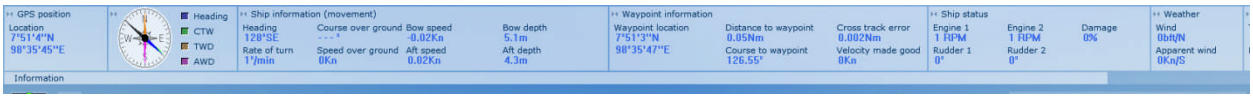
Missions Manual

Rev. 7.0

Definition of terms:

Waypoint Stack The column of waypoint symbols on the left side of the screen. To the left of the stack are the symbols for the player ships. There is a separate stack for each player ship. The stack that is shown is for the current player ship; in this case the top one, *Arie Visser,* identified by the box with green dots. The four waypoint types shown are, from the top: Normal, taxi, rescue, and mooring. The first two are green to show that they have been completed. You click on a ship symbol to make it the current player ship.

HUD The heads-up display at the top of the screen.



Drag the long scroll bar at the bottom to show any of the HUD that does not fit on the screen. Elements of the HUD are, from the left:

GPS position The current latitude and longitude of the player ship may, or may not, be accurate in a harbor environment, and is arbitrary in an ocean environment. It is seldom useful unless the mission creator directs you to a specific Lat/Lon.

Compass You can select to display headings for various entities by clicking the colored boxes. The two compasses may indicate either true or magnetic headings depending upon the type of ship and the wishes of the creator. If the mission does not specify, you could assume true—gyro compass—for modern ships and magnetic for Titanic and small boats and sailing yachts. It seldom matters.

Heading The way the ship is pointing. This reading is the same as that of the compasses.

Rate of turn Usually called **ROT**, it is one of the more useful indicators on the HUD because it can tell you when and how to stop a turn to make the new heading—to "meet her".

Course over ground is derived from differential GPS and shows you the course that you are actually travelling, which may be different from your heading because of the motion of the water.

Speed over ground is the only speed indication that you have, so it doesn't much matter where it came from.

Note: The *true* speed—the distance covered in a certain clock time—may be substantially **less** than the speed indicated on the HUD. **The true speed depends upon the frame rate** that your computer can deliver. The lower the frame rate, the lower the true speed will be. This affects the fastest time that you can achieve in a mission,

Bow speed and **Aft speed** tell you how fast the respective ends of the ship are going sideways. They are sometimes useful to tell you how hard you will hit the wharf.

Bow depth and **Aft depth** are distances in meters from the surface to the bottom at the respective ends of the ship. The information becomes more useful if you know how far the ship hangs down (the **Draft**).

Warning: These depths are often inconsistent. They should not be depended upon for navigation in shallow waters.

Waypoint location is the GPS coordinates of the next *visible* waypoint—the next one on the waypoint stack. It does not show the location of hidden (EX) waypoints. Under some circumstances it can refer to a waypoint that is not in the current environment.

Distance to waypoint —again, it is to a *visible* waypoint on the stack. It is quite useful if you need to slow down or stop at the next waypoint.

Course to waypoint —also to a *visible* waypoint on the stack which may not be in the current environment. This is useful in getting back on a specific track, such as an inbound traffic lane.

Cross track error This is how far you are from a straight line between your last visible waypoint and your next visible waypoint. It is an unsigned number.

Velocity made good —How fast you are really closing the distance to the waypoint. It can alert you to the fact that you are chasing a waypoint on an AI ship. If it and the Course to waypoint suddenly change, that's a clue that the AI ship has reached the end of its path and has snapped back to the starting point.

Engine 1, Engine 2 This usually is the shaft speed in RPM. Often it is the propeller speed, unless there is a fluid coupling or centrifugal clutch that allows the engine to idle at some speed. Some ships have variable-pitch screws.

Voith-Schneider propellers run at constant RPM—the indication on the HUD is % thrust, but 100% thrust is shown as 500 RPM for the Red Eagle. Then, there are the Jacuzzi-powered boats…

Rudder 1, Rudder 2 —sometimes this is the rudder angle in degrees from amidships. Sometimes it is the angle of the propeller shaft of an azimuth drive.

For Voith-Schneider propellers, it is the angle of thrust. The direction of thrust is the direction the ship is pushed.

Damage The % damage that the ship has sustained by bonking into something. Damage caused by a DamageEngine trigger is **not** indicated.

How much trouble are you in? That depends… If you have sustained damage below the waterline, your ship will sink and the mission ends in failure. For dry damage, the mission will fail if the % damage meets or exceeds the damage threshold set by the creator of the mission. A reasonable setting would be a few % to allow you to leave some paint on the dock. The good news is that most creators don't know or don't care, and leave the threshold at the default that allows you to take almost any amount of damage and still complete the mission.

Serious damage, as from a DamageEngine trigger, can light the red lights on the engine switches, or reduce your speed, or cripple your rudder so that you can't make it to the end.

