Ship Simulator Realistic

Tutorial

Custom Ship Import

Introduction

In this tutorial we will follow step by step the procedure of adding a ship into the game. I will try to keep the tutorial as simple as possible.

Preparation of the 3d model

Warning !!!

Animation

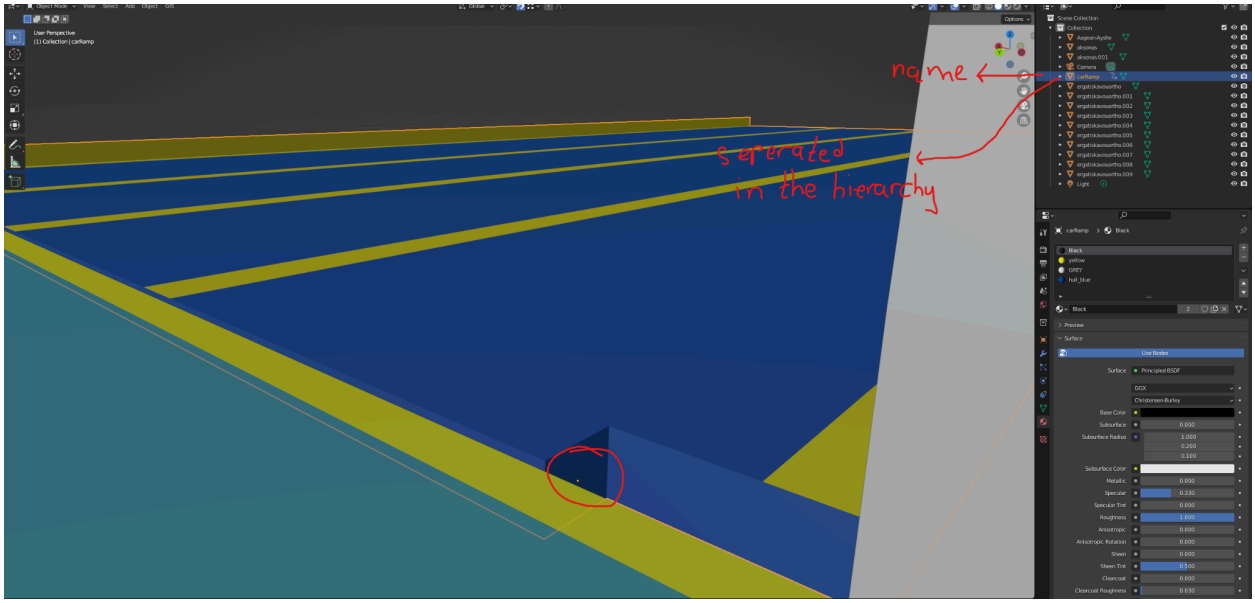
Mandatory Prefix names for ramps objects in modeling program :

Car Ramp if any : carRamp

Passenger Ramp if any : passangerRamp

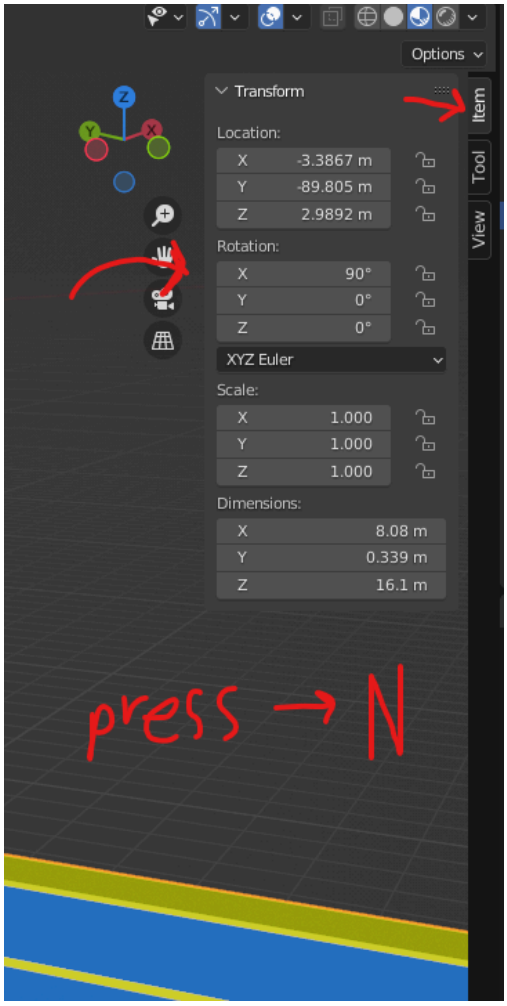
IMPORTANT NOTES

Both ramps must have the pivot point to the rotation spot and separated in the modeling software (blender is used in the demonstration)

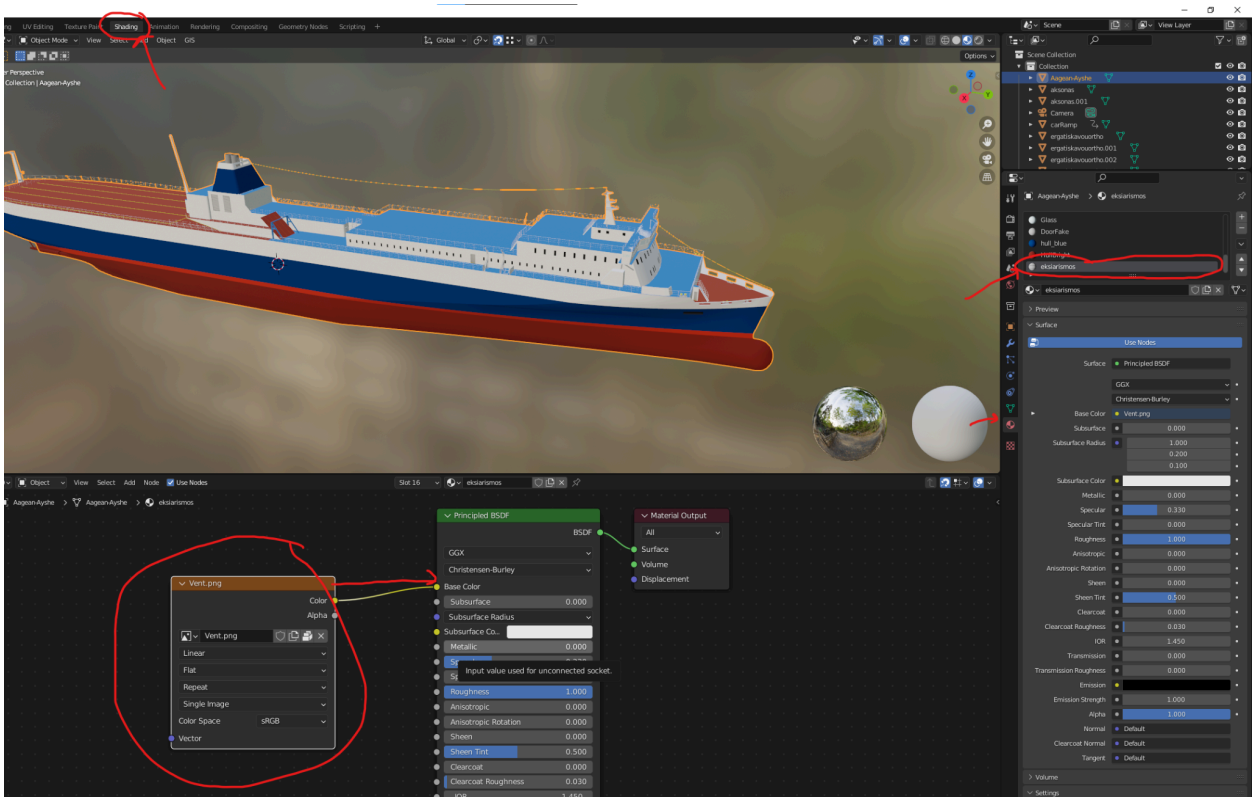


ROTATION OF THE RAMP - IMPORTANT

If you have trouble and your ramp is going backwards this is the correct way of having it to Blender in open state



MAKE SURE YOUR TEXTURES ARE ASSIGNED TO THE MATERIALS



For every material you want to add a texture , a bake lightmap of emission light make sure after baking to assign them to the proper fields as a texture and not as a complicated node. Make sure you have done it before exporting.

CUSTOM LIGHTS

Prefix words on the materials (copy from below):

Lights : _lights

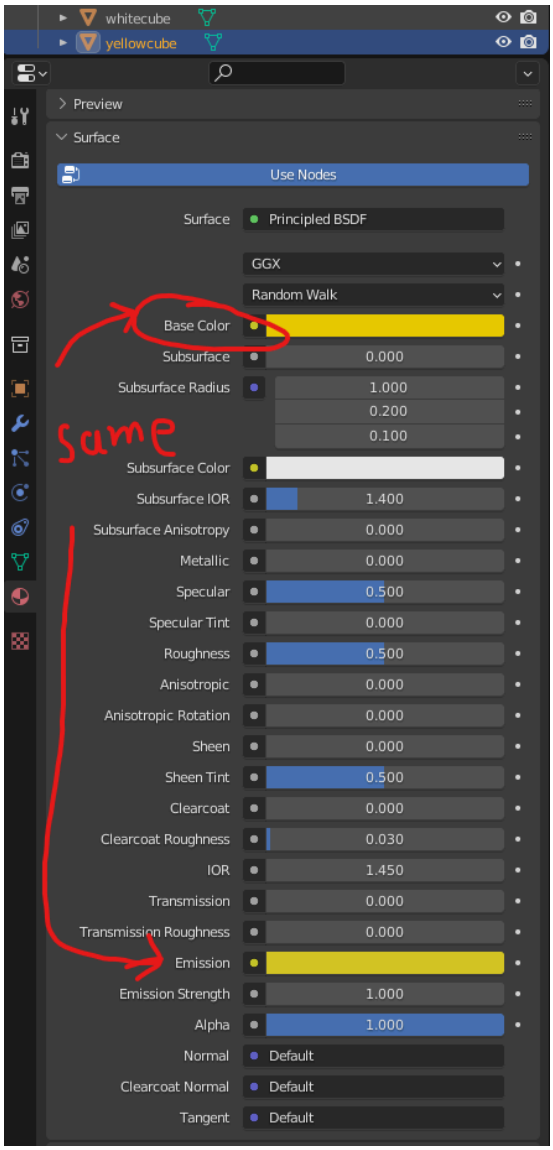
Yellow Lights : _yellow

White Glass : _whiteglass

Dark Glass : _darkglass

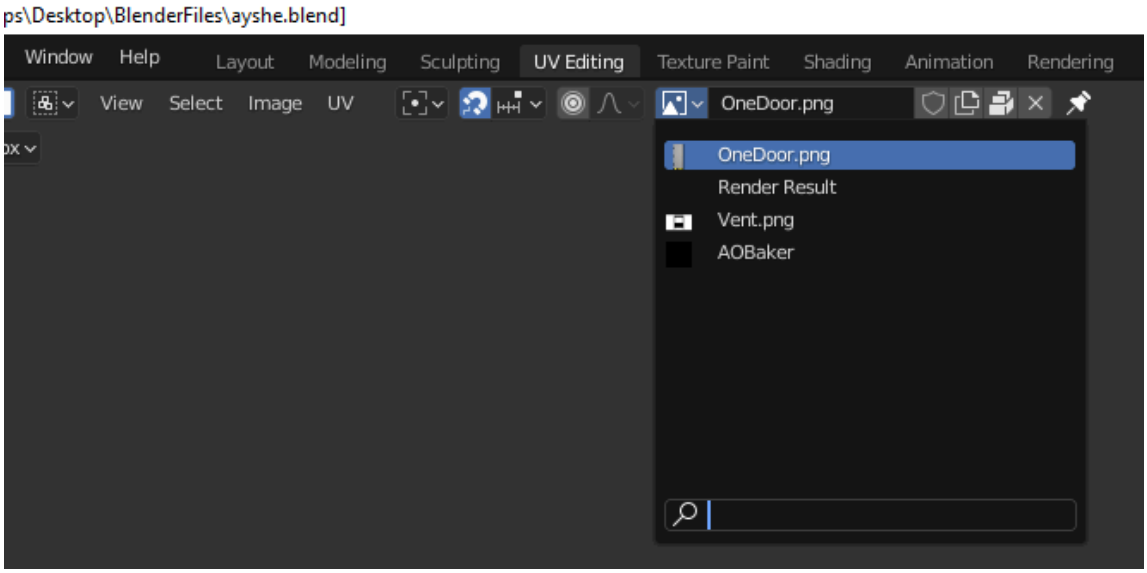
Blue Glass : _blueglass

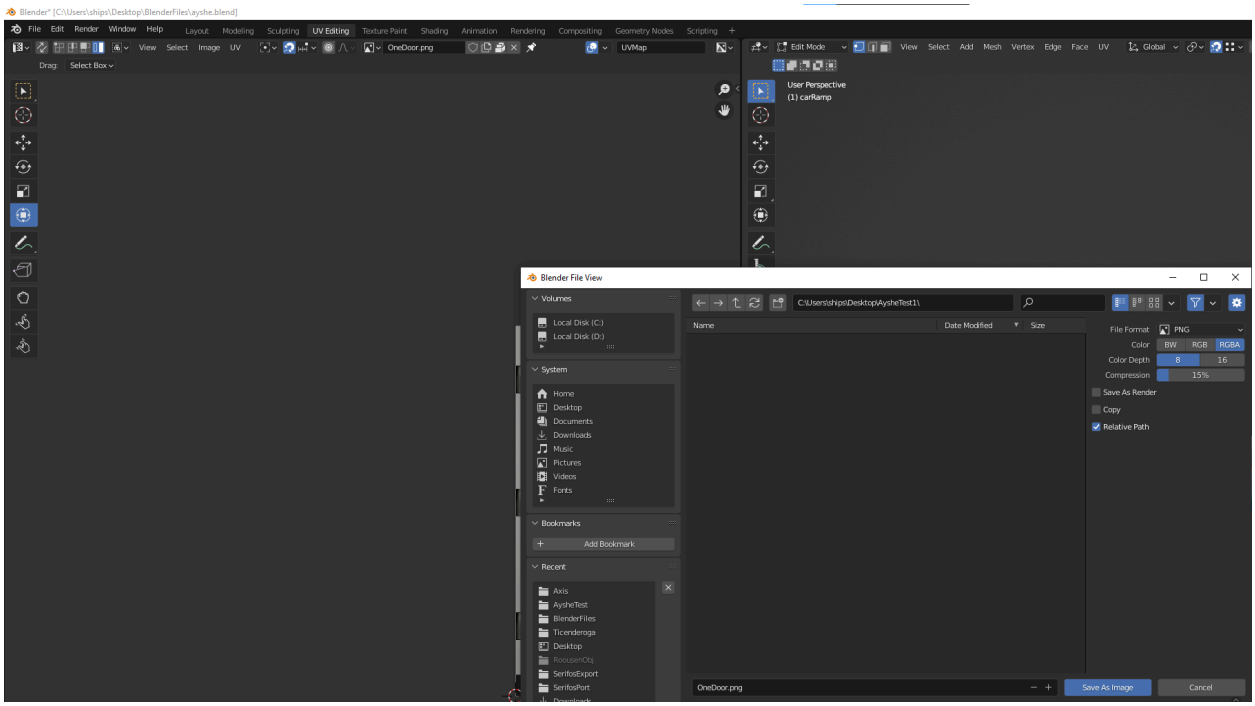
Make sure your materials have the same color on the EMISSION Tab



TEXTURES

Make sure to save all the textures if you model has otherwise the import will not load the model at all

