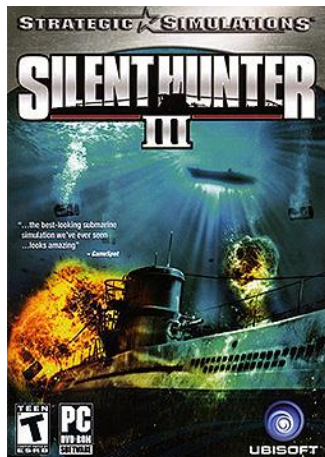17 years of supermodding

22
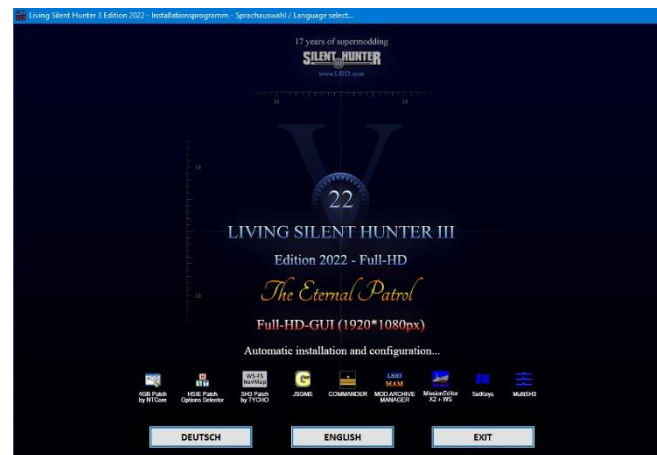
LIVING SILENT HUNTER III

Edition 2022

The Eternal Patrol

Installation Manual Supermod LSH3 Edition 2022

Note: Latest document version also downloadable at www.lsh3.com

Silent Hunter III Original DVD Cover 2005

LSH3-2022 Installation Tool

LSH3-2022 Main Menu

Contents

Introduction – information to better understand the "old" game today

After the release of the original game "Silent Hunter III" by Ubisoft in March 2005, it was not immediately apparent how unique this WWII submarine combat simulation would become. This is because the first SH3 game version had countless "bugs". Fortunately, the Romanian SH3 dev team was able to fix a few more bugs until Ubisoft financially pulled the plug on the SH3 dev team (last SH3 patch version: 1.4.0.1, June 2005). After that, our SH3 community was on its own.

Over the past 17 years, hundreds of submarine fans worldwide (programmers, modders, designers and WWII historians) have worked privately and for free to improve the game year after year. Today, countless individual mods exist that can selectively improve SH3. Unfortunately, these, often uncoordinated, individual works have also led to new problems, for example, at the expense of compatibility and game stability. The creators of SH3 supermods (such as GWX, NYGM, WAC, CCOM, AOTD, LSH3) aimed to guarantee a certain game stability to the developed game by selecting and harmonizing the individual mods.

This SH3 Supermod "**Living Silent Hunter 3 - Edition 2022 - The Eternal Patrol**" contains a careful selection and combination of SH3 add-on mods and SH3 patches available worldwide, taking into account our LSH3 quality criteria, such as compatibility, game stability, WW2 historical accuracy.

Please read this document completely! Each topic contains important information and valuable tips in dealing with Supermod "LSH3 Edition 2022".

After all these years, we would like to express our heartfelt thanks to many dear people (see page 19 for acknowledgements). No one would have ever thought it possible in 2005 that we would unite once again in the "Corona Year 2020" to keep SH3 alive beyond the 2020s!

One last time: "Good hunting, you hellhounds".

"The old men and the sea" - or - 17 years fighting for the wonderful submarine simulation game "Silent Hunter III" from Ubisoft!

We dedicate our last LSH3-2022 Supermod to our deceased German and Swiss comrades:

Mattias MATZ1962 († 22.01.2017), Marcel PATUXAI († 30.11.2017) , Giesbert GILLEBERT († 11.04.2018), Robert ROWI († 23.08.2018), Beni UHU († 15.06.2020) und Ariel URMEL († 22.12.2021).

