

The screenshot displays a 3D simulation of a port environment. A large cargo ship is positioned at a dock, with various port facilities, including cranes and storage areas, visible. The interface features a compass, speedometer, and a map inset showing the ship's location within a larger port area. The map inset includes labels for various locations such as 'Kohlenschiffhafen', 'Vulkanhafen', 'Ellerhoft', 'Kaiser-Wilhelm-hafen', 'Kuhwerder hafen', 'Vorhafen', and 'Steinwer'.



Tried the same environment after a clean restart.
Same thing happens – the vessels move in wrong direction.



After a clean restart I tried the starboard azipod alone – works!



Another clean restart and then I tried the port azipod alone – works too!



Another clean restart. Will try to get the error again – but this time everything works like a charm!



So, basically I don't get the difference between these two situations:

