

# *Sail Simulator* 2010

*The Ultimate Realistic Sailing Simulator*



**MANUAL**



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# Welcome to Sail Simulator 2010

With Sail Simulator 2010 you can sail around the world in a very realistic manner. All components of the boat can be controlled by you. Moreover you can organize sailing races with people from all over the world! Our latest graphics engine shows everything in high detail. Detailed boats and crew, beautiful panoramas and a realistic day- and night cycle

## 1. System Requirements

<b>OS:</b>	Windows® XP, Vista® or Windows 7®
<b>CPU:</b>	2.4 Ghz Intel® Pentium® IV or equal AMD® processor
<b>RAM:</b>	1 GB RAM (XP), 2 GB RAM (Vista®)
<b>VIDEO:</b>	128 MB NVIDIA® GeForce 6100 (ATI® X600) or better Shader 3.0 compatible graphics card.
<b>DRIVE:</b>	4x CD-ROM/DVD-ROM drive
<b>HD SPACE:</b>	500 MB free hard disk space
<b>SOUND:</b>	DirectX® 9.0c compatible sound card
<b>OTHER:</b>	Mouse, Keyboard and Sound Speakers
<b>INTERNET CONNECTION FOR ACTIVATION</b>	

### ATTENTION!

The high quality effects like terrain detail when using a Nvidia graphics card will only be supported by a Geforce 6600 or better.

Laptop models are not recommended, but may work well depending on hardware specifications.

If you intend to play using a laptop, please do not run on battery because this can dramatically decrease performance.

### UPDATES

If an update is available you will be given the option to download and install it for free. Click the 'Update' button to start downloading.

### LICENSE CODE AND ACTIVATION

Your license code for installation can be found in the box package above the CD, or in your e-mail with download instructions. Online user account activation is necessary after installation.

### TROUBLESHOOTING

If you experience problems, please verify first that you have installed the latest version of Sail Simulator 2010 and the latest drivers for your hardware.

**Drivers for Nvidia graphics cards:** <http://www.nvidia.com/Download/index.aspx?lang=en-us>

**Drivers for Ati graphics cards:** <http://support.amd.com/us/gpudownload/Pages/index.aspx>

You can also use our System Checker to see if your system meets the minimum system requirements. The System Checker can be found in the Start menu.

### If the screensaver activates during sailing, Sail Simulator 5 stops responding

Please turn off any screensavers. It is also important that the computer does not enter standby mode during sailing

**Still having problems? Please contact our helpdesk at [support@iceberg-interactive.com](mailto:support@iceberg-interactive.com)**



## 2. Installation

Put the CD into your CD-ROM player and follow the instructions on the screen to install Sail Simulator.

If you have purchased the download version, you start installing by running the file you have downloaded. Also follow the instructions on the screen to install Sail Simulator.

During installation the required version of DirectX will also be installed.

## Configure Sail Simulator 2010

After the installation the configuration utility will startup automatically. The program can always be started by clicking the 'Configure Sail Simulator 5' icon located in the Start menu. When 'Always show this screen when starting Sail Simulator 5' is checked, the configuration utility will always be shown when you run Sail Simulator 5. If this option is not checked, the configuration utility can only be started by clicking the 'Configure Sail Simulator 5' icon located in the Start menu.



### Start

Runs Sail Simulator. The configuration utility will be closed.

### Settings

Opens the settings-dialog. See 'Settings' for more information.

### Update

Checks online if there is an update available.

### Help

Opens this manual.

### Close

Closes the configuration utility.

## SETTINGS

Here you can change settings concerning display, input, language and updates.

### DISPLAY SETTINGS

Here you can change the display settings.

Underneath 'adapter' you can choose which graphics adapter must be used.

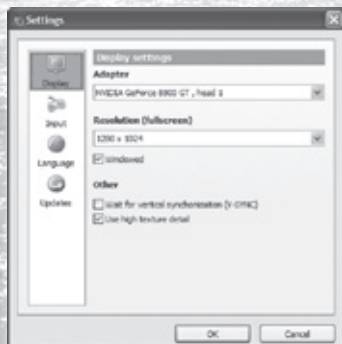
Underneath 'resolution' you choose the resolution to be used. Increase this settings for quality, decrease for better performance.

Enable 'Windowed' to start Sail Simulator in windowed mode. As default it will be started full-screen.

If you want to enable V-Sync, check 'Wait for vertical synchronisation'.

'Use high texture detail' option:

If you turn on this feature all textures will be shown in high detail. If you have a graphics card with less memory, you can turn off this feature to increase performance.



### INPUT SETTINGS

If you have a joystick or gamepad, you can choose here which one to use.

If you want to reverse the X-axis (left-right), enable 'Reverse X-axis'.

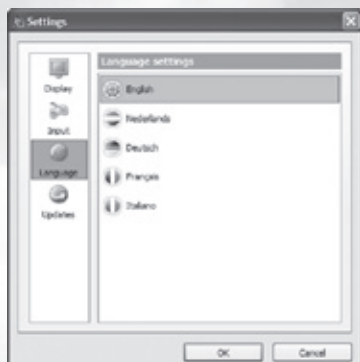
If you press the 'Settings' button the Windows settings dialog will be shown.



### LANGUAGE SETTINGS

You can choose the desired language here.

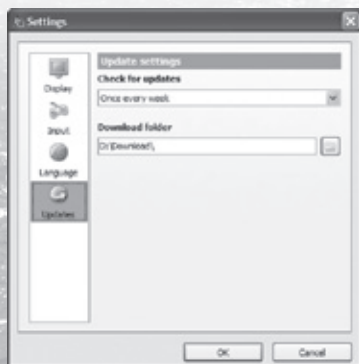
The configuration utility as well as Sail Simulator will use this language setting.



### UPDATE SETTINGS

Underneath 'Check for updates' you can choose how many times Sail Simulator must check for updates.

Underneath 'Download folder' you can choose where the downloaded update must be saved.



# Your first voyage

Using this chapter you can successfully make your first virtual voyage. By means of a few simple operations you can raise the sails to explore the different sceneries.

## CONTROLLING A BOAT

With a few simple operations you can control the boat, and change a couple of essential parts of the boat.

### RUDDER

The most important is steering the boat with the rudder. Steering a boat is done using a tiller or steering wheel depending on the type of boat.


A boat with a tiller can be steered in the following way:

<b>Input</b>	<b>Tiller to the left (boat to starboard)</b>	<b>Tiller to the right (boat to port)</b>
Keyboard	Z	X
Mouse	Left button + move mouse to the left	Left button + move mouse to the right

A boat with a steering wheel can be steered in the following way:

<b>Input</b>	<b>Tiller to the left (boat to port)</b>	<b>Tiller to the right (boat to starboard)</b>
Keyboard	Z	X
Mouse	Left button + move mouse to the left	Left button + move mouse to the right

Using the mouse you can click anywhere on the screen (except for the statusbar and the instrument panels) and move the mouse to control the rudder.

You can also let the autopilot instrument steer for you. You can enable or disable the autopilot by clicking the  -button on the statusbar.

If the autopilot is enabled and you manually control the rudder, the course that the autopilot will keep is automatically changed.

