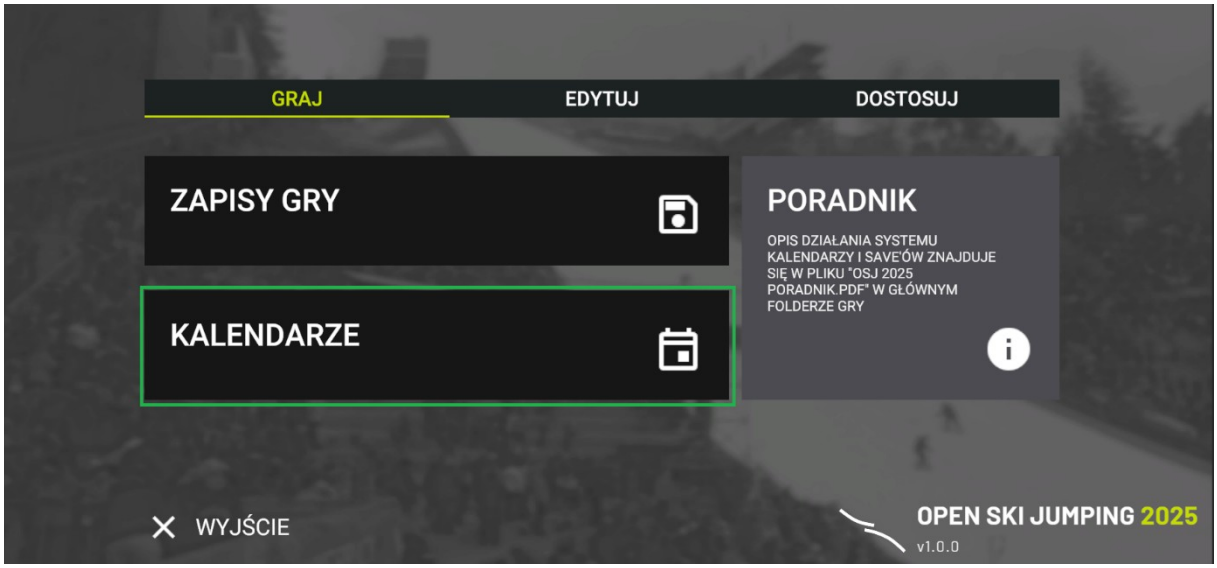
Open Ski Jumping 2025 - Guide

1. Calendars



Open Ski Jumping is based on a calendar system that contains information about all competitions and competitors taking part in a given cycle, e.g. World Cup, Continental Cup, FIS Cup, etc. In the basic version of OSJ 2025, the key calendar is the "World Cup" containing all World Cup competitions of the 2024/2025 season.

With the "World Cup" calendar selected on the list, click the "EDIT" button. The window below will appear:

In the "Jumpers" tab we select the competitors who are to be included in the save/game record, which we will create soon. Later, at the save level, we can select a list of competitors who will compete in individual competitions, so if, for example, we want some jumpers to only compete in individual competitions within the national quota, we must mark them now, at the calendar level, just as those who will compete in all competitions.

The “Classifications” and “Competitions” tabs have not changed since OSJ v0.5.0a18.

2. Game saves

Based on the created calendars, we can create new save games. In the screenshot below, three different save games are marked in green, where the selected calendar was "World Cup". Before creating each of these saves, I went to the Edit > Jumpers tab, and then selected which players should have CPU control and which players should have player control. Note! In order for the information regarding 1P/CPU control to be saved correctly, each time a new save game is created, you must play at least one competition on it before creating the next one. So if you want to play three save games marked in green at the same time, you must follow the following order of actions.

1. In the Edit > Jumpers tab we set Stoch's control to 1P and all other jumpers to CPU.
2. We create a "PŚ2425 Stoch" game record based on the "WorldCup" calendar and play at least one competition.
3. We go back to the Edit > Jumpers tab and change the control from CPU to 1P for other Polish jumpers.
4. We are creating a new game record "PŚ2425 Polska" based on the "WorldCup" calendar and playing at least one competition.
5. We go back to the Edit > Jumpers tab and change the control from 1P to CPU for the Polish jumpers and from CPU to 1P for Ryoyu Kobayashi.
6. We create a new game record "WC2425 Ryoyu" based on the "WorldCup" calendar and play at least one competition.

