

SH3 COMMANDER

Release 3

USER GUIDE

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Introduction

SH3 Commander has been developed to serve several purposes. It:

- provides an historically-based framework around Silent Hunter III, such as adding Commander retirements, crew inward/outward transfers, and crew medal availability based on real criteria;
- removes static gameplay behaviour by allowing changes to be made to game files based on the career date - ship skins, aircraft roundels, sensor settings etc etc can all be changed as the war progresses, just like they did in real life;
- reduces gameplay certainty by supporting randomisation of any game setting in addition to simulating real life events such as malfunctions and sabotage;
- extends Silent Hunter III by giving your Commander a true identity. SH3 Commander builds a full profile of your Commander, including date and place of birth, enlistment date, promotion dates, and other key attributes, which are all included in the Personnel File feature.

SH3 Commander minimum requirements

To run SH3 Commander you must have installed:

- Windows XP, 2000 or Vista;
- Silent Hunter III with patch 1.4b.

Attempting to run SH3 Commander on other operating systems or with earlier versions of Silent Hunter III is not supported and will result in game instability.

Mod compatibility

SH3 Commander can be used with all known mods. However, some mods may require replacement of certain SH3 Commander files, and/or may recommend specific settings. Be sure to check the associated mod readme files. You do not need to have any specific mods installed to use SH3 Commander.

Installation

To install SH3 Commander click on the installation file and follow the instructions. SH3 Commander can be installed anywhere and is totally independent of Silent Hunter III.

Microsoft Vista Users

If you intend running SH3 Commander on Microsoft Vista and have installed Silent Hunter III in your Program Files folder, then you must run SH3 Commander as administrator. To do this, after installing SH3 Commander, right-click on SH3Cmdr.exe in Windows Explorer and select "Run as Administrator". Alternatively, right-click on SH3Cmdr.exe and select "Properties". In the properties window select the "Compatibility" tab and check "Run this program in compatibility mode" and in the box below select "Windows XP (Service Pack 2)". In some instances you may need to apply both solutions.

Rolling back SH3 Commander

Rolling back SH3 Commander, or Rollback, are terms given to removing from Silent Hunter III the modifications that SH3 Commander has made. This can be achieved by clicking the



icon from within SH3 Commander. This icon will only be visible if there are SH3 Commander modifications present in Silent Hunter III.

In order to avoid any potential file integrity problems, it is imperative that you ALWAYS perform a rollback BEFORE:

- enabling or disabling any mods, either via JSGME or manually;
- uninstalling or reinstalling Silent Hunter III;
- uninstalling SH3 Commander.

Your Commander career history information and SH3 Commander options are stored in a file called 'SH3Cmdr.ini'. If you want to preserve this data, you must never delete this file. Uninstalling SH3 Commander through Windows' 'Add or Remove Programs' will not delete this file.