We all miss you!

Blueduck and the LSH3-Team, April 2022

System requirements - minimum requirements for the game to work

Supermod "Living Silent Hunter 3 - Edition 2022" is a public and free project!

All our LSH3 files can always be downloaded for free on the official LSH3 website www.lsh3.com.

We strongly recommend not to use unverified and/or paid "LSH3" versions from other sources.

System requirements for hardware and software:

PC:	Windows **10**, 64-bit, with at least **8 GB RAM** Separate PC graphics card, from NVIDIA or AMD (OnBoard graphics modules from MSI are unsuitable) At least 12GB free hard disk space, for the installation process 8.2GB free disk space, per installation
Laptop:	High-quality laptop, with Windows **10**, 64-bit, with at least **8 GB RAM**. Separate graphics card module, from NVIDIA or AMD (OnBoard graphics modules from MSI are unsuitable) At least 12GB free disk space, for the installation process 8.2GB free disk space, per installation
Graphics card and Monitor:	For this LSH3 version, the graphics card and monitor must be capable of full HD and a resolution of 1920x1080 px.
UBI*:	Pre-installed original game "Silent Hunter III" by Ubisoft©. Accepts all original installations from DVD, UPLAY or STEAM.

*Note UBI: To install the free supermod "LSH3-Edition-2022", a **valid license** from Ubisoft© for the original game "Silent Hunter III ©" is **mandatory**!

The LSH3 team distances itself explicitly from illegally acquired game licenses and/or pirated copies!

The original game Silent Hunter III can be purchased at the **UBISOFT-STORE**, at: https://store.ubi.com

or also in the **STEAM-SHOP**, at: https://store.steampowered.com/

Installation - quick guide to install the game for the first time.

Always install LSH3-2022 on the fastest disk. An SSD data carrier is clearly preferable.

To run one or more installations, all LSH3-2022 download files must always be located in the same folder.

After downloading from www.lsh3.com, the LSH3-2022 installation file (**LSH3-2022-INSTALLATION.EXE**) is usually located in the download folder.

We recommend to move the loaded file from the DOWNLOAD folder to a new folder **before the first installation.**

For example, create a new folder **\LSH3-2022-DOWNLOAD\,** move the loaded file into it and start the first installation from this folder.

First Installation

1. For the first installation open or start the downloaded file "**LSH3-2022-INSTALLATION.EXE".**
2. Confirm the optional Microsoft Defender SmartScreen security message to start the installation (see screens below).
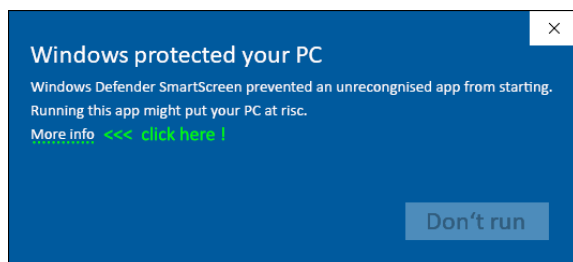
3. Follow the instructions in the LSH3-2022 installation program **exactly**!

   Tip: Already **during the first installation**, think about whether you will need additional installations with different installation names later!

   We strongly recommend to create multiple LSH3 Edition 2022 installations!

Multiple installations

If you only want to play **CAREERS** and never want to change anything in the game, you actually only need a game installation!

For ambitious SH3 U-Boat players who want to use the game to its full extent - i.e. with all included patch options, additional mods and mission packs - we strongly recommend to create multiple LSH3-2022 game installations! Why?

If you test mods and patches with only one CAREER installation and activate them afterwards, you risk the total loss of the created precious CAREER! Additional mods or patch options must always be tried and tested before applying desired settings in the LAUFBAHN installation. Such trial runs must never be tested on the CAREER installation! A second LSH3 installation is therefore useful.

