Ship Designer

Manual

When you want to create a new ship design, you can start either from scratch or by taking an existing design and modifying it (*which may be easier if the two ships are close in design*).

Below are the different fields in the ship designer are explained:

Class name: A unique name that distinguishes the class. This is used as filename when saving the class.

Enemy class name: This is the name that the enemy will be told in scenarios. What's the difference you might wonder? Well, the class name might have year suffix to distinguish different versions of the ship if it was rearmed or modified, but an enemy lookout would not identify it as anything else than the basic class. Another example is ships with very little difference that could not be visually identified at range, for example the Hindenburg, which has an extra pair of 6 in secondary guns, but was visually indistinguishable from the Derfflinger class.

Misidentified class name: This is the name the enemy will be told if they have misidentified the ship. This should be a ship class similar to the actual class.

Nation: The nation the ship belongs to. This determines any national characteristics applied to the ship in game. If you want to make ships of other navies, use the unspecified setting. This will not give them any special characteristics. Note: Ship types that are likely to be used by many nations

and that are not very different (like armed trawlers or coastal batteries) can be set to unspecified.

Displacement: Standard displacement of the ship in tons.

Belt: Belt armor in inches.

Belt coverage: Can be used to denote narrow belt in classes with narrow belt coverage, for example Courageous class.

Speed: is the maximum speed of the ship.

Other armor thicknesses: see SAI manual for explanations.

Torpedo defense: The level of torpedo protection the ship has. Generally a 2 for German dreadnoughts, a 1 for other dreadnoughts and 0 for most other ships.

Ship type: The type of ship. This is important among other things for how the AI makes use of its ships. A 35000 ton DD with 14 inch guns is pretty certain to generate strange effects in the game.

Fire control: The fire control equipment. Most capital ships would have directors at the end of WW1; cruisers would mostly have central firing, destroyers rangefinder, and minesweepers and other small ships local only.

Main guns caliber: Rounded to inches. Use 13 inches for British 13.5 inch.

Quality: As guns are only rated to inches in S&I, this is an extra quality value to denote differences between guns. It gives a 10%

bonus or penalty in accuracy and penetration. Examples of guns with -1 quality would include 12 in guns on many pre-dreadnoughts (shorter than dreadnought guns), guns with +1 include German 3 in, which would actually be 3.5 in 88mm guns, German 8 in on Blücher, which were long and a very successful gun, and German 11 in guns.

Cross deck fire: Check this if the guns of the wing turrets in positions F, G, K, L should be capable of cross deck fire, like in for example the Indefatigable or Kaiser classes.

Main turrets: Main turrets are recorded individually. To add turrets, press 'add' and select position and number of guns in the turret.

Secondary guns: are only recorded as to the total number. Note that they have a quality value, just like main guns. Secondary guns are assumed to be placed half on each side of the ship. Note that the graphic representation of the secondary guns is generalized. You can have an odd number of secondary guns. The graphics logic can't really handle odd numbers of secondaries, but any odd guns left over are assumed to be on the centerline by the gunnery logic.

Tertiary guns: As secondary guns above.

Torpedo caliber: The caliber of the torpedoes, rounded to nearest full inch. You also have to select a type for the torpedoes to determine their speed and running range.

Torpedo tubes: This works much as the main turrets. Torpedo tubes are not graphically displayed on the ship.

The ship graphic: Here you have a possibility of entering the looks of the ship. This is not necessary, the ship will work fine anyway, but it will look a lot better.

Funnels: Select if you want an oval funnel or round, then click on the button and on the ship. You do not have to worry about clicking on the middle of the ship; the program assumes all funnels are on the centerline, so it only takes account of where you click relative to the length of the ship.

Superstructure: Select if you want a line or a filled polygon. Then click on the button and then add points by left clicking on the ship. Right click when finished. You can only click on the left side of the ship, but the graphic will be mirrored so that it appears on the right side as well when you are finished. There can be a maximum of 10 points for each superstructure item.

When you are satisfied with your ship save it.

If you have created ship classes for a scenario, you need to distribute the ship classes as well. Ships only have one file, the class name you entered and the extension ".sdf".

Note: Self designed ships will not be available in the lists of ships via the find ship button when designing the scenario, but the class will be available through the select file button in the edit ship dialog, and you can then enter the name manually. The ships in a class are

governed by the file classes.cfg in the designs directory. If you want your own designs to appear in the lists, you can edit the classes.cfg file to add self designed classes and their ships, but this is not necessary to use them. Be aware that if you make changes to the classes.cfg file, they might be overwritten by subsequent upgrades to the game.

Note that you can create a scenario with any ship classes and countries by first creating flags for the nations (flags are simple bitmaps, see the ones in the Flags directory), then creating the ships and making a scenario. The names of the sides in the scenario can be set to anything. So if you want to create a dreadnought battle between say Brazil and Argentina, there is nothing to stop you.