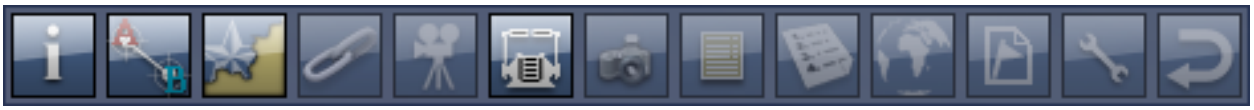
Weather The wind velocity in Beaufort Number, and the apparent wind speed and direction. Wind does not act directly on the ship at present. It does affect the sea state and, indirectly, course holding.

Time/Date —the time and date established for the mission by the creator. Different environments in the mission can have different times and dates.

The Elapsed time is the total time you've been messing around in the mission.

Selecting screen elements to display:

Buttons in the lower right corner of the screen select various elements to display:



From left to right, the buttons have these functions:

Mooring

Towing

Anchoring

Pushboat --> Barge

1. Displays/hides the **HUD** (**i**nformation panel).
2. Displays/hides the **Waypoint Stack**.
3. Displays/hides the **Chart**.
4. Shows the **Mooring, Towing, and Anchoring** controls —>
5. Shows the **Camera view** selection buttons.
6. Displays/hides the **Ship's controls**.
7. Places a **Snapshot** of the current screen in: ...\Documents\Shipsim2008 UserData\Pictures.
   Only the scene is shown—without any of the controls, waypoint stack, HUD, or chart.
   If you need those other elements, use the Print Scrn button on your keyboard and paste into a graphics program such as Paint.
   The snapshots are .jpg files with your screen resolution, and have file names like: Shipsim2008_041509115118_002 which is formed from the current date and time.
8. Shows the **Ship's Log** —a list of what's happened in the mission so far, along with the time of each event.
9. Shows the **Mission Objectives** — a To-Do list of the things you must do to complete the mission.
10. Shows the **Globe** that allows you to jump to another environment. This button is not active in regular missions. It is the same Globe you will see in a mission if you go beyond the limit of the environment.
    Drag the globe around with the right mouse button.
    Zoom in with the mouse wheel.
    Yellow dots are harbors; red dots are ocean.
    Put the mouse over a dot to make the dot grow, and then left-click to select it. Click Go to go there.

Only those environments included in the mission are accessible. If the mission has only one environment, you must quit the simulator because you can't select your current environment. (The globe you get then doesn't have that handy Cancel button, so you must make do with Ctrl+Alt+Del) Bummer!
The Mission Editor Tutorial describes the environment limits and explains how to display them in the editor.
See **Environment Limits** further on.

11. **Saves** the **Game** in ...\Documents\Shipsim2008 UserData\Savegames so that it can be resumed via **Play > Load savegame**.
    The filename contains the date, but not the time; if you want to save at more than one place in the mission, you should append a letter to the file name.
    Missions that have a **Container Crane** cannot be saved because not every element of the gamestate is preserved.
12. **Settings** takes you to the Game preferences panel, like **Options** in the main menu.
    Among other things, you can view the key assignments for operating the crane, etc.
13. This button will **Reset the mission** to the starting condition—*more or less*. In the "Rescue a Swimmer" mission it tosses an invisible swimmer into the water. Each time you use it, it adds another one. If you have weird things happen after you have used it, the better part of valor is to exit the mission completely and start it again. It might be helpful to restart your computer also.

NOTE: The **Tab key** will hide all of the screen elements that are active. Pressing Tab again will re-display those elements that are active.
In some missions with a large number of waypoints for a player ship it might be necessary to temporarily hide some elements—the HUD & ship's controls— in order to see the last waypoint(s) on the stack.

Environment Limits

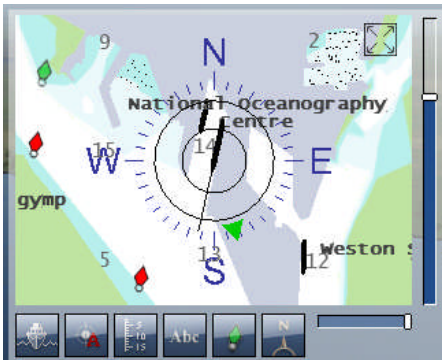
The limits of an environment are determined by arcs of circles that are invisible in the simulator, but can be seen in the Mission Editor. When a player ship crosses a limit line, a warning message appears. You should turn around immediately.

If you ignore the warning and continue, you will be presented with the Globe to choose another environment. You can only choose an environment that has been included in the mission, and **not** the current environment.
If you cannot choose another environment, you must exit the simulator via Ctrl+Alt+Del, or by pressing the key with the Microsoft flag.

Note: If the player ship is outside of the limit line when the mission begins, you may not get a warning before you get the globe.

The limits in Marseille and Padstow exclude much of the water in those environments, so it would be worthwhile to read the Mission Editor Tutorial to become familiar with them.

The Chart



The chart is in the upper right of the screen just below the HUD. It cannot be moved or re-sized, but the transparency of the chart can be adjusted with the horizontal slider in the lower right corner.