With a second LSH3 installation 40 new SINGLE PLAYER MISSIONS can be activated and played!
Use the additional mod "LSH3-2022_Single-&OnlineMultiMissions_NoCareer" in the LSH3-2022 MOD ARCHIVE MANAGER.
All SINGLE PLAYER MISSIONS allow the free choice of submarine type, year, equipment and crew.
This also makes it possible to test all included patch options and additional mods in all game situations.
The training and mastering of SINGLE PLAYER MISSIONS is an important basis to be able to play through a CAREER until 1945 later on.

After the first installation (file: LSH3-2022-INSTALLATION.EXE) in the same folder is new also the
Multi installation file "LSH3-2022-MULTIINSTALLATION.EXE"!

To create further installations simply start the file **"LSH3-2022-MULTIINSTALLATION.EXE".**

This way the large installation package does not need to be unpacked again.

Graphics card and monitor - Full HD resolution of 1920x1080px required!

In order to play "LSH3 Edition 2022" under Windows 10, the graphics card and monitor must support the full HD resolution of 1920x1080px.

If the resolution of the FHD monitor is set to a lower resolution, this should not be a problem, as the graphics card and the monitor support the higher resolution and the game then automatically sets the higher resolution and also resets it after exiting.

Error message «CAN NOT INITIALIZE 3D ENGINE» when starting LSH3 Edition 2022

In order to be able to start "LSH3 Edition 2022", the monitor and the graphics card driver must enable the FullHD resolution "1920x1080px".
If this resolution is not provided for in the graphics card driver or is not supported by the monitor, the error message "CAN NOT INITIALIZE 3D ENGINE" will appear.
Depending on the graphics card driver version, the missing widescreen resolution (1920x1080px) can be "added" directly in the respective NVIDIA or AMD system control.

For multi-screen systems with different resolutions, it is important that the Full HD monitor is selected as the main display or primary display device.

