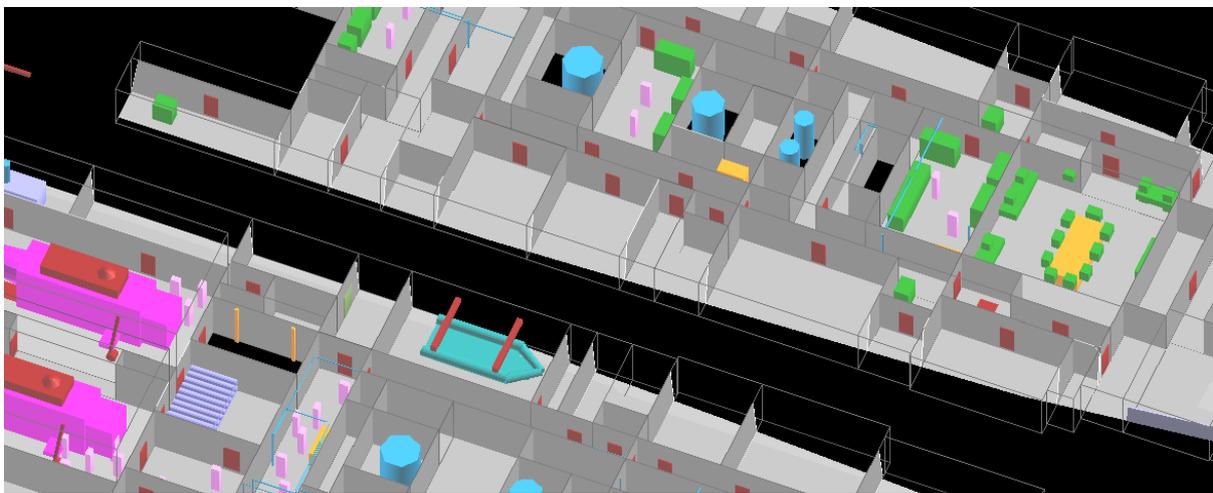# Survive 2022.12 - What's New?

Detailed Ship Editor

- The Help File has been overhauled and guidance has been included on this new feature
- Doors and hatches can now be modelled (portals)
- Full customisation of hull and superstructure now possible: shape, material and thickness.
- Individual crew members can be created as a system to model body parts
- Improved customisation of internal spaces
- Greater customisation of equipment and plates
- Can directly edit the Ship File format (*.bsh), allowing smoother transition to analysis following design adjustment.
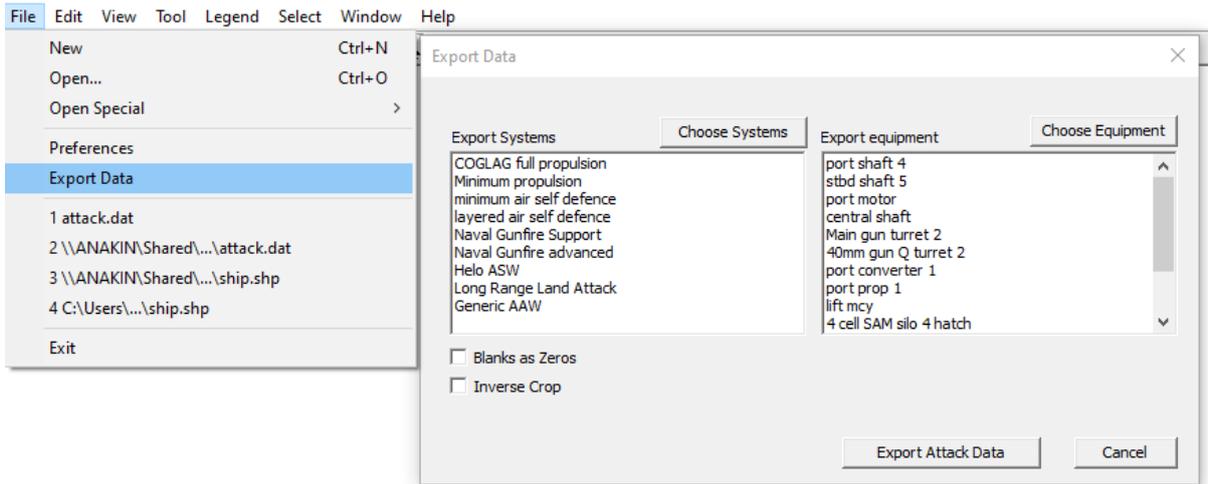
Export Data

