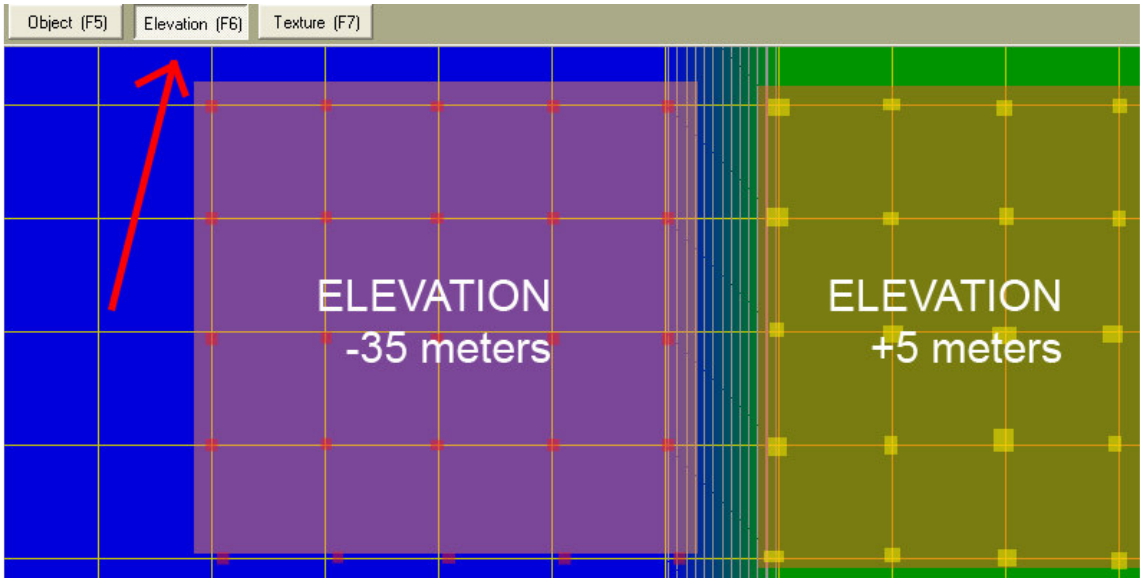
AGS HARBOR PACK 2.0

A QUICKSTART TO BUILDING SEAPORTS

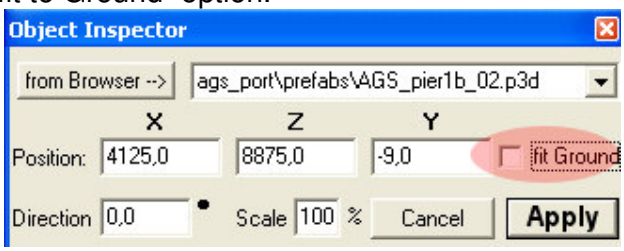
In this document, I assume that you're familiar with WRPTool basics. If not, please read WRPTool manual first. Make sure to unpack models from ***`AGS_port.pbo`*** *to your WRPTool models folder before proceeding.*

1. **Before you start…**
   Make sure you have a proper stretch of coastline available for your harbor site. Take into account that if you want to make a realistically looking facility, it should be big – a 500 meters of reserved coastline sounds like a good minimum. Keep in mind you're going to need extra space to place parking lots, warehouses, fuel tanks or grain silos (tip: all of those can be found in AGS Industrial Pack ;). If you're going to lay railroad tracks on your map, make sure they reach the harbor too. Try to plan the layout before you begin. Use Google satellite photos (http://maps.google.com) to check out how the real life harbors look like (eg. search for "Long Beach harbor").
2. **Terrain preparation**
   Once you have selected your construction site, go to Elevation mode. Use Elevation tool (CTRL+E) to set absolute ground height as pictured below:
   -35 meters for sea bottom
   +5 meters for surrounding ground area