Setting under **Windows**   Setting under **NVIDIA**
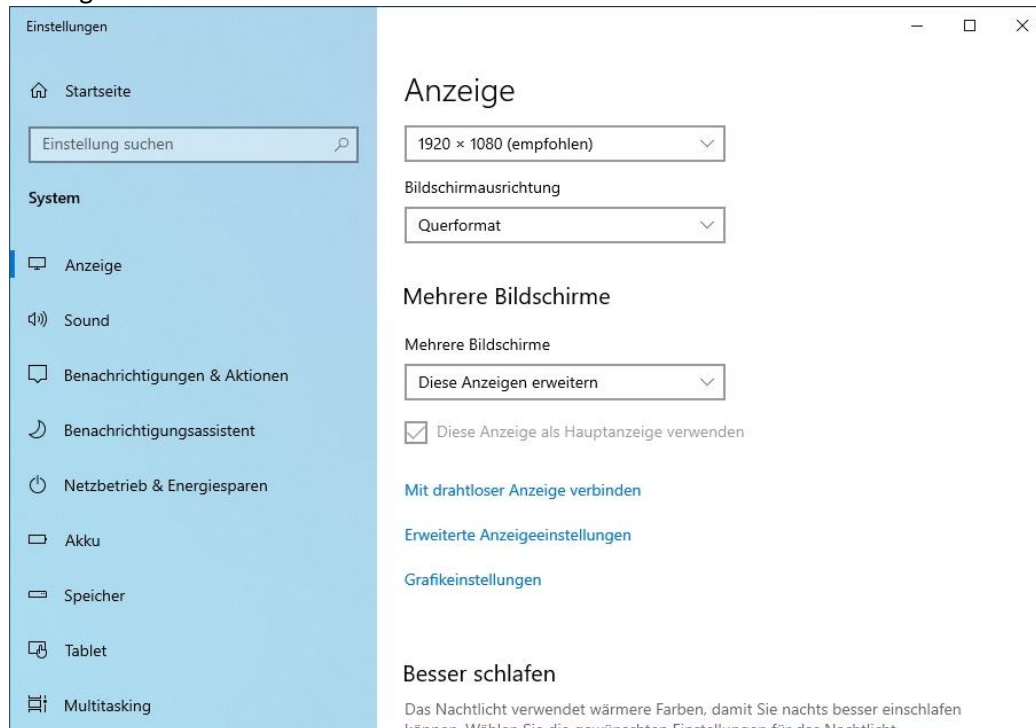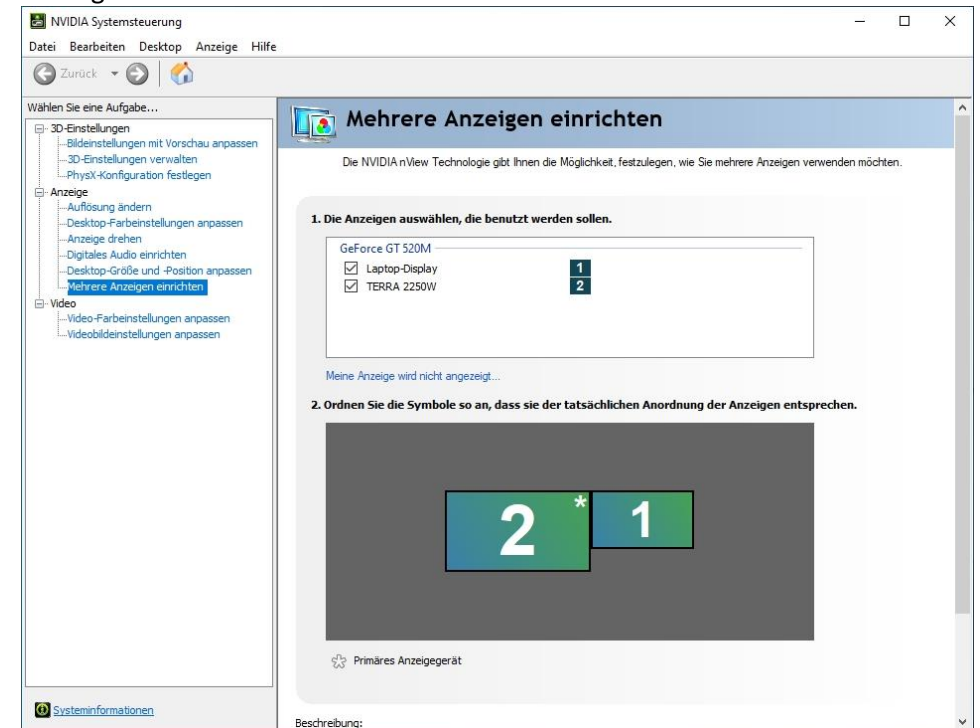
Then start the game and test whether the game works without errors.

GAME TIPS - Further information in dealing with mods and patches

The following tips and information contain 17 years of experience with L/SH3.
We therefore strongly recommend to implement all information to enjoy the old game as crash-proof as possible!

First LSH3 game start

After each installation - as the first action - one of the five "TUTORIALS" should always be started.
Start one of the TUTORIALS, test briefly whether everything basically works, finish the TUTORIALS and then finish the game completely.
Only with termination of the game, all game settings of a new installation are "saved" and are therefore "valid" for further game starts.

The four SH3 game modes

The original SH3 concept from UBISOFT was designed to play four different SH3 game modes - with only one installation - ("TUTORIAL", "CAREER" as well as "SINGLE PLAYER MISSIONS" and "MULTI PLAYER MISSIONS (Online)"). Unfortunately, the "four game mode concept" was not sufficiently programmed out at the time and therefore never worked flawlessly. If you want to use all four SH3 game modes today, you need three separate LSH3 installations.

Play CAREER mode

We always recommend that you first complete all five "COMMANDER TRAINING COURSES" and finish them with an examination.
Only by completing the exams will your "commander" have the earned "experience bonus" to be optimally equipped for a "CAREER".

Play «CAREER 1939-1945»

Playing a historical **CAREER** is the "king mode" of SH3 and by far the biggest challenge for the player.
A **CAREER** is usually played for years. Starting a new **CAREER** is therefore a very important and long-term decision.
Therefore, there are many things to consider.
Once a new "CAREER" is started, **no changes to the game (through mods or patches) may be made afterwards**.
It is therefore important to know before starting a new "CAREER", whether you need additional mods or want to change patch options.
If this is disregarded - i.e. if additional mods or patch options are activated **later** - this will most likely lead to the loss of the entire "CAREER". Additional mods or patch options should at least be tested in a "TUTORIAL" (not recommended) before creating a new "CAREER".