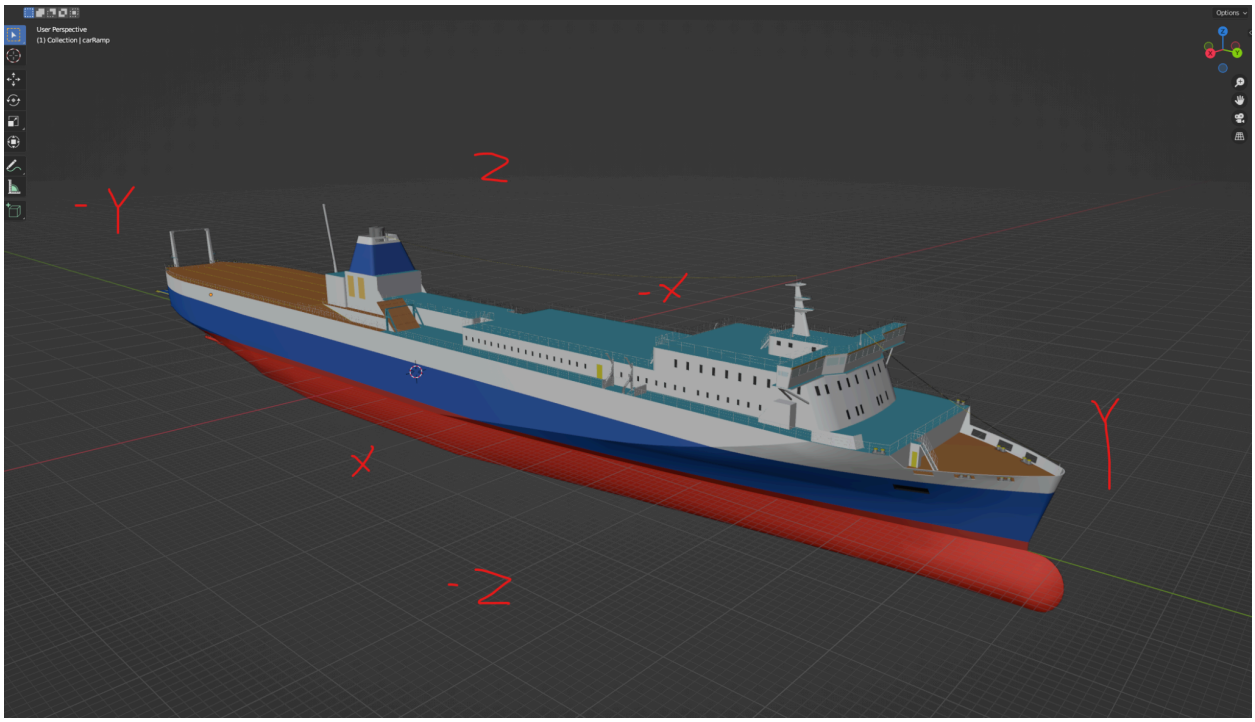




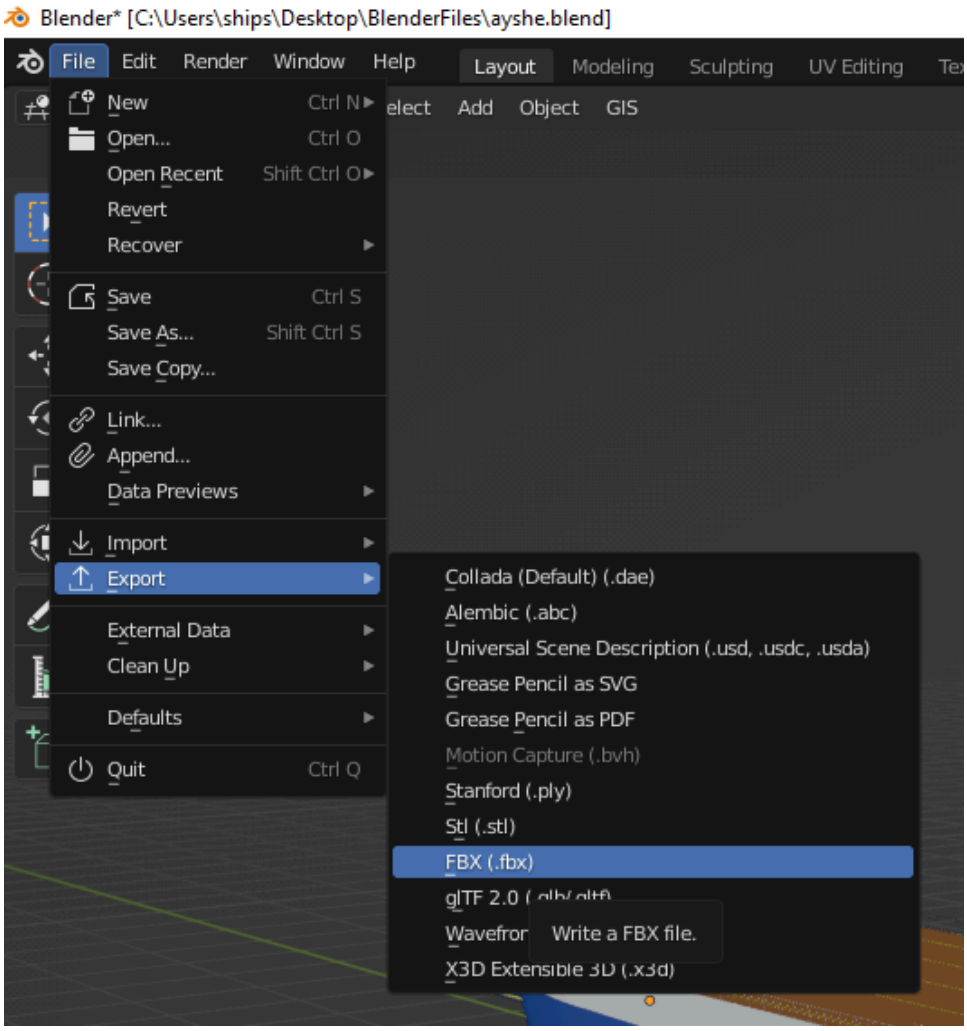
Make the same thing to every image and save them to a folder

