

patSH3r
r57

manual

Install & Uninstall

To install patSH3r, just drop the patSH3r.act-file into your Silent Hunter 3-directory and put your preferred configuration of it in your main.cfg (see Configure).

To uninstall it, just remove the patSH3r.act-file from the Silent Hunter 3-directory and remove the configuration lines from the main.cfg you added while installing.

Configure

To configure patSH3r, you have to edit your personal main.cfg. It's normally located under "My Documents\SH3\data\Menu". At the end of this file, create a "[PATSH3R]" section and put the configuration options under it.

If patSH3r is loaded and configured ok, the revision number will show up down in the right corner of the title screen; where the game version is listed. If it doesn't show up there, patSH3r has not been initiated. Probably because it is missing a valid configuration.

Default options for all patches are 'No', '0' or '0.0' (off), if nothing else is mentioned.

Patches

- AlertWatchOfficer [Yes | No]

This patch moves the watch officer with the least fatigue in the rest compartments to the bridge when surfacing.

-NightVisionFactor [float]

It's impossible to spot a ship at a distance of 16km at sea in a pitch black night. NightVisionFactor let you get a little more realistic behavior. You may want to set this to 0.85 for vanilla SH3 and down to 0.45 for 16km atmosphere.

- Patsh3rBDU [Yes | No]

If this setting is enabled, your patrol reports will be sent to the PatSH3r BDU. The position of your sub will be plotted in the PatSH3r - War Room.

<https://fb.tuxxor.net/pbdu.html>

- RepairTimeFactor [float]

The realistic repair time in Silent Hunter 3 isn't realistic at all. The crew repair stuff like all being MacGyver on a jolly good day. RepairTimeFactor gives you the option to make repairs take longer (or less) time. 25.0 is a nice number.

- SmarterPettyOfficers [Yes | No]

While moving crew between compartments, some petty officers gets confused because they lack a specific qualification. For example, if you move crew from the electric engine compartment to the diesels. Officers without the machinist qualification will get perplexed, because they don't know how to move between machine rooms. This patch resolves that if enabled.

- TargetReporting [Yes | No]

This makes the possibility for the watch officer report not only to report the nearest ship. But also on ships which are targeted/locked-on with USO or periscope. Also, the sonar operator may give reports on ships that is targeted with the hydrophone, instead of only the closest contact.

There are two optional configuration options with this setting:

- TargetReportingMessageWO [integer]

- TargetReportingMessageSO [integer]

You may add custom messages that are to be used when reporting on targeted ships. They are added in the en/de_menu.txt with a free number. The numbers you choose are meant for these two settings.

Example:

```
en_menu.txt - 4620=Range to ship at %03.0f is %.0f meters  
main.cfg    - TargetReportingWO=4620
```

If no custom messages are configured, the standard 4616 & 4912 are used.

- TrueBearings [Yes | No]

If this patch is enabled, the watch officer and sonar operator will report true bearings as well as relative bearings in their reports. For this to work, message some messages in en|de_menu.txt has to be modified. A extra format converter has to be inserted..

Example:

“Nearest visual contact, bearing %03.0f° (%03.0f°), range %.0f”

The second format converter (the one within parentheses) will receive the true bearings to the target. If not inserted, the reporting will be messed up as true bearing will show up in the range-converter. And the range will be discarded.

Warning!

You must edit message 4616, 4912 and 4922 to handle the extra true bearings value if you've got this setting enabled. The true bearings must always be inserted right after the relative ones.