



# LIVING SILENT HUNTER III

**Edition 2010**

**- Hunters and the Hunted -**

**Manual and Documentation**

**for LSH3 V5.1**

**(LSH3\_V5.1\_MiniManual)**

**With Game instructions and hints**

**as well as**

**Documentation of Additions and Changes**

## Content

A. Survey of the most important changes compared to SH3 .....	4
B. Foreword.....	5
What is Living SHIII made for: .....	5
A word concerning "Realism" .....	6
System requirements & Installation.....	6
SH3 / LSH3 start and ending .....	7
Apply for Transfer .....	7
Words of gratitude .....	8
Since the versions from LSH3 V3.0 participated:.....	8
The actual active LSH-Team .....	9
Our special thanks go to .....	10
C. The Game Build-up - LivingSilentHunter III V5.1 .....	11
The optical range and other basic settings.....	11
Supply-Units .....	12
The Radio Messages .....	13
Variable Zoom-lens-steps .....	15
The "Erprobungsstelle Kiel" .....	15
Important notes for the proof-testing journeys: .....	16
Career start before outbreak of war .....	16
Ship-wrecks .....	17
Illuminated ships.....	17
Air forces and their behaviour.....	18
FuMO-391 Bug Fix.....	18
Auxiliary-materials in the Navigation-map .....	19
D. New Ships and U-Boats, Aircraft and Land-Units .....	20
D.1. Ships.....	20
Manned platforms.....	20
Different smoke-density .....	20
Reflections .....	20
Cannonry.....	20
Flags .....	20
Deck crew.....	20
Adjustments and variances to the ships .....	21
Change of tonnage details and values at merchant ships .....	21
The changes at ship (type) names .....	21
Change in the ship classification .....	21
Skins .....	22
D.2. U-Boats .....	22
U-Boat ranges .....	27
D.3. Aircraft .....	27
E. Additions and Changes.....	28
Version 5.0 .....	28
New ships.....	28
Improvements on the submarines.....	31
Changes to the sensors.....	33
Additions in the "Harbor_kit.dat" .....	34
Changes to the Harbours / Locations files .....	35
Changes within the Campaign.....	36
Changes at the "Cameras".....	36
New Terrain – New Harbours.....	37
Overview of the flotillas and the bases of 1939 to 1945 .....	45
Miscellaneous Modifications and Additions .....	45
Version 5.1 .....	47
Changes to the terrain .....	47
New ships.....	47
Changes to ships .....	51
Changes to aircraft .....	51
Changes to submarines.....	51

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General changes to the game .....	51
New MODS in LSH3V5.1:.....	54
LSH3_V5.1_ATM_Blau (blue), LSH3_V5.1_ATM_Gruen (green) .....	54
LSH3_V5.1__ExtendedChallenge-BlackContacts.....	54
F. Documentation of Changes and used Modifications.....	55
A word from Rowi58 on his own account: .....	55
G. Appendix: Naming Convention .....	56
U-Boat Skins .....	56
Release and file naming convention .....	58
H. Appendix: compatibility of other MODs with LSH3 .....	59
I. Appendix: Additional MODs for LSH3 .....	60
LSH3_V5.1__Bunkerstart.....	60
LSH3_V5.1__Dunkles_ErkennungsHandbuch – blueduck .....	60
LSH3_V5.1__ExtendedChallenge.....	60
LSH3_V5.1__FunkLeicht .....	60
LSH3_V5.1__OhneErmüdung.....	61
LSH3_V5.1__Rotating-DF-Antenna – Rowi58 .....	61
LSH3_V5.1__Single-Multi-Player-Missionen - Blueduck .....	61
LSH3_V5.1_GUI_Multi-SlideOuts – Bertl01 and KretschmerU99.....	61
LSH3_V5.1_GUI_OLC – Bertl01.....	61
LSH3_V5.1_GUI_Six-Dials-Simfeeling – KretschmerU99 .....	61
LSH3_V5.1_SLS_Schiffshorn-Leuchtkugeln-Seenotsignal – Matz1962 .....	61
LSH3_V5.1_SLS_Sinkverhalten-SH3 .....	61
LSH3_V5.1_SLS_Spezialeffekte-Groß.....	61
LSH3_V5.1_SLS_Spezialeffekte-Mittel.....	61
LSH3_V5.1_SH3_Commander_3.2 – Rowi58 .....	62
Recognition manual for LSH3 V4 – Soni2 .....	62

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## **A. Survey of the most important changes compared to SH3**

New U-boat-types will only be available via the flotilla „ Erprobungsstelle Kiel“. Therefore you will have to apply to be transferred to „ Erprobungsstelle Kiel“.

You will be able to start a new career from the “Erprobungsstelle Kiel“ even in 1944 or 1945.

New U-boats will only cost 100 credits – therefore you will be able to play all U-boat-types without additional charges.

Torpedo-doors have to be opened with a key <Q> before you fire a torpedo ; they may be closed with a key <W>.

The “Free camera” key <F12> may now be moved with the key combination <SHIFT+Arrow...> quickly into the desired direction. The free camera can be moved up to 1,000m in height.

The U-boats have a “Pre-diving depth” so that you may go with an awashed top deck to use the guns and to man the bridge.

The 12th Flotilla operates for more than half a year in the Indian Ocean. The The Transfer-journey to Penang will be possible.

The following Information-maps are available in <F5>-View (Navigation-map): the convoy-routes, the product range, the map of mine barricades, the conversion tables, the convoy-routes in the Indian Ocean, the flotilla-locations, the signal-handbook and the notice-chart can be dragged down with the mouse.

With the U-boat-types II A, II D, VII B, VII C (1<sup>st</sup> conning tower) and IX B (1<sup>st</sup> conning tower), the naval emblem can be hoisted and hauled with key <X>.

For U-boat-type VII B there will be no snorkel available.

The option, “Stabilisation of view” (see “Realism Options”), now includes the UZO and the guns.

The strength of the enemies varies over the time, depending on competence and crew.

Rearrangement of U-boat-type VII C: this type will only be available with the 1<sup>st</sup> and 2<sup>nd</sup> conning tower; Type VII C/41 with 3<sup>rd</sup> and 4<sup>th</sup> conning tower. For a change from VII C to VII C/41 you will have to choose transfer via the “Erprobungsstelle Kiel”.

Rearrangement of radar equipment on the U-boats according to type: for the VII B only, the FuMO29 will be available; for the other U-boats see chart at page.

Auto-plot-course for the “Kiel Canal” in both directions available.

## **B. Foreword**

### ***What is Living SHIII made for:***

*The concept is simple, by this modification, a clearly, livelier SHIII-World should come into being. No empty harbours or close-mouthed radio operator anymore; even the events in this age should give the player an understanding of these times. He should feel integrated into this world. Also diversity and variety should be generated, to make the world more animated. Beyond that, smaller changes were made which, although realistic, had to be adapted to the game, e.g. the decoration system medals will be given more reluctantly. No changes should be made to the original simulation; also conflicts with the most popular modifications should be avoided, so that the player might put together his Best-SHIII. Because of these reasons we don't use an Installer, so that the player will be able to make his own modifications. The player ought not to be patronized, we expect him to have fun with the game. Those who do not like the whole world of LSHIII might, for example, just take the radio messages into their game.*

*Nevertheless we hope that this modification, as it is, will please you and you might have lots of hours of fun with the game.*

*Have a lot of fun  
Selle*

These were the words AASelle wrote when he released his mod "LSH3 Mod 2.0 Paukenschlag" in December 2005

Even if the world of SH3 has changed dramatically, its basic principle is still valid for the actual version of LSH3. Many new modifications have been released and things have been realised, which at that time had not been considered to be possible. The sensitive issue of not having enough different ship-types has, in the meantime, turned to the opposite; one has to think of which ships NOT to include!

One of the key subjects of LSH3 is still its radio messages.

It informs the player, as far as possible, historically correct data about the tide of events in the time concerned and guides, as well known by LSH3 in this actual version even more than before in his career. It leads the player from August 1939 until May 1945; it informs about technical improvements of the "U-Bootwaffe" and much more.

LSH3 now offers the possibility, in career-mode, a multiplicity of stations that can be passed through. You can now start off from Penang into the Indian Ocean – and to take you the long way there because supply ships are provided.

Allied air raids on the U-Boats and their bases will become more intense and much more precise during the war. Even though we have improved air defence in the harbours, from the middle/end of 1943 it will become very awkward.

But the competence and therefore the strength of destroyers and escorts increase during the war. The player should think twice before risky attacks at destroyers are launched; in 1944 they will come to the same easy end as at the beginning of the war. Especially you should take care about the hunter-killer-groups, which will be present in the Atlantic Ocean from 1942/43.

## ***A word concerning "Realism"***

Unfortunately the term "Realism", in connection with the discussion about modifications for the SH3 periodical, is misused. Again and again the question is asked "How realistic is this...?" by people who did not experience this time and stupidly these questions are answered by those who also did not live in these times! A lot of this is out of today's perspective; more than 60 years after the occasion cannot be exactly answered. UBI-Soft, as well as those modifying, have taken great pains, to come as close to a reconstructed reality as possible. This also applies to LSH3.

And you may not forget:

"Silent Hunter 3" is a computer game and not a simulation; a PC game, with recognised effective degrees of freedom to adjust to however "reality" is defined. But this just works up to a certain degree. You can adjust, for example, the AI so that the Battleships HMS Hood and Bismarck battle against each other over a distance of 18 km. But then your submarine will be detected by the destroyers over a distance of 12 km and be shelled.

In LSH3 we have concentrated on developing as realistic a system as possible. In case of doubt we preferred "amusement" instead of a "pretended realism".

Therefore we have intentionally chosen the 12<sup>th</sup>.Flotilla to send U-boats to Penang and not the 10<sup>th</sup>.Flotilla. The 10<sup>th</sup> and the 2<sup>nd</sup> Flotilla are based at Lorient but the 12<sup>th</sup> at Bordeaux and it is a lot more fun to see other harbours, too.

Similarly, we also changed the realism-parameters and their weight; the "seamanlike" parameters now carry more weight (dud torpedoes, damage model), the more ineffectual parameters (event camera) have been downgraded. A logically false parameter "realistic sensors" has been eliminated, because realism is stored in "Sensors.dat".

Another word referring to implemented modifications. In LSH3 there are more than 290 modifications built in not keeping count the many changes immediately built into LSH3.

You will find a list of all modifications and their Modifiers in Appendix E. Of course these are not all the modifications available for SH3! Because of our decision to stay close to Standard SH3, everyone may use further modifications with LSH3 as far as these modifications are made for Standard SH3. Modifications which, for example, are made for GWX will, in most cases, not work with LSH3. The one who wants to integrate further modifications is absolutely asked to read the hints in Appendix H – "Compatibility of other modifications with LSH3".

This manual is just an overview about the most important changes in LSH3 V5.1. The complete survey of the changes, modifications and additions made by LivingSilentHunter III compared to SH3 are only available in the comprehensive German Manual LSH3\_V5.1\_Handbuch\_DE. It will not replace the reading of the original SH3 manual. Read the original if you are looking for information.

## ***System requirements & Installation***

Details concerning the system requirements for LSH3 V5.1, the installation of SH3, download and installation of LSH3V5.1, as well as description of the necessary steps for the usage of SH3 / LSH3V5.1 with the different Windows operating systems are online available on our website:

» [http://www.lsh3.com/dl/v5/LSH3\\_V5.1\\_Installation\\_EN.pdf](http://www.lsh3.com/dl/v5/LSH3_V5.1_Installation_EN.pdf)

## ***SH3 / LSH3 start and ending***

The necessary preparations for the installation of SH3 and LSH3 are written in "LSH3\_V5.1\_Installation\_EN".

» [http://www.lsh3.com/dl/v5/LSH3\\_V5.1\\_Installation\\_EN.pdf](http://www.lsh3.com/dl/v5/LSH3_V5.1_Installation_EN.pdf)

**Please read this document carefully before you begin the installation.**

All in all, the loading time of LSH3 is significantly longer than Standard SH3 because of the large amount of additional objects. So don't worry if it takes from 10 to 20 minutes until you are in the game.

Another function check for LSH3 V5.1 is to "visit" the museum. Loading times may come up to 20 minutes until all available units are loaded for all nations.

It is recommended to exit SH3 after you have visited the museum to remove unnecessary information out of the system memory.

## ***Apply for Transfer***

We advise you to use the "Transfer Module" only once in each session. This module does not work very save in SH3. The best procedure is:

- Start your career and return to your "home base". Hand out the medals and apply for transfer. Exit SH3 and restart it, before you continue your career.
- Follow the same steps in your new flotilla if you want to be transferred again.

It may, and will, happen that SH3 does not end correctly. You have accurately returned to base and ended your mission, have returned to the main menu and chosen "Exit". The program window closes, but a Windows Error Message appears, saying that the program was terminated incorrectly. We assume that the program cache is not freed completely.

The saved games will not be lost and can be reloaded after restart.

***Please absolutely consider: Do not use Old careers with this version of LSH3.***

**And now have a lot of fun  
with LivingSilentHunter III**

Changes and additions of LSH3 V5.1 are described in Chapter E.

Changes since LSH3 Version 3 will only be available in the German manual "LSH3\_V5.1\_Handbuch\_DE".

## ***Words of gratitude***

### **Rowi58**

As a father of LivingSilentHunter III V5.1, our first gratitude is due to him.

Since the parting of AASelle, he made LSH3 to THE BigMOD which we know and value since a couple of years.

LivingSilentHunter III, in the current Version V5.1, concerning the contained objects, provides the most comprehensive current composition of MODs, ships, land units and terrain improvement for SilentHunter 3 at the present. This uniting of all objects was only possible due to the comprehensive knowledge of Rowi58.

His profound knowledge around SH3 has made it possible for us, to take hold of all these objects to one operating MOD and to arrange to one, for all current Windows operating system operational version.

We feel sorry for his retirement from the LSH team, but we however respect his physical doubts.

### **Since the versions from LSH3 V3.0 participated:**

#### **Development LSH3 and Additions:**

Rowi58, Blueduck, Matz, Gerome\_73, KretschmerU99, Ottibald, Alfudet, Bertl01, Soni2

#### **Test and Support:**

Rowi58, Blueduck, Matz, Bertl01, KretschmerU99, Ottibald, Urmelgames, Yoda1976 u.a.

#### **Internet Presentation and Hosting**

Urmelgames

#### **Contact:**

Use the above mentioned user-names of the developers in the internet forums:

Infos, Support and additional Links » [www.lsh3.com](http://www.lsh3.com)

Support at LSH-Teamforum (Ubi) » <http://forums-de.ubi.com/eve/forums/a/tpc/f/2371008762/m/6861086897>

Support-requests per Email to » [team@lsh3.com](mailto:team@lsh3.com)

Marinesims - LivingSilentHunter III Mod-Zone » <http://www.marinesims.de/wbb2/board.php?boardid=102&sid=>

SubSim - SH3 Mods Workshop » <http://www.subsim.com/radioroom/forumdisplay.php?f=195>

Silent Hunter Mods Forum – LSH3 » <http://www.silenthuntermods.com/forum/index.php?board=19.0>

## **The actual active LSH-Team**

Following, the listing of the team members and their tasks who have contributed to the release of LivingSilentHunter III V5.1.

### **Bertl01**

He is our GUI-Expert and PC-System-Specialist. One of his jobs was the adoption of the OLC-GUI by "latemail". Together with KretschmerU99 they developed THE NEW GUI "LSH3\_V5.1\_GUI\_Multi-SlideOuts". He is an important tester albeit under Windows 7.

### **Blueduck(1980)**

He was entrusted by Rowi58 as the team leader after his farewell. He coordinated LSH3 V5.1's final production and the creation and control of the manuals. He made the MODs "LSH3\_V5.1\_\_Dunkles-Erkennungshandbuch" and „LSH3\_V5.1\_\_Single-Multi-Player-Missionen“. He looks after the support in the English-speaking forums at Sumbsim and SilenHunterMods.

### **KretschmerU99**

He is our tester in the team and GUI-Expert. The "LSH3\_V5.1\_GUI\_Six-Dials-Simfeeling" was penned by him and the absolutely genius "LSH3\_V5.1\_GUI\_Multi-SlideOuts" together with Bertl01.