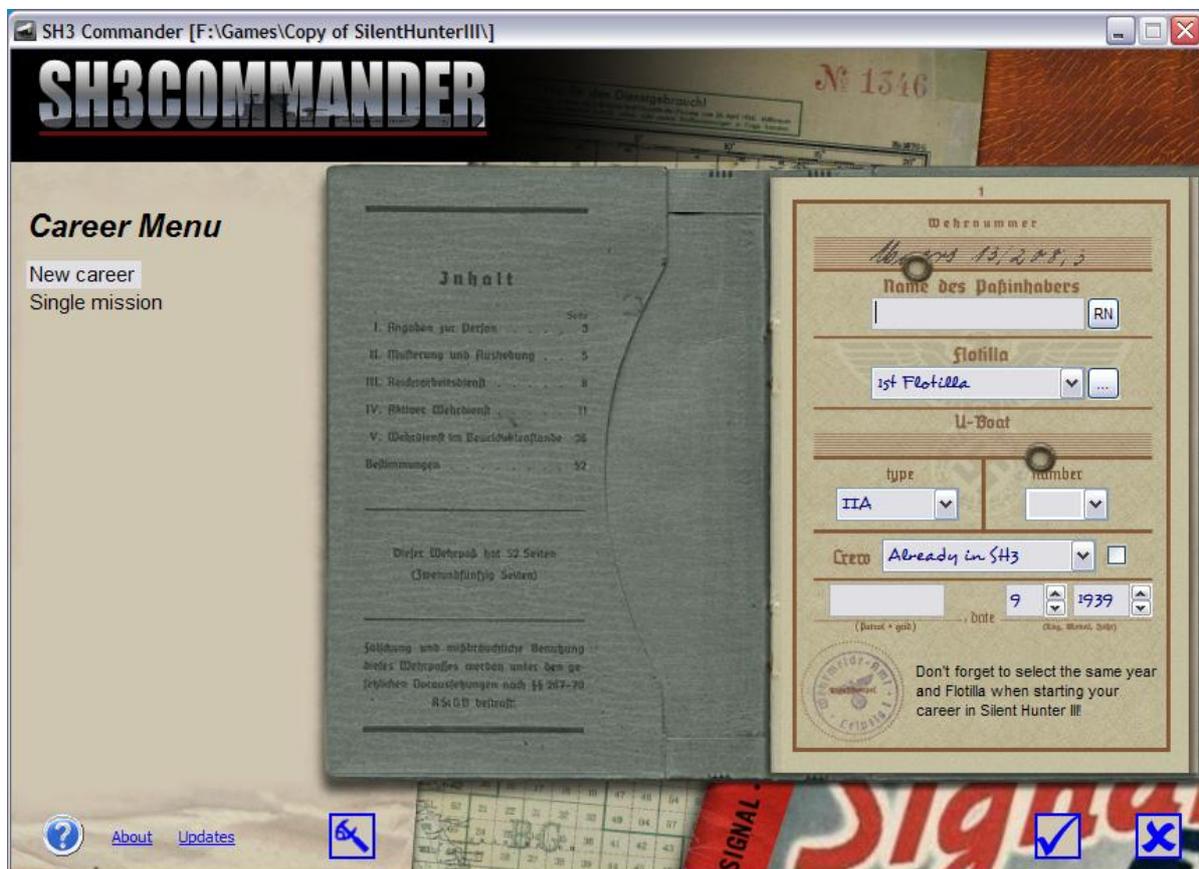
Running SH3 Commander

Prior to running SH3 Commander you must have run Silent Hunter III at least once in order to set up your Silent Hunter III data files.

To run SH3 Commander, click on the icon installed on your desktop, or click on SH3Cmdr.exe located in the SH3 Commander folder.

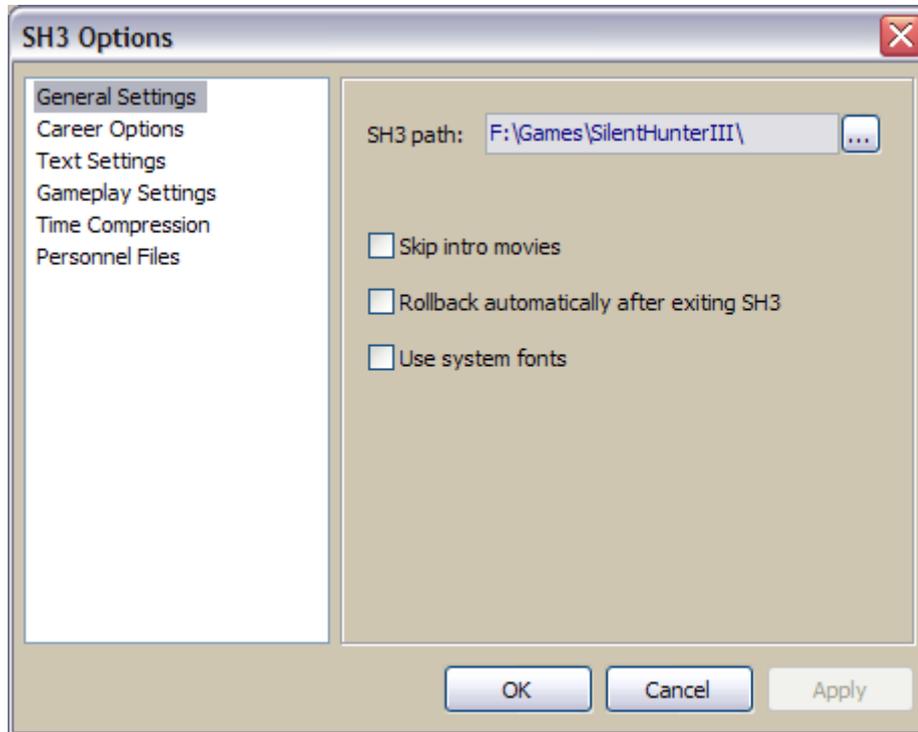
Customising SH3 Commander and Silent Hunter III

