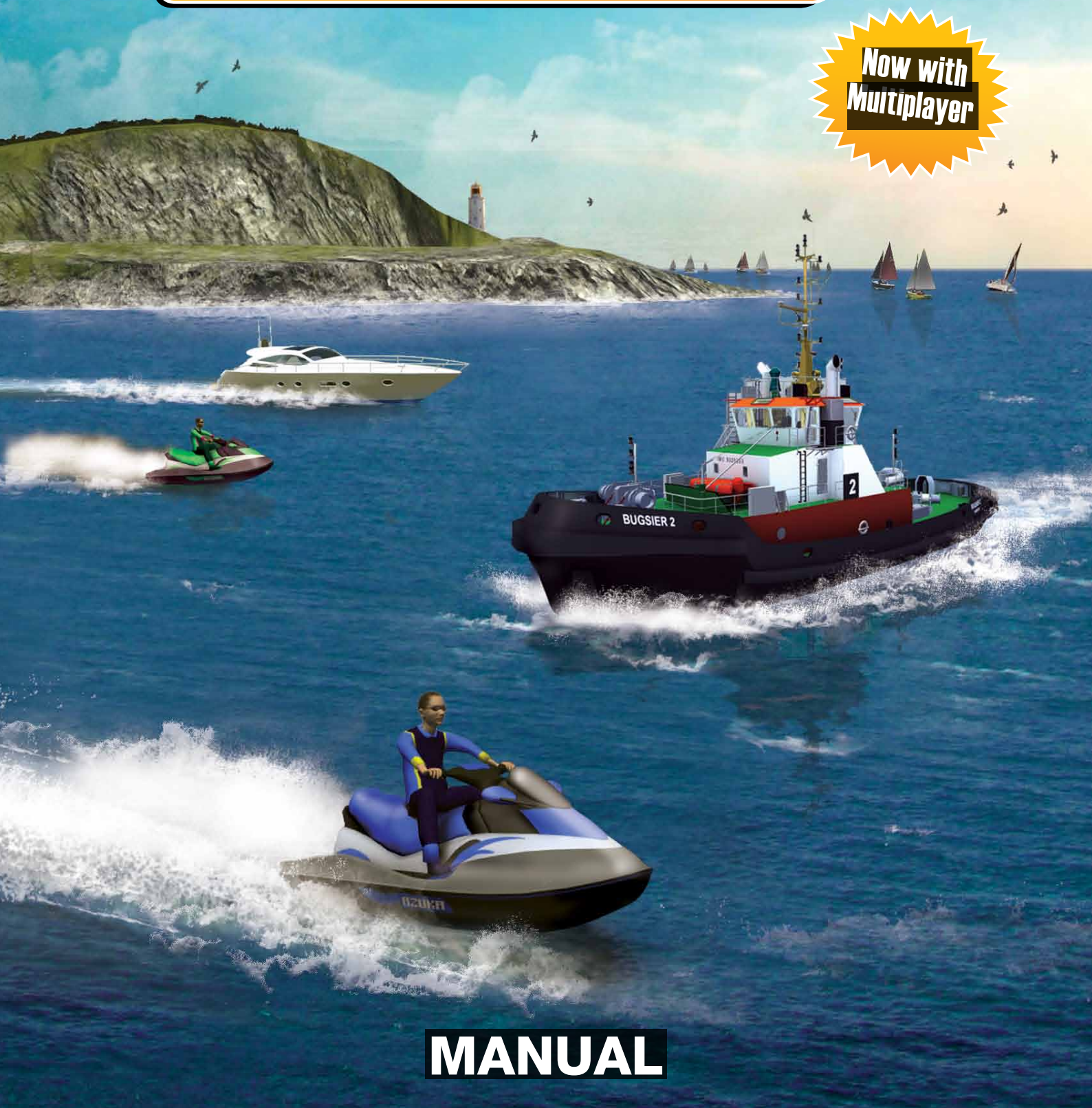


# Ship Simulator 2008

The  
Official

**Add-On: New Horizons**

Now with  
Multiplayer



**MANUAL**

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## General

The New Horizons add-on contains eight new vessels, of which two have a different way of controlling the engines and steering. The cruise ship and the modern tug are equipped with azimuth thrusters and rotating propellers. The propeller rotation replaces the need for conventional rudder blades behind fixed propellers. How to steer these vessels is explained in the following sections.

Another new vessel is the pushboat, which can be connected to four different barge combinations. To connect the pushboat to a barge, a new icon was created under the Moorage icon, Barge. How to use this icon is explained in section 3. You can visit the engine room of the pushboat, as shown in image 4.