It is possible to change the 1P/CPU control settings for an existing save game with at least one competition, but requires manual editing of the saves.json file.

3. Jumpers

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New features in the jumper editing area compared to OSJ v0.5.0a18 are control and skills. Players with CPU control selected in the list on the right will appear on a gray background. Players with player control - on black.

Similar to DSJ 4, competitors can have different skills depending on the hill size.

Skills affect the performance of both CPU and player-controlled players.

Skills and player/CPU control are updated when starting a new save. If we want to change them for an existing save, we need to manually edit the saves.json file (game folder/Assets/StreamingAssets/saves.json).

4. Ski jumps

Editing and creating hills, similarly to previous versions of OSJ, is done in the hill.json file (game folder/Assets/StreamingAssets/hills.json).


```
  "betaA": 0.0,
  "bl": 3.3,
  "b2": 16.28,
  "bK": 36.18,
  "bU": 41.67,
  "d": 91.2,
  "q": 37.3,
  "gateStairsTexture": "PlainWhite",
  "gateStairsColor": "#636379",
  "inrunStairsTexture": "PlainWhite",
  "inrunStairsColor": "#BFCADE",
  "inrunOuterGuardrailTexture": "PlainWhite",
  "inrunOuterGuardrailColor": "#8997A4",
  "inrunGuardrailTexture": "Transparent",
  "inrunGuardrailColor": "#FFFFFF",
  "handRailTexture": "PlainWhite",
  "handRailColor": "#FFFFFF",
  "inrunConstructionTexture": "PlainWhite",
  "inrunConstructionColor": "#8997A4",
  "landingAreaGuardrailTexture": "WhitePlanks",
  "landingAreaGuardrailColor": "#987257",
  "distancePlatesColor": "#112fe7",
  "poleTexture": "Default",
  "poleColor": "#FFFFFF",
  "inrunMinHeight": 4.0,
  "poleThickness": 1.0,
  "poleSpacing": 200.0,
  "gateStairsLeft": true,
  "gateStairsRight": false,
  "inrunStairsLeft": false,
  "inrunStairsRight": true,
  "handRail": false,
  "inrunStairsAngle": 0.001,
  "inrunData": {
    "summerTrack": "SingleTrackGreen",
    "winterTrack": "SnowTrack"
  },
  "landingAreaData": {
    "metersLow": 0,
    "metersHigh": 0,
    "summerLinesSpacing": 0,
    "summerLinesLow": 0,
    "summerLinesHigh": 0,
    "winterLinesSpacing": 0,
    "winterLinesLow": 0,
    "winterLinesHigh": 0
  }
},
{
  "name": "Villach HS98",
  "terrainSteepness": 1.0,
  "type": 1
```