### HALYARDS

To raise or lower the sails, you use the halyards. The boats in Sail Simulator are equipped with a main halyard, and if the boat is equipped with a jib there is also a jib halyard.

If the boat is equipped with a spinnaker or gennaker, these can be raised or lowered without using a halyard.

Raising or lowering a sail can be done using the right control buttons on the statusbar. These are on the main panel or on one of the sub panels. Click the button and move the mouse down to raise a sail or move the mouse up to lower the sail.



Raise/lower the main sail.



Raise/lower the spinnaker.



Raise/lower the jib.



Raise/lower the gennaker.

## SHEETS

The boats are equipped with sheets for every available sail. Using these sheets you can pull or let go of the sails. Every sheet can be controlled separately.

Controlling the sheets is done using the control buttons on the statusbar. These are on the main panel or on one of sub panels. Click on the button and move the mouse down to pull a sheet or move it down to ease a sheet.



**Adjust main sheet.**



**Adjust the starboard spinnaker sheet.**



**Adjust the starboard fore sheet.**



**Adjust the port spinnaker sheet.**



**Adjust the port fore sheet.**



**Adjust the starboard gennaker sheet.**



**Adjust the port gennaker sheet.**

On all these control buttons two extra little buttons are available:

- The 'X' button lets go completely of a sheet.
- The 'A' toggles the automaton for this sheet on or off.


On the control buttons for the adjustment of the spinnaker sheets there is also a little button 'G'. Use this button to gybe the spinnaker.

## AUTOMATONS

A number of parts on the boat are provided with automatons. If a part has an automaton, the control button on the statusbar contains a little button with an 'A' on it. If you turn on an automaton that part of the boat will be controlled by the PC.


More experienced sailors shall want to control more parts himself. To do this the corresponding automaton has to be turned off.

## BOAT HAS CAPSIZED

It can happen to every virtual sailor... your boat capsizes. In Sail Simulator you can easily righten the boat so you can return to enjoy your voyage. You can righten your boat by clicking the  -button in the statusbar. The boat will righten slowly.

Please lower the sails (partly) in strong winds to prevent the boat from capsizing again.

## BOAT HAS RUN AGROUND

If your boat has run aground, you can move it to deeper waters using the 'boat move' mode of the chart viewer. Click the  - button in the chart viewer and after that on the desired new position on the chart to move the boat.



## Single player

Click the 'Single Player' button on the main screen to show the single player screen.

**Start** - Starts the simulation.

**Back** - Go back to the main screen.

At the right you can see an overview of the settings of the current situation. By clicking the 'Change' button you can change the settings of the concerned part.

### LOADING AND SAVING SITUATIONS

All settings concerning boat selection, scenery and environment are saved in a so-called situation. These situations can be modified, saved and loaded by you. The most recently loaded situation will be automatically be active when running Sail Simulator. If you leave the simulation the active situation will be updated so you will start using your last settings.

You can load and save situations by clicking the 'Load situation' or 'Save situation' button.

You can select a situation from the list on the load situation screen. Click 'Ok' to load this situation. It will be active now.

You can also delete situations in this screen as well. Select a situation and press 'Delete' to delete it.

You can save situations on the save situation screen by entering a name for the situation. Click 'Ok' to save the situation.

### BOAT

On this screen you can choose the boat you want sail with. You can also change the crew settings and enter your sailing numbers.

Underneath 'Crew' you can change the settings of each crewmember. You can change the weight and the activity from every crewmember.

If you disable 'Active' the crewmember will not be visible and will not have any influence on the boat anymore.

The activity indicates how fast the crew member will react on movements of the boat. Increase this value for a faster response.

Underneath 'Sailing number' you can enter your own country code and number. These values will be placed onto the sails of the selected boat automatically. If you don't want to have sailing numbers, just leave both fields empty.

### SCENERY

Using this screen you can change the scenery, boat position, match course and date & time settings.

Underneath 'Boat position' you can change the position of the boat. Every scenery has one or more starting points.

When you select a scenery the available starting points will be visible in the combo box. You can now select a desired starting point. The latitude, longitude and heading will be set automatically then.

Underneath 'Match' you can choose whether to have a match course or not within your single player session. If you choose a match course, it will be visible in the simulation and chart viewer.

It's not possible to start a race with a ranking within a single player session. The course you have chosen can only be used to practice this course for example.

Underneath 'Date & time' you can change the date & time settings.

If you click the 'System time' button, the date and time will be changed to your system date and time.

By clicking the 'Lock time' button, you can lock or unlock the simulation time.

You can also select a time zone. If you want Sail Simulator to determine the time zone automatically based on the boat position, enable 'Automatic' underneath the time zone selection.

### ENVIRONMENT

You can change the settings for weather, wind, current and waves.

## WEATHER TYPE

Underneath weather type you can choose from one of the four weather types. These are sunny, sunny intervals, cloudy and fog. With the slider at the right you can change the parameters within the selected weather type. Underneath you can see an overview of the effect of the slider.

	<i>Slider to the left</i>	<i>Slider to the right</i>
<b>Clear</b>	Less clear.	Clear sky.
<b>Partly clouded</b>	More clouds, less clear.	Less clouds, clearer
<b>Cloudy</b>	Slightly clouded	Heavily clouded
<b>Fog</b>	A bit fog	Lots of fog

## WAVES

Waves can be changed in two ways. Besides the first option 'None', which shows no waves at all, you can choose for 'Wind-dependant' and 'User-defined'. By clicking the 'Advanced' button you can change the settings. For more information see the chapter 'Setting up waves'.

# Multiplayer

Multiplayer lets you race against other users via the internet or on a local network. Our online server lets you create sessions easily or you can join a session without having to change difficult settings in your network devices.

For more information about racing, see the chapter 'Racing and rules'.

Click the 'Multiplayer' button on the main screen to go to the multiplayer screen. You can choose between a local or an internet game here.

## LOCAL GAME

Using this option you can create a multiplayer session on your local network, without using the internet. On the pc of the user that creates a session a server will be started on to which other users on the network can log in.

Enter the name that you wish to use during the session in the 'Username' field. This name will be visible to all other users in the session.

A local game supports one type of session, and that is an organised session. You will find more information on these kind of sessions further along this chapter.

## CREATE SESSION

If you want to create the session you can set the maximum number of users allowed for the session. The field 'Port number' is used to specify a port number on which the server can be reached. This port number needs to be known to every user that wants to connect to this session. Only change it if you encounter problems while creating a session or if you really want to use another port.

Click the 'Create session' button to start the server and create the session. You will now enter the lobby.

## JOIN SESSION

If you want to join a local session you need to enter the IP address or the hostname of the server that hosts the session.

Enter the port number on which the session is running in the 'Port number' field.

Click the 'Join session' button to join the session. You will now enter the lobby.

## INTERNET GAME

Using this option you can create a session or join an existing session through our online server. This will let you race against other users from around the world.

There are two types of sessions available for an internet game, and they are an open session and an organised session.

An organised session is used to sail one race after starting the session. An open session creates races continuously. More information about these session types is given further along this chapter.

## USER ACCOUNT

To use our online server, you need to create a user account. With this account you can login to the server.

