



# LIVING SILENT HUNTER III

**\_LSH3\_V5\_ENV\_MEP\_EN**

**for LSH3 V5**

**\_LSH3\_V5\_ENV\_MEP1a-Normal-Nights**

**\_LSH3\_V5\_ENV\_MEP1b-FSF-for-Normal-Nights**

**\_LSH3\_V5\_ENV\_MEP2a-Dark-Nights**

**\_LSH3\_V5\_ENV\_MEP2b-FSF-for-Dark-Nights**

**\_LSH3\_V5\_ENV\_MEP3-Mediterranean-Water**

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## Foreword

This MOD “\_LSH3\_V5\_ENV\_MEP” is the first Environment-MOD for LivingSilentHunter III. By this we break a maybe “dangerous” new ground. As versatile as the tastes are, it is very difficult to create a MOD which at last pleases a user group.

Colour and the water reflection, height and form of the waves, brightness of the nights, shape of the clouds and last but not least the silhouette of sun and moon can be ripely discussed.

We hope to please most of the tastes of the users, particularly because it consists of five parts which may be activated if needed or desired.

This MOD is a special adaptation by Makman94, who made his MOD “M.E.P v3-20km” available for LSH3 V5.

Der MOD ist eine spezielle Anpassung von Makman94, der seinen MOD „M.E.P v3-20km“ für LSH3 V5 verfügbar gemacht hat.

We appreciate the work that was done.

## Changes made for LSH3 V5

Compared to M.E.P v3-20km the following changes were done:

1. 16km view
2. other colours for sunrise and sunset.
3. changed horizon (the ships are no longer “flying” above the horizon. On the other hand the plunge effect of the 20km atmosphere is no longer visible at the horizon.
4. darker nights available as an addition.
5. FlatSunFix (FSF) as a further addition in the case the graphics card or driver constrains a optimal presentation of the sun.
6. Mediterranean Water as an addition to colour the water in a much deeper blue shade.

## The parts of \_LSH3\_V5\_ENV\_MEP

The MOD consists all in all of five parts:

1. \_LSH3\_V5\_ENV\_MEP1a-Normal-Nights
2. \_LSH3\_V5\_ENV\_MEP1b-FSF-for-Normal-Nights
3. \_LSH3\_V5\_ENV\_MEP2a-Dark-Nights
4. \_LSH3\_V5\_ENV\_MEP2b-FSF-for-Dark-Nights
5. \_LSH3\_V5\_ENV\_MEP3-Mediterranean-Water

## ***\_LSH3\_V5\_ENV\_MEP1a-Normal-Nights***

This MOD is the basis of MEP for LSH3 V5. It contains most of the files responsible for clouds, waves, ship wakes, sun and moon. Alike the "scene.dat", it is the core of the MOD.

It adds more details to the water, changes the movement and appearance of the waves and brings other brighter colours to the sky and the sea. Furthermore the horizon line is beautified and the behaviour of ships appearing at the horizon. The ships do no longer "fly" in the haze. The sun and the moon are reduced in size. The nights are a little brighter compared to LSH3 V5 – the ships can be detected easier.

## ***\_LSH3\_V5\_ENV\_MEP2a-Dark-Nights***

This MOD restores the darker nights of LSH3 V5 but keeps the aforementioned changes. It is dedicated to the "reality player" who prefer the darker nights. Therefore sometimes a high grade of concentration is demanded when spotting ships at night.

## ***\_LSH3\_V5\_ENV\_MEP1b-FSF-for-Normal-Nights und***

## ***\_LSH3\_V5\_ENV\_MEP2b-FSF-for-Dark-Nights***

The FlatSunFix (FSF) is a solution for a problem caused by some graphics card or drivers. If in free camera view (F12) the sun just appears as a "flat disc" or "golf ball" without any halo, this fix should be applied. If the sun appears beaming this fix should not be activated (see the last screenshot).

## ***\_LSH3\_V5\_ENV\_MEP3-Mediterranean-Water***

This additional MOD changes the colouration of the water to a definitely blue tone. Originally designed for missions in the Caribbean or the Mediterranean Sea, the player may use it all the time, if he likes.

This MOD may be activated after all possible combinations of the other MODs of "\_LSH3\_V5\_ENV\_MEP".

## Order of activation

Generally all parts of this MOD should be activated after all other MODs.

Concerning the order of activation for this MOD the following sequences have to be followed:

Bright nights:

\_LSH3\_V5\_ENV\_MEP1a-Normal-Nights

Bright nights with "FlatSunFix":

\_LSH3\_V5\_ENV\_MEP1a-Normal-Nights

\_LSH3\_V5\_ENV\_MEP1b-FSF-for-Normal-Nights

Dark Nights:

\_LSH3\_V5\_ENV\_MEP1a-Normal-Nights

\_LSH3\_V5\_ENV\_MEP2a-Dark-Nights

Dark Nights with "FlatSunFix":

\_LSH3\_V5\_ENV\_MEP1a-Normal-Nights

\_LSH3\_V5\_ENV\_MEP2a-Dark-Nights

\_LSH3\_V5\_ENV\_MEP2b-FSF-for-Dark-Nights

Optional additional activation after all of the aforementioned combinations:

\_LSH3\_V5\_ENV\_MEP3-Mediterranean-Water

# Nvidia NHancer

Especially for users of NVIDIA Graphic cards. We advice the use of this program with Profiles made by Rubini for SH3.

Download-Link:

<http://www.nhancer.com/>

Nvidia Tweaks to SH3/SH4 Infos:

<http://www.subsim.com/radioroom/showthread.php?t=128517>

Rubini Profil:

<http://www.mediafire.com/?5zojwbttmxz>

## Credits

### Let us give the word to Makman94:

Special thanks to Onelifecrisis for his OLCE2 MOD, which is the basis for M.E.P and for his permission to make his MOD available for LSH3.

Thanks to Yoda1976 for his instructions and pleas concerning some changes to the atmosphere to please all the players.

Have fun with LSH3\_V5\_ENV\_MEP

Makman94

02.01.2010

### Our thanks to Makman94:

For his teamwork during all the weeks of testing and adjusting the atmosphere. We like to thank him for his hints and improvements.

He examined all our requirements and implemented them if feasible.

Due to his effort and knowledge this MOD became what you can play today and what I hoped for. I guess this MOD will be an alternative for most of the players and they all enjoy it.

Yoda1976

03.02.2010

## Screenshots