### **Matz1962**

He is the creator of the MOD "LSH3\_V5.1\_SLS\_Schiffshorn-Leuchtkugeln-Seenotsignal" and is therefore also very skilled with the S3Editor. He also works on the development of Single- and Multi-Player-Missions.

### **Ottibald1963**

He is our 3D-constructing engineer and "landscaper" with the S3Editor and other tools. He made the new bridges (Levensauer Hochbrücke and Rendsburger Drehbrücke) and objects (Area Holtenau, barnyard Brunsbüttel) along the "Kaiser-Wilhelm-Kanal". He creates the LSH3 V5.1 Web-Photo-Albums and is responsible for the management of the production files.

### **Urmelgames**

He is our Webmaster of the website [www.lsh3.com](http://www.lsh3.com) who introduced modern communication forms (FTP, E-Mail, Web) to the team which enabled us to expedite the development comfortably. Due to his new design LSH3 V5.1 and the corresponding publications show a unitised appearance. Without "Urmel-Suitability" no MOD comes to release.

### **Soni2**

As an „Ex-U-Boat-Man“ he is our practitioner. He created the printable recognition manual for LSH3 (V4).

### **Yoda1976**

He is our spin doctor (e.g.: lifeboats, skins) and the quality control. His experience allows advanced level support at the forums. Due to his high end hardware tests with Windows XP and Vista are possible under the same conditions.

## **Our special thanks go to ...**

### **A good friend from Great Britain**

For his short-term and apace revision of the shortened translated manual. Due to this great work, we now are able to offer a "MiniManual" for the English-speaking community

### **Sanomator**

Who supports the SilentHunter-Community with his creative animus, his graphical qualities and his comprehensive knowledge since years.

At this point we want to say a special thank you to those Modifiers who, with their elementary work, made it possible to create such complex modifications for SilentHunter III.

### **TimeTraveller**

For his genuine tools, like "MiniTweaker", which opened the eyes to users and Modifiers of all the changeable parameters of SH3.

### **Sansal**

For his great De- and Repacking tool, which allows the extraction of the graphical objects and to edit them in 3-D-programs,

### **Jaeson Jones**

For his ingenious MOD-Enabler JSGME; without it, the amount of errors when installing and removing modifications would have grown ad infinitum,

### **Skwasjer**

For his ultimate "Universal Tool" S3D, for the treatment with DAT-, SIM-, ZON-, DSD- and SDL-files; without it a lot of work could not have been done in time.

### **All Modifiers**

Who made it possible with their work such that SilentHunter III still is a computer game with such a long time of success.

### **The Users**

As well as the large number of users in the diverse forums who, with their questions, suggestions and hints, gave us valuable assistance in developing these modifications and finally developing LivingSilentHunter III.

And of course to:

### **UBISOFT**

For giving us an unfinished game with so many degrees of freedom, which by the modifying possibilities, became what we like today.

## **C. The Game Build-up - LivingSilentHunter III V5.1**

LivingSilentHunter III V5.1 contains, besides the Basic-Mod (\_LSH3\_V5.1), nineteen so called Add-On's. The changes made by the "Add Ons" will be described in the following sections. The Add-On's are shortly described at [Appendix I](#).

The Main-MOD „LSH3\_V5.1“ is the basis of LivingSilentHunter V5.1 and includes all changes since Version 3.0. To the Newbie's we recommend to the Main-MOD in the first times to gather experience, before activating further MODs.

### ***The optical range and other basic settings***

Since the MOD "Atmosphere MOD 16 km Version 2.0 DARK" is included in LSH3, the visibility for the crew is about 16 km. The standard range of 8 km seemed to be a little too poor because, at sea, the sight is normally pretty good and ships can be seen without their smoke very early. This setting gives the inexperienced user a higher chance of survival, because the crew will detect enemy aircraft earlier and the U-boat can dive in time.

The basic settings also allow using the gun and flak in more rough sea conditions.

In "AI\_Sensors.dat" we have cut the 'abilities' of enemy sensors; "Eyes" and "Radar" objects will be seen at a height of 1m above the sea level. A 'height of NULL' was not realistic. The periscope will now not be detected when it is 20 cm out of the water.

By default, exhaustion is set as in SH3. Those who want to turn it off use the corresponding "Add On" (see below).

The dockyard period in LivingSilentHunter III is adjusted at 21 days; 28 days, as in SH3, seemed to be too long. An undamaged U-boat has been forced back to front very quickly. If the U-boat is damaged, for example hull status 60%, there will be at total of 40 days to be spent in base. But don't worry, days in base won't be added up. Another example; hull status 65% = 35 days, new conning tower = 21 days, days to spend in base, standard amount = 21 days, equals a total of 35 days to spend in base.

The player has to keep this amount of 21 days in mind in order to return to base in time to be ready for the next operation announced via radio messages; importantly, to take part in the final mission, you will have to return to your base, either Bergen or Trondheim, before April-10-1945, to be re-equipped before 1<sup>st</sup> or 2<sup>nd</sup> of May 1945 to start your last mission. Radio messages in February and March will advise the "Kaleu" in time. If you complete this mission successfully, you will end the game in June 1945.

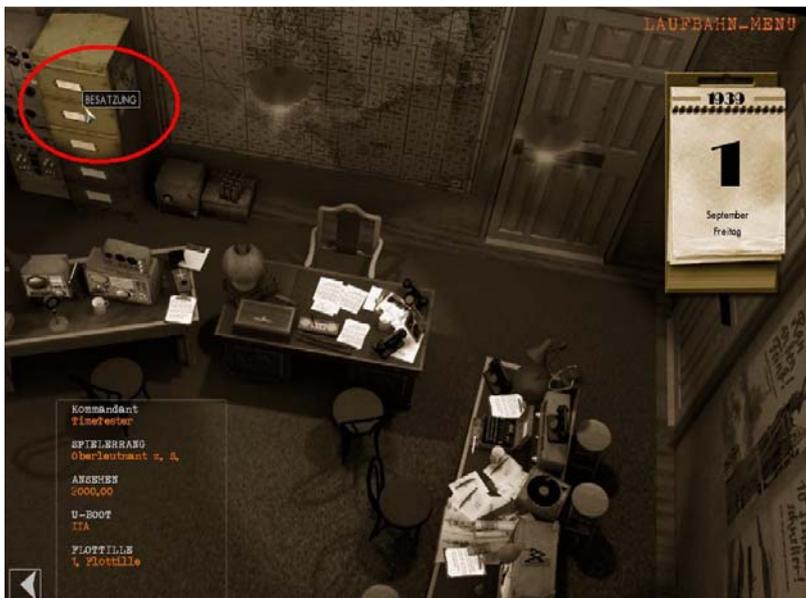
The prices for new U-Boat types have been reduced dramatically. Each new type now costs 100 points (credit). Other equipment is unchanged in price.

New U-boat-types will no longer be available in the front flotillas, bases, as they have to be put into service at the "Erprobungsstelle". Therefore for some U-boat types other basic equipment, Type IIA: 2 cm Flak, Type XXI: "Tarnmatte" and "Alberich" is already "built-in" and has not to be paid for.

## Supply-Units

In LivingSilentHunter III, some far distant PQ's have to be patrolled or the long journey to Penang has to be undertaken. Therefore we have placed an amount of so called "Milk Cows" in the game in the form of Navy-supply-ships, Tankers and U-boats Type IXB. They will be announced via radio messages and are shown in the navigation map as blue coloured naval bases. It has to be used by the "Kaleu" as a "normal" base, where he can supply his U-boat with fuel, torpedoes and ammunition. We advise the following procedure:

- Navigate close to the Supply-ship
- As if you are landing at a base, hit "ESC" and choose "Landing at XYZ"
- **Immediately hand out the probably given medals.** This has to be done in the bureau at the filing cabinet (see screenshot). It is the only way to hand out the medals or to promote a crew member. **IMPORTANT: the medals and promotions will expire if you don't do it at this time.**
- Exit SH3, open "Basic.cfg" and change "NbDaysInBase=21" to "NbDaysInBase=1". This may be done with a Text editor or with the "SH3-Commander", which is the recommended way.
- Then start SH3 and continue your career. Because you have landed in a "foreign" base, not your Home-Base, you will not be able to change loaded torpedoes-types, chosen weapons or other equipment.
- Mission orders for this new journey will lead you to "PQ NULL"; it means the system of SH3 is not able to find a correct "PQ", because the flotilla "Supply-Ship" is not placed in "Flotilla.cfg". Therefore "free hunting" is granted and you will not have to reach special "PQ's".
- After ending your journey to your Home-Base, remember to exit SH3 and change "NbDaysInBase=1" back to "NbDaysInBase=21" manually or choose the "Roll-Back-Function" of the "SH3-Commander".



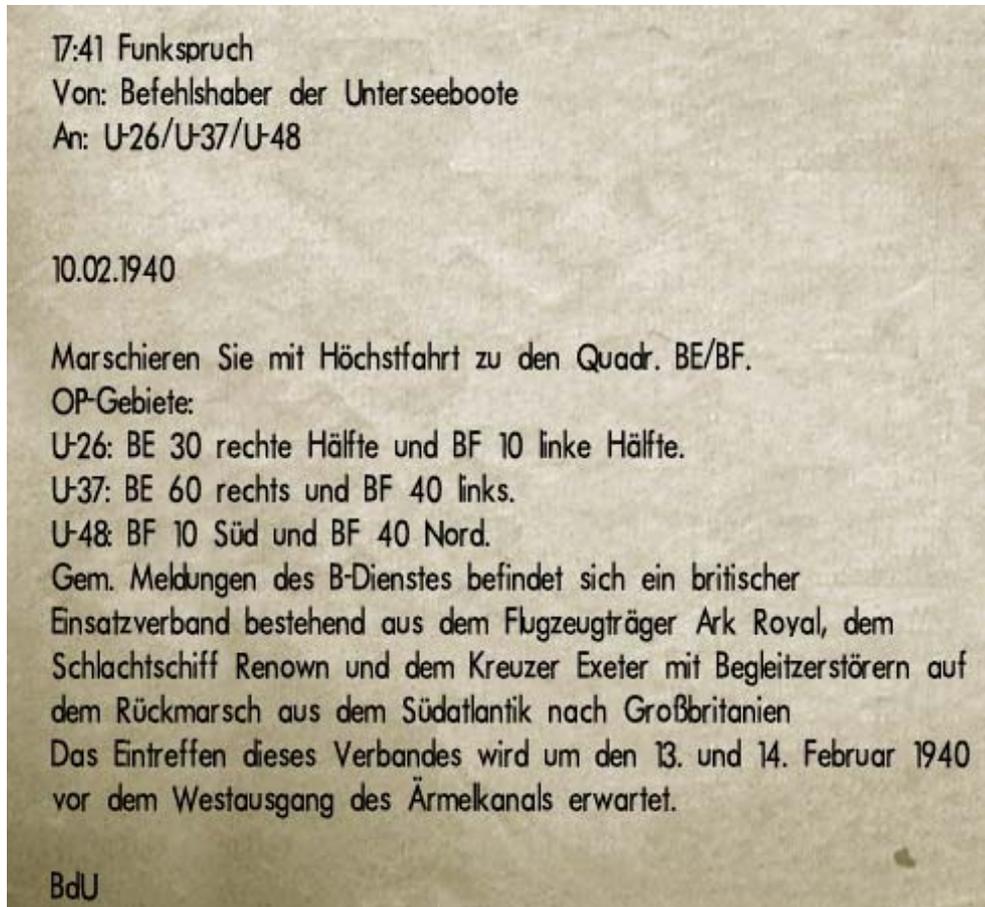
Supply-Ships can be found nearly everywhere; U-Boat-Supply-Ships in 1942/43 in the Middle- and South-Atlantic-Ocean, Tankers and Supply-Ships in the Indic-Ocean, at the border to the Ice-Fields, in "friendly" harbours such as Vigo, Cadiz or the Canary Islands and so on.

## The Radio Messages

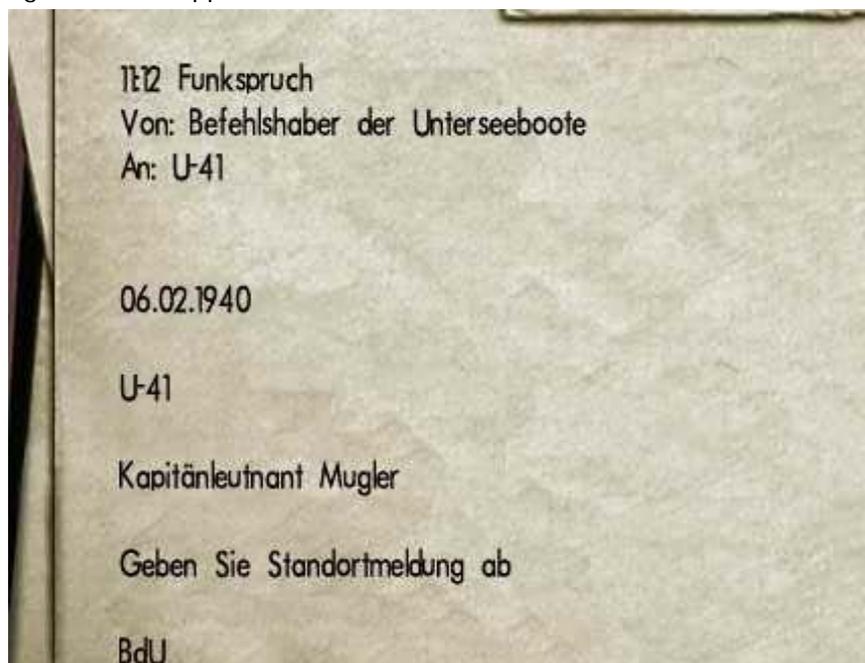
As introduced at the beginning, radio messages are one of the essential parts of LSH3, especially for the present version.

There are 5 variants of radio messages:

1. Filling radio messages - reports of success of submarines as well as other radio traffic between the sea units and the FdU/BdU or OKM.



2. Filling radio messages - news about the war course (OKW) and other news (Radio Berlin) reported over "Nordreich RADIO" but also foreign reports, e.g. BBC London and Reuters.
3. Own U-boat-losses - here a submarine with the detail of the commanding officer is prompted to send a status message and this happens 3 times.



4. Sinking-Results - Here the complete tonnage is announced by the preceding month and proportionate success of the submarines sinking, on the 2nd of the respective month.
5. Mission-Orders - The player is tied into the game event directly by the radio messages and should act also 'as ordered'. The request for the status message, known from the old versions and the order for occupying a certain plan square, was set out for the time being.

Due to the amount of the radio messages, at present over 5500, it has been adapted in the "reception probability".