If you do not have an account yet, you can create one by clicking 'Create new account' in the login screen. A screen will be shown where you can enter your details. Enter the name that you want use in the sessions in the 'Username' field. This name will be visible to everyone in the sessions.

The e-mail address that you enter will not be visible to other users, and is only used to login on the server.

Click the 'Create' button to create the account. You will now return to the login screen. The details that you have entered will automatically be entered in the fields of this screen.

If you have created an account earlier you enter the details and click the 'Login' button to login. If you want Sail Simulator to remember your details check the 'Remember E-mail address and password' box. This way you do not have to enter your details each time you want to connect to our online server.

If you have logged in successfully, you will enter the screen on which you can create a session or join an existing one.

After you have logged in you can edit or delete your account by clicking the 'Change account settings' button. A screen will appear where you can change your details. Click the 'Remove account' button to remove your user account. Afterwards you will not be able to use the account anymore.

## JOINING A SESSION

In the list below 'Available sessions' you will find all sessions that are active on our online server. By clicking the 'Refresh list' button this list will be refreshed. The list is sorted by popularity. The higher a session is in the list, the more popular it is. When you select a session from the list, the session details will be shown to the left of the screen. This will let you quickly scan the sessions to find a suitable one.

You can join a session by selecting one from the list, and clicking the 'Join session' button. Depending on the type of session, you will be taken to the lobby or the boat selection screen.

If you select an open session that you have created yourself, and no other users have joined it, you can delete that session by clicking the 'Delete session' button.

## CREATE SESSION

Below 'Create session' you can create a session on our online server. This session will then be visible to all users that have logged in to the server.

Enter a name for your session in the 'Session name' field. This is the name that will be visible in the available sessions list.

If you want the session to only be available to a limited number of users, you can choose to use a password for the session. Other users can only enter your session if they know the password. If you leave this field blank the created session will be available to all other users. Passwords are only available for organised sessions.

You can also enter a maximum number of players that can enter your session in the 'Maximum users' field.

You can now create one of the two types of sessions by clicking the 'Create open session' or 'Create organised session' button. If you create an organised session you will be taken to the lobby. You will stay in this screen if you create an open session. If an open session has successfully been created it will appear in the list of 'Available sessions'.

## ORGANISED SESSIONS

An organised session is a session that is only active if one or more users have joined it. If the last user in the session leaves it, the session will automatically be deleted.

An organised session always has a session master, who can change the session details and who can start and stop the race. The user that creates the session will automatically become the session master. If the session master leaves the session, the next user will become the session master. Changing the session master is irrelevant for sessions created using the 'Local game' option. If the session master leaves the session in a local game, all users will be logged out and the session will be deleted.

## LOBBY

The lobby is the central point in an organised session. Users that have joined one can chat with each other, view the session details, and select a boat here.

Below 'Session details' you will see the details of the session that the session master has set.

Below 'Users' you will see a list of all users that have joined the session. The user that has a \* behind his name is the session master.

Below 'Chat messages' you will see all messages that users have sent. This includes system messages, that you can recognize because they are shown in a different colour. You can type a message in the message box. By clicking the 'Send' button your message will be sent and it will be shown to all other users in the list below 'Chat messages'.

By clicking the 'Select boat' button you can select a boat which you use in the race. The currently selected boat is shown above this button. See the 'Selecting a boat' paragraph for more information about this.

If the session details are changed, it is possible the boat you have selected can no longer be chosen. In this case your selection will automatically change to the first boat that is available according to the session details.

You can leave the session by clicking the 'Leave session' button.

If you are the session master you will see two extra buttons.

By clicking the 'Define session' button you can change the session details. For more information about this, see the 'Defining sessions' paragraph. By clicking the 'Start session' button you can start the session and will be taken to the loading screen.

As a normal user you have one extra button. This button 'Join session' will be shown when the session master has started the session. After this you have 30 seconds to select a boat before entering the loading screen automatically. If you do not have to select a boat and want to join the session immediately you can click the button.

When the race has stopped, all users will return to the lobby and a new race can be started by the session master.

## OPEN SESSIONS

An open session is a session that is available for everybody anytime during the day. The details of these type of sessions are set during creation and cannot be changed afterwards. This session will remain even if no user has joined it. If the session remains unused for a longer period of time, it will automatically be deleted by the server to clean up the session list.

While creating an open session you can set if races should be started in the session. If you choose to do so, races will be started continuously according to the pattern you set.

For more information about defining an open session see the 'Defining sessions' paragraph.

If a user joins an open session, he or she can roam the scenery freely. If a race is active the user will be asked if he or she wants to join the next race. Whenever the next race starts, a countdown is activated for every user that wants to join that race and the rankings for the race are activated.

If a race is not finished before the set maximum match time, the race will be cancelled.

The time of the next match, the time the match will end, and the number of contestants for the next match will continuously be shown at the top of the screen.

If you join an open session you will be taken to the screen where you can select the boat with which you want to race.

## SELECTING A BOAT

You can select the boat with which you want to race on this screen. You can choose between the boats that are available for this session.

Below 'Crew' you can change the settings of the crew. For every available crew member you change the weight, activity and range. If you have not checked the 'Active' checkbox, the selected crew member will not be active in the boat. It will not be visible and will not have any effect on the sail properties of the boat.

You can change the weight of every crew member using the trackbar.

The activity indicates how fast the crew member will react to movements of the boat. The higher this value the faster he or she will react.

Below 'Sail number' you can enter your country code and sail number. These values will be shown on the sails of the selected boat. When you do not want to have a sail number leave these fields blank.



When you click the 'Ok' button the current boat will be selected. In case of an organised session you will return to the lobby. In case of an open session you will enter the simulation.

Click the 'Cancel' button to return to the lobby in an organised session. It will take you back to the list with available sessions in case of an open session.

When you are joining an open session for which no match has been defined, you need to choose a starting point. Your boat will be placed around that point in the simulation. Every scenery has at least one starting point.

## DEFINING SESSIONS

This screen lets you change the details of a session.

You determine which boats are allowed and the settings concerning the scenery and environment. The session is started with these settings.

When you have finished defining a session. You click the 'Ok' button to send the details to the server.

## BOAT

You can select the boats that are allowed in this session here. Check every boat that is available for the session.

## SCENERY

Click the 'Change' button to change the settings for the scenery.

You can change the scenery, match details, and date and time here.

When you click the 'System time' button below 'Date & Time' the date and time will be synchronised with the date and time of your system.

If you click the 'Lock time' button, the time will not change during simulation. You can unlock time again by clicking the button again.

### For organised sessions you can change the following match settings:

- Match course
- Countdown
- Automatic match stop

### For open sessions you can change the following match settings:

- Match course
- Countdown
- Repeat time
- Maximum match time

Select a match course to use in the session in the 'Match course' box. If you create an open session you can also choose 'Do not use a match course'. The rest of the settings for an open session will become inactive.

Enter how long the countdown will last in the 'Countdown' field. The countdown is the period between starting a race and the starting shot.

Select how long it will take before a race automatically stops in the 'The race automatically stops' box. You can choose one of the following:

- 1 minute after first finish.
- 2 minutes after first finish.
- 5 minutes after first finish.
- After the last finish.

