



## THE 18 WHEELS OF STEEL HAULIN' INTERVIEW

### WITH MARTIN CESKY & TIBOR SZABO FROM SCS SOFTWARE

AUGUST 24TH, 2006

*Hello Martin and Tibor,*

Thank you very much for your consent to taken place in TruckPol's interview about new game released by SCS Software called 18 Wheels of Steel Haulin'. I hope that your answers tell us a few words about incoming new game.

- ◇ **I keep your name in my mind from beginning of 18 WoS series. What is your responsibility in creating of 18Wheels of Steel Haulin' game?**
  - ◇ *By the title, we are the game programmers responsible of the 18 Wheels of Steel series. Martin's main task is the world rendering system, editor and the user interface.*
  - Tibor is author of the game physics, traffic simulation and the core of the economy subsystem. In reality, our responsibilities are wider - we take care of wide range of tasks covering game design, tools programming, and also production.*
  - As you may see, 18 Wheels of Steel games are our children.*
  
- ◇ **Tell us something about game engine, please. Is it the same PRISM3D like in Convoy or we can expect a new version of engine?**
  - ◇ *Every new game from SCS Software uses a new, improved Prism3D engine, considerably enhancing the possibilities the latest game offers.*
  - 18 Wheels of Steel: Haulin' is no exception in this regard. On the graphical side of things, the latest version of Prism3D engine adds better compatibility and utilization of graphics card, large enhancement in tree rendering (you would not believe how much improved the trees in the game are), better skies and sun depiction, and even more.*
  - This year, we also improved the audio system of the engine, which means we were able to revive certain popular feature, not present in the Convoy game.*
  - As you can see, our Prism3D engine is constantly evolving.*
  
- ◇ **Is 18 Wos: Haulin' more alike to Convoy in apperance/plaing or maybe to 18 Wos: Pedal to the Metal. Please let us know it.**
  - ◇ *You probably know the previous games in the series quite well, and thus also know that in each sequel, we try to bring new ideas and cover new ground - both conceptually and literally, geographically.*
  - 18 Wheels of Steel: Haulin' took different route than Convoy, and instead of focusing on seamless, straightforward gameplay, we concentrated on system of simulation of trucking business. We also enhanced the truck driving simulation aspects - in short, the game is more a simulator than ever. If you insist on direct answer to your question, the Haulin' game is a blend between technical and asset qualities of Convoy, "truckership" feeling present in Pedal to the Metal, and new economy, business, and simulation features present only in Haulin'.*



- ◇ **What types of trucks will be available in 18 Wos Haulin' and how many models of trucks and trailers we can expect? Will there be doubles [trailer], or even triples?**
- ◇ *Every year, we enlarge the pool of vehicles you can put into your fleet. Many of the trucks present in Convoy have additional paint jobs in our latest game. We added several new loads and trailers, too. Of course we kept the support for trailer doubles in, the doubles are very popular. We expect that all our players will really enjoy brand new, related feature - the business simulation system now provides complete fleet management. The company you are head of can now own trucks, and as news, also any number of trailers. Alternatively, when you need to deliver a load you do not have correct trailer for, you may lease the required trailer. The game allows you to park your vehicles (be it trucks or trailers) on parking lots across the country, to keep them in handy distance depending on your needs. Our major graphical feature of Haulin' game is related to vehicles, too. We took our time to investigate all the issues and to develop technology to create outstanding interiors of trucks. What we did for Haulin', no other racing, driving, nor trucking game does, on any platform. The amount of functionality and detail present in our interior models is just incomparable. Driving your truck using the camera inside the cabin will never be the same - it makes so much difference, that we, for the first time in the series, made the from-your-eyes camera the default one - the game does not start with camera pointing to your truck, but as if you were sitting in the truck, watching the needles of gauges on your dashboard.*
- ◇ **Where does the game take place? Is it still US or also Canada? Maybe other place... Will the game map be bigger than Convoy's one?**
- ◇ *The Haulin' game covers the same area the previous part in the series did - complete United States of America and Canada. The game-world map uses different, much closer to reality system of roads, especially of interstates and highways, than what was present in Convoy. There are more kilometers (or miles, depending what country are you from) of roads in the game than in Convoy; there are more interesting places in the world to visit, too.*
- ◇ **How many different locations will be in the game for pickup and delivery goods?**
- ◇ *As we wrote above, in short characterization of the Haulin' game, the game is a blend of Pedal to the Metal, Convoy, and new features. The distribution centres, loading docks, warehouses, and other locations to deliver cargos between are no exception. We took the best ones from previous generations of the series, and added new ones, based on careful reference search and design process. The spectrum of location types is wide, the game offers more variety than ever.*



- ◇ **Can we expect a game editor in this release?. Are any changes in comparison with Convoy?**
- ◇ *The world editor included in previous generations of 18 Wheels of Steel games was unsupported by SCS Software or ValuSoft. Its enhanced version, used to build the world of 18 WoS: Haulin', is again part of the final game, under the same conditions - you will not receive any technical support for it. As we saw some of the maps the community was capable creating in past, we are pretty confident that Haulin' will get quite a few user contributed maps.*
- ◇ **What kind of modification can we do in truck/trailer models? It is very urgent for „hard core mod” players ;-)**
- ◇ *We have to repeat the first sentence of previous answer - any kind of game modification will "void your warranty" and as such is unsupported by SCS Software or ValuSoft. The nicer half of our answer is, that the system and options available are basically the same as in Convoy - so those of you who were able to create new content for Convoy would be able to create new content for Haulin', too. Which is a good thing, because it means your investments in knowledge and your experience will not be lost - you would be able to create modifications of the game starting from day one.*
- ◇ **Next thing is simplified police activity and AI cars in previous 18WOS series. Will this function be rebuilt for better police activity and AI driving?**
- ◇ *Traffic/AI system in Haulin' is much improved from previous versions. We improved intelligence of ongoing traffic drivers, so they are able to cruise the roads much faster than they were in past. Their movements are also more realistic, especially when manoeuvring. Driving offense tracking system is another area where we improved the game, you will have to follow the traffic laws to a stricter level than before, or risk punishment by police officers. We want to keep exact details of this portion of game design secret, check the game for yourself.*

*Before we reach the final message, we would like you to invite to check other projects made by SCS Software. If you are interested in other uses of our technology and artistic skills, and are not afraid of testing games with unusual design, be sure to check Ocean Dive (<http://www.oceandive.com/>) and Deer Drive (<http://www.deerdrive.net/>). They are our side-projects, which we use to check new ideas and technologies in, before we apply them to our other games.*

*In the closing, we would like to thank our colleagues of SCS Software, who worked with us on the 18 Wheels of Steel: Haulin' game. We have great team of people here, who are pleasure to cooperate with. We are happy to work with excellent art team, capable and friendly fellow programmers, and great management. And last, but not least, we must thank you, our fans and customers. You buy and enjoy our games, and without you, we would be nothing.*

**Thank you very much for this interview.**  
*Jarek aka TruckPol*