Exporting From Blender

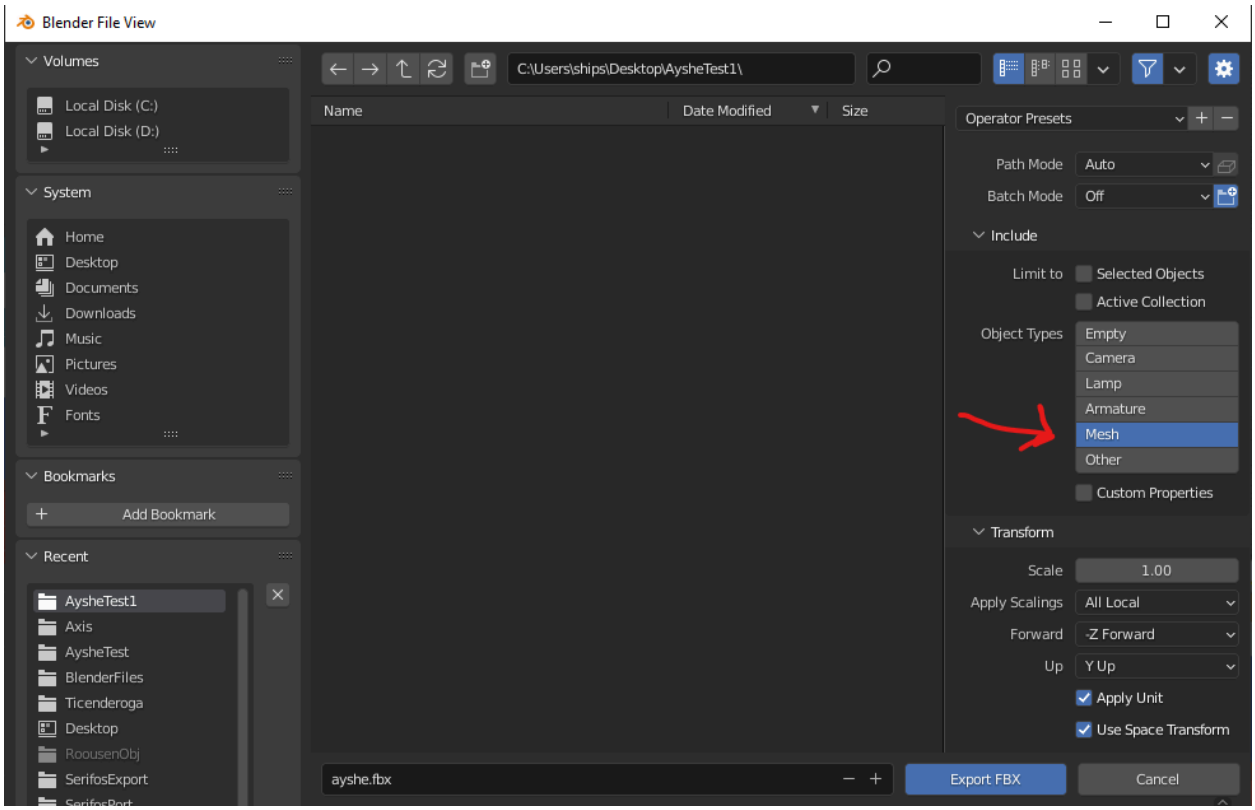
The right Orientation of the model in Blender