The repeat time is the time between the start of two consecutive matches. This value can be entered in multiples of 15 minutes.

The maximum time a match may take can be entered in the 'Maximum match time' field. The maximum value for this field depends on the repeat time and countdown.

## ENVIRONMENT

You can change the settings for weather, wind, current and waves, for more info on this; see page 11.

# Match courses

In Sail Simulator you can create your own match courses. These courses can be used to race in a multiplayer session or to practice in single player.

Every match course is linked to a scenery. You can select a scenery on top of the screen. After selecting the scenery will be loaded. The last opened course will be active automatically.

On the top right of the screen you can change the name of the course. With the three buttons you can create a new course, load an existing one and save the current course.

You can also delete a course using the screen for loading courses. This screen will be shown when you click the 'Load' button.

## MATCH OBJECTS

Before the match course can be defined there need to be match objects placed in the match. With these objects it's then possible to define the start, finish and match course.

Adding a new match object can be done very easily just by clicking on an empty spot on the chart. The new object will then be added with the type that's selected underneath the 'New match objects' header at the right.

If an object isn't located at the desired place on the chart it can be moved by clicking the object on the chart and subsequently dragging it to its desired place.

If the name or the type of the object isn't what you'd like it to be you can change this by selecting the object either by clicking it in the chart or by selecting it in the list at the right side. After selecting the object you can change the name or type with the fields found below the list.

An object can be deleted by selecting it and clicking 'Delete' at the right.

## START AND FINISH

In this screen the starting line, finishing line and start area need to be defined. Before these can be defined at least two match objects need to have been added to the match.

For the starting and finishing line the port and starboard objects need to be selected from the accompanying lists at the right of the screen. The status of these lines will always be displayed beneath the lists. This way it's easy to see if the defined starting and finishing line are valid.

In this screen it's also necessary to generate the starting area. The starting area is the area in which during a multiplayer session the boat will be placed when a player joins the session. If no starting area is visible on the chart yet (four green icons) the area needs to be generated by clicking the 'Generate starting area' button. The starting area can only be generated when a valid starting line has been defined.

When the area has been defined it's possible to change it by clicking and dragging the corners of the area.

## MATCH COURSE

The match course defines in which order and on what side you need to pass the match objects.

Creating a match course is very easy. The list on the right side of the screen contains an overview of the course that needs to be sailed. If you wish to add a new goal to the course you'll only have to click the match object in the chart. The new goal will always be added as the final goal, before the finishing line, of the match course.

If you're not happy with the course you can select a goal in the overview and move it up or down the course with the arrow buttons beneath the overview. It's also possible to delete a goal by clicking the button with the cross beneath the overview.

**NOTE:** The state of the course will always be shown at the top of the chart. If the course is valid and can be sailed the route will be drawn on the chart.

As long as no route is drawn it means the course is invalid. By clicking the 'Problems' button you will see which problems need to be fixed to make the match course valid.

# Settings

## CONTROLS

In Sail Simulator 5 you can use keyboard, mouse and joystick/gamepad as input device. You can choose your own shortcuts for all shown actions. This can be a combination of keys, mouse and or joystick axes.

## CONTROL PROFILES

All control combinations are stored in a so-called control profile. You can create as many profiles as you want. You can, for example, create a profile for every family member. Using the above combo box you can choose the desired profile. This profile will be activated and can be edited.

By clicking the 'Manage' button, you can remove existing profiles. You can select a profile and remove it by clicking the 'Delete' button.

If you want save the current profile with another name, click the 'Save as' button. Enter a name and click the 'Ok' button to save it. This profile will now be the active one.

## CHANGING THE SHORTCUTS

There are two types of shortcuts. One with only keys and one with keys and a mouse or joystick/gamepad axis. You can use keyboard, mouse and joystick buttons as button shortcuts.

By clicking the control action, a dialog will appear which asks for the new shortcut. In case of a key- shortcut you can now press the desired key(s). This shortcut will be coupled to the selected control action.

In case of a shortcut of keys and a mouse or joystick/gamepad axis, press the desired key(s) and move the desired axis from minimum to maximum. This shortcut will be coupled to the selected control action.

If you want to remove the shortcut from a control action, just click the button.

## SENSITIVITY

On the 'Sensitivity' page you can change the sensitivity of several control elements and from all input devices. Increase the sensitivity by sliding the slider to the left.

If you click the 'Default sensitivity' button the settings will be reset to its default values.

## UNITS

Here you can change the units used in Sail Simulator 5. You can change units for short and long distance, depth, speed, temperature, mass and volume. Values will be converted automatically to the chosen units.

You can also choose one of the predefined settings. These are nautical, metric, nautical US and US.

Below an overview of these predefined settings

	<i>Nautical</i>	<i>Metric</i>	<i>Nautical US</i>	<i>US</i>
<b>Distance long</b>	Nautical miles	Kilometer	Nautical miles	Statute miles
<b>Distance short</b>	Meter	Meter	Feet	Feet
<b>Depth</b>	Meter	Meter	Feet	Feet
<b>Speed</b>	Knots	Meter per second	Knots	Miles per hour
<b>Temperature</b>	Degrees Celsius	Degrees Celsius	Degrees Fahrenheit	Degrees Fahrenheit
<b>Mass</b>	Kilograms	Kilograms	Pounds	Pounds
<b>Volume</b>	Liters	Liters	US gallons	US gallons

## PERFORMANCE

You can change several performance settings here. If Sail Simulator runs slow on your system you can lower the settings although this will decrease quality.

The more the slider is set to the right, the higher the graphical quality, but the lower the performance.

## PRESETS

By pressing one of the buttons, you can quickly choose between low, medium and high detail. You can still change the parameters manually afterwards.

### **ANTI ALIASING**

You can change the type of anti aliasing here. If you increase this value, the graphical quality will be improved, but the performance will be lower. So if you encounter low performances, you can decrease this value.

### **MAX. ANISOTROPIC FILTER**

You can change the value used for anisotropic filtering. If you increase this value, the graphical quality will be improved, but the performance will be lower. So if you encounter low performances, you can decrease this value.

### **USE SCENERY DETAIL TEXTURES**

If you turn off this feature the detail textures from the scenery will not be showed. This option is only available when your graphics card supports showing detail textures.

### **SHOW VEGETATION**

If you turn off this feature the vegetation in sceneries will not be visible. By turning it off the performance will increase.

### **USE LIGHTING BOW WAVES**

If you turn off this feature the lighting calculations for the bow waves will be turned off. The performance will increase, but the graphical quality will look less realistically.

### **REFLECTION QUALITY**

Here you can change the quality of the reflections. If the slider is positioned at the left you have no reflections. Positioned to the right you have high quality reflections.

### **SPRAY**

Here you can change the quality of the spray. If the slider is positioned at the left you have no spray. Positioned to the right you have high quality spray.

### **WAVE FIELD RESOLUTION**

Here you can change the resolution of the wave field. If the slider is positioned at the left you have a low resolution. Positioned to the right you have high resolution.

### **NMEA LINK**

You can setup a NMEA link using this screen. This NMEA link will be used by Sail Simulator to send data from the compass, GPS, Log, Meteo and Echo sounder to a serial port. This enabled you to link Sail Simulator to a navigation program like WinGPS. You can use a virtual null-modem connection when using only a single PC. You can also connect with a navigation laptop using a Bluetooth dongle.

