

Ports Of Call Deluxe 3D 2024

QUICKSTART

the tramp shipping economy and simulation game, Rev. 1.40

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(generiert durch KI mit chatgpt 4- DALL-E)

Ports Of Call Deluxe 3D 2024 is the successor to the Deluxe 2008 version, which is now being further developed. It is now being released on STEAM. The Deluxe series is the first complete implementation of the game in 3D, which includes not only the ship simulator but also the economic part in 3D. It was based on the original Amiga version with a few additions.

Have Fun.

Rolf-Dieter Klein



1 System Requirements

You will need a computer with Windows 7 / 8 / 10 / 11 and DirectX 9.0c, 512 MB RAM, a Pentium or AMD processor with at least 2 GHz, a Windows-compatible sound card, and a graphics card like the NVIDIA 5800 or newer or ATI x900 or newer, that supports the DirectX 9.0c Shader Standard with at least 256 MB of texture memory for Ports Of Call Deluxe 3D 2024.

2 Installation

Installation is very easy via STEAM. In principle, LINUX as an operating system is also possible, but you need to activate PROTON, the support is still being optimized. Currently, after scaling the virtual screen, you must briefly switch to full screen and then back, or use full screen right away. Full screen display is also recommended for Windows for efficiency reasons.

Using a gamepad controller is optimal for the ship simulation. It can also be controlled via keyboard, but if the controller is found, it only operates via gamepad control.

Have fun.

Your Ports Of Call Team

Ports Of Call Deluxe 3D 2024



3 Start the Game

3.1 Controller

First, go into the LEFT Maintenance Menu and check there if a controller has been detected, and if so, possibly adjust it! Found in the Controller submenu.



3.2 Start

Direct access to the game is through the right hatch. Click START Full Screen for optimal display. With a 4K screen, a smaller windowed display may also be optimal.

4 The Game

- Difficulty level - best for beginners.
- New Game, Old Game, or Captain's Trainer for ship simulator.
- Number of players: 1-8.
- Home port - choose wisely. Ongoing costs depend on this.
- Starting a company, name and company name for each player number; do not choose too large an office at the beginning - it costs.
- The actual game begins:
- Kara - Buy a low-cost ship at the start that fits the available budget. Plan to sell it as soon as possible and purchase larger ones.



Ports Of Call Deluxe 3D 2024 - STEAM edition

- Press START to begin the gameplay.
- The ship appears and you enter the Captain's Menu.



Here you can:

- Repair – if the ship is in poor condition, anything can happen.
- Bunker – refuel.
- Charter – choose profitable cargo, be careful with futures contracts with cheap ships.
- Lay up – if there are no reasonable goods, it sometimes pays to wait.
- Load, it starts, then you must choose the destination port (usually the cargo's destination, sometimes you can take detours to avoid dangers or save on canal costs). Then it begins, you have the choice to manually steer the ship, which saves costs, or use tugboat assistance, if they are not on strike or if you run out of money. Then you must choose the cruising speed – fast for deadline freight, otherwise a good average as it unnecessarily wastes fuel - On entering, manual docking, if successful, gives status points, which are needed to acquire better ships.

In between, various events occur that you must manage. The goal is to make as much profit as possible and, of course, to have a large fleet. In between, you may need to expand your office to handle this.

Wishing you success,

Rolf-Dieter Klein

P.S.: If needed, we will set up a global HIGHSCORE / LEADERBOARD list again.

5 Keyboard shortcuts

5.1 Common

F1	Help text on/off only usable in the Ship Simulator.
F5	Programstart from the Maintenance menu.
F6	Displays system information in the simulator and framerate (only if ALT-X is active).
ALT-S	Toggle between RED/CYAN stereo and vice versa.
ALT-Z	Display stereo menu with sliders for adjustment.
ALT-W	Enable weather menu. This function is linked to the ALT-X key and displays sliders for weather settings (fog, rain, snow, clouds, etc.). Only effective in the Simulation menu.
ALT-X	• Toggle additional text help and camera selection on/off during simulation. • Release mouse or use mouse for camera movement (toggle). • If the mouse is not displayed (indicating it's used for camera rotation), you can use ALT-X to display (or hide) it again.
ALT-N	ALT-N = new game (possibly without confirmation). Save the current game beforehand!!
ALT-M	ALT-M = return to the admin/maintenance menu. You also have the option to return from there. However, system settings should be changed with caution during gameplay, as the graphics card may request a new loading process, which could take some time.
ALT-Enter	Toggle fullscreen mode/windowed mode.