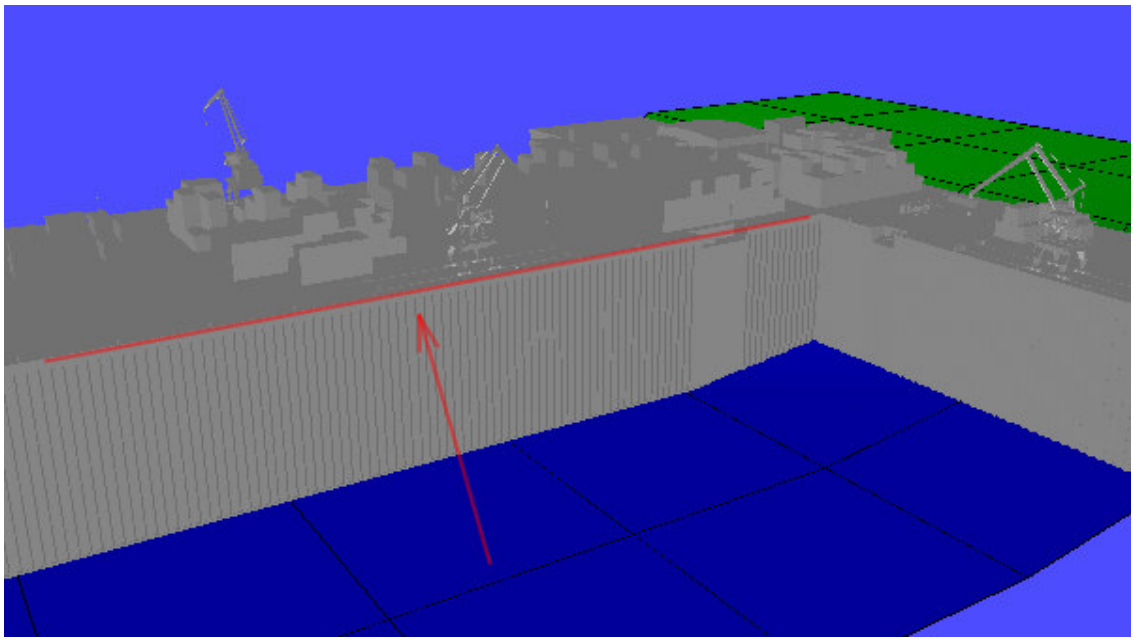


3. **Pier objects placement**
   There are two methods to get this step done:
   - First one is to use pier elements from **`ags_port/wrp`** subfolder. In this method you place the pier elements separately and then you can add shipping containers and other objects (buildings, etc.) on top of them. Even though this method may offer more variety and slightly better performance, it's NOT recommended since it impairs AI pathfinding (eg. AI will ignore containers' Geo LOD and will run inside them).
   - Second method, the recommended one, is to use objects from **`ags_port/prefabs`** subfolder. These pier elements have the containers and other objects pre-placed on them and they allow correct AI pathfinding. Make sure just to add streetlamps and position signals where necessary.
   - The models from **`ags_port/`** folder are in there just for compatibility and should not be used on new islands.

   Now, use object inspector tool (CTRL+I) to set the objects at correct height. Make sure to uncheck "fit to Ground" option.



   Now manually adjust the height (Y param) to desired value – so that the pier surface is at 5 meters above sea level. For method one, the correct values will be either -14.5 or -14 meters. For method two, it'll be -9, -10 or -11 meters. If in doubt, use 3D preview to check if objects are correctly aligned.



4. **Additional objects placement**
   `ags_port/wrp` subfolder contains a couple of elevated objects that can be easily placed on top of the pier elements:
   - a streetlamp
   - crane
   - GSM base station / transmitter
   - red and green position lights – to be used for marking harbor entrance.

   Those objects should automatically be placed at correct height upon adding to map, if not, just adjusted their Y position as described before.

   Also remember to add all those warehouses and other objects to make your harbor look like it should.

   In case you are stuck or unsure, just go ahead and open the provided WRP file from **`ags_port_example.pbo`** to see how it's done.

   Good luck and have fun! ;)