

Stormwind Simulator

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Written for version 4.3.68

Instruction for Stormwind Simulator AI boats settings

YOU CAN DEFINE WHICH TRAFFICANTS YOU WANT TO APPEAR IN THE WORLD

The trafficants are autonomous boats that pass by when you drive. They have a destination and navigate independently. The advance using own power and steering. They may in some cases collide with each other.

The settings are in the file "aiboats_n.n.ini" where n.n indicates a version number.

Example:

C:\Stormwind\Settings\aiboats_4.3.ini

You can edit the file with Notepad or another text editor.

The simulator will always use the newest available file. For example, a future version might be 4.5, and it will use settings in aiboats_4.3.ini if no aiboats_4.5.ini is available.

Boat types:

Identifier	Boat model	LOA [m]
1	Yamarin 68c	6,8
2	Öppen fiskare / Avofiskari	7
3	Ornö Mahoganybåt / Mahonkivene	7
4	Fiskefartyg / Kalastusalus	30
5	Bogserbåt / Hinausalus	45
6	Hampden motorkryssare / Moottoriristeilijä	7
-7	Hustler (not un use yet)	
8	Feeder	134
9	Zodiac RIB	7
10	(reserved)	
11	Combat Boat 90 Note: The Combat Boat 90 is not optimised, and may cause a fps drop	14,9

The number of AI boats is always $(2^n)-3$, one of: (4,8,16,32,64,128) - 3. The system always has (2^n) boat slots in total but needs 3 boat slots for:

1. Your own vessel
2. A MOB (Man Over Board)
3. A MOB's vessel

The remaining slots will be available for AI boats. The program will no accept less than 1 or more than 125 AI boat definitions.

If the total number of AI-boats you specify isn't exactly $2^n - 3$, the program will randomly add AI boats up to closest $2^n - 3$. If you specify for example 4 AI boats, (say 1,1,2,3), the program will randomly add 1 more boat, to get a total of 5 AI boats (which equals $8 - 3$). However, if you specify 6 boats, then $6 + 3 = 9$ which exceeds 8 (an exponent of 2) and the system would go for 16 slots, of which 13 would be available to specify. Hence, the system would randomly add $13 - 6 = 7$ boats.

You should specify one of the following number of AI boats:
1, 5, 13, 29, 61 or 125

13 is a suitable number of AI boats. The system will re-use them ongoingly. The maximum, 125 AI boats, will put an extremely hard load on the system.

This aiboats_n.n.ini file contains one or several rows with numbers that specify the AI boats. The numbers shall hold values separated with space or comma.

Examples

1 1 3 3 6	The simulated word will have 2 Yamarins, 2 Ornö's and 1 Hampden as companion trafficans.
1 1 2 3 4 4 5 6 6 8 8 9 11	The default (and system internal) definition. 13 numbers -> 13 AI-boats
1 1 2 3 4 4 5 6 6 8 8 9 11 1 1 1 1 1 2 3 4 4 5 6 6 8 8 9 11	If you want twice that amount of AI boats, you can for example duplicate the row, into these two. This example defines 29 AI boats. Note the extra 1's in the first row, to get a full 16 on that row (easier to read). If you would enter only 20 boats, then 32 is the next possible number of total slots (2^5) and as the system always reserves 3 slots for internal use, there would be 29 slots available – of which you now would specify 20. Hence the system would randomly add 9 boats, to get 29 in total.
1 1 2 3 4 4 5 6 6 8 8 9 11 1 1 1 1 1 2 3 4 4 5 6 6 8 8 9 11 2 2 2 1 1 2 3 4 4 5 6 6 8 8 9 11 3 3 3 1 1 2 3 4 4 5 6 6 8 8 9 11	61 AI boats. You can use any other combination of the allowed numbers (= known boat types). 61 AI boats will cause a heavy load on the system, and the traffic will be very dense.
1 1, 2, 3, 4 4, 5, 6 6, 8 8, 9, 11 1 1 1 1 1 1 4 4 5 5 6 6 6 6 6	You can also use commas and enter the different types on separate rows. This example creates $13 + 3 + 3 + 2 + 2 + 6 = 29$ AI boats.