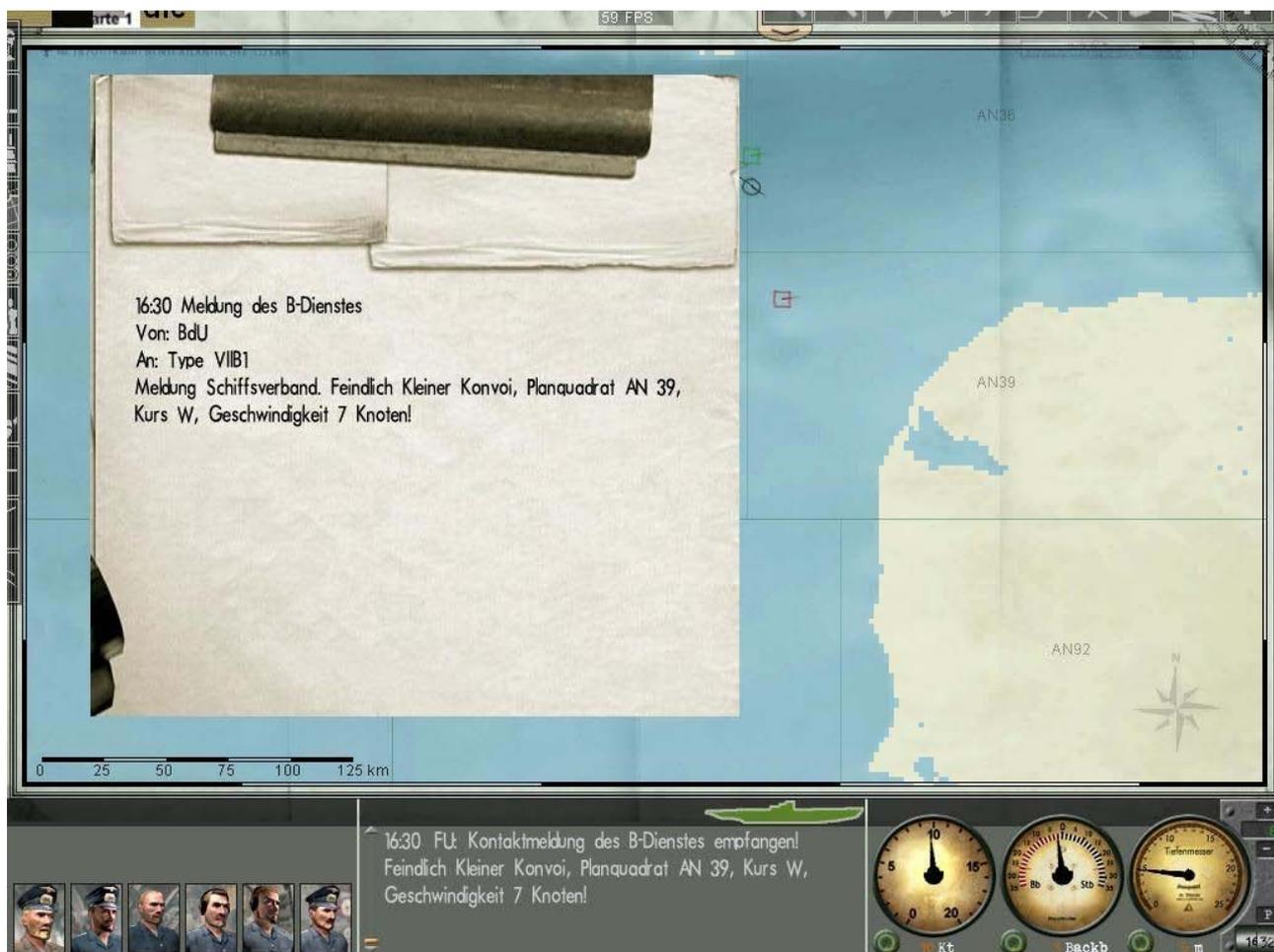
This means radio messages which are "forming the game" or "game leading", e.g. at great operations like "Weserübung", attack on certain convoys are sent with 100% reception probability, filling radio with a reception probability of 50% or less.

#### IMPORTANT:

Radio messages addressed to the player are provided with the respective submarine number and do **not** have any date. Radio messages **with** date are pure information or filling radio messages!

The "Reports of the B-Dienst" are a special manner of the radio. These are reports which are generated by SH3 due to the "situation": hostile and friendly convoys or combat units are reported and represented on the navigation map within a certain radius a standard SH3 of 1,500 km.

The report appears in the "radio book" and also in the status window. Please take note these reports fully, since they lead to aims being worthwhile in general. For U-boats which operate from Penang in the Indian Ocean, these are the only references to enemy convoys.



## Variable Zoom-lens-steps

Because of ANVART's hints in Subsim-Forum, we have installed the Zoom-lens-steps and their control by <CTRL> <Mouse wheel> into the Commands\_de.cfg. The Field-glasses, the periscope, the UZO and the (manual) visors of the guns, extend Zoom-lens now to 10-times, instead of until now 6-times. Hold "STRG" and turn the mouse wheel for this suffices.

## The "Erprobungsstelle Kiel"

The take-over of new submarine types was fundamentally changed differing from the original game. Different submarine types or their versions could be selected; a maximum of 4 types, II, VII, IX and XXI in the flotilla, depending on configuration and temporal availability until now. A change of the flotilla wasn't necessary. This was too simple and unrealistic for us, since new types of the navy were tested particularly extensively before they were declared ready for the front. The Kaleu has to carry out proof testing and the "Werftabnahmefahrt" with the new submarine before he reaches the "Atlantikfront" with it. There is no more firm submarine type for the U flotillas. One starts with the submarine type which is assigned by the system. These are the following types per flotilla and start year:

Flotillas	1939	1940	1941	1942	1943	1944	1945
<b>1<sup>st</sup> flotilla:</b>	IIA	IIA	VIIC	VIIC	VIIC		
<b>2<sup>nd</sup> flotilla:</b>	no start flotilla anymore in LSH3						
<b>7<sup>th</sup> flotilla:</b>	VIIB	VIIB	VIIC	VIIC	VIIC		
<b>11<sup>th</sup> flotilla:</b>				VIIC	VIIC	XXI	
<b>12<sup>th</sup> flotilla:</b>				IXC	IXC		
<b>29<sup>th</sup> flotilla:</b>			VIIB	VIIB	VIIC		
<b>33<sup>rd</sup> flotilla:</b>	no start flotilla anymore in LSH3						
<b>Erprobungsstelle</b>	frei	frei	frei	frei	frei	frei	frei

Within a model range, all construction changes are possible, conning tower, Flak-Weapons, engine tuning, "Funkmess" (Radar), snorkel, etc. These can be carried out as before, also in the front-flotilla.

The 10th flotilla at Lorient has been dissolved for this modification. Therefore the "Erprobungsstelle Kiel" has been established. She is responsible during the complete war for the "Werftabnahme" of new submarine types. All four U-boat-types are available, graded after their temporal appearance. "Administration base" is Kiel since there are many submarine shipyards and the Baltic Sea is suitable for proof-testing journeys better than the North Sea, due to enemy situation. From August 1939 until October 1939, the outpost at Stralsund is active; from November 1939 up to and including December 1940 the "Erprobungsstelle" is at Kiel.

From January 1941 until April 1944, the proof-testing starts at the outpost Danzig. Then one comes into the middle Baltic Sea too, when one changes over to another submarine type at this time. As of May 1944 to the end of the war, the "Erprobungsstelle" is in Kiel again.

Note for the outpost Danzig; you will not start from pier or out of the bunker, which are not available, but from the submarine packet at the supply-ship.

If I want to change the submarine type as a commanding officer, I must do the following for example of 2<sup>nd</sup> flotilla; I end my enemy journey with the type VII U-boat in my home-base of Wilhelmshaven. I apply to be transferred to the "Erprobungsstelle Kiel"; select the telephone on the desk, which will be accepted. The (fictitious) journey to the "Erprobungsstelle" is 5 days. As next I choose the new submarine type the type IX.

The 'theoretical' introduction to the new type is:

- Type II and VII                    21 days
- Type IX                            28 days
- Type XXI                         28 days

Now I start my proof-testing journey. To this end a plan-square, which I rove through as usual for 24 hours has been assigned to me in the middle Baltic Sea. After this I return to the "Erprobungsstelle" and end the proof-testing journey, i.e. the enemy journey. I then apply for a transfer to my old front flotilla, or another flotilla, again.

I must make these 'transfers' also for "updates" of a submarine type; for example, a change from type VII B to the type VII C.

A 'transfer' isn't hindered by the side of the system. I can use this transfer-system as often as I like, however see the recommendation above under "SH3 / LSH3 start and ending". The only condition is that I have to complete an enemy journey in the home-base of the new "flotilla" before I apply for transfer again. This means that finishing an enemy journey in a foreign base or a sea supply-ship doesn't count!

### ***Important notes for the proof-testing journeys:***

- The proof-testing journey must be finished in Kiel, Stralsund or Danzig so that one can be moved again.
- Have installed construction changes at once, conning tower form, Flak-weapons, machine developments, etc.
- the " Erprobungsstelle Kiel" has plan squares in the middle Baltic Sea only, so it is unsuitable for careers, since too boring.
- the " Erprobungsstelle Kiel" informs via radio message to the flotilla chiefs about the availability of new submarine types and other equipment.
- we have increased the "Traffic" in the Baltic Sea, so that it doesn't get too boring, through no particularly valuable aims.
- a chart "building program" can be found in the left upper corner of the navigation screen (F5) so that one can always have a look at the availability of new boats and equipment.

### ***Career start before outbreak of war***

Additionally one can start with his career already ahead of the outbreak of war now.

The 2<sup>nd</sup> flotilla in Wilhelmshaven isn't available any more as a start flotilla. If I like to start in the 2<sup>nd</sup> flotilla, I must start my career in 1939 in the "Erprobungsstelle Kiel". For other times, in 1940 or later, a start isn't possible in the 2<sup>nd</sup> flotilla (a change to the 2<sup>nd</sup> flotilla is always possible). So what has to be done?

- For the new career I choose the start year 1939 and the "Erprobungsstelle Kiel" as a "start flotilla".
- Then I start on August 1st, 1939 with a type VII B. I am assigned to a plan-square in the middle Baltic Sea, as usual, by the "Erprobungsstelle", where I have to patrol the next 24 h. There are two target ships in this plan-square which I have to sink.
- On this journey I get the orders from the "Erprobungsstelle" by radio. These orders have to be absolutely followed, since the further course of the career depends on it.
- In accordance with the order, I return to Stralsund and apply for a transfer to the 2<sup>nd</sup> flotilla at Wilhelmshaven. A transfer to the 1<sup>st</sup> or 7<sup>th</sup> flotillas isn't possible, since both of these still aren't active until 9-1-1939.
- In the 2<sup>nd</sup> flotilla, I receive the order to steer to a certain plan-square in the Atlantic near the Rockall Banks before September 1<sup>st</sup>, 1939! I wait for further orders of the 2<sup>nd</sup> flotilla there.
- I therefore command one of the few German submarines which patrolled the western Atlantic supply ways of England at the outbreak of the war.

Please note; the game instruction between 8-1-39 and 9-1-39 is carried out via radio messages of the "Erprobungsstelle Kiel" or the 2<sup>nd</sup> flotilla.

## Ship-wrecks



For the enrichment of the port-sites we have cloned three ships, Coastal Merchant, C2-Cargo and Chatham transport, and adjusted them so that they bob up and down with the deck just flooded around.

Our clone's also bear strong swell and remain on the adjusted height.

We have installed them in some ports and some scattered as drifting wrecks in the Atlantic; one often hears of torpedoed freighters in radio messages whose sinking could not have been watched, a kind of a wandering ghost ship.

Therefore two new "nations" in the "Roster" folder: "Wrecks" for neutral ship-wrecks and "WrecksAllies" for allied ship-wrecks, which might receive the finishing shot and will bring you more than the normal amount of points.

Furthermore there are other kinds of ship wreck that lie in the port accesses. These are quite normal ships from LSH3 which were positioned so that a part of them lies ashore. Many of them are broken apart and are burning. Mostly we have marked these dangerous places with the corresponding ton. One also must consider that resistance groups, that wanted to hurt and fight the German occupying forces, were active in France and Norway in the occupied ports. So it can certainly happen that a ship lying apparently peacefully at anchor suddenly explodes.



## Illuminated ships

Anvart has cloned several ships from SH3 and provided them as "illuminated" ships. A brilliant work; freighters look great in the darkness when faded in fully. We were enthusiastic first and wanted to install this modification immediately.



But then the doubts came; how shall we install these ships 'correctly', i.e. historically and militarily correct?

We decided the following solution - since LSH3 Version 3.0, only the illuminated C2-Cargo, Red-Cross-Freighter, and the illuminated Hospital-Ship, Red-Cross-Ship are available for the country "Red Cross". They sail under the flag of the International Red Cross.

The flag of the Red Cross was already part of the "NationalityMod V.3" of sergbuto.

Therefore only the "country" had to be

placed in the folder "Roster" and in the DefSide.cfg classified as "neutral". Another attempt, to use these ships for other neutral countries Sweden, Portugal, Argentina and Spain, led to irreproducible CTD.

Both ships are placed in the neutral harbours Vigo, Buenos Aires, El Ferrol, Cadiz and Las Palmas de Canarias Islands. In these harbours, German sea supply-ships can sometimes be found, so you can meet these illuminated ships when dropping in for refuelling.

## ***Air forces and their behaviour***

The probability was increased that one's own air forces, Luftwaffe, participate in the tonnage war. It is a prerequisite to this that one sends a contact report message and the present position of the submarine and convoy is within the reach of the "Luftwaffe". The "front airfields" make themselves paid here to the air force, probability increased from 60% to 90%.

Own radio messages, i.e. reports of success, status reports and contact reports of the U-Boat lure the enemy air forces more strongly. The probability was increased from 40% to 60%.

After the sighting of my submarine by other ship units, the probability of air raids was lowered from 60% to 40%. The reason was that even neutral ships are included in the sighting report by the game. However, the old submarine rule is valid; "Neutral" evade them and try not to be seen!!!

The "logical" time between the hostile air raids was doubled from 15 minutes to 30 minutes. One must snatch air, too!

Last but not least, the reorientation of the competence of the allied air forces. Almost all air bases, that is the air bases relevant for the "Atlantikschlacht" on the allied side, were fixed in competence as follows:

- until 12-31-1940      competence level 1 (Novice)
- until 12-31-1942      competence level 2 (Competent)
- until 12-31-1944      competence level 3 (Veteran)
- from 01-01-1945      competence level 4 (Elite)

By the competence steps, the reaches of the hostile air forces, additionally dependent upon the airplane type and thus also the "gaps" of the allied air surveillance, are primarily fixed. In other words, as of 1944, there are no more areas in the Atlantic where submarines are safe from hostile aircraft. This should be one more reason for the commanding officers to dive fast.

The air raids on the German submarine bases get stronger and stronger through this as of the middle of 1943.

## ***FuMO-391 Bug Fix***

The Problem:

If one selected and installed the FuMO-391 for the type XXI, one always got the following reports, "Radar destroyed" and "Radar Antenna destroyed". If one then switched over to the radar screen, one had the impression that the radar still worked, as the contacts were neither shown on the cards nor reported by the radio operator.

The Solution:

The FuMO-64 "Hohentwiel" remains the standard radar of the type XXI - tied over R01 node. You don't need to select extra, it is contained when changing to the type XXI. The FuMO-391 as an additional second radar, tied over the node R02, on the snorkel, therefore will be changed automatically from 9-1-1944 (see NSS\_UBoat21.sns).

The Function:

Nothing changes if one drives surfaced. The FuMO-64 is on the left side, the FuMO-391, from 9-1-44, on the snorkel. The FuMO-64 can be turned on and off by the well known switches, the FuMO-391 is always switched on if it rises above the water. Therefore one always has activated radar and can't forget any more to switch it on again after a diving process or kerning waves.

If the FuMO-64 is switched on, the radar screen is also switched on; if it is turned off, so is the radar screen. However, contacts are shown on the cards and reported by the radio operator, because FuMO-391 is always active.

If you dive to snorkel depth and the snorkel is retracted, all Radars are turned off. On snorkel depth with the snorkel extended, the FuMO-391 is active and shows and reports air and sea contacts. However, the radar screen is switched off since FuMO-64 is turned off!

## Auxiliary-materials in the Navigation-map

By the use of FLB Sale's NaviMap modification, in the navigation map nine additional information cards are at the player's disposal. The cards can be dragged down with the mouse from the left upper corner and be moved back with the mouse after use again.

### Tab K "Konvoikarte"

The well known Convoy Map shows the convoy routes in the Atlantic Ocean.

