

Atmosphere Blue Water Atmosphere Green Water

for LSH3 Edition 2022

_LSH3-2022_ATM_BlueWater

_LSH3-2022_ATM_BlueWater-SunFix

_LSH3-2022_ATM_GreenWater

_LSH3-2022_ATM_GreenWater-SunFix

Foreword

Caution:

This MOD changes some game files. Therefore I advise all captains to return to base before activating this MOD or even to load a saved score in base, to avoid problems.

Important:

Basically these MOD's should be activated after all other MOD's.

Dear Captains,

Some of the users reported the water being too dark under water. Therefore I made these MOD's to light up the water. The basics for my MOD were laid down by OneLifeCrisis, Reece and Makman94. I studied their MOD's and developed this version.

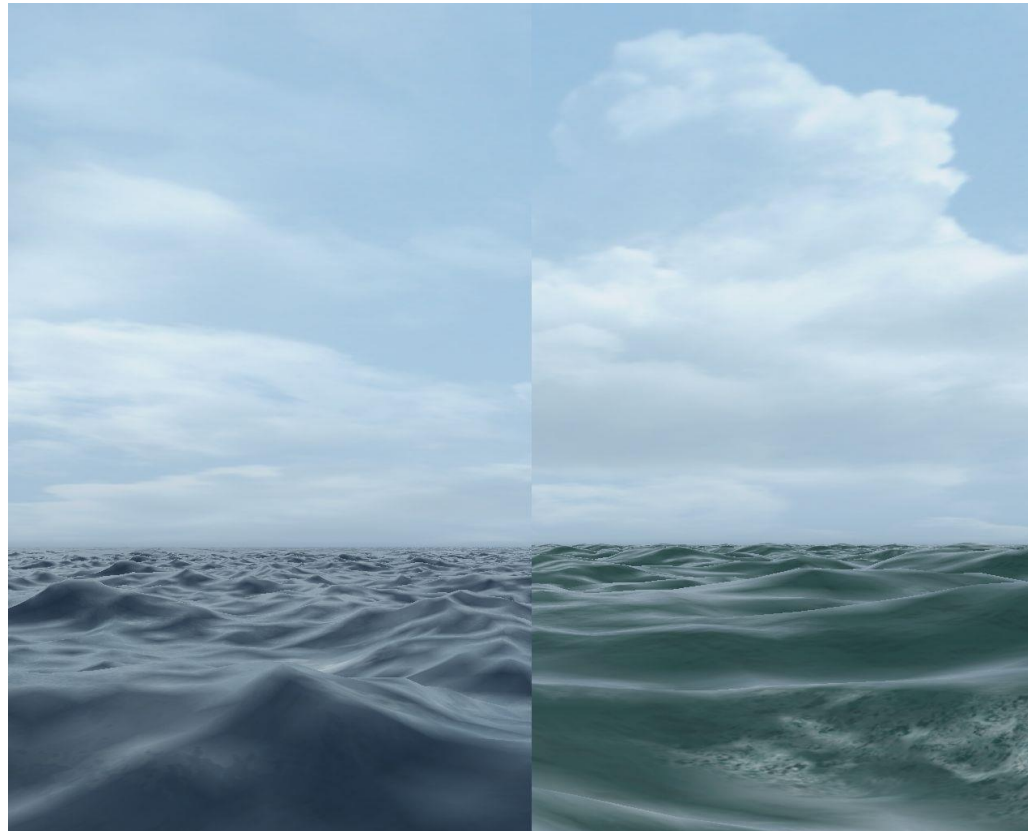
The difference between the both LSH3_V5.1_ATM MOD's is the illustration of the water.

Der Unterschied zwischen den beiden Versionen liegt in der Darstellung des Wassers. **_LSH3-2022_ATM_BlueWater is designed with a slightly blue colour shade and _LSH3-2022_ATM_GreenWater with a lightly green one.**

Clouds, Sun, Moon and bad weather with storm are identical in both versions.

I made some changes above and below the surface. Especially below the surface I brightened the water, which might not be realistic but allows excellent screenshots up to 200m. Furthermore I changed the TGA for the funnel smoke for both MOD's.

Additionally I changed the sun and made a new TGA for the clouds.



LSH3_v20_ATM_Blue

LSH3_v20_ATM_Green

Sun-Fix

_LSH3-2022_ATM_BlueWater-SunFix

_LSH3-2022_ATM_GreenWater-SunFix

The Sun-Fixes solves problems which may occur due to some graphics cards or graphics device drivers.

