and right. If you drag it exactly to the middle and start a mission, you should see something like image 26.



Image 26. If you have two monitors, you can run the game in Split screen mode, to see the electronic chart full screen on the second monitor.

There are three basic quality settings: Low, Medium and High. If your PC specification is good enough for this game, the Low quality setting should be always usable. The Advanced options allows you to fine-tune some settings to your taste. Most of these are self-explanatory. The bottom two options need some explanation.

Ship Wakes – The white, turbulent wake water behind a vessel looks nice, but it can take some performance. The slider lets you switch between no wakes for a fast performance, only wakes for the active player ship, and wakes for all ships around you (sometimes referred to as AI ships).

Grid size – This is an indication of the quality of the ocean. The higher the grid size, the better the ocean quality, but the lower the performance.

Particles settings – This is used for the viewing distance of the bow waves of ships. The higher the viewing distance, the better the ocean quality, but the lower the performance.

You can use a separate software program like Fraps (www.fraps.com) to assess the performance, indicated with framerate. Fraps will show the framerate in the corner of the screen. For missions with fast boats, like the powerboat, you need a framerate of at least 20 – 25. If you like these missions most, you may need to turn the graphics quality settings down. For larger ships, a framerate of 13 – 15 may be enough.

Controls

Ship Simulator 2008 has extensive functionality to customize the input controls in the game. Keyboard keys and joystick keys and sliders can be assigned to all the functions in the game. Image 27 shows and describes how this works.

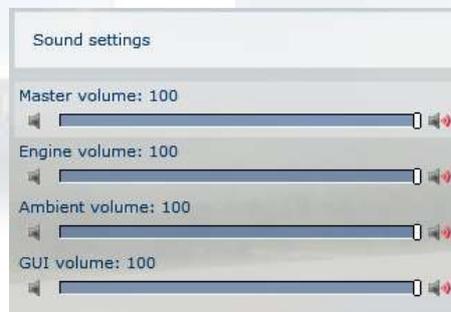
Image 27. Options to change the default controls. There are four sections, selectable with the drop-down list box at the top: Interface, Ship Controls, Crane Controls, and Camera Controls. Double-clicking on each item brings up a dialog box, which asks you to press the keyboard key or joystick button that you would like to assign to that function. With the Set defaults button at the bottom, you can always return to the original settings. The option "Precision steering" allows you to set the rudders and engine speed in small increments, rather than at maximum value.



Sounds

Sound plays an important role in the game. There are four different categories of sound that can all be set separately from each other. See image 28 for more on this.

Image 28. Options to change the sound volume of the game. There are four different categories of sound. Use the sliders to set the volume level. Click on Apply Settings when you are finished.



Troubleshooting

Minimum system specifications:

Operating system: Windows 2000, XP or Vista
 Processor: Pentium 4 2.4GHz or AMD equivalent
 Memory: 1GB (Windows XP) or 2GB (Vista)
 Graphics card: GeForce 5900 or ATI 9600 Pro / X600, 128MB memory
 Audio devices: Sound card
 Input controller: Mouse with scroll wheel
 Optional controllers: Joystick, Joypad or Steering wheel

If your PC does not fulfil the minimum requirements, Ship Simulator will run not at all, or it will run with a low performance and graphics quality. We cannot provide support to PCs below the above minimum specifications. Some elements of your PC can be upgraded quite easily, like the memory and the graphics card.

There are general updates of the game available at the forum of www.shipsim.com.

Below some common questions and answers.

Q1: During loading, the game crashes.

*A1:*Crashes during loading the game are usually caused by a PC configuration which is not of the required minimum spec, or by outdated drivers for the PC graphics card, sound card, or motherboard. It can also be that the version of DirectX is too old. An easy way to find out about your PC specification and driver versions is to run a program that was installed on your PC by DirectX, called dxdiag. This is how you can run dxdiag (abbreviated name for DirectX Diagnostics):

1. Click Start

2. Click Run
3. Type DXDIAG
4. Select OK or Run, the DirectX diagnostic tool should appear now.
5. Select the "Save all information..." button at the bottom.
6. A new dialog will open up; select the location where you want to save the information.
7. Inspect the dxdiag.txt file for your hardware configuration, driver version dates, and DirectX version. If you see older driver dates than 2006, you should probably look on the corresponding vendor's Website for a newer version. Download and install it on your PC.

Lastly, game crashes during loading can be a sound codec 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>

If you think your PC spec is above the minimum, your DirectX version is the latest, and your drivers are all up-to-date, you can send an e-mail to support@shipsim.com where you describe your problem clearly, and attach the dxdiag.txt file, and possibly some screenshots of your problem situation.

Q2: The game runs, but the performance is very poor.

A2: 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.

Q3: Why should I register myself at the ShipSim.com forum with my license key?

A3: 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 and browse to your particular forum, or search through the forum for similar questions that may already be answered before. Many issues, patches or updates are listed there. If your problem cannot be found in this manual or our website, then please post your question under Technical Support or send an email to support@shipsim.com

When contacting us, be sure to include:

- A brief description of the problem.
- The hardware configuration of your computer. Attach the dxdiag.txt file that results from running dxdiag (see section Troubleshooting for instructions).
- Information on the circumstances, under which the error occurred.
- A screenshot or video of the situation where the problem occurs. You can use a software program like Fraps (www.fraps.com) for this. The resulting videos should be made smaller using for example Microsoft Media Encoder or DivX.

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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SHIP SIMULATOR 2008

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