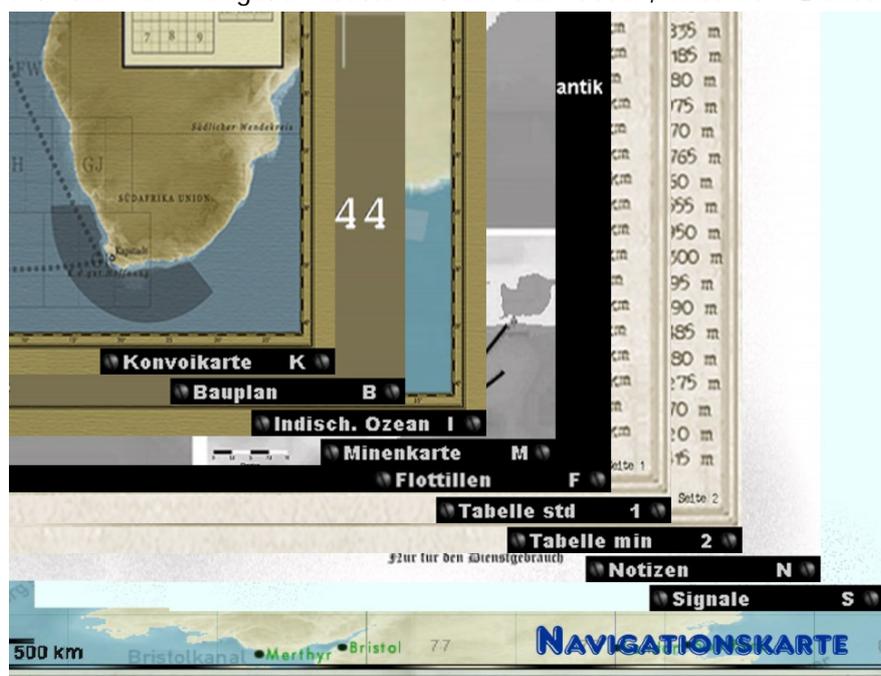
### Tab B "Bauplan"

The Building Program shows the release times for the U-Boat equipment.

### Tab I "Indisch. Ozean"

Particularly important is the card

with the main navigation routes in the Indian Ocean, since no PQ allocation can be carried out there. So the



player must look for his aim!

If one starts from Penang, a safe spot for convoys would be the crossing of the ocean lanes south of Ceylon. But there is also one nearby the land and must expect air raids. There are sufficient convoys scripted in the Campaign; they will be reported by the "B-Dienst" if you are close enough.

### Tab M "Minenkarte"

Likewise, important for those "Kaleu's" who like to intrude into British harbours, is the "Minenkarte". The chart shows the location of minefields and anti-submarine-nets with the status at June 1939.

### Tab F "Flottillen"

This chart lists the dates where the

different flotillas are located during the war.

### Tab 1 "Tabelle std"

### Tab 2 "Tabelle min"

Those two charts should help the Kaleu in calculating the distances his U-boat or enemy ships or convoys may cover.

### Tab N "Notiz"

This Chart can be changed by the player to write down his preferred information. The TGA-file is located at "\SilentHunter3\data\Menu\Gui\Layout" and can be edited with any TGA-capable graphics software. Make sure that you have "RLE – RunLengthEncoding" enabled!

### Tab S "Signals"

This chart explains the light and flag signals used at the sluices.

## **D. New Ships and U-Boats, Aircraft and Land-Units**

### ***D.1. Ships***

It would lead too far here to list all new and modified ships. To this end we have prepared a table in which the most important information about the ships is summarized (see Index E). Only some basic remarks will be given here regarding the ships or explanations regarding some ships.

#### **Manned platforms**

It was a fault in the standard SH3 that the platform guns weren't manned unlike the "normal" guns. ANVART has removed this bug with his modification.

#### **Different smoke-density**

A modification by ANVART allows the possibility to vary the smoke from the chimneys; this only applied to the merchant ships in LSH3. Why should fish cutters and tankers have the equally big smoke? Some "old" merchant ships have the real thick, fat smoke and the little cutters and some of the modern new motor-ships have the light smoke in LSH3. There still is an unusual feature for the ships with ANVART's; "fat" smoke to show the presence of the chimney gives off smoke, too, when the ship lies at anchor. I.e. the boiler is under fire and the ship can "open steam" at any time. This looks particularly beautiful in the ports. BUT, ships with ANVART's modification cannot be copied without it into other SH3 installations - this would lead to the CTD!



#### **Reflections**

We have activated the reflections partly for the first time and adjusted them all consistently for all merchant ships. We have done this also for the deck cargo! For the warships, this hasn't happened yet. For this the "guns\*.dat" needs to be customized!

#### **Cannonry**

In total, we have 7 kits for the ship- and country-guns and one set for the submarine guns in LSH3. The "Russian", "Japanese" and "German" guns from the various modifications and the fortress guns work without problems with that. We have stayed in the standard with the submarines. CAUTION: a "simple copying ships" into other SH3 installations doesn't work!

#### **Flags**

A problem in the standard SH3 is the fact that the flags of the sunken ships are also visible under water. By changes in the corresponding DAT files, we have adjusted this so that the flags are no longer visible under water, but only for the enemies! One still sees the flag for "neutral" ships under water; furthermore the "shame" is visible!

#### **Deck crew**

We have put officers and/or crew members on the decks or distributed workers on the floating dock for some ships. Altogether, we have used 9 different "figures" in LSH3; they are no longer visible like the flags if the ship sinks under water.

## Adjustments and variances to the ships

Where necessary we have carried out extensive corrections/changes on the new ships and also partly on the "old" original SH3 ships. This had partly to be done up to the complete new construction of the ship including UV Mapping; this is the assignment of object areas such, as the hull, to certain areas of the TGA file (Skin) as well as the construction of new skins. Therefore these ships look considerably different from the one in the Original-MOD. The ships concerned is obvious from the table under Index E. This gets particularly clear in the example of AG124's "Chatham Transport", which sails in LSH3 under the name, "NKDF – Ferry-ship". The ships imported from SilentHunter4 were also revised completely by us up to the UV Mapping.



## Change of tonnage details and values at merchant ships

The size of the merchant ships is represented uniformly in GRT (gross registered tons), up to 1970 the usual measurement for trade ship sizes. The changes have been carried out in the respective CFG- and LOG-Files so that the data are also updated in the MUSEUM. For the war-ships, the quantity value DISPLACEMENT in TONS (metric) has remained unchanged. This was necessary because many new ship types were derived from warships and it was forgotten to convert tons into GRT.

As an example, the British auxiliary cruiser, NAXC, and the passenger steamer, NPTR, are identical ones concerning the measures but represent on the one hand warship and merchant ship on the other hand. One can see the differences in the size measurements GRT and tons very easily:

- NAXC = 12.367 tons
- NPTR = 5.460 BRT

All merchant ships in LivingSilentHunter3 have been newly-measured with a developed formula (by rowi58), particularly the merchant ships imported from SH4.

ATTENTION: as a general rule, the values calculated newly are considerably lower than that one of the original SH3 values for the tonnage (GRT)! This also has effects on the enemy journey results. Do not be surprised, therefore, if "less" tonnage is expelled in the logbook.

## The changes at ship (type) names

Some of the original SH3 ships have got another type name because the original name didn't do justice to the use purpose of the ship or is simply not usual in the German usage. It is so said now:

- Küstenschiff = Trampdampfer
- C2 Cargo = Standardfrachter
- C3 Cargo = Großer Standardfrachter
- T2 = Standardtanker
- T3 = Großer Tanker
- Küstenfahrzeug = Großer Fischkutter
- Landungsboot = Landungsschiff
- Hospitalschiff = Lazarettsschiff
- Bewaffneter Trawler = Vorpostenboot

We have tried for the new ships to find names as "descriptive" as possible for these types or to translate the English names. All this shall serve to distinguish the ships (by the name) more easily.

Furthermore all ship names have been changed in the German and the English names.cfg-files so that they are displayed correctly in the navigation map. Mostly the war ships are affected where abbreviations are used now (BB, CA, CL, ...).

## Change in the ship classification

Unfortunately, where the classification of the ships is concerned, SH3 is very restricted. For the warships, only 14 classes are available (UnitType=0 to UnitType=13); for the merchant ships, only 5 classes (UnitType=100 to UnitType=104). With LSH3, the UnitType=100 is not used, because it is not basically not recognized by the system and can lead to CTD. Unfortunately, there isn't any possibility in SH3 of enlarging the classification by additional Unit-Types - the system doesn't accept additional classes!

Because we have installed a couple of ship types that couldn't be assigned to any of the previous classes of the

warships, we have renamed the class 12 (UnitType=12) "mine-layers" into "auxiliary vessel". In the broadest sense, a mine-layer is also an auxiliary vessel. All new, not elsewhere classified, warships like the "navy providers", "patrol cutter" and "mine-layer" then find themselves in this class 12. We also have classified the passenger steamer "Queen Mary" as UnitType 12 (auxiliary vessel) and with that as a warship. Why this? The ship is a unique and shall not appear as a "generic" freighter in the convoys! However, it is available in the Game!

We have assigned quite a number of new ship types of the class UnitType 104, coastal vessel, as the merchant ships. Therefore "generic" coastal vessels and "generic" coastal convoy no longer consist only of the 'boring' fish cutters and trawlers.

## **Skins**

In LSH3 we partly use the original skins and those made by:

*Sergbuto* (Multiskin-MOD) for war ships

*Iambecomelife* (Merchant Variety Pack) for merchant ships

*Ichneumon/Boris/Fubar* (GWX-SkinPack) for merchant- and war ships

*BlackPegasus* single skins for merchant ships

They give the ships a considerably more distinctive appearance and are derived for the large portion of historical presentations. A special thanks here to the 'artists' who made the Skins of the respective ship types, which deposited in the table under Index E.

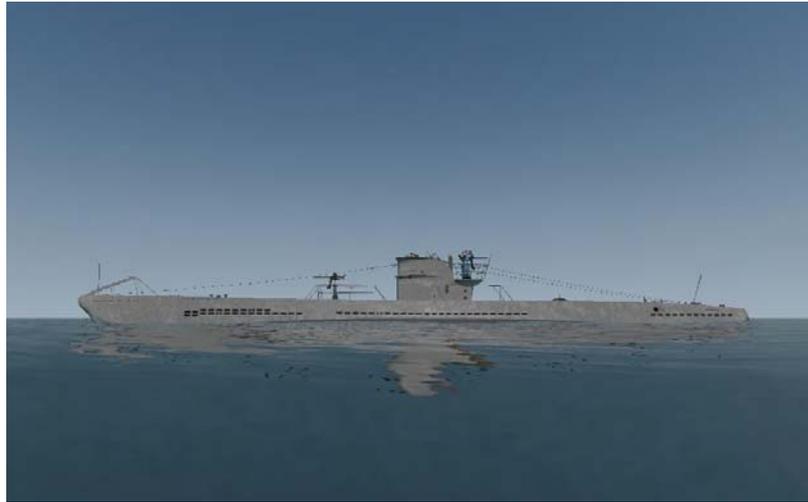
## ***D.2. U-Boats***

All the player selectable U-boats, as well as the "AI-Boats", which are the U-Boats controlled by SH3, have got new skins. So that different Skins can be used within a type, we have renamed the corresponding TGA files and integrated them into the DAT files of the submarines. Therefore no more Skins, TGA files, of the submarines are stored in the folder "data/Textures/TNormal/tex". For that reason, consider the naming of the TGA-files in the DAT files when installing other submarine Skins for the submarines and the towers, in the folder "Objects".

Type II A (Skin VENATORES IIA Coastal U-Boat Skin 2)



Type II D (Skin VENATORES IID Coastal U-Boat Skin 1)



Type VII B with all conning towers (Skin FUBARS\_58\_VIIC\_LOW\_RES)



Type VII C with all conning towers (Skin FUBARS „Das Boot“ VIIC)



Type IX B with 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> conning tower (Skin FUBARS IXB Schlickgrau 58)



Type IX C with 2<sup>nd</sup> and 3<sup>rd</sup> conning tower (Skin FUBARS IXBsplint camo)



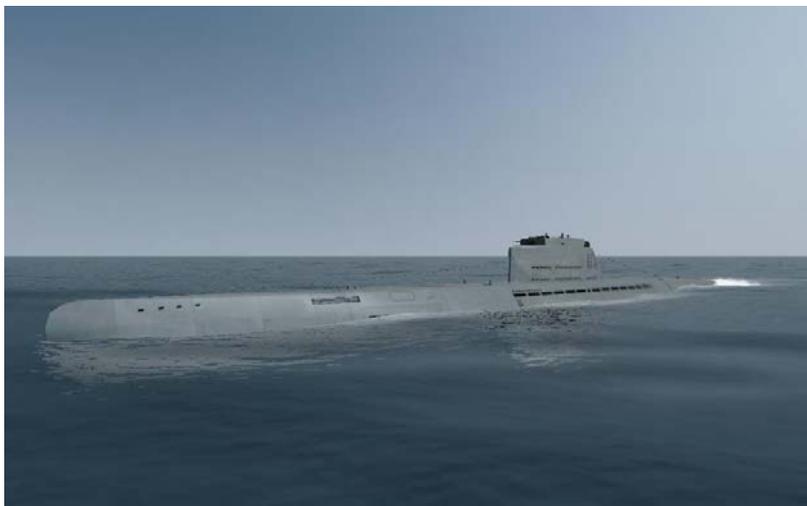
Type IX D/2 with 3<sup>rd</sup> conning tower (Skin FUBARS IXD2 LOW RES)



Type XXI (Skin Type941 Type21\_ModernHull)



AI-Boot Type XXI (Skin FUBARS\_XX1\_LOW\_RES)



AI-Boot Type IX B 4 (Skin STEEDS-MK3-IXB)



## AI-Boot Type VII C/41 (Skin Konrad\_Krumm\_VIIc\_U201)



## AI-Boot Type II B (Skin FUBAR II A)



The type IX C has two new conning towers; for the type IX D/2, one new conning tower was inserted so that the Skin of hull and tower concur. Since these U-boats appear later in war, we have made them without the "first" conning towers, which already want to select an old fashioned tower. To make this all work, considerable customization was necessary among others in the "Basic.cfg" and the "de\_menu.txt"; no more conning towers symbol in the left column, appear for the type II A and the type XXI in the equipment screen, but there is, anyway, only one conning tower form for these types! Due to "overcrowding", the explanation text had to be combined for the tower XXI and the 10.5 cm cannon as, unfortunately, no more "free lines" were available.

For all "playable" submarines, the following changes were carried out to some settings:

- Torpedoes can only be fired if the torpedo doors are open. This is to prevent one from firing torpedoes 'inadvertently'. <Q> opens the doors <W> closes them.
- All submarines have a "pre diving depth" of approximately 8 metres, i.e. one can adjust a depth of, say, 6 meters and the crew will still stay on the conning tower or at the guns. One drives with a lightly washed upper deck; however, the diving process isn't finished off faster by it!
- The ranges, surfaced and submerged, have been redefined and placed in the "en\_menu.txt". The following table shows the ranges and the maximum safe depth which shouldn't be exceeded for the individual types, at 100% hull condition:

## U-Boat ranges

U-Boat Type	Range in sm (surfaced /submerged)		at speed in kn	Maximum safe depth in m
II A	1.600/35		8/4	152
II D	5.650/56		8/4	157
VII B	8.700/90		10/4	225
VII C	8.500/86		10/4	247
IX B	12.000/64		10/4	216
IX C	13.450/64		10/4	232
IX D/2	23.700/57		12/4	235
XXI	15.500/340		10/5	285

Sources: <http://uboat.net/>, <http://www.lexikon-der-wehrmacht.de/>, <http://www.warshipsww2.eu/>, SH3-Inspektor (timetraveller)

As so-called AI-U-Boats, submarines which are controlled by SH3, the following types are available in LSH3:

- II B in the harbours
- VII A submerged in the Wolf-packs
- VII C/41 in the harbours and in the Wolf-packs
- IX B 4 as Supply-ships "Milchkuh" in the Atlantic Ocean
- XXI in the harbours
- British S-Class surfaced, but where?

## D.3. Aircraft

We at LSH3 think of Silent Hunter 3 being a U-Boat-simulation, rather than a flight simulator. Therefore, in comparison with other "Super-MODs", we have relatively few new aircraft integrated.

For this, however, we have 'sensibly' graded the integrated ones according to the time and according to their site of operation:

- British bomber and U-Hunting-Squadrons until the end of 1940 only, "Swordfish" and "Blenheim"; in addition, as spotting-plane, the "Anzon".
- From 1941 until the middle of 1943, the "Hudson" replaces the "Blenheim" and "Swordfish" is replaced by the "Hurricane" and "Sunderland" and "Catalina" replaced of the "Anzon".
- From the middle of 1943, the "Liberator" replaced the "Hudson" and, additional bomber-squads of "Lancaster" that were supplemented by the "Mosquito".
- British aircraft carriers operated until June 1940 only with the "Swordfish". From then, with "Martlet" and "Hurricane" and, from January 1944, with "Martlet" and "Avenger".
- British escort carriers operated with the "Swordfish" also until the middle of 1940 and from then with the "Avenger".
- The American aircraft carriers used "Wildcat" and "Avenger" during the whole war.
- German bomber squads in Western France and Northern Norway operated from the end of 1940 until the middle of 1943 with "FW 200" and "JU 290", which can be call for air-support to attack convoys.