Moving the slider to the left allows the background to be seen.

You can make the chart fill the screen by clicking this button: 

To zoom in on the chart, raise the vertical slider.

To zoom out, lower the slider.

The currently active player ship is always in the center of the chart. You cannot pan the chart. You must zoom out to see objects at a distance.

The **+** and **-** keys on the **Num Pad** will zoom in and out—in either state of Num Lock.

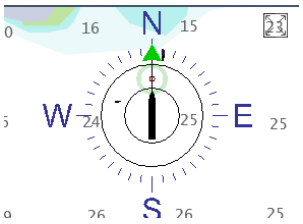
To see the depth marks, you need to zoom in further.

Depths are shown numerically in meters–and in shallows by shades of green and blue. Note that there is a very light shade of blue NW of the compass rose. It represents depths in the 10-20 meter range on most charts. This may not be visible on some systems without careful adjustment of the monitor and graphics settings. Players have tried to take large ships like the VLCC past Ile d'If to the West in the Marseilles environment because that area appeared white on their monitors.

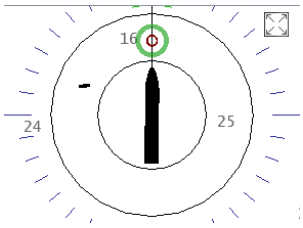
The green tick mark on the compass rose at 163 normally points *directly* at the next visible waypoint on the stack. However, if you have passed the last visible waypoint in an environment, the tick points to the next visible waypoint in the **next** environment**. Do not follow it.** See the section on hidden jumps.

Below the chart are six buttons that control what is displayed. The rightmost button toggles between orienting the top of the chart either to Compass North or to the current heading of the player ship. It also orients the radar display on the bridge.

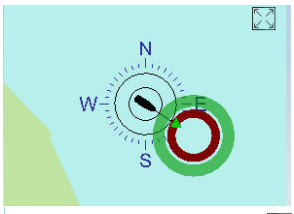
Waypoints on the Chart



This chart shows a large ship—*Vermaas*—approaching a waypoint.
The green circle shows the location of the waypoint, but the actual size of the waypoint is shown by the smaller red circle. **The ship must enter the red circle to complete the waypoint.**
In this example, the waypoint has a radius of 30 meters.

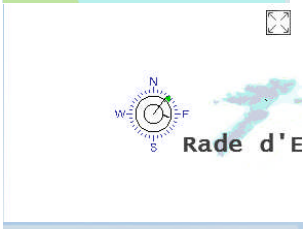


This picture is like the preceding one but zoomed in. Notice that the red circle is larger, but the green circle has remained about the same size. The green circles are always large enough to be seen on the chart even when the chart is zoomed all the way out. Remember that the green circles are to locate waypoints on the chart, but they do not represent the true size of the waypoint.



The third picture shows *Arie Visser*, a much smaller vessel than *Vermaas*.
Notice that the compass rose is scaled to the silhouette of the ship.
The chart is zoomed in farther than in the other two pictures

In this picture the Compass Rose, as always, is centered on the player ship. The green tick points directly at the next visible waypoint **if it is in the current environment**.

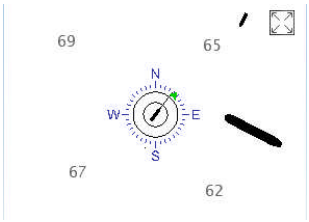


To find it, zoom the chart all the way out.

In this picture the waypoint can be seen below the **s** in Marseilles.

If you cannot find the waypoint on the chart, it is probably in another environment. You have not yet hit the hidden jump to that environment.

RADAR on the chart:



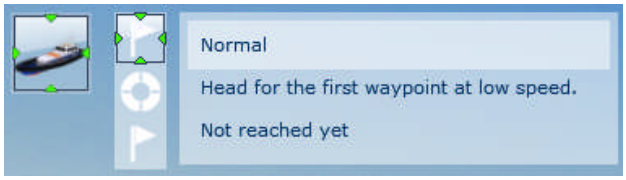
The chart also serves as your radar. Silhouettes of other ships are shown in black in correct size relative to the player ship. This means that you need to zoom far in to see a water taxi approaching a large player ship like Latitude.

Here, the player ship is *Sherpa. Latitude* is crossing from starboard. *Javelin* is closing from ahead. The speed yacht might be visible to you overtaking *Sherpa* on her starboard quarter at 208 degrees TB.

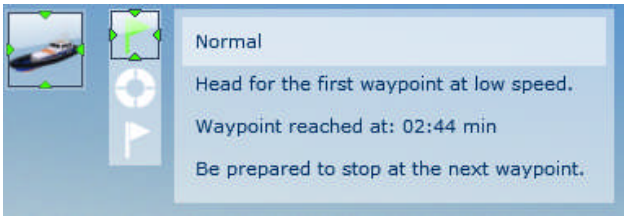
Waypoint notes

Every waypoint on the stack carries two notes. You can read them at any time by placing the mouse pointer on the waypoint symbol on the stack.