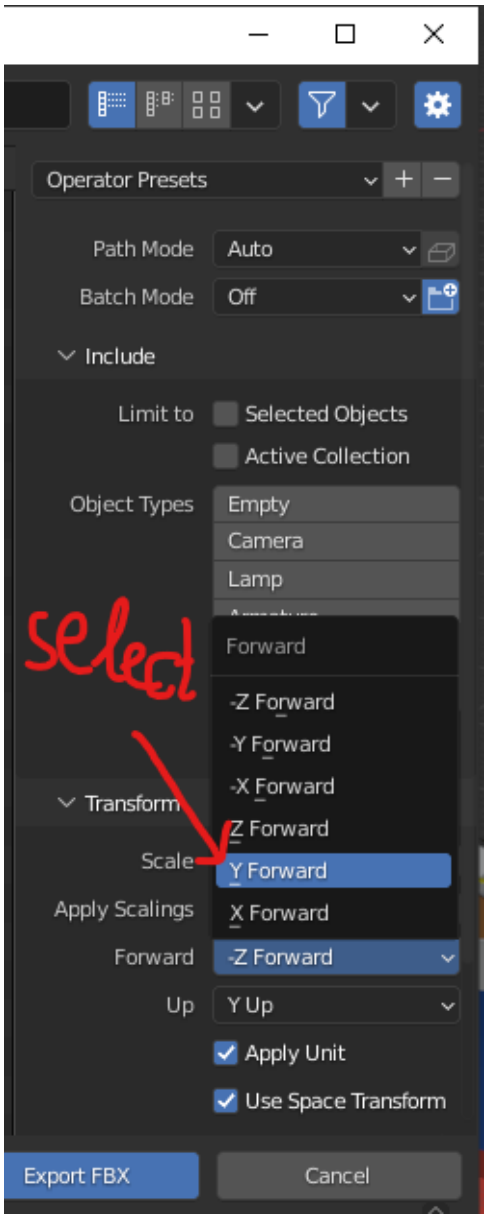
Step 1 Exporting Procedure



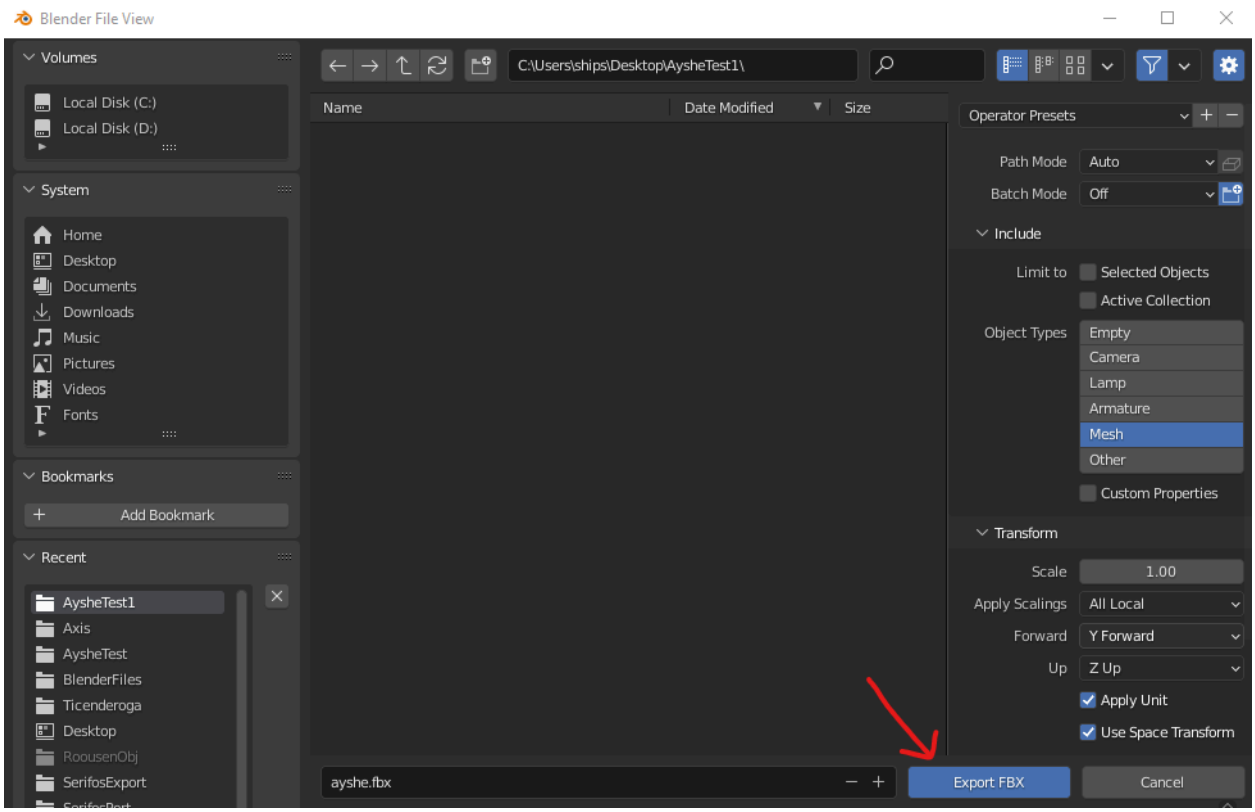
Step 2 Select Only Mesh



Step 3 Change the forward to Y Forward



Step 4 Export



STARTING

Step 1 MAKING THE FOLDER

1. You are starting by entering the name of the ship name (3 letters min)
2. Select the type of the ship you want to load
3. Then press the **Create** Button that should be available when you complete the 2 steps above
4. Press the button **OPEN SHIP FILE LOCATION** to access the folders that you created

Example Path : (This example path will be after the new update)