The newly added planes can be found in the table of appendix E.

## E. Additions and Changes

### *Version 5.0*

Within this Version a lot of basic changes have been made; with the new terrain at various places, new harbour-types have been built in and the Campaign-files had to be changed accordingly. New ships, among them a lot especially for the Mediterranean Sea, rearrangement of some sensors and equipment for the U-Boats and many other detailed changes.

### New ships

A particularly interesting example has to be mentioned here; firstly, the light cruiser of the U.S. Navy type



"Omaha". The ship was already converted by Molke2005 from SH4 to SH3 a long time ago. As in the case of all SH4 ships, I had to carry out very extensive corrections; the main artillery was wrong, 15 cm three-barrel gun towers instead of the right twin towers, missing casemate guns, wrong anti-aircraft gun, the Skins always looked unsightly and just at the UV mapping changes had to be done. But this unconventional cruiser type of the USA, which still offers strong approvals to the cruiser types of the 1<sup>st</sup> World War, is due to the number built; there were, after all, 10 ships of this type and they were for the operations "Paukenschlag" and "Neuland"

at the East coast and in the Caribbean particularly interesting. This cruiser can be found in the campaign there as accompanying escort or also as a solo rider.

The next ship is an "Italian"; the heavy cruiser "Zara" of the Italian Navy built by Gerome\_73 including new main artillery towers, 20.3 cm twin, for HanSolo's "WAC mod". Of the type "Zara", there were quite a number of sister ships, all of which were sunk in the war. At the moment, since the campaign was only improved a little, these ships can only be found in or at the submarine base in the Mediterranean and, yes as is well known, only LaSpezia is this. The board airplane of the "Zara" is particularly noteworthy: 1<sup>st</sup> because it is mounted on the bow and 2<sup>nd</sup> because it was manufactured particularly in detail. Moreover, the "Zara" also has got the bright smoke of the modern battle-ships.



The next unit is also an "Italian", the modern battleship "Roma", which was also built by Gerome\_73. Slight changes of the battleship were carried out; it has the "RO 44", the board airplane of the "Zara". It replaces the original model since it 1<sup>st</sup> is from the same builder and 2<sup>nd</sup> looks considerably better. Other guns are put up also on the places of the heavy anti-aircraft gun; although not absolutely correct, the guns modelled by LiLiput/VAA for the Soviet ships correspond mostly to those of the "Roma", 10 cm on LiLiput/VAA instead of 9 cm calibres on the "Roma". Like the "Zara", the "Roma" and her sister ships will only be found in or around La Spezia.

The German destroyer "Hermes" also is provided for the Mediterranean-Sea-Campaign. One, at the invasion of



Greece, captured Greek destroyer which corresponds to the English types of the D to H class. This model was therefore built up from the original C-Class destroyer from SH3, though with very extensive changes. The pedestal between the chimneys is completely new and has 2 37 mm of double anti-aircraft gun guns now. The back pedestal has a 20 mm quadruplet anti-aircraft gun instead of the searchlight. The "German" 12.7 cm main guns are also new. SH3 does not contain a model for German destroyer artillery. Ubisoft used the American 12.7cm turret for the German Z34 destroyer. This won't work with the "Hermes". Based on

LiLiput/VAA's 13 cm gun of the Soviet destroyers, I have modelled a more adequate fitting; the pipe was reduced to a sensible linear measure and the tower changed slightly in the aft area, so that this gun reaches

quite near to the German 12.7 cm gun of destroyers. It was also used for the German destroyer Type Z34. The "fire control" was renewed completely: "Hermes" has got a new type of rangefinder and, for the first time, see below, an optical telemeter for the anti-aircraft gun, which lines up on air and sea targets. As far as possible, the UV mapping of the hull was redesigned completely so that the very 'unconventional' painting of the destroyer is accentuated much better. And finally, the depth charge armament has been completed by four throwers. "Hermes" operates in the Aegean as convoy escort and is only assigned to few "Afrika-Convoys" of the Axis forces which also are newly built in.



The next ship is from VonDos. This is the model of the British aircraft carrier "HMS Glorious", or the "HMS



Courageous" and "HMS Furious". These ships, originally planned as battle cruisers, were rebuilt as aircraft carriers in the 1920s; at that time they were the most modern of their type. The flight deck is particularly striking; Island-type however but the flight deck doesn't reach to the full length of the ship. The airplanes being on deck are separated into a DAT-file so they can be replaced according time or LoadOut. I did this for VonDos and placed three standard SH3-aircraft, Swordfish, Hurricane and Avenger, into the DAT-File and the EQP-File. The aircraft carrier now has three different airplane groups on deck during the war. As for these files

available I reworked the "HMS Illustrious", "USS Casablanca", the "Bogue" (HMS and USS) which additionally received the "LoadOut-Function".

The "HMS Glorious" is built into the campaign; she was the first 'prominent' victim of the German submarines, sunk on 9-17-39 by U 29 (Otto Schuhart). Whoever is at this time in the campaign at the right place at the right time can comprehend this exactly. She as well is integrated into quite a number of convoys as accompanying protection, since she represents a type class. The other, revised, British and American carriers of SH3 are also contained in the campaign; the entries were adapted correspondingly so that the British "Bogue" has British airplanes and the American "Bogue" has only American airplanes on deck.

Another very interesting ship was also contributed by VonDos, the liner "Arandora Star".

She is based on the SH4 liner "ConteVerde", however, and wasn't converted by VonDos from SH4 but changes the objects of the "Conte Verde" and integrates into a SH3 clone. The ship was deployed as a transport and used for prisoners of war particularly. This liner is built into the campaign and can be found on occasion in quite a number of "back convoys". No changes were carried out themselves on the ship except for the reflections, the aft mast and UV-Mapping on the hull. I only have done it without the 'very extensive' arming. It therefore remains an unarmed passenger ship.



Although enough ship types are really contained in LSH3, there are many worthwhile new ships which mustn't



be missing here. The ships of "iambecomelife" must be mentioned here in the first place. He meanwhile has released his "Merchant-Fleet-MOD" containing more than 90 ships. I have selected 4 ships which until now weren't available in these forms. It comprises the 'big freighter', L02A (L02A freighter), with over 6,800 GRT A ship in standard construction practice.

The next is the " Merchant Type M31" with 5,300 GRT and the unusual feature of 2 chimneys, a combined ship for freight and passenger carriage.

The next freighter represents another unusual feature, the "middle freighter" M39B with 5,600 GRT – engine room and bridge are concentrated on the rear end, see screenshot, similar as in the case of the already available "chemical freighter". And as the last ship from the "iambecomelife" series, the tanker T10B with nearly 6,600 GRT, built later as the last tanker T09A inserted by him. These four ships are available for the countries England, USA and Canada and are installed in the Campaign\_SCR.mis as solo riders and in the Campaign\_RND.mis for convoys; they also appear as 'generic solo riders' of course. Of course these 4 ships are revised thoroughly and adapted to LSH3, particularly the chimney smoke.



This 'merchant fleet' is completed by the 4th wreck, a clone of the passenger ship NPTR lying with approx. 23° list to portside. Because of this it seems 'seriously damaged' but not yet 'destroyed'. It replaces the ships in the campaign in port proximity in many places which are broken and burning. For this ship, a new Skin, which is used also on the original, the passenger ship NPTR, has just been made.



The next ship is a real, so-called "Dreadnought", still being from the German Empire "School ship Schleswig-Holstein" of the Imperial German Navy. Trainer1942 built this model of the Warship built in 1903 based on a clone of VonDos the "San Giorgio".



This ship became famous by the assault on the "Westerplatte" with which the 2nd World War was started in the end. This event isn't contained in LSH3 and no submarines were involved in it either. But one can meet the training ship in the Baltic Sea and the ports there at a given time, a surely surprising sight, the relic from a former time.

## Improvements on the submarines

### **"Loaded torpedo tubes"**

I have been annoyed by the always 'empty' torpedo pipes for a long time. The excellent animation made by



Ubisoft of opening the pipes is crowned by a look into the 'empty tube'. Fortunately there are enough models of the torpedoes to spare so that one only had to insert it in the empty pipes as a model actually. Said and done. Two problems still had to be solved; 1<sup>st</sup>, the wide selection of torpedo-heads in different colours and 2<sup>nd</sup>, the fact that the pipe never gets empty, seen with respect to models. The coloration for the torpedo head of the model in the pipe was chosen so that it harmonizes with all variants of the SH3 standard torpedo heads, except for the acoustic torpedoes, which have a red head. The fact that the torpedo pipe

isn't empty after the shot, seen with respect to the model, is covered by a), the expulsion flood was extended and elongated and b), the make time of the inner torpedo flaps was shortened. One can only detect from certain viewpoints that the pipe isn't actually empty.

### Conning tower emblem for the Type XXI

The next, rather insignificant, problem concerned the tower emblem of the type XXI submarine.



Ubisoft had 'forgotten' to put the emblems on the hull of the type XXI, as they are possible for all other types. I therefore placed the two emblem plates on the hull and connected them with the remaining model. Just 'cosmetic', but, however, it looks good and of course pleases all 'fans' of tower emblems.

### Compass card Type XXI

The type XXI was cleared and still a fault; the compass display disk of the compass shown on the bridge was ordered eccentrically, next to the I WO. One very attentive user, who has another, tower, point of view on the XXI, had pointed out the fault.

What sounds so simple wouldn't have been possible with acceptable time expenditure without the brilliant tool 'S3D' of Skwasjer.

### Flagstaff for the U-Boats

The early submarines had a flagstaff at the so-called 'winter garden' in order to be able 'to show flag'; also, under international law as instructed at sea there. These flag staffs were simply empty until now. Using a special control, exactly that one of the snorkel, the flag can be hoisted and retracted. The flag is integrated in a small version into a special DAT file. The flag is, by default, retracted; it nautically correctly is hoisted after the last connection with the country is severed. To do this, the key <X> is pressed and the note appears in the message window 'snorkel (flag) is hoisted!'. In the same way, pressing key <X>, 'the flag retracted'. The flag will be invisible under water if the crew 'forgets' to take it in, in the case of crash diving. So that the 'conflicts' with the real object, the snorkel, controlled by the key <X> keep in limits; this flag is available only for a few U-Boat-Types.



The following table shows for which types the flag is available with which tower forms:

<i>category</i>	<i>Type</i>	<i>Tower form(s)</i>
Playable U-Boat	II A	All
Playable U-Boat	II D	All
Playable U-Boat	VII B	All
Playable U-Boat	VII C	1. Tower
Playable U-Boat	IX B	1. Tower
AI-Boat	II B	---
AI-Boat	VII C/41	all (1 <sup>st</sup> Tower)
AI-Boat	IX B/4	All (1 <sup>st</sup> Tower)
AI-Boat	S-Class (GB)	---

Note: the flag is always hoisted on the AI boats.

What concerns the snorkel, the types II A and II D don't have such an equipment possibility, in SH3 anyway, so the flag doesn't 'disturb' there. However, it is new that the type VII B can get no more snorkels now; in principle, this option of the equipment was improved. Those who sail with the VII B should notice this. The snorkel can still be installed at the VIIC with the 1<sup>st</sup> tower form. If it becomes this, then the function 'flag' expires!, i.e. the button <X> only causes the rising and lowering of the snorkel.

### U-Boat marker – Umark.tga

Subject "UMark.tga". Many users would like to do without the position marker of the dipped player boat. This was solved by other MODs by the use of a transparent version of the "UMark.tga". I have changed only the depth from -10 m to -25 m when the UMark gets visible. If a submarine dives deeper than 25 m, the UMARK gets visible.

The UMARK isn't visible in the attack area on periscope depth. The renunciation of the UMARK applies also to the dipped AI boat "VII A", i.e. to the 'colleagues' to be found from time to time in the wolves- packs!

### Changes to the sensors

With respect to models, quite a number of existing sensors were revised and new sensors established also for allied ships. As mentioned on the "ZG Hermes" above, this ship has got a new, visual and radar- detection-supported fire leading plant. She also is integrated into the "Searchlights" files and therefore can be used for



other ship types as well. The "visual targeting post" is also new. Just for small ship units, the optical telemeters are too 'massive'. There is the visual targeting post for these units now. It works exactly like the telemeters and also is deposited in the "Searchlights" files. It lines up to the side and the height; however the back part, remains constant in the height on the aims to be fought, in which only the front, visual part performs the height direction. So the artillery officer, co-turning round with the targeting post, can aim at and pursue the targets without 'contortions'. In the end, quite a number of ships have still got turning radar antennae. They are

built up just like ones on the auxiliary aircraft carriers "Bogue" and "Casablanca": The existing radar was 'cut out' as an object and installed again with the "Key Frame" function as a rotating object.

The following table shows which ship types have got which improved sensors now:

Type	Visual targeting post, rotating	Telemeter, rotating	Radar, rotating
USS Iowa	-	-	yes
Minesweeper	yes	-	-
Net layer	yes	-	-
USS Omaha	yes	-	-
USS Fletcher	yes	yes	-
ZG Hermes	yes	yes	-
HMS J-Class	yes	-	yes
USS Somers	yes	yes	-
Sow. Dserschinski	yes	-	-
HMS Tribal	yes	-	yes
Z34	yes	-	yes
Z36	yes	-	yes
HMS V&W	yes	-	-
CONVESC	yes	-	-
USS Evarts	yes	-	-
Flottenbegleiter	yes	-	-
USS JC Butler	yes	yes	-
HMS A&B	yes	-	-
MS1935	yes	-	-
HMS Black Swan	yes	yes	-
TB1924	yes	-	-
TB1937	yes	-	-

### **Additions in the "Harbor kit.dat"**

In the first place, the elements for the installation of realistically operating sluices have to be mentioned here.



Sluices in the form of Trainer1942's land units "Holtenau" and "Brunsbüttel" are already available for a long time, however completely "open".

After analysis and understanding of the complex "KeyFrameAnimation" function in SH3, it is possible now to 'program' time controlled arbitrary movement processes of objects. The picture shows a 'choice' of these animated objects and how they can be found at the sluice Holtenau; in the foreground, the closed lock gates and in the background the open lock gates, each with the "form light signal" as well as also in the foreground the signal mast. The flags at the signal mast show the Captain

and how long he still has to wait or sail into the sluice. Here in the picture, the red and the green-yellow flag mean that the gates are still closed, less than 4 but more than 2 minutes. These lock gates are available for a clearance of 40 m, 60 m and 80 m as well as additional sliding gates with a clearance of 25 m. These lock gates are built-in in Holtenau and Brunsbüttel, as well as in the harbour of St. Nazaire.

Furthermore, the 40 m variant is used in the similar new "dry dock". The dry dock is a clone of the "Open dock" which was provided with these mobile gates.

The dry dock, "Dry\_dock", can be found in the following ports: Bergen, Trondheim, Penang, La Spezia, Scapa Flow, Kingston/Jamaica and Bordeaux, as well in the new port type "Small\_Harbor". Therefore, Captain, pay attention as to whether the basin from which your boat starts is closed by such gates.



The next changes concern the cranes and the chimney smoke.

The two previous rotating crane types, see LSH3 version 4.0, are switched over from the "Watch\_Man" function to the "KeyFrameAnimation" function, since the latter has considerably more program technical degrees of freedom ready. Further cranes also were set in motion with this function, the "gantry crane", and, on the other hand, the "old port crane". Furthermore, this "old crane" also has got exhaust smoke from its exhaust pipe. Every second crane of this type has, in principle, been replaced by the rotating version with exhaust smoke.



This leads to the next topic, the chimney smoke. Four factory buildings also have got smoke from their chimney so that the ports look more like businesses. The refitting of all smokestacks was renounced consciously, though since, by reason of 'particle emissions', the FPS would be charged too strongly.

I have integrated large portions of the "Harbor\_kit\_SH4.dat" into the "SH3\_Harbor\_kit.dat".