5.2 Navigation

Enter	YES / Program start can often be used for confirmation (also the key 0).
ESC / BACK	NO / Cancel (Gamepad button 1).
TAB	Up (menu selection in the selection menus at the beginning) (Gamepad button 3).
SHIFT TAB	Down (menu selection in the selection menus) (Gamepad button 4).

5.3 During ship simulation

F3	Display map
F6	Display technical data, e.g., refresh rate. If it's too low, optimize settings in the Admin Menu, e.g., turn off reflections and shadows, as well as the radar display, which consumes processing power. (Here ALT-X has additional meaning)
ALT-P	PAUSE in the ship simulator for screen dumps. This also freezes the water.
Arrow ↑	(Up arrow) = Increase speed
Arrow ↓	(Down arrow) = Decrease speed
END	Speed control to 0
POS (home)	All engines stop (speed and thrusters)
LEFT ←	Starboard rudder
RIGHT →	Backboard rudder
SHIFT LEFT	Activate port bow thruster (only if the ship is equipped)
SHIFT LEFT	Activate starboard bow thruster (only if the ship is equipped)
STRG LEFT	Activate port stern thruster (only if the ship is equipped)
STRG RIGHT	Activate starboard stern thruster (only if the ship is equipped)
END	Quick stop, all to zero (speed control, rudder, thruster control) – These buttons only work with pure keyboard operation. The gamepad takes over this function.
SHIFT END	Full STOP - speed control to zero
POS	Rudder in neutral position
SHIFT POS	Stern thruster off
STRG POS	Bow thruster off
ADD +	Zoom in radar
SUB -	Zoom out radar
PAGE ↑	Sun position (note: we use a circular path for this, so the sun can be positioned higher than it would be geographically possible. However, the simulator always sets the sun's height corresponding to the geographical position upon start.)
PAGE ↓	Sun position

INSERT	Sun altitude
DELTE	Sun azimuth

5.4 Camera control

1 Num	"Reverse" - Camera - View of the ship from bow towards stern
2 Num	"Follow" - Camera with view from stern towards midship Verfolgung“
3 Num	"Reverse" - Camera - View of the ship from bow towards stern
4 Num	"Bridge height" - Camera view from the bridge towards bow
5 Num	"Inside bridge" - Camera from inside the bridge towards bow
6 Num	"Bridge height" - Camera view from the bridge towards bow
7 Num	"Port quarter" - Camera from the port quarter - if the mouse is activated with ALT-X, you can also move the camera along the hull starting from the bow towards the stern. Both directions of the mouse are activated. It takes some practice.
8 Num	"Bridge height" - Camera view from the bridge towards bow
9 Num	"Starboard quarter" - Camera from the starboard quarter - if the mouse is activated with ALT-X, you can also move the camera along the hull starting from the bow towards the stern. Both directions of the mouse are activated. It takes some practice.
0 Num	Berth Camera shows from the berth (general target) towards the ship

On the gamepad, you can switch between cameras using the buttons '3' and '4'. When pressing the '3' button, all extra cameras are also cycled through, whereas with '4', they are not. In the Captain's Trainer container port, several such cameras are defined. You can also switch between cameras using the mouse. The left mouse button cycles through all cameras, while the right mouse button does not. This mode is only active when the mouse cursor is turned off using ALT-X.

5.5 Gamepad/Joystick

<Key 1>	YES / OK / Program start from main menu
< Key 2>	NO/QUIT
< Key 3>	Up arrow / Cycle through cameras with extra cameras included
< Key 4>	Down arrow / Cycle through cameras
< Key 5>	Activate ship horn
< Key 6>	Zoom in scene while key is pressed

Example of button assignments for a Cordless Rumblepad: (The mapping may be slightly different for other gamepads)