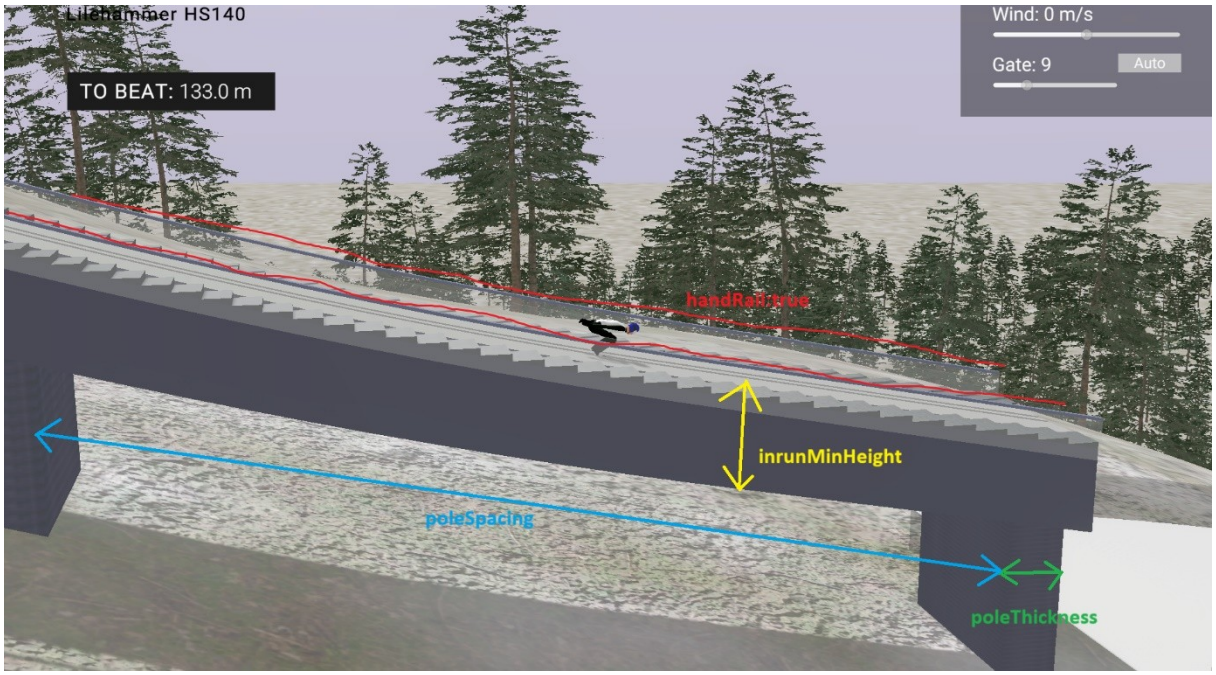

Compared to OSJ v0.5.0a18, fields for textures and colors of individual hill elements have been added, as well as four new construction elements:

"inrunMinHeight" – the height of the inrun at its thinnest point.

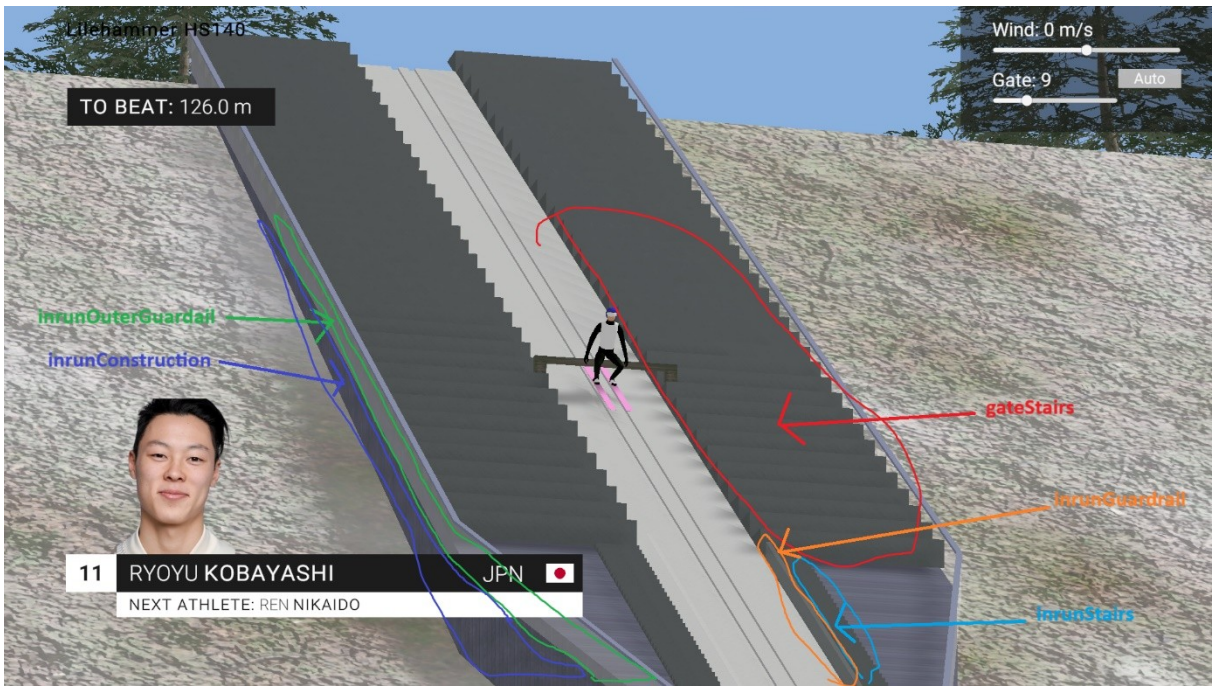
"poleThickness" – thickness of the supports supporting the run-up