These are the harbour type "Pearl\_Waters", as well as the "Asia\_Houses" and a couple of 'small things' that were worthwhile it. To make the harbour type "Pearl\_Waters" expandable, I reworked and integrated the "Real-Pier-Dat" and built it into the "Harbor\_kit.dat". A 'sloping level' is built-in into the basic element "Pearl\_Waters" for a slipway with rails for a trailer. I newly built this trailer and integrated it into the "Harbor\_kit.dat". Two further 'foreign' objects are also integrated:

- Made by "KaptHaddock" the two versions of the truck "Opel Blitz" with open platform and canvas covered.
- The alternative lighthouse of "Flakmonkey" as 'an offshore lighthouse' with a base around it.

### **Changes to the Harbours / Locations files**

The "Schleuse\_Brunsbuettel.dat" of Trainer1942 was considerably enlarged and completed. The middle island is extended more broadly for the lock gates; other buildings placed and a new factory building and a store on the harbour area became built-in plus other accessories there.

For the 'little side port', a sliding lock gate was installed. A 'construction site' was also set up on the area Brunsbüttel. The further changes at the harbours are:

- Harbour type Bergen, the 'Moonwalker', was set into motion. The Soldiers do not step on the place any more.
- Harbour type Trondheim, comprising Dry\_dock and four big, rotating cranes plus 4 non rotating big cranes, for the 'main docks', and the rotating old crane, were built-in. Also, the small engine cranes moving on tracks and, for the "Admiral Norway", a proper administrative building. Industrial buildings exchanged; 3 old halls replaced by the great hangar, plus the open hangar and the external chimney with smoke.

- Harbour type Jakarta, comprising four big cranes, two rotating, were installed at the open docks and two rotating 'old' cranes.
- Harbour type Penang, comprising two big turning cranes and two 'old' cranes, installed plus dry dock in the exchange with existing crane installations.
- Harbour type "Fishing\_Harbor", a clone of "Very\_Small\_Pacific\_Harbor\_1" was inserted and enhanced by some objects, a church, industry, a hangar, old rotating crane, trucks and so on, as well as the lighthouse from "Flakmonkey" instead of the SH3- lighthouse. It is used as a 'fishing harbour' at Lerwick and the old St. Nazaire.
- New harbour type "NavalHarbor" is a clone of the SH4 port type, "Pearl\_Waters". The harbour has been enlarged by two blocks 300/150 m and provided with other set and equipment. This port type is used as British port Lerwick/Shetland, see screenshot, for the first time.
- The stock SH3 harbour type, "Wilhelmshaven", cloned and installed as type "Oslo", so that there aren't any problems with the port type. "Wilhelmshaven" replaced "by thfeu".



### **Changes within the Campaign**

The base Salamis is activated for the 29<sup>th</sup> Flotilla. The 29<sup>th</sup> Flotilla is stationed beside La Spezia and Toulon in Salamis now in the period of March 1943 until August 1943. Operations now can be carried out in the eastern Mediterranean Sea. For this the Flotilla.cfg and the flotillas.cfg as well as the Campaign\_LND.mis have been adapted. Unfortunately, in the career choice screen Salamis as well as Penang is represented only 'on the edge' since the card of the size doesn't suffice.

For the " Erprobungsstelle Kiel", another outpost was set up in the Baltic Sea as the base "Kaseburg", see below. It is noted in the two Flotillas.cfg-files and can be used as a start base in the career.

Built into the navy port and the fishing port for Lerwick, Shetlands, and provided it with ships and British submarines. Therefore the British base of Lerwick is available; but, take care, it is heavily guarded.

### **Changes at the "Cameras"**

The option, 'no view stabilization', was expanded on UZO and deck gun; till now, only attack periscope and observation periscope. The 'zoom' of the deck gun is no more 'on the horizon' fixed, but now synchronously with the movement of the gun barrel. The 'free camera in the boat', SHIFT F2, the camera positions of the eavesdropper and the radio operator, are adjusted so that 'sway' with the boat.

The maximum height which one can reach with the 'free camera', F12, was limited to 1,000 m now.

## **New Terrain – New Harbours**

Extensive land changes and the installation of new ports, as well as the revision of the port traffic in the ports in question and sea areas, took place with this version. Unfortunately, this cannot be described comprehensively and illustrated with the necessary screenshots. Only a more or less abbreviated enumeration is therefore carried out with a couple of sample pictures here.

"Thfeu58" has newly 'drawn' the shorelines and also the Kaiser-Wilhelm-Kanal, orientated at the real geographical conditions more than the Ubi original. Made by him, these 2 land modifications are built into this update:

- Jadebusen (for Wilhelmshaven)
- Swinemünde-Update

Further made by "Thfeu58", the new port "Wilhelmshaven" is built in; at the moment it is probably the best and most detailed port in SH3. But it considerably influences the performance by the variety of the objects, particularly the animated objects. Don't be surprised, when using LSH3 on 'weak' computers, if the game is not running particularly fluently when you are in "Wilhelmshaven"; the new port 'costs' 5 FPS but it is this more than value.



The above picture can represent only a small part of Wilhelmshaven with his numerous sluices, also animated by "KeyFrameAnimation", and rotating cranes.

Wilhelmshaven represents a considerable challenge for the "Kaleu" now, he really must navigate through the sluices without faults; otherwise the boat is damaged and the hull condition sinks below 100%. A multitude of 'moving' vehicles like cars, truck, trains and people enlivens the port site in addition.

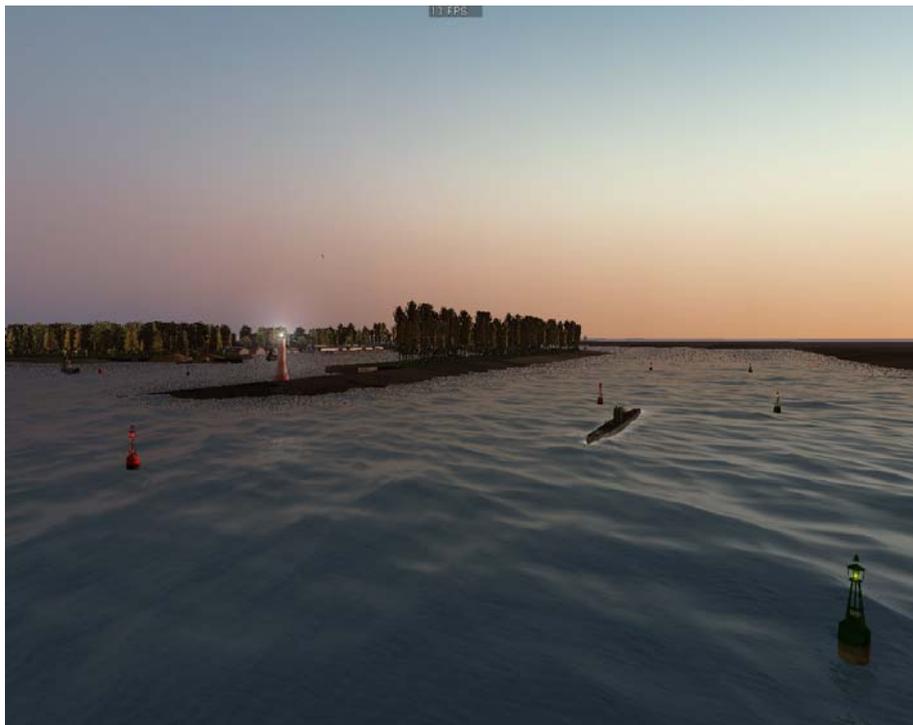
"Thfeu58" also contributes another very interesting harbour, the harbour Kaseburg at the northern end of the "Kaiserfahrt", south of Swinemünde; the 4th submarine school flotilla was stationed there in the course of the war. The land also is in the revised execution of "Thfeu58" with a little broader, and thus better, navigable "Kaiserfahrt"; quite importantly, the way to the "free" Baltic Sea is relatively short so that one can reach his aim



square fast. The port is quite small and therefore very well-arranged, as are the ships in the port. But it seems particularly attractive around the port by his poplars and other trees - one could go on vacation there. "Thfeu58" also gave an independent 'harbour sound' for the object "Kaseburg".

Although not easy to see, at the pier is a package of 3 VII C submarines. Due to the favourable geographical situation, "Kaseburg" becomes the base of the "Erprobungsstelle Kiel" by the Flotilla.cfg for a short time; therefore one can also start out of this beautiful harbour in the campaign if one can be moved there at the right time (see the chart in the navigation map with the flotilla locations).

Another highlight of the terrain modifications made by "Thfeu58" is the "Kaiserfahrt" and connected to this the new harbour at Stettin. As one can see, the canal is marked by buoys.



The originally planned further installation of land modifications by "Thfeu58", (Kiel, Rostock, Hamburg and the Kaiser-Wilhelm-Kanal) and, allied to that, the very numerous new docks for Kiel by "Trainer1942", had to be rejected due to program crashes and serious graphic faults under Windows VISTA computers.

But, the two most important new ports made by Trainer1942 could be installed: THE NAVY PORT, par excellence, the "Tirpitzhafen" and the dockyard of the former "Howaldtswerke", with the "Killian bunker". Both objects fit in the "old land" quite well.

The "Tirpitz harbour" is bound in the campaign as a base "Kiel\_1" now and serves the active front flotillas as a start base, until their relocation to France in 1940.



The area was extended considerably; see, particularly, the big administrative building and the barracks with the central church. It was completed by numerous animated objects like cranes, trains, cars and, e.g., the 'marching group' of 6 marines. Ships lying on the pier vary in the course of time. However, in the whole area of the "Kieler Förde", there are no more ships contained as in the previous versions. This also has to be ascribed to the difficulties with Windows VISTA - such a combination of ports would have carried more shipping anyway.

The start in the campaign "Kiel\_1" is at the pier in the middle, directly in front of the barracks. The submarine sails here to a small wood footbridge as it happens in Bergen and Brest already for some time. For the first time, the pier (start pier) is adorned also with two naval ensigns. Of course the brass band as well as the rejoicing soldiers and nurses mustn't be absent either. The Kaleu must pay attention, particularly at the navigation now, the 'exit' out of the "Tirpitz Hafen" isn't directly in front of him. He already must navigate within the port slightly to starboard, in order to meet the harbour exit correctly. Therefore pay attention and mind the map.

Since the active front flotillas don't return to either Kiel or Wilhelmshaven after their transfer 1940 to France any more, another start base would be superfluous in Kiel, Kiel\_2 in the campaign, actually. But there is still the "Erprobungsstelle Kiel". Even if she does a real 'east sea tourism' with her start bases now, from Stralsund via Kaseburg and Danzig back to Kiel, she is predestined for the base "Kiel\_2"; the former "Howaldtswerke / Deutsche Werft" with the "Killian bunker" almost directly opposite the "Tirpitz harbour" on the eastern side of the "Kiel Förde".

This port by "Trainer1942" was enlarged considerably and serves as a start base in the campaign in two different ways:



With normal start from the pier for the " Erprobungsstelle Kiel" as of May 1944 and for all Kaleu's which prefer the 'bunker start' available from September 1939, even if the Killian bunker has been completed later in the course of the war.



The brass band, the jubilating soldiers and nurses are used in the bunker for the first time, so that there is a 'proper atmosphere' at the bunker start now.

The port "Killian bunker" offers another unusual feature. Trainer1942 has built a very tall launch-way for this shipyard, with two travelling trolleys and two basins in front of the launch ways. I changed one of these basins.



It has got a slipway like the ports of Lerwick and Stettin. The site is equipped with rails, a trailer and a small net layer on top; until now without animation, but who knows when the time will come. The freighter in the basin next to the slipway is installed as a static object to the port "Killian bunker" so that it cannot be moved by the swell.

Something more has to be mentioned; the slipway also has got the wonderful fenders of "Thfeu58" as e.g. placed in front of the sluices in Wilhelmshaven.

A further 'novelty' is the revised file "Workers\_Santier.dat". In some ports, submarines are placed on the pier, partly scaffolded, but always without a conning tower. I couldn't find this particular 'originally' and therefore have revised the aforementioned file thoroughly; the submarine is equipped with tower, depth- and side-rudders as well as shafts and screws almost completely and the scaffolding or the corresponding workers are put in front of the scaffolding now.

This form of the shipyard submarine can be retrofitted or exchanged for any port now where such a shipyard submarine is located. Maybe this will be done in the next version.

Of course 'sound.' is provided also in the two start bases Kiel\_1 and Kiel\_2; the chapel plays uniformly the "Badenweiler Marsch", the 'shouting and cheering' exists at all three starting points and the shipyard has got 3 audio connections for "Werftsound" near the submarines.

The new land and the new ports are playable in this configuration, also under Windows VISTA even though the performance has gone back considerably in Kiel as well as in Wilhelmshaven.

The remaining landscape is not missed out either. "Ottibald" contributes three interesting objects; the above



shown **ensemble "Holtenau"** with lighthouse, "Kaiser-Wilhelm-Denkmal", and a pier with a waiting hall. Due to the previously-mentioned terrain problems, it is executed as used in the 'old' Kiel land as a 'Locations unit' instead of a 'bunker unit'; the difference is that it isn't shown on the navigation map and attack map.

The next object also is an 'eye catcher', the "**Levensauer Eisenbahnbrücke**", Railroad Bridge, leading over the "Kaiser-Wilhelm-Kanal".

Flags are hoisted on all four towers; on the southern side, the one from Kiel, on the northern side, the one of Schleswig-Holstein, respectively the "Reichsflagge". She has been built by "Ottibald" for the narrower "Kaiser-Wilhelm-Kanal" of "Thfeu58" in the 'new' land and therefore had to be adapted by me to the 'old' land. This is probably the biggest object in SH3; more than 360,000 Polygons, thus more than 10 times bigger than the greatest stock SH3 object. I have changed this object from a 'bunker unit' into a 'Locations object', like ensemble Holtenau. It can more easily be placed and adjusted now. The object has caused considerable performance problems due to the high number of polygons and therefore had to be moved to a historically incorrect place; for those interested, more than 25 km remote from the 'object centre Kiel'. This doesn't do any harm to the whole thing and keeps the game operational.



It can more easily be placed and adjusted now. The object has caused considerable performance problems due to the high number of polygons and therefore had to be moved to a historically incorrect place; for those interested, more than 25 km remote from the 'object centre Kiel'. This doesn't do any harm to the whole thing and keeps the game operational.

The next bridge is the street **Swing bridge at Rendsburg**. She actually turns in a certain rhythm, barriers



open and close and a truck drives over the bridge and waits in front of the closed barrier.

All three aforementioned objects were built-in by Rowi58 into the corresponding DAT files; the animation of the "Rendsburger street swing bridge" was also made by him.

Finally the areal near the sluice of Brunsbüttel: a small barnyard with farm building, fence and cows.

The high bridges "Prinz Heinrich", "Rendsburg" and "Hochdonn", all of the same type, mustn't be forgotten and were built by "ref" for GWX. Because of this, the till now rather boring journey through the "Kaiser-Wilhelm-Kanal" becomes a real 'sightseeing tour'.



The "Campaign\_SCR.mis", the "Campaign\_RND.mis" and the "Campaign\_LND.mis", as well as, of course, the "Locations.cfg", had to be changed considerably; these land changes as well as the new port "Wilhelmshaven" caused it. The ship convoys for "Novembervorstoß", 'mine operations' and "Weserübung", were fixed from the point of view of time in the SCR. They were changed, so that, through this, her temporal sequence wasn't impaired, though. The 'stationary traffic' in the ports was also reconsidered and changed slightly on this occasion.

For the end still a small but nevertheless fine object of "KaptHaddock", the **Lighthouse "Roter Sand"**.