The top note tells you what to do on the way to, and at, the next waypoint.

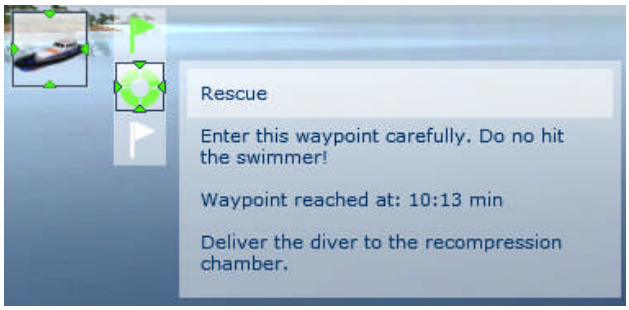


The bottom note tells you what to do after the waypoint is completed.



You can see the top notes for all waypoints, but you can see the bottom notes for only those waypoints that you have completed.

The notes also appear briefly under the chart when you reach or complete the waypoint.



You should refer to these notes often because, as in this one, they prepare you for what you must do.
For instance: This waypoint might be followed by a hidden jump, or a trigger to unhide the next waypoint. Had you not read the top note before reaching this waypoint, you might have chased the green tick on the chart to Never-never Land.

Waypoint types:

Basically, a mission involves navigating each player ship through a series of waypoints. When all waypoints—visible or hidden—have been completed for every player ship, then the mission is completed.

Waypoints fall into two categories:

A. **Visible waypoints** appear as symbols on the waypoint stack and are marked on the surface by green circles.
B. **Hidden waypoints** do not appear on the waypoint stack and are not marked on the surface. They are also referred to as **EX waypoints**, and are actually triggers that initiate some action—such as sinking or a weather change.

Not all visible waypoints may be visible on the waypoint stack at the start of the mission. Some can be initially inactive—to be made active (visible) by a hidden trigger at some point in the mission.

Visible waypoints:

Normal Waypoint These waypoints are primarily to mark your course. You pass through them at any speed without stopping—unless told otherwise in the waypoint notes. When you pass the waypoint, its symbol on the stack becomes green and you will proceed to the next visible waypoint.

Note: You should try to pass *through the center* of a Normal waypoint. While kissing the edge will complete the waypoint, it's sloppy navigation and might cause you to miss a hidden trigger.

Caution: If it is the last visible waypoint in the current environment, you should **not** try to proceed to the next waypoint by following the green tick or the indications on the HUD. The waypoint notes should tell you what to do. In the absence of instructions, stay on your current heading.

Rescue waypoint Usually there will be one or more people treading water in the center of the waypoint circle. You must stop inside the circle *without hitting anyone*. After a period of time set by the creator, the people will be aboard and the waypoint is completed.

The waiting time is marked by a rotating line that fills the circle with green. When the circle is solid green, the time is up.

You must keep your speed below the limit set by the creator for the entire time interval. If you exceed the limit, the timer resets. It may be difficult to accomplish that in a heavy sea because the pitching contributes to the speed—you may need to approach on a different heading.

Taxi waypoint You must stop or bring your speed below a limit for a certain time to transfer passengers to/from the ship. It is similar to the rescue waypoint except that it takes place alongside a dock or another ship.

If alongside a ship, the speed limit is *relative* to the ship. For instance: If the other ship is doing 10 knots and the limit is 1 knot, you must do between 9 and 11 knots and stay in the circle.

Container waypoint This works like the taxi waypoint except that shipping containers are exchanged. The containers may be visible if the ship has attachment points for them.
You can pick containers out of the sea or drop them overboard—they float.
(You could do that with people also, but it looks weird)

Mooring waypoint You come to a stop in the waypoint circle and attach a mooring line to a bollard.

The waypoint notes might tell you whether to tie the bow or the stern—or to set a spring, etc.
Click the fourth button in the lower right of the screen to bring up the Mooring, Towing, and Anchoring controls and click the top button—bollard. This will cause orange circles to appear everywhere that a mooring line can be attached. Click one on the ship and then one ashore or on the other vessel. This should complete that waypoint— **if you have chosen the bollard on which the waypoint was built**. Usually that is the bollard in or closest to the center of the green circle, but the circle might be offset from the bollard. Maybe the waypoint notes identify the bollard. If not, keep trying them.
You can use any one on a type 7 line of bollards.

Anchor waypoint You should come to a complete stop before you drop the hook. If there is any way on the ship, she may capsize. Bring up the Mooring, Towing, and Anchoring controls and click on the anchor button. Click one of the blue circles on the bow to drop the anchor.

Towing waypoint This waypoint tells you to hook up to the vessel in order to tow it. Bring the end of your ship—usually the stern—into the edge of the circle and stop. You will want as much hawser length as possible. Bring up the Mooring, Towing, and Anchoring controls and click on the chain link button.

Click on a green towing point on your ship, and then on an orange or green point on the towed vessel. If you need to adjust the hawser length, you can disconnect and re-hook if you keep the speed low and the vessels close enough. However, this *might* cause a Disconnect waypoint to fail.