We recommend creating a second installation to be able to test additional mods or patch options in detail. Advantage: The second installation can also be used for SINGLE PLAYER MISSIONS!

Start the multi-installation program **("LSH3-2022-MULTIINSTALLATION.EXE")** to create another LSH3-2022 installation.

Play SINGLE PLAYER MISSIONS

The best training for a later CAREER is to play as many SINGLE PLAYER MISSIONS as possible first!

In LSH3-2022 there are 40 exciting new "SINGLE PLAYER MISSIONS" available (Mod: "_LSH3-2022_Single-&OnlineMultiMissions_NoCareer").

As mentioned above, for SINGLE PLAYER MISSIONS you need a second separate LSH3-2022 installation.

CAREERand SINGLE PLAYER MISSIONS should never be played with only one installation!

Advantage: This second installation can also be used for extensive testing for mods or patches.

Start the multi installer ("**LSH3-2022- MULTIINSTALLATION.EXE**") to create another LSH3-2022 installation (for SINGLE MISSIONS).

Play "MULTIPLAYER MISSIONS (Online)".

For the LSH3 team it was always important to be able to play together online. **The game experience of hunting together in a pack is simply unsurpassed!**

Unfortunately, UBI has neglected the SH3 MULTI PLAYER modes (online) and the necessary UBI game servers are no longer available for years.

The only way to still play "SH3 in a pack" online today allows the VPN tool HAMACHI (LogMeIn-HAMACHI).

The installation of "LogMeIn-HAMACHI" for SH3 is a bit demanding, but works fine.

You can find the tool "LogMeIn-HAMACHI" and the manual in the installation folder under **..._LSH3-2022-TOOLS\Hamachi - Online** !

In LSH3-2022 there are 40 exciting new "MULTI PLAYER MISSIONS" available (Mod: "_LSH3-2022_Single-&OnlineMultiMissions_NoCareer").

If you want to play "MULTI-MISSIONS (Online)" you need a separate LSH3-2022 installation.

Important: To be able to connect to each other online, **a fixed/identical mod setting of all players is always necessary.**

Start the Multi-Installation program **("LSH3-2022- MULTIINSTALLATION.EXE")** to create another LSH3-2022 installation (for ONLINE).

Then start the **LSH3-2022-MOD-ARCHIV-MANAGER** to unlock the mod **"_LSH3-2022_Single-&OnlineMultiMissions_NoCareer**" for JSGME.

During an online session we strongly recommend to connect via a live communication tool (e.g. Skype or TS), because many things have to be discussed live!

The server creator should give clear instructions, e.g. about the mod accepted in the session, allowed boats and login order!

First patrol in 1939 from the Stralsund testing station

In LSH3, the world war scenario starts as early as **August 1, 1939**, one month before the historic start of the war on September 1, 1939.

At **CAREER START in 1939**, the **first patrol** should and must be completed from the Stralsund testing station. Thus, exactly at the beginning of the war, combat operations and flotilla transfers become possible on September 1, 1939!

For the first **test patrol,** the given submarine **must never** be changed**!**

Observe the given time window of the test patrol, fulfil the mission objectives and do not dock in Stralsund too early!

Immediately after docking in Stralsund, a flotilla transfer can be requested, e.g. to the 1st or 7th flotilla.

If the message GRID SQUARE/GS = NULL appears afterwards, you have docked too early and the first **test patrol** must be repeated.

After **completion of each patrol with a new boat,** the game must be completely terminated!

This reduces the risk of not being able to load the achieved game state.

Upgrade submarine and manage crew

Newly selected submarine types (their boat equipment or crews) **may never be changed or upgraded before a first (test) patrol**!

For each newly selected submarine type, the **first (trial) patrol** must always take place in the specified **original condition of boat and crew**!

Only **after** completion of the **first patrol**, promotions of the crew can be made.