NMEA is an abbreviation for National Marine Electronics Association. This organization has defined a standard protocol for interchanging data between electronic devices: NMEA-183.

Underneath 'General' you can turn on or off the NMEA functionality. If it's turned off, no messages will be send.

Underneath 'Instruments' you can turn on the instruments which has to send NMEA messages.

### **PORT SETTINGS**

You can create a NMEA link in two ways. Using a COM-port which is already present on your PC so you can connect to another PC with a serial connection.

Sail Simulator also supports creating a virtual null-modem connection by creating two COM-ports. One of the ports will be used by Sail Simulator to send messages to. The other one must be chosen as incoming port in WinGPS. You can now run Sail Simulator and WinGPS on the same PC at the same time.

Creating such a virtual null-modem connection within Sail Simulator is only available on a 32-bits Windows version.

## **Setting up waves**

**Settings up the waves can be done in two ways:**

- Wind dependant
- User defined



## WIND DEPENDANT

Here you can set up the development and steepness of two waves.

**Development** With this slider you can change the maximum development. When this value is 1 the wave will develop to its maximum. When this value is 0 the wave won't develop at all.

**Steepness** With this slider you can change the steepness of the wave. This has influence on the total height of the wave.

The total height and length of the wave also depends on the wind speed.

You can also use the 'Angle' slider to change the angle between the two waves.

A good setting with 4 Bft wind speed would be:

	Wave 1	Wave 2
<b>Development</b>	0,77	0,94
<b>Steepness</b>	0,02	0,02
Angle: 15 degrees		

## USER DEFINED

Here you can change the parameters for up to four waves.

**Active** Check to enable the wave.

**Height** The height of the wave.

**Length** The length of the wave.

**Direction** The direction the wave must move to. This is relative to the north.

If you want to have an even more realistic behavior from the ship on the waves, enable 'Include centrifugal force of waves'.

A good setting for nice breaking waves would be:

	Wave 1	Wave 2	Wave 3	Wave 4
<b>Active</b>	Yes	Yes	Yes	Yes
<b>Height</b>	2,20 m	1,50 m	2,50 m	2 m
<b>Length</b>	120 m	35 m	60 m	30 m
<b>Direction</b>	50 degrees	70 degrees	90 degrees	50 degrees

## Control Interface



During sailing you can see the status bar at the bottom of the screen. With this bar you can control the elements of the boat, control the camera, make visible or hide the instruments or see the sailing direction and wind direction. You can hide the status bar by pressing the spacebar.

The status bar has three areas. The middle area has a compass, instrument-buttons and buttons to control the camera. The left and right area contains panels for controlling the boat.



The most important control buttons are located directly the left and right area of the status bar. Less important control buttons are subdivided onto folding panels. The right area as well as the left area has folding panels.

With the button on the most left and most right side of the status bar you can choose which panel must be folded out. If a panel doesn't contain any control buttons, the panel is not active and cannot be folded out.

## CONTROL BUTTONS FOR THE BOAT

Every control button controls a specific part of the boat. Only the control buttons from the parts which are available in the current boat are visible on the status bar.

To use a control button, click on it with your left mouse button and keep it down. Now move your mouse in the direction showed by the arrow(s) on the control button.



**Hoist/reef the jib.**



**Hoist/reef the mainsail.**



**Control the jib sheet on starboard side.**

Click the 'A' button to enable or disable the jib sheet automat.

Click the 'X' button to let go the jib sheet.



**Control the jib sheet on port side.**

Click the 'A' button to enable or disable the jib sheet automat.

Click the 'X' button to let go the jib sheet.



**Control the mainsheet.**

Click the 'A' button to enable or disable the mainsheet automat.

Click the 'X' button to let go the mainsheet.



**Lower or raise the dagger board on port side.**



**Lower or raise the dagger board on starboard side.**



**Move the canting keel to the left or right side.**

Click the button with the left arrow to move the keel to the left automatically.

Click the button with the right arrow to move the keel to the right automatically.

Click the 'O' button to move the keel to its middle position automatically.



**Move the helmsman-group to the left, right, forward or backwards.**

Click the 'A' button to enable or disable the crew automat of this group.



**Move the crewmember group to the left, right, forward or backwards.**

Click the 'A' button to enable or disable the crew automat of this group.

Click the 'T' button to grapple the trapeze.



**Lower or raise the keel.**



**Tighten or loosen the traveler.**



**Tighten or loosen the outhaul.**



**Tighten or loosen the downhaul.**



**Tighten or loosen the Cunningham.**



**Move the traveler to the left or to the right.**



**Tighten or loosen the backstay.**



**Hoist/reef the spinnaker.**



**Control the spinnaker sheet on starboard side.**

Click the 'A' button to enable or disable the spinnaker sheet automat.

Click the 'X' button to let go the spinnaker sheet.

Click the 'G' button to gybe.



**Control the spinnaker sheet on port side.**

Click the 'A' button to enable or disable the spinnaker sheet automat.

Click the 'X' button to let go the spinnaker sheet.

Click the 'G' button to gybe.



**Hoist/reef the genaker.**

**Control the genaker sheet on starboard side.**

Click the 'A' button to enable or disable the genaker sheet automat.  
Click the 'X' button to let go the genaker sheet.

**Control the genaker sheet on port side.**

Click the 'A' button to enable or disable the genaker sheet automat.  
Click the 'X' button to let go the genaker sheet.

**Pull the backstay on starboard-side.**

Click the 'A' button to enable or disable the backstay automat.  
Click the button with the lock-icon to tighten or loosen the backstay.

**Pull the backstay on port-side.**

Click the 'A' button to enable or disable the backstay automat.  
Click the button with the lock-icon to tighten or loosen the backstay.

**Running the engine at higher or lower speeds.**

Move the gas lever up to move forward and move it down to move backwards.  
Use the button to turn the engine on or off.

**Paddle faster or slower.**

Move the lever up to move forward and move it down to move backwards.  
Use the button to turn paddling on or off.

**Lower or raise the rudderfoil.****Click the button to moor.**

This will only be possible with low boat speeds.

**Lowering or raising the anchor.**

Click the button with the arrow up to raise the anchor.  
Click the button with the arrow down to lower the anchor.  
This will only be possible with low boat speeds.

**CONTROLLING THE CAMERA**

With the buttons in the middle area of the status bar you can control the camera.

**The camera will be in 'follow boat' mode.**

it will be placed behind the boat and moves along with it.

**The camera will be in 'look at boat' mode.**

It doesn't move, but will keep the boat in the middle of the screen.





**Look from the helmsman point of view.**



**Attach the camera to any object.**

Click this icon and click on the desired object. The camera will be placed at this point.



**Detach the camera.**



**Look at any object.**

Click this icon and click on the desired object. The camera will keep the object in the middle of the screen.



**Click the icon with your left mouse button and keep it down.**

Now move your mouse to one of the four directions to move the camera to the left, right, forward or backwards.



**Click the icon with your left mouse button and keep it down.**

Now move your mouse up or down to move the camera up or down.



