

- Place your supported copy of the game in the same folder as the appimage.
- Execute `2ship.appimage` . You may have to `chmod +x` the appimage via terminal.

macOS

- Run `2ship.app` .
- When prompted, select your supported copy of the game.

4. Play!

Congratulations, you are now sailing with 2 Ship 2 Harkinian! Have fun!

Configuration

Default keyboard configuration

N64	A	B	Z	Start	Analog stick	C buttons	D-Pad
Keyboard	X	C	Z	Space	WASD	Arrow keys	TFGH

Other shortcuts

Keys	Action
F1	Toggle menubar
F11	Fullscreen
Tab	Toggle Alternate assets
Ctrl+R	Reset

Graphics Backends

Currently, there are three rendering APIs supported: DirectX11 (Windows), OpenGL (all platforms), and Metal (macOS). You can change which API to use in the `Settings` menu of the menubar, which requires a restart. If you're having an issue with crashing, you can change the API in the `2ship2harkinian.json` file by finding the line `"Backend":{` ... and changing the `id` value to `3` and set the `Name` to `OpenGL` . `DirectX 11` with id `2` is the default on Windows. `Metal` with id `4` is the default on macOS.

Custom Assets

Custom assets are packed in `.o2r` or `.otr` files. To use custom assets, place them in the `mods` folder.

If you're interested in creating and/or packing your own custom asset `.o2r` / `.otr` files, check out the following tools:

- [retro - OTR and O2R generator](#)
- [fast64 - Blender plugin \(Note that MM is not fully supported at this time\)](#)

Development

Building

If you want to manually compile 2S2H, please consult the [building instructions](#).

Playtesting

If you want to playtest a continuous integration build, you can find them at the links below. Keep in mind that these are for playtesting only, and you will likely encounter bugs and possibly crashes.

- [Windows](#)
- [Linux](#)
- [Mac](#)