The further, important, additions/changes to this terrain and the particularly outstanding harbours are:

- New small harbour type "Small\_Harbor" based on the type, "Jakarta". It is used for Rendsburg, Stettin (2) and Swinemünde; this new port type is shortened at the right and left side and so fits in very narrow land better.
- Additional separate port type "NavalHarbor\_II", based on the type "NavalHarbor", for the more general use. It is used for Stettin (1).
- Offshore Lighthouse, based on "Flakmonkey's" alternative harbour lighthouse. It is deposited like the SH3 lighthouse by "sergbuto" in a Placement DAT file and also can be used ashore.
- Original lighthouse of "sergbuto", newly adjusted in height so that it doesn't float over country/water any more.
- "City\_Europe" as a cloned and shortened town settlement, as an addition/ substitute because, in some places, too big UBI originals.
- "Big\_Industry" and "Wood\_L" of "Trainer1942" as addition/substitute for SH3's originals.
- "Cobblestone" for the floor covering of the docks, new TGA, under a new name, so that the old textures can remain where wished.
- To make U-Boat-maintenance easier, I have extended the original file of stock SH3 by a central Node as well as a supplemented tower, shafts, screws and rudders for the submarine in "Workers\_Santier.dat".
- The object files, enclosed by "Trainer1942" and "Thfeu58", remain as independent DAT files in the "Library" directory; also see documentation for the listing of the individual files. They aren't integrated into the "Harbor\_kit.dat" by LSH3.
- For the improvement in performance, more than half of the factory buildings with a smoking chimney were replaced by a similar factory building without chimney smoke in "Wilhelmshaven" and in "Big\_Industry". This object also is deposited, without model, in the "Harbor\_kit.dat".

### **Overview of the flotillas and the bases of 1939 to 1945**

	1939	1940	1941	1942	1943	1944	1945
1 <sup>st</sup> Flotilla	Kiel	Kiel	Brest	Brest	Brest	Brest	---
2 <sup>nd</sup> Flotilla	W'haven	W'haven	Lorient	Lorient	Lorient	Lorient	---
7 <sup>th</sup> Flotilla	Kiel	St.Nazaire	St.Nazaire	St.Nazaire	St.Nazaire	Bergen	Bergen
11 <sup>th</sup> Flotilla	---	---	---	Bergen	Trondheim	Trondheim	Trondheim
12 <sup>th</sup> Flotilla	---	---	---	Bordeaux	Penang	Bordeaux	---
29 <sup>th</sup> Flotilla	---	---	La Spezia	La Spezia	La Spezia	Toulon	---
33 <sup>rd</sup> Flotilla	---	---	---	---	---	Flensburg	Flensburg
Erprobungs- stelle Kiel	Stralsund	Kaseburg	Danzig	Danzig	Danzig	Kiel	Kiel

(Yellow marked places are start bases in the campaign)

### **Miscellaneous Modifications and Additions**

- The destroyer "Clemson" has five new Skins, the Original skins and the ones of sergbuto are dropped.
- All submarines cloned by the type II B newly, due to ID problems in functionality weren't given to type II A on the 'player boat' (clickable "Turmluk").
- On the icebreaker "Stettin", the order of the texture assignment at the main object was changed. The ship didn't show the texture if the searchlights weren't activated. Fault by the conversion of the SH4 ship to SH3. The MOD "Schiffshorn-Leuchtkugel-Seenotsignal" now works again in the original setting by this now!
- The torpedo-boat Type 1924, "Raubtierklasse", also got the new guns of calibre 12.7 cm, like ZG Hermes and Destroyer Type 34. For this ship, the railing of the portside bridge wing is corrected.
- Created another skin for the "Arandora star".
- As always, gratitude to "Blueduck" for the revised and standardized SIL files of the new ship units.
- In the SIM file "Ftboat", the depth for the fleet companion "Flottenbegleiter" was fixed.

- The "Statue of Liberty" in New York finally got a fitting Skin!



- Made a new background screen for the "Single Missions" based on a screenshot'.
- Inserted the "Small Net layer" and the "Barge" into the "Library" as static objects in "DOCKED\_\*.dat" for the use with the port types.
- At the NT\_steamer, barge, and PB\_steamer, party boat, the windows are transparent now.
- The ensemble stable/cows/fence made by "Ottibald" is for the first time built-in on the eastern green space of the sluice at Brunsbüttel.
- Corrected the length of ship names and aircraft names in "GermanNames.cfg" and "EnglishNames.cfg" to a limit of 27 characters where it was necessary. By doing this, all names of the ships and airplanes are shown on the navigation and attack map now.
- The RO 44 which was built by Gerome\_73 for the cruiser Zara has been extracted and is now available as an independent aircraft for Italy.



- The Auto-plot-course through the "Kaiser-Wilhelm-Kanal" can be used in both directions by the changed "Search-Pattern", search course in the standard SH3; the course can be plotted from Kiel or from Brunsbüttel automatically. One doesn't need to put him through this manually any more.

## Version 5.1

In this version primarily details of the LSH3 mod have been changed. These include enhanced terrain in the Kiel area, 9 new ships, enhanced campaign files off the coast of Canada and in the Caribbean as well as some improvements of the visual appearance of the whole game. Finally some minor fixes have been applied to the campaign files and the radio traffic.

### Changes to the terrain



In the Kiel Holtenau area Ottibald1963 has placed the airfield created by Maori1971 at its correct location. He applied some changes to the object including a watch tower equipped with a searchlight.

### New ships

Coming from the large "Merchant-Fleet-MOD" by "iambecomelife", 2 more ships have found their way to the LSH3 mod.

Despite being based on the SH3 "Liberty Ship" (like all the other ships in the "MFM"-mod) we think they are a good addition to the LSH3 merchant fleet.

The 2 ships are the "Medium Freighter"s Type M22A and M33B, both with a displacement of more than 5,000 GRT, making them rewarding targets. Massive UV-mapping corrections have been applied to both ships: now both of them again show the original deck skin of the "Liberty Ship". Because "iambecomelife" has "crammed" the deck with objects it is a bit hard to see the deck skin, but at bow and stern of the ships it is fairly good visible. Just like it is the case with all ships by "iambecomelife" the mirroring had to be completely reworked, as the mirroring on the water surface still showed the "Liberty Ship".



The game will make both ships appear as single merchant ships in the course of the campaign. Thus seeing them is a bit depending on chance. The ships have been assigned to England, Canada, USA, Australia and South Africa; hence they will have no flags painted on the outside hull (the flags have been removed from the skins).



The shape of the Type M22A is similar to the "WarMelody" ship imported from SH4. Both ships are "old" coal-fired ships, so they both have got the greasy looking smother coming out of their funnels.

We have also included the "USS Pyro", an ammunition transport by AG124. Like many of his other ships it is based on the passenger liner "NPTR" (which is based on the British auxiliary cruiser). The "USS Pyro" was real – its armament has been checked on the web. The armament is no surprise for this type of ship: two x 12 cm guns and four x 7.62 cm guns. These have of course been placed on the NAMM. Furthermore it comes with the very well made original skin by AG124 and two more NAMT skins by Rowi58. Unlike in reality the ship has been assigned to the British side. It will appear in the "campaign" as a generic single vessel as well as in RND convoys.



The next ship of this update is the Soviet "Anadyr", a combined freighter and passenger ship. It has a displacement of 2,800 GRT and is only available for the Russian side. Here the armament consists of the 12 cm gun with short barrel and two 12.7 mm heavy machineguns. The 3 skins have been adopted without any problem. The ship will appear in convoys headed towards Murmansk and returning from there. Being an old coal-fired ship, it has the greasy looking smother coming out of the funnel.

Coming from the the "Great\_War\_part1\_MOD", the tanker "Moskva" with 4,350 GRT displacement is the next "Soviet" ship. This ship too has problems with the "open" guns of SH3. Therefore it has now been equipped with the 12 cm gun with short barrel. I have slightly altered the texture of the deck and created two more skins based on the existing one.

In the campaign this ship will be found especially in the convoys returning from Murmansk to England and also in the PQ-convoys. This makes it very likely for the players assigned to the 11<sup>th</sup> flotilla to encounter this ship. Being an older tanker, it has the greasy looking smother coming out of the funnel. All in all it is an interesting addition to the tanker fleet.



Two more ship conversions by Rowi58 have found their way to LSH3. These are the "Paketfrachter" (post freighter) and the "Erzfrachter II" (ore freighter II), rebuilt clones of the "Liberty Ship". The "Paketfrachter" NKPF is a freighter of 3,000 GRT and 120 m in length, propelled by an "old steam engine". This is why it has the "greasy" looking smother coming out of the funnel. Assigned to all main nations it comes with five new skins. In the course of the war it will be equipped with a light armament consisting of two 4 inch guns and light anti aircraft guns.

The "Liberty Ship" is also the base of Rowi58's second new ship, the "Erzfrachter II" NKEF. It has a displacement of 3,400 GRT and a length of 110 m and is available for all the "leading" seafaring nations. But it will remain unarmed during the whole war. Using the NKPF skins as a basis, Rowi58 has created five new, slightly altered skins for this ship. Being another "old" steamer, it has the greasy looking smother coming out of the funnel.





Another interesting ship is the "Supply Tender" (NOL\_British), converted from SH4 to SH3 by "Trainer1942" more than a year ago. We instantly liked its "unique" shape.

The ship features three completely new skins and a totally reworked UV-mapping. To make things easier the two halves of the ship's hull have been abolished, thus the ship will not break in two after being hit by a torpedo.

The layout of the guns has been rebuilt, too: from 1941 onwards the ship is equipped with a 4 inch gun at the stern and two 12.7 mm heavy machineguns (from the "LiLiput/VAA" Russian "guns.dat") close to the bridge. For all three guns the firing zones have been set up in the SIM file so they do not shoot into the ship's superstructure. There are

also two specifically modified searchlights available for this ship (see below).

The ship will do its duty as a "coastal freighter" (type class 104) rather than a "tanker" (type class 101), so it will not be a "generic" tanker in the convoys. With a length of only 95 meters and just slightly more than 1,000 GRT displacement it would not be the ideal addition to the convoys. But it can be deployed as a "Supply Tender" to the Mediterranean or the Caribbean. Doing "island hopping" it supplies the small islands with oil and water. The ship will be available for the USA, Colombia, Italy, Mexico, Panama, Romania and Turkey.

Last of the new ships, but one of the most beautiful at the same time, is "MS Steuben" by SOM GROUP, an SH3 conversion by Molke 2005. This passenger ship will serve as a hospital ship for Germany.



## Changes to ships

With 21.5 knots the speed value for HMS Norfolk and HMS Suffolk has been too low. This has now been adjusted to a realistic value of 31.5 knots.

A "floating effect" could be observed with the carrier USS Enterprise when on a long trip, leading to incorrect settings of the torpedo running depth. This error has been corrected in the SIM file.

## Changes to aircraft

Matz1962 has applied a new siren sound for dive bombing attacks to the Ju87, sounding much better than the original one.



He also has converted the Ju88 from a horizontal bomber into a dive bomber. A new engine sound has been added for diving.

The reworked aircraft can be seen in action off the Norwegian coast and in the Biscay area, if the player sends a sighting report via radio. However, it might take the air support a while to arrive on the scene.

Blueduck has been working on the Leigh Lights of the Catalina and the Sunderland, moving them out of the wings and downwards, rotating them by 180° and then putting them into a new position, thus making available all bomb pylons on these aircraft.

On the Wellington and the Liberator the Leigh Lights have been moved from the fuselage to underneath the wings. This is not the correct position on Wellington and Liberator planes, as they had a retractable Leigh Light underneath the fuselage, but it looks way better.



## Changes to submarines

On all German submarines Blueduck has now applied proper underwater reflections on muzzle doors, dive planes, rudders, propellers, propeller shafts and the hatches on the conning tower. It seems Ubi has done some sloppy work here and failed to apply the effect on a few details or even all parts of a submarine. The effect has also been added to the weapons on the upper deck and on the conning tower – 10.5 cm, 8.8 cm, 3.5 cm – with exception of the "short" black barrels of the 20 mm guns. The same applies to all the larger radar sensors on the boats that are worth applying the visual effect.

## General changes to the game

- Coloured MAP-MOD by IFRT-WHUFC (Rick)  
Because we liked the coloured map by IFRT-WHUFC so much we have made it the standard map. Players who want to keep the map from LSH3V5 are welcome to ask us for advice on how to do this.



- Wooden Lifeboats  
The Wooden Lifeboats by lambcomelife are part of LSH3V5.1. Depending on the type of ship there will appear either the big wooden lifeboats or the small dinghies. There may be cases of both types appearing.
- Diving depths by Bertl01  
By tests, research and calculations Bertl01 has determined new diving depths for the submarines. They are part of LSH3V5.1. Damages to the boat are now depending on the historically accurate depth the boat was able to reach and maintain, instead of the warranted depth.



- Search pattern for Kaseburg  
We have sacrificed the third search pattern in favour of an outbound course when starting in Kaseburg. This makes it possible to set a course to sail from Kaseburg, similar to the Auto-Plot-Courses for "Kiel Aus" (Kiel outbound) and "Kiel Ein" (Kiel inbound). Landing in Kaseburg can already be done when close to Swinemuende. It has been changed into a neutral port for the period of time that Kaseburg is available to prevent players from docking in Swinemuende by accident.
- Messages\_de.txt  
More spelling mistakes have been corrected in this file as well as in the messages\_de.txt of the "FunkLeicht" (radio traffic light) mod, if applicable.
- Campaign file – LND  
Two markers for the lighthouses "Roter Sand" (Red Sand) and "Alte Weser" (Old Weser River) have been added to the LND file. There should be no more problems now when setting up an outbound course from Wilhelmshaven. Argentia has now been moved to the correct location on Newfoundland and equipped with naval traffic. This enhances the area of operation "Paukensschlag".



- Campaign file – SCR  
Changes have been made to the ships in this file which would continue travelling on their course and run into dry land after reaching the final waypoint.
- Campaign file – RND  
The most extensive corrections and changes have been applied to this file. Convoys heading from England to Russia have been checked as often their ships would go in keel line, thus having the escorts not doing their job properly but instead following at the rear end of the convoy. Naval traffic has been enhanced in the area of the southern and the northern part of the Lesser Antilles, between the so called "Windward Islands" and the "Leeward Islands". Here you will mostly find single ships like the coastal schooner and other small ships, but you might encounter the odd small convoy. This area is not intended to be a main operational area for submarines, but it needed to have some more naval traffic instead of mostly just air patrols.
- Basic.cfg  
The torpedo load out of the torpedo tubes has been adjusted in such a way that when using the preset salvos it is possible to launch torpedoes of the same type. Previously this was not possible right from the beginning as a standard load out for example consisted of a steam powered torpedo in tube 1 and an electrically powered torpedo in tube 4.  
Furthermore we have tried to adjust the parameters which influence the number and type of medals awarded after a mission to more realistic values by finding a good compromise. Still the difficulty settings will influence a player's score, which will vary accordingly. This means that at a higher difficulty level the player needs to be more successful to gain awards. Unfortunately this is not fully working with the "Deutsches Kreuz in Gold" (German Cross in gold), and so far we could not find a reason or relation.

## New MODS in LSH3V5.1:

### LSH3 V5.1 ATM Blau (blue), LSH3 V5.1 ATM Gruen (green)

Based on the works of OneLifeCrisis, Reece and Makman94, Matz1962 has created an enhanced Atmosphere modification. It comes in 2 versions: “\_LSH3\_V5.1\_ATM\_Blau” (blue) and “\_LSH3\_V5.1\_ATM\_Gruen” (green). Additionally there is a sun fix mod for each of them that can be applied as an addition to the respective main mod in case the sun appears as a flat disc. Brightness underwater has been increased significantly, making best quality screenshots possible also at greater depths. This does not apply for night time. Additionally, new cloud formations have been created and the funnel smoke has been refined.



### LSH3 V5.1 ExtendedChallenge-BlackContacts

This modification has been made available to us by EMB and is meant as an addition to the LSH3\_V5.1\_\_ExtendedChallenge mod. EMB had the diligence needed to colour all contact tga-files of the ships in black, thus making it impossible to identify friend or foe on the map. The boat's commander now has to set up a course to intercept and identify a spotted ship.



## **F. Documentation of Changes and used Modifications**

We like to thank all the Modders, who by their never ending work made SH3 to what it is today. Without this engagement SH3 will surely have been dropped into the "virtual waste paper basket".

The tables of the MODs used in LSH3 are located in the comprehensive German Manual "LSH3\_V5.1\_Handbuch\_DE".

### ***A word from Rowi58 on his own account:***

Within LivingSilentHunter III all the MODs I made till now are integrated. I consciously did not publish my MODs for download anymore, because in the meantime they (nearly) all have been revised, partly they were completely rebuilt. The one, who still has older versions of my MODs, may confidently delete them. Here, at LSH3 you will find the respectively popular Version of these MODs.