**Click the icon with your left mouse button and keep it down.**

Now move your mouse up or down to change the field of view.



**Click the icon with your left mouse button and keep it down.**

Now move your mouse to one of the four directions to turn the camera to the left, right, upwards or downwards.



**Resets the field of view to its default setting.**



## COMPASS

With the compass you can see in what direction you are sailing. You can also see the wind direction. The red line indicates the direction of the apparent wind. The white line indicates the direction of the true wind.

## SHOWING THE INSTRUMENTS

With the buttons at the bottom of the middle area you can show or hide the instruments. If the button lights up yellow, it is visible.



**Autopilot**



**Chart Viewer**



**Clock**



**Compass**



**Echo sounder**



**GPS**



**Log**




**Meteo**




**Vector**

## TURNING ON OR OFF THE AUTOPILOT

By clicking the  -button you can turn on or off the autopilot. This even works when it is hidden. If the button is lighted up yellow, the autopilot is turned on.

## RIGHTEN AFTER CAPSIZE

By clicking the  -button you can righten a capsized boat.


## RUDDER ANGLE INDICATOR



On top of the middle area you can see the rudder angle. The black line moves along with the rudder. This line moves into the direction the boat is turning to.

# Navigation Instruments


In Sail Simulator 5 there are nine navigation instruments available. These instruments give you information which may be important during sailing.

By clicking the -button in the upper right corner, the instrument will hide.

## AUTOPILOT

If you turn on the autopilot the boat will be controlled by your system. The course to go will be made available by different sources. The desired source can be chosen by changing the mode. You can choose from one of these four modes: GPS, Wind vane, compass and waypoint.



If you move the rudder when the autopilot is turned on, it will be suspended. The light in the upper right corner  will light up. The course to go will be changed to the current course during steering. If you stop steering, the autopilot resumes and uses the new course to go. Using the suspended mode you can easily change the course to go without the need to turn off the autopilot.



**Turn on or off.**



**Suspend mode on/off.**



**Increase trim angle.**

Only possible when autotrim is disabled.



**Decrease trim angle.**

Only possible when autotrim is disabled.



**Increase course to go.**



**Decrease course to go.**



**Change mode.**



**Enable or disable auto trimming.**

## CHART VIEWER

This instrument shows a map of the current scenery including several important navigation objects. You can also move your boat with the boat move-mode by clicking the desired position on the map.

If you joined a multiplayer session, the match course and other boats can also be seen. You can also create a route by clicking route points. These points can also be moved and deleted.



**Activate boat move-mode.**



**Change the view to Chart Up.**



**Change the view to Course Up.**



**Reset the chart viewer to its default settings.**



**Add and manage route points.**



**Delete route points.**



**Switch between normal and double size.**

## CLOCK

With this instrument you can see the current simulation date and time. Besides that it contains a chronometer function. You can start, stop and reset it.



**Turn on or off the chronometer.**



**Reset the chronometer time**



**Change between showing the date and time or the time and chronometer time.**

## COMPASS

This instrument shows a digital view of the sailing direction. The compass support magnetic variation. This variation can be manually changed or set to automatic mode. The automatic mode will calculate the variation depending on the place on ground of the boat.



**The abbreviations which are used are:**

**TRC** True course

**VAR** Magnetic variation



**Change the magnetic variation to the west.** This only works when the automatic variation mode is turned off.



**Change the magnetic variation to the east.** This only works when the automatic variation mode is turned off.



**Turn on or off the automatic variation mode.**

## ECHO SOUNDER

The echo sounder measures the depth of the bottom of the sea. Besides that it can be used as an alarming device. You can change the depth the alarm should be raised. If the current depth is equal to or lower than the alarm depth, the alarm will be raised



**Turn the depth alarm on/off.**



**Increase the alarm depth.**



**Decrease the alarm depth.**

## GPS

This instrument shows you the current position, speed and course. If you are sailing a route using waypoints the GPS will also show extra information concerning this route.



**The abbreviations which are used are:**

**SOG** Speed over ground

**COG** Course over ground

**DOG** Distance over ground

**BRG** Bearing

**XTE**

Cross track error

**DTG**

Distance to go

**TTG to WPT**

Time to go to Waypoint



**Resets the DOG to 0.**



**Switch between GPS or waypoint/route information.**



**Previous waypoint.**

This only works when there are waypoints available



**Next waypoint.**

This only works when there are waypoints available.

## LOG

Here you can see your current speed and your sailed distance.



**Resets the distance to 0.**

## METEO

This instrument shows you information about wind speed, wind direction, temperature and air pressure.



**Switch between showing the wind speed and wind direction from the true wind or from the apparent wind.**

## VECTOR

With this instrument you can see two vectors showing you the wind direction with respect to the sailing direction. A third vector shows you the real sailing direction. This direction is a combination of sailing speed and current of the sea.



### *The abbreviations which are used are:*

<b>VMG</b>	Velocity made good	<b>SB</b>	Starboard
<b>VWA</b>	Velocity wind absolute (true wind)	<b>HW</b>	Half wind
<b>VWR</b>	Velocity wind relative (apparent wind)	<b>IW</b>	In wind
<b>STW</b>	Speed through water	<b>DW</b>	Down wind
<b>P</b>	Port		

### *The vectors represents these values:*

<b>Blue</b>	VWA
<b>Red</b>	VWR
<b>Black</b>	STW



Switch between showing the VMG, VMA, VWR or STW value.



Switch between showing the VMG, VMA, VWR or STW value.



Switch between showing the vectors with P and SB or with IW, HW and DW.

## Racing and rules

If there is a match available in the session you've joined you can race against the other joined users. The courses both have a starting line, some buoys to round and a finish line. These so called goals must be passed in the right order to finish successfully.

### STARTING THE COUNTDOWN PERIOD

#### *Organised session*

If all users are ready with loading the simulator the session master can start the countdown period by pressing Shift + M. The starting line will be shown in red. The session master has now the possibility to stop the match by pressing Shift + M again. When the countdown period starts, you can't move your boat using the chart viewer.

#### *Open session*

If the starting time of the match has been reached the countdown period will be started automatically. The starting line will be shown in red. When the countdown period starts, you can't move your boat using the chart viewer.

### THE COUNTDOWN PERIOD

If the countdown period has started you can sail to a place nearby the starting line to take a good position when the race begins. The starting line is recognizable as an entirely red line between two floating objects. If the countdown period ends the starting line becomes green on one side. This side can be passed.

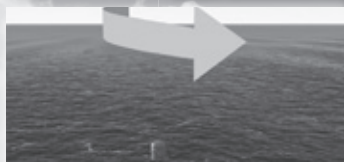
### PASSING GOALS

During racing you need to pass several goals after each other. This can be the starting line, floating objects which must be rounded or the finish line.

The starting line and finish line are recognizable as a line between two floating objects. This line has one red and one green side. You can pass a line from the green side. The red side can't be passed.



Between the starting line and finish line you need to round one or more goals. This means you need to round these objects either clockwise or counter clockwise. A large arrow which is pointing to and rotating in the direction how the goal must be rounded is shown above the goal.



