

Missions (Part 2) – Uploading Missions

The release of the 1.3 Update for Ship Simulator 2008 has introduced 2 new features that make Custom Mission access much easier.

You can download the latest update and the Mission Editor, here:

<http://www.shipsim.com/downloads/patches.php>

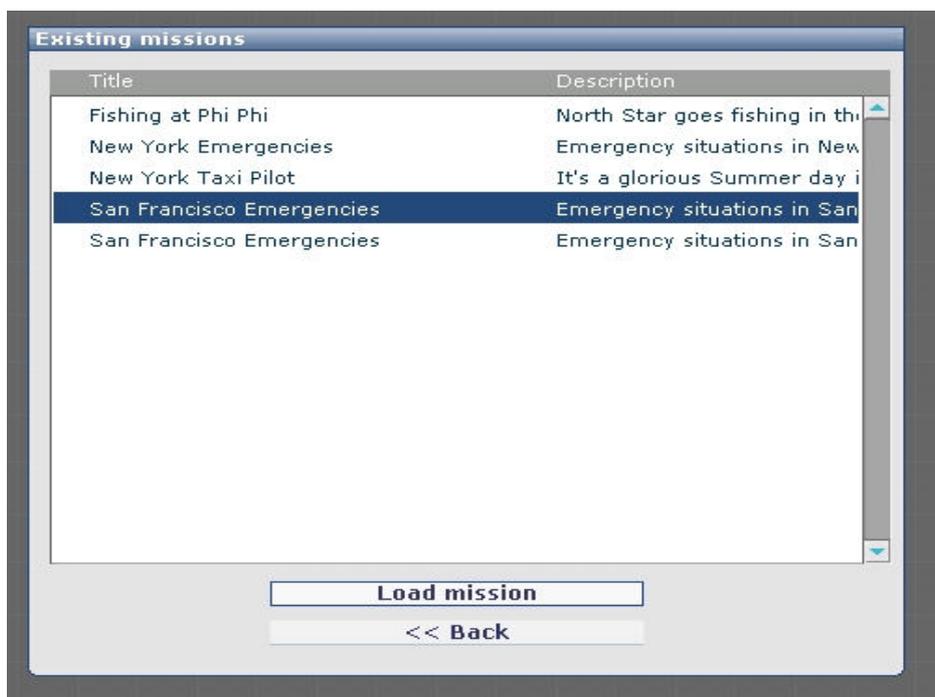
Uploading a mission and making it available for use in Ship Simulator 2008 is easy to do when you follow these steps:

1. Register your licence key.

To upload Custom Missions, you need to register your licence key into your forum profile. You can do this very easily by clicking **Profile** at the top of any forum page. Scroll down to where it says **License key registration**, enter your key as it was provided to you (email or game case), and then click **Register**. You now have access to the Custom Missions upload function.

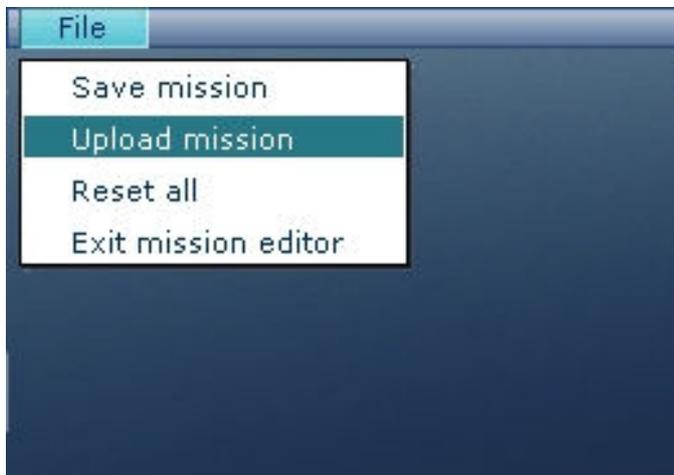
2. Start The Mission Editor

Once the Mission Editor is running, select **Existing Mission**. Choose the mission you wish to upload, then click **Load Mission**:



3. Uploading your mission.

Once your Custom Mission has loaded, you will see the standard Mission Editor screen. Select the **File** menu from the top left of the screen, then choose **Upload Mission**.



You will be asked for confirmation of the Upload, as below:



You may see a progress bar whilst the Custom Mission uploads to the server.

Once complete, your mission will be ready for testing and rating by the **Custom Mission Managers**.

4. Custom Mission Managers

All uploaded Custom Missions are tested and rated by two or more **Custom Mission Managers** before they can be downloaded by other users. Contacting the Custom Mission Managers and asking them to rate your mission(s) is not appreciated!

Rejected missions can be fixed and re-uploaded, which will automatically reset their rating and status.

To see which Custom Missions you've uploaded, click **Profile** from the top of any forum page, then click **Show My Custom Missions**. You will see something similar to this:

My Custom Missions List

All custom missions need to be tested and rated by two or more *Custom Mission Managers* before they can be downloaded by other users.

In the following list you can see all your uploaded missions and their status. A mission requires at least two ratings and an average rating of 3.0 to become available to the public.

Contacting the *Custom Mission Managers* and asking them to rate your mission(s) is not appreciated!

Rejected missions can be fixed and re-uploaded, which will automatically reset their rating and status.

★ Mission rejected	★ Awaiting acceptance
★ Insufficient rating(s)	★ Mission available

You have not uploaded any custom missions.

In this list you can see all your uploaded missions and their status. A mission requires at least two ratings and an average rating of 3.0 to become available to the public.

Bearing all this in mind, it is highly recommended to thoroughly test all your Custom Missions before uploading. This will lessen the chance that you have to fix anything and re-upload it.

If you have any problems uploading Custom Missions, please check the **Firewall Guide** in the Tutorials board.