Due to time constraints I will no longer build single MODs to offer them for download. This will not imply, that my MODs may exclusively be used for LivingSilentHunter III. If anyone wants to use some of my MODs for other projects, just send me a PM at the well known forums and I will extract a package.

## G. Appendix: Naming Convention

### *U-Boat Skins*

In LSH3 we have introduced for every, playable, U-Boat-Type, an own Skin. Within Standard-SH3 this was more or less only possible for "U-Boat-classes". Therefore we had to change the names of the skin-files, so that the different skins, e.g. for types IX B and IX C, are pulled correctly. Suppliers, modifiers, of U-Boat-Skins usually refer the naming convention of their files to the names of Standard SH3. Those who would like to insert new Skins for a special, or all submarine types, must rename these Skin files. Keeping the old names leads to nothing! The following tables show how the files have to be named for the individual submarine types, so that the new Skin is shown. These renamed files then can, e.g. with the JSGME, be copied into the directory "data/textures/TNormal/tex".

For the types II A, II D and XXI, new names of the TGA files have been introduced to align with the "Ubisoft" naming convention with the update 3.4 to LSH3. By doing this, submarine skins can be installed as in the case of the types VII and IX WITHOUT change to the DAT files.

TYPE/Object	II A	II D
<b>Hull</b>	NSS_Uboat2A_Hull.tga	NSS_Uboat2D_Hull.tga
<b>Tower 1 and 2</b>	NSS_Uboat2A_Hull.tga conning_Typ2A.tga	NSS_Uboat2D_Hull.tga conning_Typ2D.tga

**Note:**  
The other TGA-files, Pick.tga

a and BRk\_GLASS.tga, don't play a role!

TYPE/Objects	VII B	VII C
<b>Hull</b>	NSS_Uboat7B_hull.tga	NSS_Uboat7c_hull.tga
<b>Hull -Deck</b>	NSS_Uboat7B_deck.tga	NSS_Uboat7c_deck.tga
<b>Tower 1</b>	conning_Typ7B.tga NSS_Uboat7B_coning.tga	Turm7c_1_deck.tga conning_Typ7C.tga NSS_Uboat7c_coning.tga
<b>Tower 2</b>	See above: Tower 1	Turm7c_2_deck.tga See above: Tower 1
<b>Tower 3</b>	---	Turm7c_3_deck.tga See above: Tower 1
<b>Tower 4</b>	---	Turm7c_4_deck.tga See above: Tower 1

Note: "coning" in the 3rd file of the tower must be written with ONE <N>, the <h>of "Hull" and the <d> of "deck" respectively small! The other TGA, Pick.tga and BRk\_GLASS.tga, don't play a role! Take exactly the distinction of the towers into account!

TYPE/Objects	IX B
Hull	NSSUboat9b.tga
Hull –Deck	deck_9b.tga
Tower 1	Turm9b_1.tga
Tower 1 – conning	conning_Typ9b.tga
Tower 2	Turm9b.tga
Tower 2 conning	See above: Tower 1
Tower 3	See above: Tower 1
Tower 3 conning	See above: Tower 1

Note: The first tower really has the unusual feature "Turm9b\_1.tga"! The other TGA, Pick.tga and BRK\_GLASS.tga, don't play a role!

TYPE/Objects	IX C
Hull	NSSUboat9c.tga
Hull –Deck	deck_9c.tga
Tower 4	Turm9c.tga
Tower 4 conning	conning_Typ9c.tga
Tower 5	See above: Tower 4
Tower 5 conning	See above: Tower 4

Note: The other TGA-files, Pick.tga and BRK\_GLASS.tga, don't play a role!

TYPE/Objects	IX D/2
Hull	NSSUboat9D2.tga
Hull -Deck	9D2_deck.tga
Tower 6	Turm9d.tga
Tower 6 conning	conning_Typ9d.tga

Note: The other TGA-files, Pick.tga and BRK\_GLASS.tga, don't play a role!

TYPE/	XXI
Hull	NSS_Uboat21_Hull.tga
Hull -Deck	NSS_Uboat21_Deck.tga
Tower	conning_Typ21.tga

The covers of the snorkel in the "Sensors.dat" and the gun-TGA for the type XXI have to be replaced by the corresponding TGA-files of the modifications. These also have to be copied to "data/textures/Tnormal/tex".

TYPE	File
VII B, VII C	mask_type7.tga
IX B, IX C	mask_type9.tga
IX D/2	mask_type9d.tga
XXI	NSS_UBoat21_20mm_UFlak.tga

Note: Consider the Blank between 'type' and '21'; also exchange the file "UFlak\_High.tga" if necessary.

## ***Release and file naming convention***

"LivingSilentunter3" consists of altogether 20 parts, without the manual and the installation instruction. The names of the individual components are:

\_LSH3\_V5.1  
\_LSH3\_V5.1\_\_Bunkerstart  
\_LSH3\_V5.1\_\_Dunkles-Erkennungshandbuch  
\_LSH3\_V5.1\_\_ExtendedChallenge  
\_LSH3\_V5.1\_\_FunkLeicht  
\_LSH3\_V5.1\_\_OhneErmüdung  
\_LSH3\_V5.1\_\_Rotating-DF-Antenna  
\_LSH3\_V5.1\_\_Single-Multi-Player-Missionen  
\_LSH3\_V5.1\_GUI\_Multi-SlideOuts  
\_LSH3\_V5.1\_GUI\_OLC  
\_LSH3\_V5.1\_GUI\_OLC\_Typ-II-Anzeigen  
\_LSH3\_V5.1\_GUI\_OLC\_Typ-IX-Anzeigen  
\_LSH3\_V5.1\_GUI\_OLC\_Typ-VII-Anzeigen  
\_LSH3\_V5.1\_GUI\_OLC\_Typ-XXI-Anzeigen  
\_LSH3\_V5.1\_GUI\_Six-Dials-Simfeeling  
\_LSH3\_V5.1\_GUI\_Six-Dials-Simfeeling-Typ-XXI  
\_LSH3\_V5.1\_SLS\_Schiffshorn-Leuchtkugeln-Seenotsignal  
\_LSH3\_V5.1\_SLS\_Sinkverhalten-SH3  
\_LSH3\_V5.1\_SLS\_Spezialeffekte-Groß  
\_LSH3\_V5.1\_SLS\_Spezialeffekte-Mittel

These components are unpacked into subdirectories of the same name, which are copied into the JSGME "MODS" directory by the installation of the .EXE file of LSH3 V5.1.

Information about updates of the base modification and the Additions will always be available in the well-known topic blocks.

Info's, Support and additional Links » [www.lsh3.com](http://www.lsh3.com)

Support at LSH-Teamforum (Ubi) » <http://forums-de.ubi.com/eve/forums/a/tpc/f/2371008762/m/6861086897>

Support-Anfragen per Email to » [team@lsh3.com](mailto:team@lsh3.com)

Marinesims - LivingSilentHunter III Mod-Zone » <http://www.marinesims.de/wbb2/board.php?boardid=102&sid=>

SubSim - SH3 Mods Workshop » <http://www.subsim.com/radioroom/forumdisplay.php?f=195>

Silent Hunter Mods Forum – LSH3 » <http://www.silenthuntermods.com/forum/index.php?board=19.0>

## H. Appendix: compatibility of other MODs with LSH3

Modifications, which are based on Standard-SH3 called „Stock SH3, will basically be compatible with LSH3. The specifics, which have to be considered when installing U-boat-skins, are mentioned in the appendix “Naming conventions “.

We especially advise that any MOD which changes one or more of the following files, will **not** be compatible with LSH3.

- |                     |                           |                       |                  |
|---------------------|---------------------------|-----------------------|------------------|
| ● Basic.cfg         | (data/Cfg)                | ● guns_radars.dat     | (data/Library)   |
| ● Flotilla.cfg      | (data/Cfg)                | ● guns_radars.sim     | (data/Library)   |
| ● Campaign_*.mis    | (data/Campaigns/Campaign) | ● guns_radars.zon     | (data/Library)   |
| ● messages_de.txt   | (data/Campaigns/Campaign) | ● guns_radars_03.dat  | (data/Library)   |
| ● flotillas.cfg     | (data/Menu/cfg/menu)      | ● guns_radars_03.sim  | (data/Library)   |
| ● de_menu.txt       | (data/Menu)               | ● guns_radars_03.zon  | (data/Library)   |
| ● menu_1024_768.ini | (data/Menu)               | ● gunsVAA_Liliput.dat | (data/Library)   |
| ● scene.dat         | (data)                    | ● gunsVAA_Liliput.sim | (data/Library)   |
| ● EnvColors_*.dat   | (data/Env)                | ● gunsVAA_Liliput.zon | (data/Library)   |
| ● SkyColors_*.dat   | (data/Env)                | ● guns_bunker_01.dat  | (data/Library)   |
| ● flag.dat          | (data/Library)            | ● guns_bunker_01.sim  | (data/Library)   |
| ● flagS.dat         | (data/Library)            | ● guns_bunker_01.zon  | (data/Library)   |
| ● Harbor_kit.dat    | (data/Library)            | ● GUNS_SUB.dat        | (data/Library)   |
| ● materials.dat     | (data/Library)            | ● GUNS_SUB.sim        | (data/Library)   |
| ● particles.dat     | (data/Library)            | ● GUNS_SUB.zon        | (data/Library)   |
| ● AI_Sensors.dat    | (data/Library)            | ● Search_Lights.dat   | (data/Library)   |
| ● Sensors.dat       | (data/Library)            | ● Search_Lights.sim   | (data/Library)   |
| ● Weapon_CREW.dat   | (data/Library)            | ● Search_Lights.zon   | (data/Library)   |
| ● guns.dat          | (data/Library)            | ● *.dat               | (data/Objects)   |
| ● guns.sim          | (data/Library)            | ● *.dat               | (data/Submarine) |
| ● guns.zon          | (data/Library)            | ● sh3.sdl             | (data/Sound)     |
| ● guns_SB.dat       | (data/Library)            | ● DC_R_KG.dat         | (data/Library)   |
| ● guns_SB.sim       | (data/Library)            |                       |                  |
| ● guns_SB.zon       | (data/Library)            |                       |                  |

Please note that the files UBOOT.DAT, TURM.DAT, SENSORS.DAT and SENSORS.SIM have been revised and changed. These files must not be changed by other MODs, otherwise important functionality will be lost or SH3 might crash TD)!

Important: SENSORS.DAT and SENSORS.SIM have both been reworked and changed. These files MUST NOT be replaced by any other MOD! If so most of the functionality will be lost or SH3 might crash to desktop.

Adding additional objects, Ships, U-boats, Air-planes and Land-units, which are compatible with Standard-SH3, should make no problems in LSH3.

***Modifications especially those made for other Big-MODs, such as GWX, will not be compatible with LSH3!***

In case of doubt regarding compatibility of any MOD, please ask the LSH3 Team at the well known forums Marinesims or UBI-Forum.

## **I. Appendix: Additional MODs for LSH3**

At this point, we want to advise you of MODs specially adjusted for LSH3 in the actual version. They may be used without hesitation and can mostly be activated by JSGME. These MODs can be found in our download section. You will find the link to the actual download-site in the Ubi-forum "Die Kapitänskajüte". So always have a look at this thread.

In other internet forums you may also find, in corresponding threads, links to our download-site. The safest and best way will be to use the above written link to the Ubi-forum.

### **LSH3 V5.1 Bunkerstart**

This Addition moves the starting point for the career from the pier into the bunker, if one is available at this harbour. This will for example not be possible for Wilhelmshaven, because there no bunkers were available. For that purpose simply the \*\_LND.mis has to be exchanged.

### **LSH3 V5.1 Dunkles ErkennungsHandbuch – blueduck**

This MOD exchanges all the standardised SIL-files in the game by slightly darker pictures. The bright white of the recognition manual will no longer annoy your periscope or UZO-view during night attacks.

### **LSH3 V5.1 ExtendedChallenge**

This MOD was created to enhance the difficulty level and make the Hunting more challenging, therefore to ask for the seamanlike abilities of the captain.

- Usage of the weapons (Flak, Gun) is restricted based on the wind speed:
  - Typ II: 5 m/s
  - Typ VII: 8 m/s
  - Typ IX: 9 m/s
  - Typ XXI: 13 m/s.
- The visibility is reduced to 10 km.
- Information's about ships only within a radius of 100 km. The Hunting for single driving ships will become more difficult.
- "Important radio contact" just within 350 km (instead of 1500 km). This means even convoys will only be reported within this radius.
- Wavelength once more enhanced.
- The destroyers will abandon the chase when they lost contact for more than 60 minutes.
- The minimal height was reduced from 1.0m to 0.7m when the „AI-eyes“ and the „AI-Radar“ will detect an object.
- The breather-time between two enemy air attacks was reduced to 18 minutes.
- The possibility of enemy air attacks after a radio message sent by the U-Boat, was increased to 80% - assumed the U-Boat is within range of an enemy air base.
- Since Version 3.4: On the Navigation- and the Attack-Map the reported contacts do no longer show the course indicator. Their course will only be given by the radio message. The colour of the contacts was kept.
- Since Version 3.4: The Competence level for the air bases was slightly increased: "Veteran" 80%, "Competent" 60% and "Novice" 40% of the maximum level of "Elite".

### **LSH3 V5.1 FunkLeicht**

This MOD reduces the amount of radio messages to the absolutely necessary ones. Just the messages necessary for game play (special missions), new U-Boats or equipment will be received.

**LSH3 V5.1 OhneErmüdung**

Fatigue of the crew is turned off by this MOD. This MOD is advised for „new“ captains who might „forget to send their men to bed“. Otherwise the crew might be tired out before one has left the harbour.

**LSH3 V5.1 Rotating-DF-Antenna – Rowi58**

This MOD adds a rotating DF antenna to all playable submarines with all types of conning towers. When the U-Boat is surfaced, you will see the DF antenna rotating above its cave. When the U-Boat is submerged, the DF antenna stands still in its slot. It is impossible to switch on/switch off the DF antenna.

**LSH3 V5.1 Single-Multi-Player-Missionen - Blueduck**

This MOD is a collection of Single- and MultiPlayer-Missions with additional settings, empty campaign-files, elite-crew, etc for Online-gaming.

**LSH3 V5.1 GUI Multi-SlideOuts – Bertl01 and KretschmerU99****LSH3 V5.1 GUI OLC – Bertl01**

This variation of Latemail\_Sales\_OLC\_GUI\_Mod is specially designed for those users who like “Slide-Out-Instruments” and prefer to have their screen free of annoying instruments and who like the targeting solution of “onelifecrisis”.

**LSH3 V5.1 GUI Six-Dials-Simfeeling – KretschmerU99**

Slide-Out-Instruments and changes in the periscope view and the UZO-view with ‘full screen-display’; also integrated is the -“Fubars\_XXI\_Update\_for\_LSH3” made by FUBAR

**LSH3 V5.1 SLS Schiffshorn-Leuchtkugeln-Seenotsignal – Matz1962**

With this adjustment of Racerboy’s MOD “Rbs1\_SH4\_Effects\_GWX\_21\_204f”, the ships in LSH3 shoot star-shells and distress flares and merchants and warships use different horns when your U-boat is detected.

In Addition to this MODs the following MODs shorten the sinking times or add special effects:

**LSH3 V5.1 SLS Sinkverhalten-SH3****LSH3 V5.1 SLS Spezialeffekte-Groß****LSH3 V5.1 SLS Spezialeffekte-Mittel**

Separately available are:

### **LSH3 V5.1 SH3 Commander 3.2 – Rowi58**

This MOD is a special adaptation of the latest SH3\_Commander Version 3.2 to the needs of LSH3, particularly regarding the ship-classes and the ship-names, as well as the loading-screens and textual changes. It is absolutely necessary for those users who want to use SH3\_Commander.

### **Recognition manual for LSH3 V4 – Soni2**

This is the printable recognition manual document with all ships of LSH3 V4; this manual makes 'manual targeting' much easier, because you can quickly read through the pages.

This list will be complemented if new MODs for LSH3 are released.