If you have passed a goal, the next goal will automatically be visible. It can be recognizable by showing the arrow or the line. To give you an even clearer idea of the position of the current goal, the compass on the status bar has a green dot indicator so you can see in which direction you have to sail.



You can toggle between hiding and showing the indicators by pressing Shift + G.

## CHATTING DURING THE RACE

During racing you can send chat messages to all other users. Press Shift + T and enter your message and press Enter to send it.



## USERNAMES ABOVE THE BOATS

By pressing Shift + N you can toggle between hiding and showing the usernames above each ship. When toggled on you can now see which boat belongs to which user.

## RANKING

The ranking will be updated during the match. You can see all users in this list. The rank is determined using the passage times and the distance to the next goal. The ranking will automatically be shown when you have finished or if the match is being stopped.

By pressing TAB you can switch between hiding and showing the ranking.

## STOPPING THE MATCH

### Organised session

The match can be stopped in two ways. The first way is by the session master, the second one automatically. If the session master has chosen for an automatic stop 1, 2 or 5 minutes after the first finish, the time left will be shown on the screen. If the match stops, the ranking will be shown and you will enter the lobby again after 10 seconds.

### Open session

The match will be automatically stopped when the maximum match time has been reached or when all users passed the finish line.

## Ranking

Since version 5.1.5.3 you will get Ranking points for taking part in online racing. Every registered sailor will collect it's own points when the match stops. If you take part in a class-race your points will also be counted in that class' statistics. The statistics of the ranking can be found in game and on [www.sailsimulator.com/community](http://www.sailsimulator.com/community).

## EXPLANATION

For every race you sail you will get points. The amount of points is based on how many players you beat, the part of the course you sailed and the total length of the course. The ranking of the players you are competing with are also taken into account.

So if you are a new player without any ranking points, racing against 15 other sailors with a lot of ranking points, you will gain a lot of points if you manage to get a high place finish.

However, if you already have a lot of ranking points and you are trying to beat a low ranked player on a short track, you will gain very little if you win.

If you did not finish the race in time, or for some other reason only got half way, you will still get some points for how far you got. So it's always rewarding trying to get as far as possible.

Also if you finish and leave the session before the match stops you will get your score anyway.

If the match stops the results of the score calculations will be visible on the ranking-screen (TAB). You can see the earned points, the new ranking position and if the user did go up, down or stayed on the same position in the ranking.

### BEST TIMES RANKING

Within a session the three best times sailed by a finished user will be saved. As long as the session exists and the session definition didn't change these times will be available. If a user has sailed a 'best times' ranking, he can only earn a new spot when he beats his own time.

## Boats

In this version these boats are available:

- **Stentec Laser Standard**
- **Valk**
- **YD-40**
- **Stentec Open 70**
- **Bavaria 36**
- **470**



### STENTEC LASER STANDARD

- Olympic class - [www.laserklasse.nl](http://www.laserklasse.nl)
- One-man boat
- Design by Stentec Software based on the Laser standard.

#### Technical information

<b>Length</b>	4,23 m
<b>Width</b>	1,37 m
<b>Draft</b>	0,2 to 0,7 m depending on keel
<b>Displacement</b>	59 kg
<b>Mainsail</b>	7,06 m <sup>2</sup>

#### Control:

- Rudder with joystick on tiller.
- Mainsheet – By pulling it you can curve the mast so the depth of the sail will decrease. Ideal for hard wind.
- Board – When sailing open wind or before the wind you can partly pull up the board so you have less drag and more speed.

#### Trimming the mainsail:

- Outhaul – You can decrease the depth of the sail with hard wind and increase it with little wind for more power. This works especially for the lower part of the sail. and
- Downhaul - This prevents the sail is going up when you run with free wind and sailing before the wind. You can also change the twist of sail with it.
- Traveler – Loosen it with little wind and tighten it with hard wind.
- Cunningham – You can change the camber of the complete sail a little. Tighten it with hard wind.

**Comments:** The sail of the laser is always hoisted. It can't be reefed.



## VALK

- National Dutch class - [www.valkenklasse.nl](http://www.valkenklasse.nl)
- Two-man boat
- In 1939 E.G. van de Stadt designed the wooden Valk as a request from the Bruynzeel Fabrics.
- Besides promotion of the, for that time, revolutionary construction, it was also the first industrial yacht in The Netherlands. Modeling in Sail Simulator sponsored by Albert Wester [www.albertwester.nl](http://www.albertwester.nl)

### Technical information

<b>Length</b>	6,5 m
<b>Width</b>	2,0 m
<b>Draft</b>	0,85 m
<b>Displacement</b>	530 kg
<b>Mainsail</b>	12 m <sup>2</sup> (gaff rig)
<b>Jib</b>	4 m <sup>2</sup>

### Control:

- Rudder with joystick on tiller.
- Mainsheet
- Jib sheet port
- Jib sheet starboard
- Spinnaker sheet port
- Spinnaker sheet starboard

### Trimming the mainsail:

- Lower at hard winds.
- Outhaul – You can decrease the depth of the sail with hard wind and increase it with little wind for more power. This works especially for the lower part of the sail. and
- Downhaul - This prevents the sail is going up when you run with free wind and sailing before the wind. You can also change the twist of sail with it.
- Cunningham – You can change the camber of the complete sail a little. Tighten it with hard wind.

**Comments:** The jib can be reefed as a roller jib at hard winds.



## YD-40

- Fantasy 40 feet keelboat.
- Design Stentec Software, 2008
- Single handed boat in Sail Simulator 5

### Technical information

**Length** 40 ft

### Control:

- Mainsheet
- Genoa jib sheet port
- Genoa jib sheet starboard

### Trimming:

- Lower the sails at hard winds.
- Outhaul – You can decrease the depth of the sail with hard wind and increase it with little wind for more power. This works especially for the lower part of the sail. and
- Downhaul - This prevents the sail is going up when you run with free wind and sailing before the wind. You can also change the twist of sail with it.
- Cunningham – You can change the camber of the complete sail a little. Tighten it with hard wind.
- Traveler – You can straighten the sail and control the twist.
- Backstay - By pulling it you can curve the mast so the depth of the sail will decrease. Ideal for hard wind.

**Comments:** The Genoa jib can be reefed as a roller jib at hard winds.



## STENTEC OPEN 70

- Volvo Ocean Racer 2008/2009 - [www.volvooceanrace.org](http://www.volvooceanrace.org)
- Design Stentec Software based on the ABN AMRO 1

### Technical information

Length 70 ft

#### Control:

- Two linked wheels and two rudder foils for optimal steering when sailing with a slope.
  - Mainsheet on traveler.
  - Genoa jib sheet port
  - Genoa jib sheet starboard
  - Genaker sheet port
  - Genaker sheet starboard
- Canting keel – This keel can be moved from 40 degrees port to 40 degrees starboard in 20 seconds. Turn this 7 tons heavy keel upwind to sail as straight as possible. The boat can be controlled more easily and will higher in the water due to lift.
  - Two dagger boards. Raise the dagger board on the windward side (the highest side) and lower the dagger board on the lee side. When sailing before or run free with the wind you can mainly raise both dagger boards for lesser resistance.