When viewing the results of an analysis in Survive the user can now export the results to get more information in XML format. Extra data that is available includes:

- Text format of results shown in View>Vulnerability Statistics
- Attack start and detonation locations
- Holing area for each attack (above and underwater)
- System and equipment vulnerability for each attack

File Edit View Tool Legend Select Window Help

File menu	
New	Ctrl+N
Open...	Ctrl+O
Open Special	>
Preferences	
Export Data	
1 attack.dat	
2 \\ANAKIN\Shared\...\attack.dat	
3 \\ANAKIN\Shared\...\ship.shp	
4 C:\Users\...\ship.shp	
Exit	

Export Data ✕

Export Systems [Choose Systems]

- COGLAG full propulsion
- Minimum propulsion
- minimum air self defence
- layered air self defence
- Naval Gunfire Support
- Naval Gunfire advanced
- Helo ASW
- Long Range Land Attack
- Generic AAW

Export equipment [Choose Equipment]

- port shaft 4
- stbd shaft 5
- port motor
- central shaft
- Main gun turret 2
- 40mm gun Q turret 2
- port converter 1
- port prop 1
- lift mcy
- 4 cell SAM silo 4 hatch

☐ Blanks as Zeros
☐ Inverse Crop

[Export Attack Data]   [Cancel]

Number of Attacks	Max number of shots
210	1

Attack Number	Shot Number	Start X	Start Y	Start Z	Hit/Miss	Whipped	Detonation n X	Detonation n Y	Detonation n Z	Whip Factor	pHR	uWH	FZ	Sunk	hMCXDam	hMCXUS	hMFldLen	aWH	shock Factor	System 118 COGLAG full propulsion	System 119 Minimum propulsion	System 210 minimum air self defence
1	1	-1.65	-15	6.3	1	0	-1.65	-15	6.3	0	0	0	0	0	1	1	0	0	0			
2	1	-1.65	-15	10.77	1	0	-1.65	-15	10.767	0	0	0	0	0	1	1	0	0	0			
3	1	-1.65	-15	15.23	1	0	-1.65	-15	15.233	0	0	0	0	0	1	1	0	0	0			
4	1	-1.65	-15	19.7	1	0	-1.65	-15	19.7	0	0	0	0	0	1	1	0	0	0			
5	1	-1.65	-15	24.17	1	0	-1.65	-15	24.167	0	0	0	0	0	1	1	0	0	0			
6	1	-1.65	-15	28.63	1	0	-1.65	-15	28.633	0	0	0	0	0	1	1	0	0	0			
7	1	-1.65	-15	33.1	1	0	-1.65	-15	33.1	0	0	0	0	0	1	1	0	0	0			
8	1	3.59	-15	6.3	2	0	3.59	-6.047	6.3	0	27.57	0	0	1	1	0	96.336	0		1		1
9	1	3.59	-15	10.77	1	0	3.59	-15	10.767	0	0	0	0	0	1	1	0	0	0			
10	1	3.59	-15	15.23	1	0	3.59	-15	15.233	0	0	0	0	0	1	1	0	0	0			
11	1	3.59	-15	19.7	1	0	3.59	-15	19.7	0	0	0	0	0	1	1	0	0	0			
12	1	3.59	-15	24.17	1	0	3.59	-15	24.167	0	0	0	0	0	1	1	0	0	0			
13	1	3.59	-15	28.63	1	0	3.59	-15	28.633	0	0	0	0	0	1	1	0	0	0			
14	1	3.59	-15	33.1	1	0	3.59	-15	33.1	0	0	0	0	0	1	1	0	0	0			
15	1	8.829	-15	6.3	2	0	8.829	-6.487	6.3	0	26.12	0	0	1	1	0	19.894	0		1		
16	1	8.829	-15	10.77	1	0	8.829	-15	10.767	0	0	0	0	0	1	1	0	0	0			
17	1	8.829	-15	15.23	1	0	8.829	-15	15.233	0	0	0	0	0	1	1	0	0	0			
18	1	8.829	-15	19.7	1	0	8.829	-15	19.7	0	0	0	0	0	1	1	0	0	0			
19	1	8.829	-15	24.17	1	0	8.829	-15	24.167	0	0	0	0	0	1	1	0	0	0			
20	1	8.829	-15	28.63	1	0	8.829	-15	28.633	0	0	0	0	0	1	1	0	0	0			
21	1	8.829	-15	33.1	1	0	8.829	-15	33.1	0	0	0	0	0	1	1	0	0	0			
22	1	14.069	-15	6.3	2	0	14.069	-6.97	6.3	0	2.658	0	0	1	1	0	18.903	0		1		
23	1	14.069	-15	10.77	2	0	14.069	0.838	10.767	0	0	0	0	1	1	0	15.19	0		1	1	

