Fighting Steel Realism Console (FSRC) user guide.

Version 1.0. Applies to FSRC v1.0.

1) Description

The FSRC is a console application which includes some features to make the utilization of the game *Fighting Steel* more realistic and immersive. It also handles the usage of the *Thunder At Sea* campaign simulator.

2) Prerequisites

At least Windows 7. Lower versions are not supported.

3) Installation and configuration

Unzip the archive where you want, then, edit the *configuration.cfg* file located at the root of the extracted folder in order to set where *Fighting Steel* and *Thunder At Sea* are installed. If you are not using *Thunder At Sea*, set a dummy (but existing folder) instead.

4) Launch the console

To run the console, simply double-click on the FSRC-PC.bat file. If you experience any issue of file rights later, launch it in administrator mode.

5) Features

a. Fighting Steel Name Switcher

i. Description

Nameswitcher allows you to easily use ships name that dot not represent real ship present in Fighting Steel. Here is an example: imagine a completely fictive scenario in TAS where you want:

- A ship to represent the never-were USS Kentucky
- A ship to represent the never-were RM Impero
- A ship to represent the cruiser MN Algerie
- A ship to represent the never-were MN Clemenceau
- The battlecruiser MN Strasbourg
- The cruiser FS Montcalm

Previously in TAS you have to use similar ships to represent these ships in FS.

- The USS Kentucky would be represented by the USS Missouri.
- The RM Impero would be represented by the RM Littorio.
- The MN Algerie would be represented by a similar ship, e.g. the RM Zara.
- The MN Clemenceau would be represented by the FS Richelieu.
- The battlecruiser MN Strasbourg would be represented by herself as she exists in FS.
- The cruiser FS Montcalm would be represented by a similar ship, e.g the DKM Leipzig.

This kind of situation exists for example in the TAS scenario RM Nightmare. This has two issues:
- You are forced to use the real name of the ship, it means you can have a Zara in your side while playing the French. Pretty disturbing for realism and immersion.
- If you have many ships of the same class, it could lead to curious and buggy situation, for example two Richelieu (Richelieu and Clemenceau).

Here come the *NameSwitcher*.

Using a dictionary file (a simple CSV file, usable with any Excel or notepad editor), one per scenario, it will make the link between TAS and FS and vice versa. It means you will be able to really have the name you want for you ship. Good for immersion.

This is not the only feature. When switching the name, you have three options:

- Switching with obfuscating: It means that while running the TAS scenario in FS, you won't know exactly who your opponent is. For instance, if you are fighting two Queen Elizabeth class battleships, you will see two ships respectively named QueenElizabeth1 and QueenElizabeth2. Pretty good for realism as in the war you were rarely sure which ship you were facing.

- Switching with obfuscating and confusion: to the previous feature, it adds the random possibility to get wrong when selecting the class name of the ship. For instance: as an Italian, the TAS scenario makes you fight a Richelieu class battleship. But in the game, while really fighting the Richelieu, you could probably see that you are fighting a ship named Nelson1 (it is up to you to not use the camera and check the really type of ship you are fighting against. Think realism!)

- The last feature is the automatic switching mode selection. If you are really fund of realism, it means you let the application select the switching mod. The application will parse the scenario, look at the crew quality of each of your ships, and decide the switching mode.

When playing with *Thunder At Sea* (TAS), when one element of you fleet meet an opponent, Thunder At Sea generate a scenario in the *Fighting Steel* folder. Before launching the game, launch the FSRC to adapt the scenario using the "TAS to FS" feature. Then you can run *Fighting Steel* and play you game. Once done, before returning to TAS, launch the FSRC again and use the "FS to TAS" feature to make the scenario result usable by TAS.

Note: the dictionary file of the scenario must be located at the root folder of the FSRC. It must be named *dictionary.csv*.

iii. Scenario creator tools

- An example of dictionary file is given in the "Sample folder".
- The *NameSwitcher* has a feature to check the content of a dictionary. It any warning of error is detected, it will generate a report named with the current date, at the root of the FSRC.
- The *NameSwitcher* also has a feature to check all the file of a given scenario: dictionary and TAS files. Note that it generates false positives with the name of the task forces: this is perfectly normal.