#### Trimming:

- Lower the sails at hard winds.
- Outhaul – You can decrease the depth of the sail with hard wind and increase it with little wind for more power. This works especially for the lower part of the sail. and
- Downhaul – This prevents the sail is going up when you run with free wind and sailing before the wind. You can also change the twist of sail with it.
- Cunningham – You can change the camber of the complete sail a little. Tighten it with hard wind.
- Traveler – You can straighten the sail and control the twist.

**Comments:** The Genoa jib can be reefed as a roller jib at hard winds.



## BAVARIA 36

36 feet keelboat.

### Technical information

Length 11,40m

Mainsail 30,90 m2

Jib 36,77 m2

#### Control:

- Mainsheet
  - Genoa jib sheet port
  - Genoa jib sheet starboard
- Lower the sails at hard winds.
  - Outhaul – You can decrease the depth of the sail with hard wind and increase it with little wind for more power. This works especially for the lower part of the sail. and
  - Downhaul – This prevents the sail is going up when you run with free wind and sailing before the wind. You can also change the twist of sail with it.
  - Cunningham – You can change the camber of the complete sail a little. Tighten it with hard wind.
  - Traveler – You can straighten the sail and control the twist.
  - Backstay – By pulling it you can curve the mast so the depth of the sail will decrease. Ideal for hard wind.

**Comments:** The Genoa jib can be reefed as a roller jib at hard winds.





## 470

Olympic class.

Two-man boat

### Technical information

**Length** 4,7 m

**Mainsail** 9,12 m<sup>2</sup>

**Jib** 3,58 m<sup>2</sup>

**Spinnaker** 13 m<sup>2</sup>

### Control:

- Rudder with joystick on tiller.
- Mainsheet
- Jib sheet port
- Jib sheet starboard
- Spinnaker sheet port
- Spinnaker sheet starboard

### Trimming the mainsail:

- Lower at hard winds.
- Outhaul – You can decrease the depth of the sail with hard wind and increase it with little wind for more power. This works especially for the lower part of the sail. and
- Downhaul – This prevents the sail is going up when you run with free wind and sailing before the wind. You can also change the twist of sail with it.
- Cunningham – You can change the camber of the complete sail a little. Tighten it with hard wind.

**Comments:** The jib can be reefed as a roller jib at hard winds.

# Standard control profile

Here you will find the standard control profile. All actions can be changed for your own needs. You can always load this standard profile.

## BOAT

### Group selection

Action	Keyboard/mouse
Select group	Mouse wheel
Select item	Left mouse button + mouse wheel
Select next item	Press mouse wheel
Mainsail	F1
Jib	F2
Genaker	F3
Spinnaker	F4
Boards	F5
Crew	F6

### Controlling groupselection

Action	Keyboard/mouse
Left	Arrow left button
Right	Arrow right button
Up	Arrow up button
Down	Arrow down button
Left & right	Right mouse button + move mouse left/right
Up & down	Right mouse button + move mouse forward/backward

## General

Action	Keyboard/mouse
Right	Shift + R
Horn	Shift + H
Dual backstay fix/loose	Ctrl + B

## Rudder

Action	Keyboard/mouse
Left	Z
Right	X
Left & right	Left mouse button + move mouse left/right

## Automats

Action	Keyboard/mouse
Automatic crew	Shift + F6
Automatic dual backstay	Shift + B
Automatic genaker	Shift + F3
Automatic jib	Shift + F2
Automatic mainsail	Shift + F1
Automatic spinnaker	Shift + F4

## Crew

Action	Keyboard/mouse
Trapeze on/off	Ctrl + F6

## CAMERA

### Move

#### Action

Left  
Right  
Up  
Down  
Forward  
Backward  
Left & right  
Up & down  
Forward & backward

#### Keyboard/mouse

Shift + arrow left button  
Shift + arrow right button  
Shift + Page Up  
Shift + Page Down  
Shift + arrow up button  
Shift + arrow down button  
Shift + move mouse left/right  
Shift + mouse wheel  
Shift + move mouse forward/backward

## Zoom

### Action

Zoom in  
Zoom out  
Zoom in & out

#### Keyboard/mouse

Alt + Page Up  
Alt + Page Down  
Alt + mouse wheel

## Rotate up & down

### Action

Up  
Down  
Up & Down

#### Keyboard/mouse

Alt + arrow up button  
Alt + arrow down button  
Alt + move mouse forward/backward

## Rotate left & right

### Action

Left  
Right  
Left & right

#### Keyboard/mouse

Alt + arrow left button  
Alt + arrow right button  
Alt + move mouse left/right

## Mode

### Action

Follow boat  
Attach to crewmember  
Look at boat  
Detach  
Relative to north  
Attach  
Look at  
Smooth

#### Keyboard/mouse

Shift + 1  
Shift + 2  
Shift + 3  
Shift + 4  
Shift + 5  
Shift + 6  
Shift + 7  
Shift + 8

## OTHER

### General

#### Action

Pause  
Sound on/off  
Show/hide statusbar

#### Keyboard/mouse

P  
Ctrl + S  
Space

## Multiplayer

### Action

Chat message  
Start/Stop match  
Show/hide names  
Show/hide match goals  
Show/hide ranking

#### Keyboard/mouse

Shift + T  
Shift + M  
Shift + N  
Shift + G  
Tab

## Technical support

If you are having problems with the autostart function, use the Setup.exe file to start the installation process manually. If you are having problems with the 3D-engine, please check whether there is a driver update available for your graphic card, and whether the graphic card is fundamentally capable of running the game. On slower or older systems, switching off fading (Options - Display) can lead to significant performance improvement.

We strongly advise that you visit our website at [www.iceberg-interactive.com](http://www.iceberg-interactive.com) and browse the game Forum specific to the game with which you are experiencing technical issues. In most cases, known issues, patches, or updates are listed on our Forums.

If the solution to the problem is not listed on the forum at our website, please email us at: [support@iceberg-interactive.com](mailto:support@iceberg-interactive.com).

### When contacting us, please be sure to include:

- A brief description of the problem
- The hardware configuration of your computer
- Information on the circumstances under which the error occurred

## Epilepsy warning

### Please read this caution before you or your child play a videogame:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

### Standard Precautions When Playing Videogames:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a videogame.



# Credits

This Game is entirely a work of fiction. The names, characters, and incidents portrayed in it are the work of the developers imaginations. Any resemblance to actual persons, living or dead, events, or localities is entirely coincidental.

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Developers for Sailors

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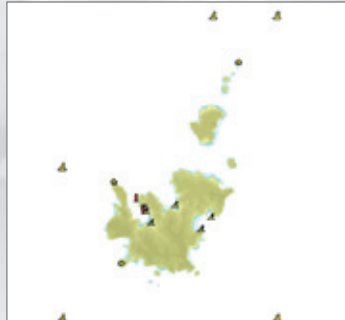
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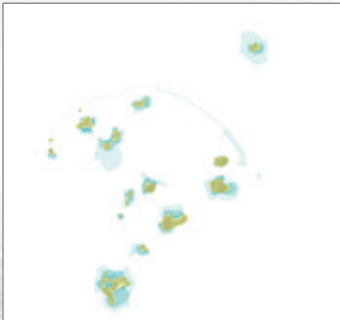
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