Always finish the game completely after the first completed patrol run!

This reduces the risk of not being able to load the existing savegame again.

If the first trial patrol run is successfully completed, the following rules apply:

1. always promote your crew **directly after the completed patrol**!
2. always exit the game completely after each completed mission!
3. always upgrade your submarine before the next patrol

If these procedures are followed consistently, the risk of not being able to load the last savegame is significantly reduced!

Save game "manually":

Before and after each patrol, your commander's progress is **automatically** saved.

These automatic save points set by SH3 are quite reliable and can usually be reloaded without errors.

Caution should be taken when changing the type of submarine, when upgrading the equipment of the boat and / or also when transferring to another flotilla!
If this is the case, the game should be ended completely after the completion of the next enemy journey.

If after restarting the game, the CAREER can be loaded from the last save point, all changes have probably been applied correctly.

Unfortunately, SH3 is **still very error-prone when "manually saving the game at sea**"!
During a patrol, the game situation can be saved manually at any time, but you can not be sure whether this manual save can be reloaded later, or will work again later.

Many years of experience have shown that "manual saving" can often lead to the loss of the entire CAREER.

For the safety of a valuable "CAREER 1939 to 1945" we therefore recommend not to use manual saving at sea at all!
    If you still want to create manual save points at sea, you should follow these rules:
    1. your boat must have at least 25 km distance to land
    2. your boat must have at least 25 km distance to other entities
    3. there must not be any interactions, for example no sensing messages or even fighting actions etc.
    4. after each manual save point, the game **should be exited completely!**

If errors still occur (after restarting the game) when loading the last enemy run (or the last manual save point), this last patrol is faulty and thus permanently lost. In this case, you can only try to load previous save games (before/after patrols).

At best, you lose only one or more patrols, all the way back to the boat or even flotilla change.
In the worst case, the entire CAREER can no longer be loaded, caused by manual save points at sea!

SH3 Tools and other helpful programs

Note: After installing "LSH3-2022" all necessary mods and patches are already installed and activated.
To play LSH3-2022 you do not need any further customization!

"JSGME" - tool to activate LSH3 add-on mods:

With tool "JSGME" - only if needed(!) - further additional mods can be activated.
If you want to use additional mods, you should read the respective "Additional mod instructions" (PDF) first!
The corresponding additional mod instructions are located > in the installation folder > **in the subfolder "_LSH3-2022-MANUALS**".
We strongly recommend to test the effects of additional mods first by means of a separate installation, before you activate additional mods for a new "CAREER".

Add-on mod: "_LSH3-2022___Patch_HSIE-V16B1" in "JSGME":

The HSIE patch is already active by the installation of LSH3-2022 and thus all HSIE options are set optimally for LSH3-2022.
Therefore this additional mod - for normal gameplay - should not be activated!
With "HSIE OPTIONS SELECTOR" profound realism changes of the game are possible.

We recommend such interventions only for SH3 professionals with many years of experience in using HSIE patch options.

First read the manual "LSH3-2022_Patch_HSIE-V16B1_EN.pdf" or the help (Help button) in "HSIE OPTIONS SELECTOR».

If you want to make changes, you first have to start the HSIE tool "LSH3 2022 HSIE OPTIONS SELECTOR" (via desktop shortcut).
Change the desired setting in the "HSIE OPTIONS SELECTOR" and save it.
So that these in the game become active now in "JSGME" the add-on mod "_LSH3-2022___Patch_HSIE-V16B1"!
Important: Changes to the "HSIE OPTIONS SELECTOR" options must always be made before starting a new "CAREER".
If changes are made during an existing CAREER, this will inevitably lead to a game crash and loss of the entire CAREER!

"LSH3-2022-MODARCHIVE-MANAGER" (MAM) - tool for using archived LSH3 additional mods:

The "archived" LSH3 additional mods are not necessary for "normal" playing and therefore not listed directly in "JSGME" for a better overview.
The "archived" additional mods are located in the installation folder, in the subfolder "_LSH3-2022-MODARCHIVE".