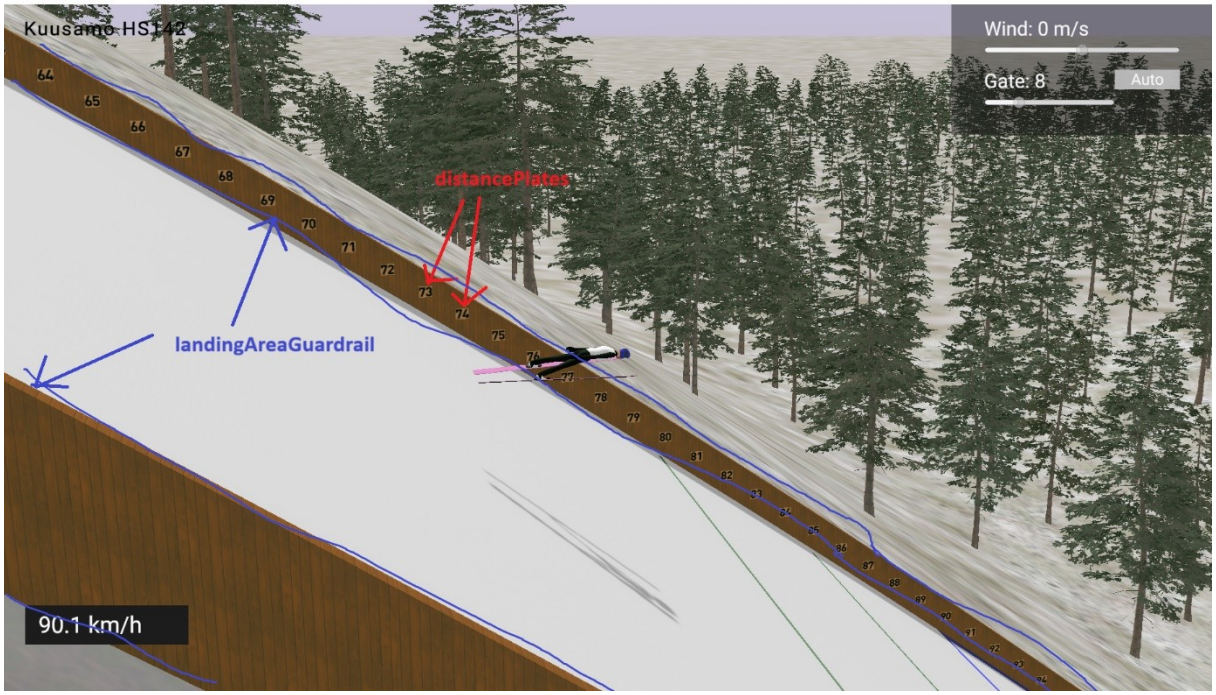
"poleSpacing" – distance between two consecutive supports

"handRail" – the handrail visible in the screenshot below. The options are "true" and "false", where "true" means that the handrail will be generated and "false" that it will not be generated.