## Controlling the cruise ship

Starting a free-roaming session with the cruise ship "Ocean Star" in the new Padstow environment will look like image 1.



**Image 1.** Controlling the cruise ship with azimuth thrusters. Moving the cursor over the thruster control brings up several circles. The green circle is used for setting the forward thrust, the red circle for the reverse thrust, and the blue inner circle is used for setting the thruster rotation. You set the forward thrust by click-dragging the cursor up and down in the green circle. Similarly, you set the reverse thrust by click-dragging the cursor in the red circle. Lastly, you set the direction of the azimuth thruster by click-dragging the mouse left and right in the blue circle. This is best done in the bottom half of the blue circle.

To facilitate the steering, an adapted arcade mode was created for cursor steering. Cursor left will turn both thrusters 45 degrees left. Cursor up will (like always) set the engine at full thrust. So a combination of cursor left plus cursor up will set both engines full forward, rotated 45 degrees left, which will make the vessel turn right, since the thrusters are located at the back of the vessel.

The simplified arcade steering mode conflicts with joystick steering. For joystick steering, an extra option was created, “Azimuth Arcade steering override”.

Many more experienced players will prefer to use keyboard steering using the Precision steering setting under Settings – Controls. With this option, you can set the thruster power and rotation more precisely, and keep it in position after releasing the cursor keys. As always, you can map different keys for the port- and starboard engine, for maximum maneuvering control.

## Controlling the modern harbour tug

The modern harbour tug “Bugsier 2” is also equipped with azimuth thrusters. These are controlled in a similar way to the cruise ship, with two important differences.

1. The azimuth thrusters of the tug cannot be set in reverse position. Instead, you have to rotate the thrusters around to reverse.
2. The thrusters are located at the front of the vessel, instead of at the back. Rotating them 45 degrees left will therefore make the vessel rotate left (port) instead of right, like the cruise ship. This is something you need to get used to.

Image 2 shows the Bugsier 2 in Padstow.



**Image 2.** Bugsier 2 in Padstow. This thruster cannot be set in the reverse position. Instead, to reverse, you need to rotate the thruster 180 degrees, by dragging the mouse left/right in the blue circle.

As with the cruise ship, the simplified arcade steering mode conflicts with joystick steering. For joystick steering, tick the new option under Options - Controls, “Azimuth Arcade steering override”.



## Connecting barges to the pushboat

To connect the pushboat “Herkules Atlas” to a barge, a new icon was created under the Moorage icon, Barge. Starting a free-roaming session with the pushboat will show the vessel with one barge (image 3).



**Image 3.** To connect or disconnect a barge from the pushboat, click on the Moorage icon, then on Barge. Like with towing lines, clicking on the red cross will disconnect the barge. Clicking on a blue circle on the pushboat, and then on a blue circle on the barge, will create a connection between the two.

## Visiting the pushboat's engine room

The pushboat is the only vessel in which you can visit the engine room. You can do this in walkthrough mode. Walk down the stairs to the lower deck. On the starboard side, you can enter the door to the engine room by clicking on it. When you come close to the right door, an icon will show up with a down arrow (image 4).



**Image 4a.** Engine room door of the pushboat. Click on the door to go into the engine room.

**Image 4b.** Inside the engine room.

**Image 4c.** To go back up, click on the hatch in the corner, which shows the up arrow when you get close.

## Play Ship Simulator 2008 across three screens

Matrox TripleHead2Go provides a panoramic view by expanding the Ship Simulator 2008 game across three displays. This extended view fully engages your peripheral vision on the side displays with the main point of focus on the center display—experience totally immersive gaming like never before.

### For more information:

<http://www.matrox.com/graphics/surroundgaming/en/home/>

### About Matrox Graphics Inc.

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## 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 / X700, 128MB                    |
| Audio devices:        | memory  |
| Input controller:     | Sound card  |
| Optional controllers: | Mouse with scroll wheel<br>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 graphical 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](http://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 your 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 driver dates older than 2006, you should probably look on the corresponding vendor's Website for a newer version. Download and install it on your PC.

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](mailto: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. Update patches are available at the forum of shipsim.com. A registered profile will allow you to join multiplayer sessions.



## Technical support

If you encounter a software problem when installing or playing the game and the particular issue 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, 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](mailto: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](http://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.



## Credits

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SHIP SIMULATOR 2008

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The system requirements for this game are based on version 1.0 of the game. Installing patches may influence the minimum system requirements.

The Owner may drop support for a problem, when the problem has been fixed in a patch.

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