Disconnect waypoint When the bow of your ship—the towing vessel—enters the circle you can drop the tow to complete the waypoint. If you are not towing anything as you enter the circle, the waypoint will not complete.

Crane waypoint This is a special waypoint attached to *Vermaas* or to *Sherpa* to allow the container crane to load containers. It belongs to the crane, so the circle is only visible when the crane is the active player ship. When it is attached to Vermaas, it will cause a green down arrow to be visible in the spot forward of the bridge where the containers are loaded. If it is not there, you are not able to load containers and complete the mission.

Vacuumtower waypoint This waypoint transfers the Vacuumtower —a refinery reactor— to or from Jumbo Javelin or the pontoon.

When you bring the starboard side of Javelin into the waypoint circle, the transfer happens and, after a time delay, the waypoint is complete. Likewise for the pontoon, but you can load over either side.
For realism, one loads on the side of Javelin where the cranes are because they can't reach over the port side for that heavy a lift. Also for realism, Javelin should first be moored close against the dock or the pontoon. This is done by having two mooring waypoints ahead of the vacuumtower waypoint on the stack.

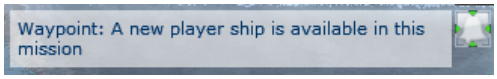
Hidden waypoints or triggers

These are circular regions that are not visible to the player, but must **all** be reached in order for the mission to complete. Failure to hit a hidden waypoint is the most common reason for a mission not to end after all waypoints on the stack are green.

UnhideWaypoint Visible waypoints can initially be inactive, and not appear on the waypoint stack. Passing through this trigger will activate a waypoint, making it visible on the stack. A message to that effect will briefly be shown below the chart. The bell icon will persist longer; click it to redisplay the message.

Missing this trigger makes it impossible to continue the mission.

UnhidePlayerObject Player ships may initially be inactive. Neither the ship symbol nor its waypoints will appear on the stack. Passing through this trigger will activate that ship and place it, along with its waypoints, on the stack.



A message to that effect will briefly be shown below the chart. The bell icon will persist longer; click it to redisplay the message.

Even though the ship never appears if you miss the trigger, the mission will fail because its waypoints were not completed.

Hint: Make a note of the player ships before you start the mission. They are shown when you select the mission from the Custom missions list. A maximum of five player ships can be shown there. If there could possibly be more, check the Creators Forum, the Missions board, or send the creator a PM.

OverrideEnvironmentSwitch causes a jump to a new environment. A message to that effect will appear briefly below the chart.

This trigger is the most common cause of trouble when it is placed some distance beyond the last visible waypoint in the current environment. That is because the green tick on the chart, and information on the HUD, point to the next visible waypoint in another environment. Following the tick, or attempting to reach the GPS coordinates is folly.

Here are some clues that you are heading toward a hidden jump:

A. The heading of the green tick is quite different from the **Course to waypoint** on the HUD.
B. If you zoom out, you can't see the green circle for the next waypoint on the chart.
C. The **Distance to waypoint** exceeds the distance to the edge of the environment, or it increases as you move toward it.

In the absence of any instructions, you should maintain the heading that you had going into the last visible waypoint until you can find the next waypoint on the chart. You should note your heading as you approach each waypoint. Avoid making a large last-minute course change in order to hit that waypoint. You can usually find the visible waypoint that you just passed on the chart. It will have a check mark on it.

ChangeWeather changes the weather over a period of time. In a well constructed mission, the trigger radius will be large, and the placement such that you can't miss it if you have navigated carefully.

DamageEngine will cause a certain % damage to the engine, the rudder, or both. The damage will not register on the HUD, but will manifest itself as a reduction in speed, or difficulty in steering. You may still be able to complete the mission if you can limp to the final waypoint.
There is no way to repair damage at present. You **cannot** avoid the trigger and still complete the mission.

Flare This causes a red emergency flare to rise from the center of the trigger circle. The trigger radius is usually quite large. Good seamanship requires that you respond by steering toward the source of the flare. More importantly, the creator usually expects you to. Often the flare guides you to a trigger to unhide a waypoint.
Flares rise straight up and come straight down. The motion of the ship may make it appear that the flare arcs across the sky. Steer toward where the flare will hit the water.

Sink Usually it causes some other player ship to sink, not the current player ship. Because the sinking of a player ship ends the mission, the object of the mission is usually for you to reach the final waypoint before that ship reaches Fiddler's Green. Play > Mission "Disaster near Bergen" is an example.
How can a mission complete if that other player ship sinks before it completes its waypoints? Because it either has none, or has already completed them.

Teleport This trigger marks the location where your ship enters a new environment. It can't be missed, but it can cause other problems if your ship lands pointing the wrong way, in shallow water, in the way of AI, upside down, or invisible.
If it is **invisible**, you might be low on available memory. Save the game by clicking the 11th button in the lower right of your screen. Quit the mission and reload it via **Play > Load savegame**. This might free up enough available memory.