To use/activate the archived additional mods in "JSGME", start the tool **"LSH3-2022-MODARCHIVE-MANAGER" (via desktop shortcut**).
Mark there the desired additional mod and click on **COPY ARCHIVE-MOD TO JSGME**. After that the additional mod is available in "JSGME" and can be activated there if necessary.
Also here it is recommended to read the respective additional mod instructions first.

"LSH3-2022-COMMANDER" - tool for management of CAREERS 1939-1945.

The "LSH3-2022-COMMANDER" is a powerful SH3 tool to manage commanders' CAREERS in detail.
Also here we strongly recommend to read the document "**LSH3-2022-COMMANDER_EN.pdf**" first.

Important: If you want to manage and play CAREERS in the future with "LSH3-2022-COMMANDER", you must be aware
that the game can only be started with "LSH3-2022-COMMANDER" afterwards!

It is also important to understand the connection between the setting options in "LSH3-2022-COMMANDER in combination with the setting options of "HSIE OPTIONS SELECTOR".
In any case, the use of "LSH3-2022-COMMANDER" and/or in combination with "HSIE OPTIONS SELECTOR" should be checked first.
For this we recommend to create a separate "LSH3-2022" installation. This can also be used for SINGLE PLAYER MISSIONS.

If you, without in-depth knowledge, use "LSH3-2022-COMMANDER" and "HSIE OPTIONS SELECTOR" together and start new CAREERS, you must expect that CAREERS suddenly no longer work, or save points can no longer be loaded.

As said, we strongly recommend to create multiple installations to test all included additional mods, patches and tools before applying the desired settings to the RUN installation. Another LSH3-2022 installation (e.g. for tests or even SINGLE PLAYER MISSIONS) is best suited for this.
Start the multi installation program ("**LSH3-2022-MULTIINSTALLATION.EXE**") to create another LSH3-2022 installation.

Folder „LSH3-2022-TOOLS"

The LSH3-2022 desktop shortcut can be used to directly access the folder "**LSH3-2022-TOOLS**". There are many helpful programs, for players and SH3 modders. For example PicPick, for optimal screenshots, FRAPS, for video recordings, HAMACHI, for online connection, and much more.
Just have a look and read the respective information texts!

Donations - Appeal for donations to support the L/SH3 community.

For 17 years the LSH3 team has financed all running costs for the public and free LSH3 project itself.
We also donate regularly ourselves, e.g. for forums, licenses or HW/SW purchases.
So today we are grateful for every single donation, because by donating you support the survival of the whole L/SH3 community worldwide!

Please donate via **PayPal** simply and directly to PayPal recipient: **donation@lsh3.com**
Or contact us by mail, at donation@lsh3.com**,** for a donation via bank details.

Please let's work together to keep our all L/SH3 project alive - even beyond 2022!

Contacts - list of SH3 contacts still available today.

Countless SH3 enthusiasts around the world worked on improving the game. The best works were summarized in the following **supermods**:

LSH3 - **L**iving **S**ilent **H**unter **III** - **Edition 2022**
by **Urmel**, **Blueduck**, **Eremit** & **Team**
Full Version: v22
Release: April 2022
Content: 4GB Patch, HSIE&TYCHO Patch, JSGME, SH3-Commander
Requires Windows: 10, 8GB RAM, 2GB VRAM
Original Download & Support: www.lsh3.com

CCoM - **C**aptain's **C**hoice of **M**ods
by **Rowi58** († 23.08.2018)
Full Version: v12
Release: 2016
Content: JSGME, SH3-Commander
Requires Windows: 7 or newer, 8GB RAM
Download: Forum HdR > CCOM

NYGM - **N**ot **Y**our **G**randmothers **M**od
Tonnage War Mod by **Stiebler** & **Team**
Full Version: v3
Release: 2011 / Update: 2017
Content: Many Patches and tools
Requires Windows: XP or newer
Information & Download: http://www.subsim.com/mods1/nygm/