C:\Users\User\AppData\LocalLow\ShipSimulatorRealistic\ShipSimulatorRealistic

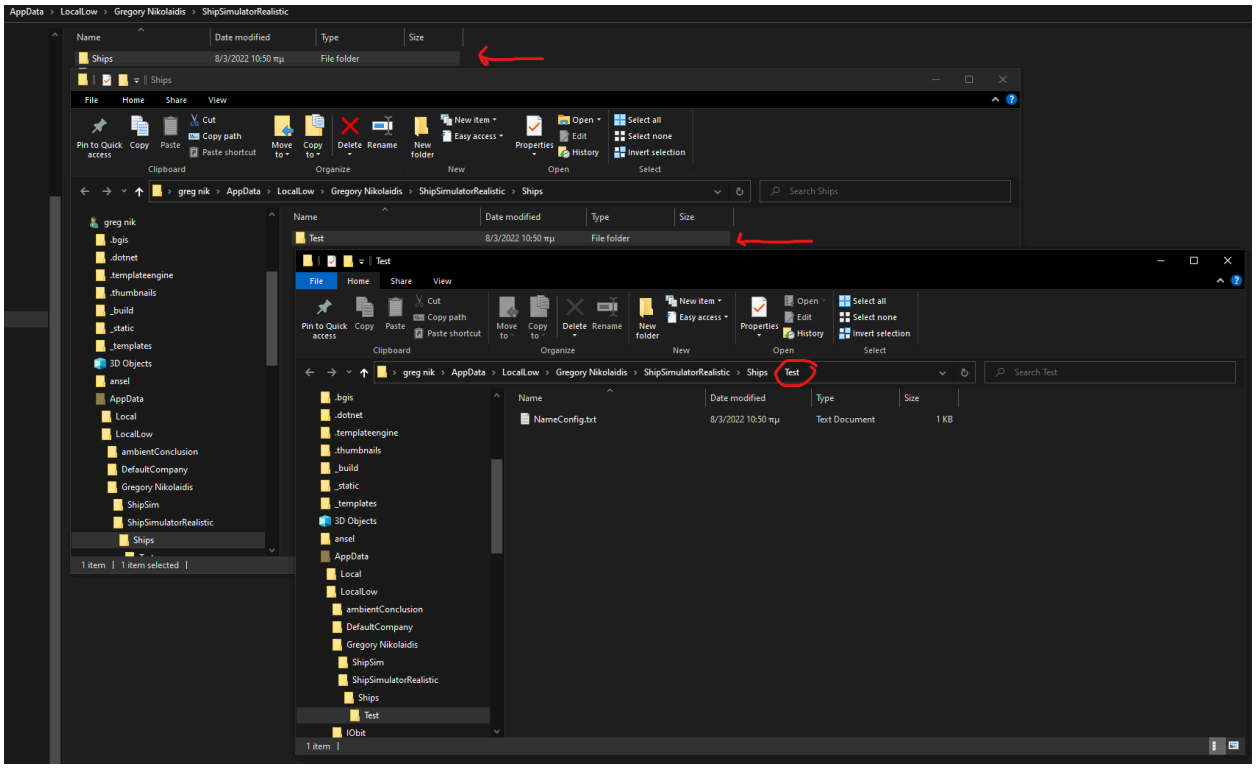
Notes :

A message should pop and says : Folder with name : “the name you entered” created

In case that the folder exist the folder will not be created and a message gonna be displayed

The Ships Folder can be found easily hitting the OPEN SHIP FOLDER LOCATION button

Message Display

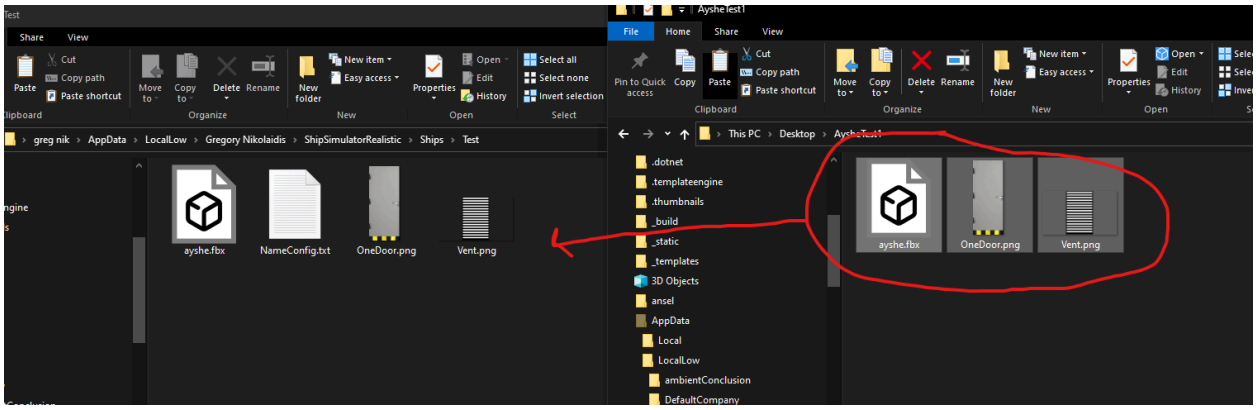


Finding The created folder in the Directory

Step 2 ADDING THE SHIP TO THE FOLDER

Steps :

