

OpenSSN - What is OpenSSN?

OpenSSN is a submarine simulation (subsim) which tries to emulate the behaviour of modern submarines. The player is placed in command of a submarine and is able to move about in a deep ocean environment.

Combat missions are now being added to OpenSSN, and ships with sonar will run from torpedoes and, if they can detect the player, will return fire.

Why a subsim?

I've always been a fan of subsims and played commercial games, but couldn't find a modern subsim for open source operating systems (such as Linux and FreeBSD). Danger from the Deep is available, but it's strictly for World War II u-boats, and has relatively high graphics requirements. Looking around I found a half dozen or so subsims that had begun and dropped away shortly after beginning development.

The LinuxSSN project had laid a solid foundation before the developers dropped the project and I decided to pick up where they left off. The heart of OpenSSN comes from their project and attempts to further their work.

Licensing info

The OpenSSN project is licensed under the GNU General Public License, version 2. The LinuxSSN project was also GNU GPL licensed and we carry on that tradition. Copyright Jesse Smith <jessefrgsmith@yahoo.ca> Please see the LICENSE file for further details.

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What do I need to build OpenSSN?

To build OpenSSN you'll need a C++ compiler (GNU's Compiler Collection is recommended) and the following development libraries:

SDL
SDL_gfx
SDL_image
SDL_mixer

Assuming the above libraries are installed, it should be possible to build OpenSSN with the following commands

```
tar xzf openssn-0.9.tar.gz
cd openssn
make
```

Running OpenSSN

Once OpenSSN has built, an executable file (called openssn) will be placed in the top level directory. From there the game can be run with the command:

```
./openssn
```

The following command line parameters are recognized:

-w Run in windowed mode, this is the default
-f Run in full screen
-s Enable sound effects
-v Display version number and exit
-h Display help and exit
-m <mission> Load a specific mission

Control Keys

The player's submarine can be controlled with either the mouse or keyboard commands. The following key commands are recognized.

Pilot the submarine.....

Plus key	Increase sub's speed
Minus key	Slow down
Left keypad (4)	Turn left
Right keypad (6)	Turn right
Down keypad (2)	Dive deeper
Up keypad (8)	Rise toward the surface
Q	Go up one thermal
A	Hold depth here
Z	Go down one thermal

System controls.....

F1	Sonar screen
F2	Map screen
F3	Weapons station
F4	Helm console
F5	ESM signals screen
F6	Radar screen
F10	Take screen shot
TAB	Select next target
Delete	Increase map scale
Insert	Decrease map scale
Up, down, left, right	Manipulate map
P	Pause the game
Page Up	Compress Time
Page Down	Slow time
ESC	Quit

Weapon controls

T	Load a torpedo
N	Load a noise maker
U	Unload a tube
F	Fire a tube

Each of the weapon station keys should be followed by a number indication which tube should be loaded or fired. The tubes are numbered 1-6.

Sonar controls

G	Send active sonar pulse.
E	Extend sonar array
R	Retract towed sonar array
W	Hold towed sonar in place

Contact information

Did you find a bug? Would you like to request a feature? Did you patch something and want to share it? Send an e-mail to jessefrgsmith@yahoo.ca. Please place "OpenSSN" in the subject line.