Sometimes the creator will use a **teleport** trigger within an environment to skip over long stretches of river. It can be disconcerting to see the scenery change in the blink of an eye, but there is no need to replace the graphics card or wake Terry from his nap.

The other problems with missed triggers should be reported on the Missions board or to the creator via a PM.

Taking relative bearings:

Hopefully the sighting compass in SS Pro will find its way into Extremes. Until then, there is no way to measure relative bearings *in a mission*—unless you want to swing ship.

Note: In Free Roam you can easily measure compass bearings and calculate relative bearings:

1. Click the button in the upper right corner of the chart to make the chart full screen.
2. Click the top button on the left edge of the chart to toggle **Plotter on.**
3. Click the 2nd button to **Add waypoints.**
4. Click on the first object and read its compass bearing on the rose. You can zoom in on the rose with the vertical slider on the right edge of the chart.
5. Click on the **Add waypoints** button to turn it **off.**
6. You can now drag the waypoint with the left mouse button to another object to read its bearing.

Caution: If you place or move the waypoint outside the *plotter* boundary (the thin black rectangle), you won't be able to move it until you either zoom out or shift the plotter over the waypoint by clicking the arrow buttons on the left of the chart.

This is not much help in a mission, however.

If you want to track the relative bearing of a ship to determine if you are on a collision course, you are only interested in whether the bearing is changing or holding constant. That you can do with the binoculars in Camera #3—preferably from a bridge wing.
If you center the ship in the binoculars, you can go back to camera 2 or camera 1 and camera 3 will remain at that relative bearing until you return to it.
If the ship remains centered in the binoculars, it may be on a collision course with you—especially if it looks bigger.
Other possibilities are that it's on a parallel course at the same speed, or on a diverging course at higher speed.

Mooring line problems

If you have mooring lines that stretch like rubber bands, or are invisible except perhaps for the red exes, remember that mission creators do not have the option to select *rubber band* or invisible mooring lines.

The place to ask, or look for answers, is in Technical Support—not in Missions. You probably have a problem with your computer, your graphics card or drivers, or your SS installation.

Be sure to mention: The title of a mission, your version and build number (in the lower left corner when you start SS), how you upgraded SS, and a description of the behavior of the lines.
Include your DXdiag. There are many topics in Technical support that tell how to do that.

Before you do all that, you could try restarting your computer to see if that makes a difference.

Invisible or disappearing player ships

Except for initially inactive player ships (see the **UnhidePlayerObject** trigger), this is not under the control of the mission creator. Follow the procedure given for "Mooringline problems" above. Insufficient *available* memory is the common cause for high-poly objects like Titanic to be incomplete or missing—often after an environment change. (See the **OverrideEnvironmentSwitch** trigger)

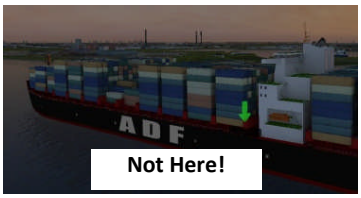
Do you have the right ships & dynamics?

Often a mission is carefully constructed to match the capabilities of the player ships at the time the mission is created. For example, a hard turn to hit a trigger may depend upon the ship having a certain ROT. Interaction with AI traffic may be predicated upon a certain maximum speed for the player ship. Waypoint placement and notes may assume a certain stopping distance.

If the player ship that you have has different dynamics or draft from what the creator assumed, the mission may fail. You then have two choices: Replace your ships or dynamics with the ones used by the creator, or give up on that mission.

Loading containers with the Container Crane:

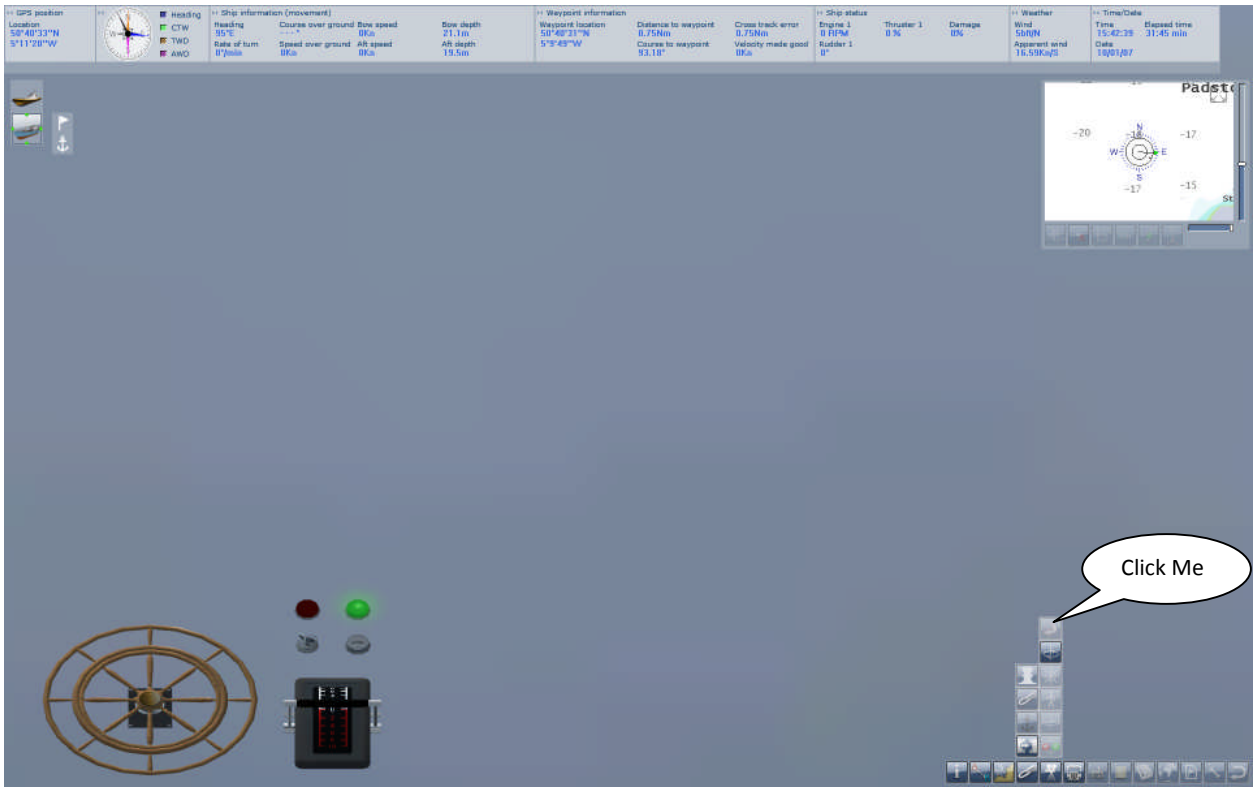
In order to load containers with the crane, there must be a green down-arrow over the place where containers are accepted by the ship. For Vermaas, it is in this area:



You can check this at the start of the mission. **If it is not there, there is no point in continuing.**
If the ship is not moored parallel to the crane, the containers will not line up with their slots. The ship may drift away from the dock while loading. If the creator has not provided bollards, you can moor directly to the four mooring points on the crane.

When in doubt—ZOOM OUT

You have just switched to *North Star* for the first time in a mission. Instead of your ship, you see The Gray Screen of Doom:



Before you buy a new graphics card or more memory, try zooming out with the mouse wheel—since your hand is probably on the mouse. You might find that you have been staring at a gray bulkhead.

Alternatively, you can click the top button in the fifth stack to reset your view. This latter move is handy, also, if you fall overboard while going walkabout.

A similar thing can happen when you switch to other ships, but it doesn't look as cool.

Getting help on problem missions

If you find that you cannot complete a mission, and that this manual doesn't offer a clue, the first step is to see if an answer is available on either the Missions section of this forum, or on Terry's Creators Forum.
In a perfect world, all topics in the Missions section would just contain the exact title of a mission. It would then be easy to see if there was an answer to the problem. It would also be easier for those who respond to problems if they had a single place to post information about a mission.

Unfortunately, many seem to believe that they can better motivate folks to help them with topics like: "This mission with the ship and the water sucks".

If you cannot find a post that has an answer, the next step is to ask:

1. You can post the problem on the Missions board in a topic using the exact mission title for the topic title. Start the topic if one does not already exist. Describe the problem as clearly as possible, and say where you got the mission—Downloaded in Play > Custom missions, in ZIP form from the Missions board, in self-installing form from the Creators Forum, or a built-in mission in Play > Missions. This is important because it is possible that the mission is available from more than one source, and they might differ.
   Important: If you downloaded the mission in a pack from the Shipyard, you must give the name of the pack. Otherwise, whoever attempts to help you might not find it in his lists.
2. You can send a PM to the creator asking him to explain the mission.

Whichever way you choose, don't start off by trashing the mission. The mission, even if it is flawed, represents considerable effort on someone's part to provide others with entertainment. Just explain the difficulty you have, and ask questions. Trashing of missions is done by those who have never created a successful mission, and probably never even attempted one.

Examining missions in the Editor:

If you obtained the mission from the Creators Forum or as a ZIP from Missions—but not from in-game download, and it is not from VSTEP (in Play > Missions, or with an add-on ship), then you have another alternative: Open the mission in the Mission Editor and see where the hidden triggers are. Just be careful to exit the editor without saving or uploading.
The Mission Editor Tutorial can guide you in that examination.

Missions submitted in-editor are locked before the CMMs see them. They do not know any more about the locations of hidden triggers than you do. The rationale for that is the assumption that if the CMMs can complete the mission you will be able to. The fallacy in that assumption is the fact that CMMs are chosen for their superior intellect; well... OK... they are chosen because they have had experience creating missions, and are better than average at playing them.
Missions supplied by VSTEP, as well as those the CMMs approve for in-game download, are locked so that they cannot be opened in the editor.