If in free camera view (F12) no halo or sun beams are visible, therefore the sun appears as a flat disc; the fixes will have to be applied each with the appropriate main MOD.

These Sun-Fix-MODs should not be activated if a bright shining sun with sun beams is already seen.

Order of activation for the Sun-Fix-Mods

1. _LSH3-2022_ATM_BlueWater
then
2. _LSH3-2022_ATM_BlueWater-SunFix

Or:

1. _LSH3-2022_ATM_GreenWater
then
2. _LSH3-2022_ATM_GreenWater-SunFix

Advice for usage with the SH3 2022 Commander

Within SH3 Commander at „SH3 Options \ Gameplay Settings \ the following two items may take an influence on both LSH3_2022_ATM-MODs:

- Adjust water clarity:
If checked and changed in value you may receive completely different results.
- Set wave height:
I have already increased the wave height to a functional maximum for LSH3.
If you increase the wave height, then the results might be that the ships in the harbours will be smashed on the land.

Credits

At first a big thanks to OneLifeCrisis, Reece and Makman94 for their work.
Makman94 allowed me to take some of his TGA-files and change them.

And of course to the team, which helped me in testing and gave hints for changes.

I hope this MOD pleases you! It was not easy to satisfy a plenty of tastes.

Regards Matz / Blueduck
Stand: March-10-2022

Screenshots



Funnel Smoke (OLD)



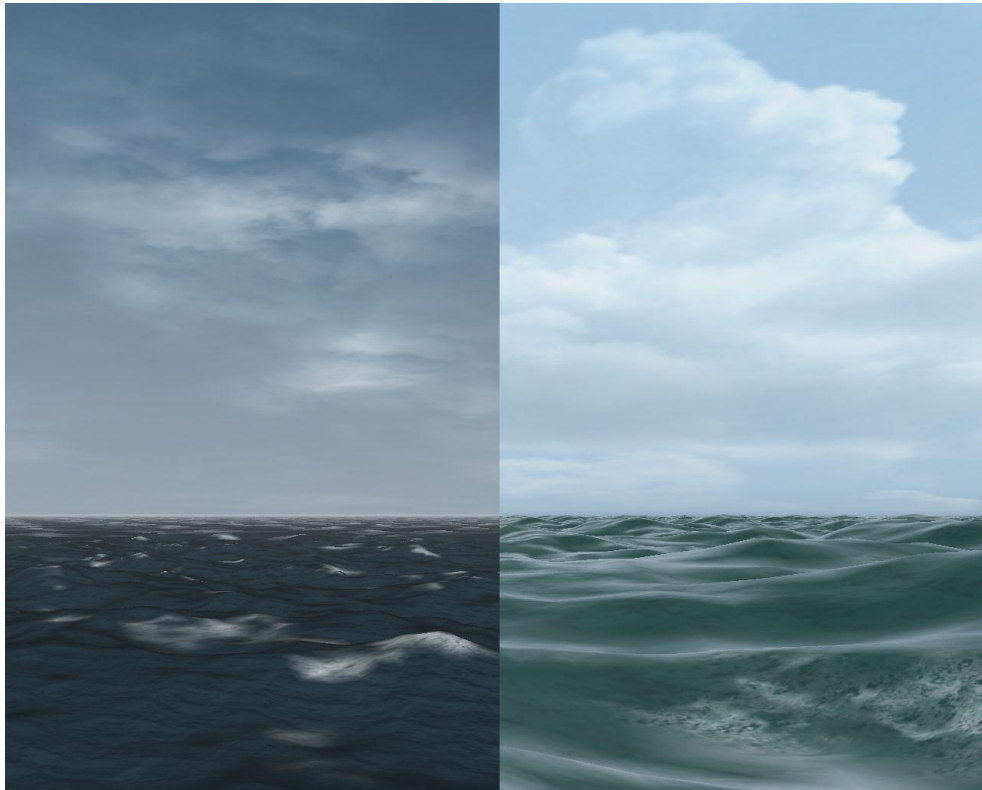
Funnel Smoke (NEW)



Wabo Attack



Wabo Attack



Clouds and Water – OLD and NEW



Sun – OLD and NEW



Submerged (OLD)



Submerged (NEW)



Bad Weather (OLD)



Bad Weather (NEW)

Weitere Screenshots siehe Webalbum:

<http://www.lsh3.com/album/v5/atm/index.html>