1. **Drag n Drop your fbx file in to the created folder and you done**



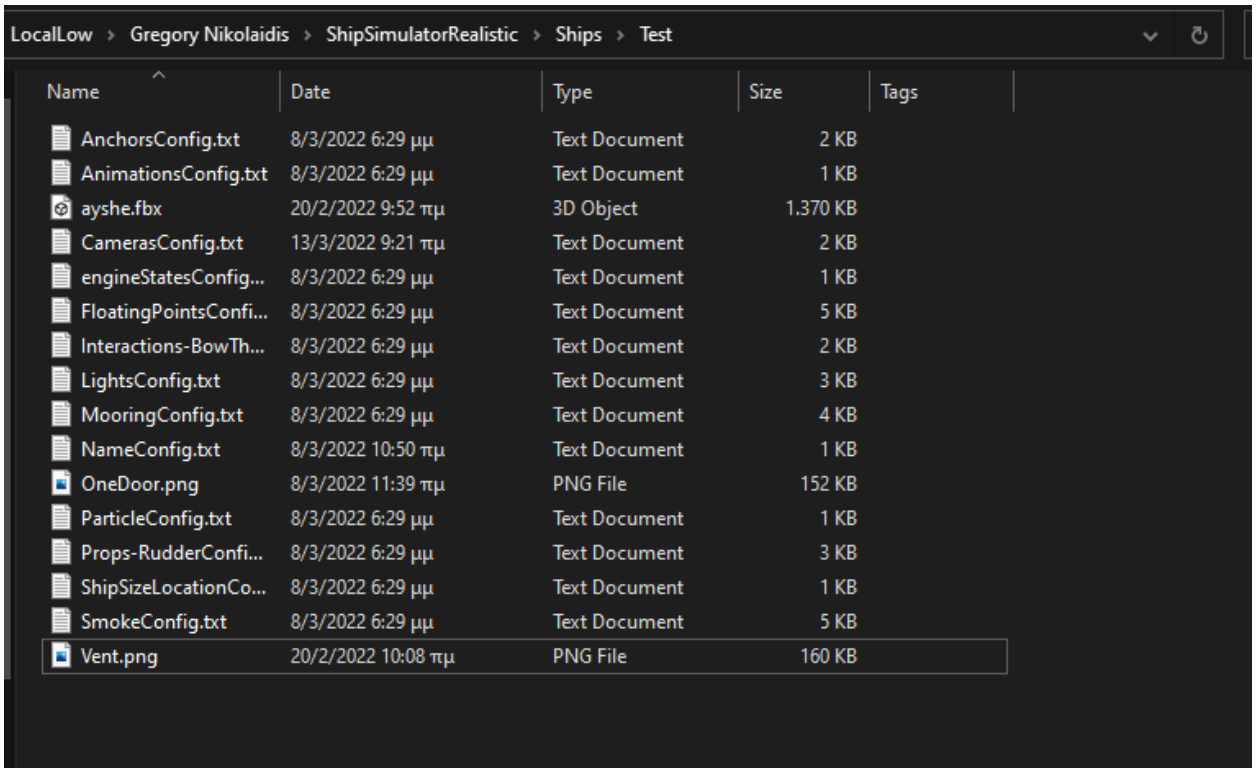
2. **After you add the ship hit the RELOAD button and a button should appear**

3. **Click the button and you should move to the editing Part - After you click the Button**

4. After clicking the ship button all the needed files are generated to edit and customize your ship

Notes

Ship After Importing



Folder of the ship after first load

If a file is not working properly or its messed up you can delete it , enter the ship editor again and it will be generated again

Step 3 EDITING IN THE FOLDER

Smoke Config Example

You can use true or false in some files

To make the component visible or not

Important !!!

Please read carefully where to edit ,

a text with EDIT BELOW will be present

If you edit things you not suppose to will end

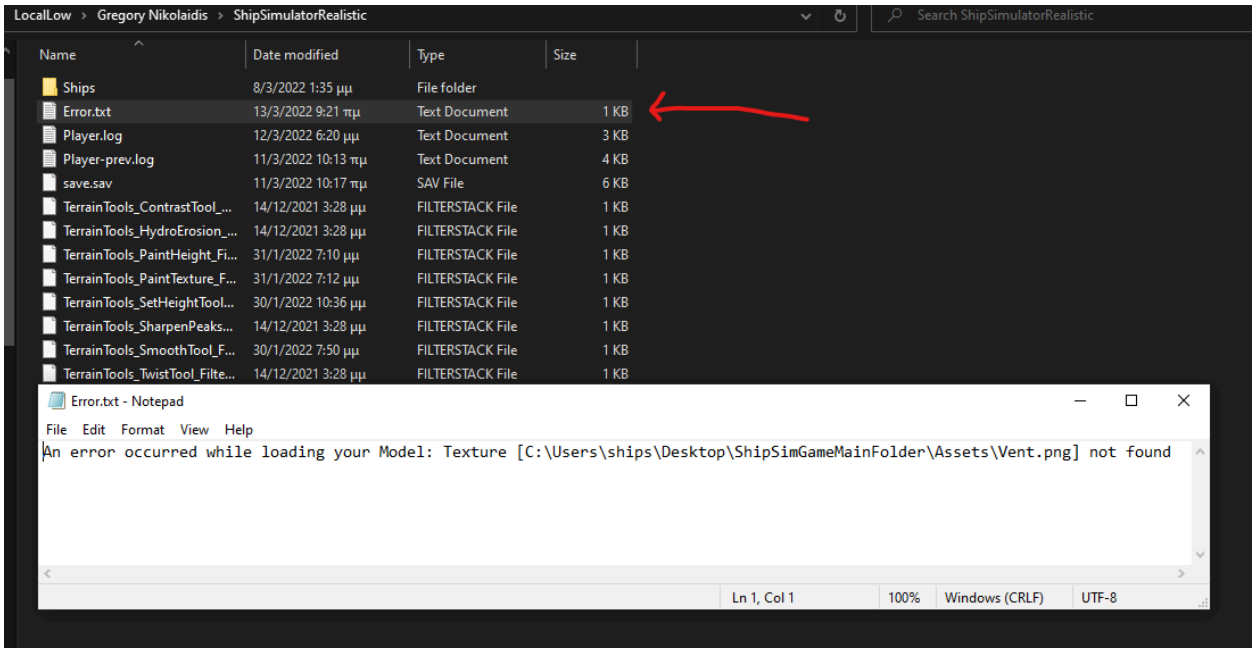
up break the game

ERROR CASE

For the purposes of testing i will delete the Vent.png from the test folder for the purposes of the tutorial.

After Hitting the button to load the ship a message should be displayed on the screen and a folder should be created containing the error.

Comment : Message



Comment : Error File in Path

The errors will help you determinate where it comes from so you can fix it in your desired 3D Modeling Software