Casualty Statistics

If human type equipment is modelled in a ship, casualty statistics can now be calculated and will be shown in the Vulnerability Statistics window. Using the system of body parts representation of crew enabled by the Detailed Ship Editor will allow further data to be generated.

	Average	Average %	Maximum
Killed	2.75	2.01	16.00
Severely Injured (T1)	1.23	0.90	5.00
Seriously Injured (T2)	2.13	1.56	13.00
Slightly Injured (T3)	1.17	0.86	6.00
Uninjured	129.71	94.68	137.00
Mobile	130.88	95.54	137.00
Incapacitated	6.12	4.46	21.00

Systems | Equipment | Casualties | Individual Crew Data

					% chance	of being	[injury...	consid...	% chance	of being	[injury lev
Attack	Crew ID	Cre...	Assigned ...	Compa...	Blast	Frag	KE	Shock	Head	Arm 1	Arm 2
1	61	Cre...	Uninjured	Compar...	100.00%	100.00%	100.00%	100.00%	0.00%	0.00%	0.00%
1	62	Cre...	Uninjured	Compar...	100.00%	100.00%	100.00%	100.00%	0.00%	0.00%	0.00%
1	63	Cre...	Dead	steering...	100.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%
1	64	Cre...	Uninjured	Compar...	100.00%	100.00%	100.00%	100.00%	0.00%	0.00%	0.00%
1	65	Cre...	Uninjured	Compar...	100.00%	100.00%	100.00%	100.00%	0.00%	0.00%	0.00%
1	66	Cre...	Uninjured	Compar...	100.00%	100.00%	100.00%	100.00%	0.00%	0.00%	0.00%
1	67	Cre...	Slight	Compar...	31.06%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%
1	68	Cre...	Slight	Compar...	31.06%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%
1	69	Cre...	Slight	Compar...	31.06%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%
1	70	Cre...	Uninjured	Compar...	100.00%	100.00%	100.00%	100.00%	0.00%	0.00%	0.00%
1	71	Cre...	Uninjured	Compar...	100.00%	100.00%	100.00%	100.00%	0.00%	0.00%	0.00%

Additional Changes

Additional changes as part of on-going maintenance:

- Improvements to hull editing feature (included with Detailed Ship Editor).
- Improved robustness when moving between stages in the ship building wizard.
- Rotate equipment feature now available.
- Cropping of plates to hull not working in some cases now fixed.
- Fix to prevent hull being shown when in separated decks mode in some cases.
- System list was not updating correctly when equipment changes systems. Now fixed.
- Deck insertion on Stage 3 made more intuitive.