Unlocking missions for examination:

Fortunately, VSTEP has provided, in Ship Simulator 2008, the ability to unlock most missions supplied with the game or downloaded in-game. It is the eleventh button from the left in the lower right corner of the screen.

After saving the game, copy the two mission files (*mission*.xml and *mission*.png) from the **Savegames** folder to the **Custom Missions** folder. You can then open the mission in the editor and see any hidden waypoints. You can also see how you are to proceed though the mission if the notes are not clear.

Normally, the best time to save the mission is right after initialization is complete, and before you move a player ship. However, if you think you have missed a hidden waypoint, you can save at that time to see where your ship is in relation to the waypoint.

Driving the Red Eagle

The Red Eagle ferry has two Voith-Schneider propellers, one at each end on the ship's centerline. Each VSP can push that end of the ship in any direction—the direction of thrust.

The VSP has a number of wing-like blades hanging down from a rotating platform in the hull. The platform rotates at a constant speed and in only one direction, while the angles of the blades are varied cyclically to control the amount and direction of thrust.
Because only the blade angles need be changed to go from full thrust in one direction to full thrust in the opposite direction, reversal can be done in only a few seconds.

Each VSP has two control wheels: The wheel on the side of the control stand varies the thrust from 0 to 100%. **It does not change the rotational speed of the propeller**. However, the amount of thrust is indicated in RPM on the HUD. 100% thrust is indicated as 500 RPM.

The wheel on top of the control stand varies the direction of thrust—the direction the propeller pushes the ship. The direction of thrust is indicated by a dial with a white needle.
The outer end of the needle points in the direction that the ship will be pushed.
The direction control wheel can be turned continuously in either direction. There is no stop, as there is with azimuth drives. There is a 2:1 ratio between the control wheel and the direction indicator—one complete revolution of the wheel changes the thrust direction by 180 degrees.

To back the ship, you reverse the direction of thrust by giving the top wheel one complete turn. There is no reverse on the side wheel.
Unlike an azimuth drive, such as on B2 or Ocean Star, there is no large propeller assembly that needs to be rotated. Thrust reversal could be almost instantaneous, but the rate is controlled to limit the stress placed on the hull.

Camera 2 takes you to the forward control station on the bridge. The bow is what you see through the window. The smaller wheel—closest to the window—controls the bow VSP. When going ahead, the ship turns in the same direction as that wheel.
The larger wheel—closest to the stern—controls the stern VSP. When going ahead, the ship turns in the opposite direction to that wheel.
The white needles point toward where the respective VSPs push the ship.

You use camera 3 to go to the after control station. Assuming that you are there to drive the ship in the opposite direction:
Your bow is still what you see through the window.
The smaller wheel—closest to the window—still controls your bow VSP. When going ahead, the ship turns in the same direction as that wheel.
The larger wheel—closest to your stern—still controls your stern VSP. When going ahead, the ship turns in the opposite direction to that wheel.
The white needles still point toward where the respective VSPs push the ship.

The new version of RE handles the same way when controlled from either bridge station, **if** you define "going ahead" as going toward whatever you see through the window.

The Mission Editor Tutorial has a brief example of steering *Red Eagle* from the external—camera 1—view.

Using the crane for loading *Vermaas*

In the upper left corner are two icons, one for the crane and one for *Vermass*. Click the crane.

You can switch between various views by using the number keys above the main keyboard:
1 Is a view outside the crane that orbits the crane cab as it would a ship.
2 Is the cab view; you can look straight down at the spreader (the thing that grabs the container),
3 Is the same as 2 because the arrow keys control the crane and are not available for walkabout.
4 Is another exterior view that orbits the containers on the dock.
5 Stays centered on the hoisting cable and rotates around it while over the dock.
By switching among these views, you should be able to see what you're doing.

As for knowing what you're doing…

The **Page Up** key **raises** the spreader.
The **Page Down** key **lowers** the spreader—right through the ground.
The Up & Down arrow keys move the crane cab toward the ship.
The Left & Right arrow keys move the entire crane along the dock.
Caution: If you go all the way to the end of the track, you may not be able to move back.
The **Home** key causes the spreader to **grab or release** the container.
The **insert** key raises and lowers the **jib**—the thing that sticks out over the ship. Leave it down while you are loading.
You can see this list from in the mission by clicking the wrench in the lower right corner and selecting **Crane controls** from the drop-down list.

Use cab view looking straight down, and lower the spreader onto a dock container with Page Down. Position it carefully with the arrow keys. When it is centered on the container, press the Home key.
A green light on the spreader tells you when it has the container.

Raise the container just high enough to clear the containers on the ship, and then move toward the ship.
A green arrow points down at the place for the container.
Lower the container into that space and then press the Home key to release the spreader. If you have placed it correctly, a message will tell you how many containers are left to load. If you don't get the message, grab the container and try again.
The rest is skill acquired from practice.
It's just a game! You won't break anything.
Oh yeah, one other thing: Raise the jib when you are done. The *Vermaas*'s Master will be unhappy if he loses his masthead light.