Other elements for which you can choose the texture and color are shown in the pictures below:





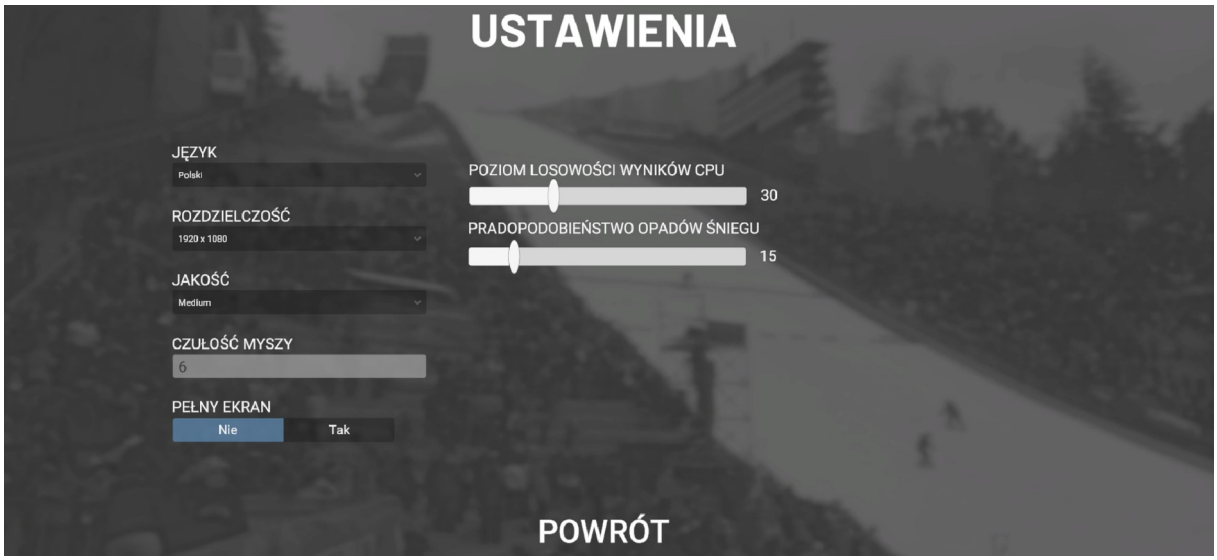
Colors are given in hex format. You can choose from the following textures for individual hill elements:

```
public enum GateStairsTexture
{
    Default,
    MetalPlate,
    PlainWhite,
    WhitePlanks
}

1 reference
public enum InrunStairsTexture
{
    Default,
    MetalPlate,
    PlainWhite,
    WhitePlanks,
}

1 reference
public enum InrunOuterGuardrailTexture
{
    Default,
    Transparent,
    WhitePlanks,
    PlainWhite,
    Glass,
    ThickGlass
}

1 reference
public enum InrunGuardrailTexture
{
    Default,
    Glass,
    WhitePlanks,
    PlainWhite,
    Transparent
}
```

```
public enum InrunConstructionTexture
{
    Default,
    DefaultWhite,
    WhitePlanks,
    MetalPlate,
    PlainWhite,
    PlainMetallic,
    ConcreteWhite,
    MetalStrips
}

1 reference
public enum HandRailTexture
{
    PlainWhite,
    PlainMetallic,
    WhitePlanks
}
1 reference
public enum LandingAreaGuardrailTexture
{
    Default,
    DefaultPlanks,
    WhitePlanks,
    Glass,
    ThickGlass,
    SuperThickGlass,
    Transparent,
    PlainWhite
}
4 references
public enum PoleTexture
{
    Default,
    PlainWhite,
    Metal,
    WhitePlanks
}
```

New hills can be added by pasting the hill data in the appropriate alphabetical place in the hills.json file. It is worth making a backup copy of this file beforehand, also for the correct operation of started save games.

5. Settings



The new items in the settings are the two sliders on the right.

Level of randomness of CPU results – the higher the value in this field, the more the CPUs' distances may deviate from those determined by their skills.

Snowfall Probability – The chance of snowfall during the contest. Snow was tested primarily on the F2 and is also the suggested camera to use.