GWX - The **G**rey **W**olves E**x**perience
by **Kptn. Lehmann, Jimbuna** & **Team**
Full Version: v3 Gold
Release: 2011
Content: JSGME
Requires Windows: XP or newer
Original Download: http://www.thegreywolves.com/

WAC - **W**ar **A**ce **C**ampaign
by **HanSolo**
Full Version: v5.2
Release: 2019
Content: Many Patches and Tools
Requires Windows: XP or newer
Original Download: http://war-ace-campaign.webnode.at/

AOTD – **A**ces **o**f **t**he **D**eep
by **CaptainNemo & Team**
Full Version: v2.02
Release: 2006
Content: No tools
Requires Windows: XP or newer
Download: Forum SUBSIM > AOTD

Even after 17 years, the SH3 gaming community is still very much alive and active. **Contact with like-minded people and concrete SH3 help is available in the following forums:**

SH3 forums in German language: **HdR:** Hafen der Röhrenfahrer   **Ubisoft**: The forums were discontinued on 03-31-2022

SH3 forums in English language: **SubSim**: www.subsim.com

Plissken's SH3 file archive - the last and biggest "SH3 memory" worldwide
Plissken_04 collects tirelessly and worldwide any files for SH3 since 17 years!
If you are looking for something for SH3, you will find it on Plissken's server for sure!

Here are the access data to the Plissken file server: https://maikhaas.synology.me

Epilogue - Acknowledgements to the SH3 Community

Responsible for the creation of the supermod version "**Living Silent Hunter 3 - Edition 2022 - The Eternal Patrol**" are:

- **BLUEDUCK**   > Mod analysis, programming and integration of all mods and missions.
- **EREMIT**   > Programming of all installation tools, revision of all GUI, creation of supermod package files
- **URMEL**   > Overall concept "LSH3-2022", graphic revision, publication and communication

- **OSSI60** und **STOERTEBEKER**   > Unprecedentedly accurate quality control and important notes on gameplay and history
- **EIKE** und **MATT**   > Help for historically accurate language translation German > English
- **LSH3-Team**   > Thank you for your many years of friendship and support!

We thank the last major maritime submarine forums, for many years of support and cooperation for L/SH3:

- **SUBSIM** - the world's largest submarine forum. Thanks to **ONKEL NEAL** and **THEBERBSTER**, your ideology is the inspiration of us all!
- **HDR** - **Hafen der Röhrenfahrer** - the german speaking submarine forum for SH3 pros. Thanks to **WURMONKEL**, **OSSI60** and **STOERTEBEKER**!

Looking back over the last 17 years, one would actually have to mention hundreds of people at this point. A complete list seems impossible.
The following people have definitely enriched our SH3 world and are an unforgettable part of the success of SH3 and LSH3 Supermod 2022:

- **ROWI**, the last **great German SH3 Supermodder** (deceased 23.08.2018) and responsible for <u>hundreds</u> of mods for **SH3**, **LSH3** and **CCOM**
- **HSIE**, **STIEBLER and TYCHO**, for groundbreaking **SH3 patches**
- **JAESEN JONES**, for his ingenious tools **JSGME** and **SH3**-**COMMANDER**
- **KPTN.LEHMAN, JIMBUNA** & Team responsible for Supermod **G**WX - The **G**rey Wolves E**x**perience
- **STIELBER** & Team, responsible for Supermod **NYGM** - **N**ot **Y**our **G**randmothers **M**od
- **CAPTAINNEMO** & Team, responsible for Supermod **AOTD** - **A**ces **o**f **t**he **D**eep
- **HANSOLO,** responsible for Supermod **WAC** - **W**ar **A**ce **C**ampaign

The great works of **AHNENERBE/ARP, BRODAGA, ANVART, JPB, SEADLER, FRIEDL, SCHORSCH, WURMONKEL, BACKSCHAFTER, CONUS, KERMIT** and <u>many many more</u>,
was/is essential for the progress of SH3.

My personal thanks also go to the <u>many here unnamed modders</u>, who have made possible by their loving detail work,
that SH3, even beyond the terrible Corona year 2022, will still endure!

LSH3 Urmel / Blueduck, April 2022