When you open SH3 Commander you will see the below screen.



To customise SH3 Commander and Silent Hunter III click on the  icon. The SH3 Options screen will appear:

General Settings



SH3 Path: By default SH3 Commander will connect to your default installation of Silent Hunter III. You can change this by clicking the ‘...’ button and selecting any other valid Silent Hunter III installation. If you change the path, SH3 Commander will refresh when you click ‘OK’ or ‘Apply’. This may take a second or two.

To ensure maximum flexibility and compatibility it is recommended that you have a dedicated installation of SH3 Commander for each installation of Silent Hunter III.

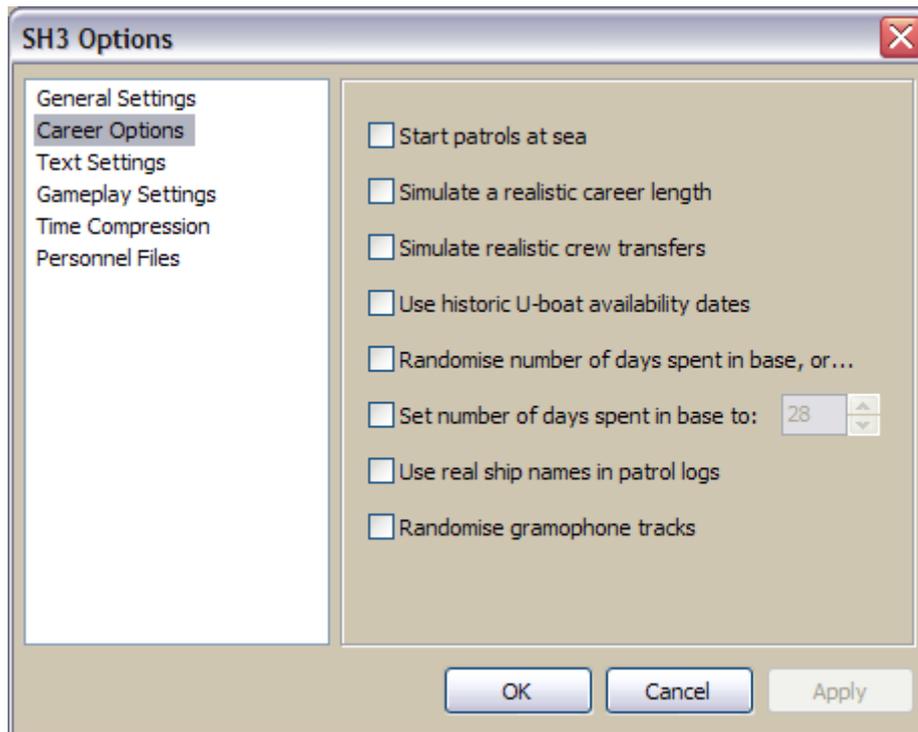
Skip intro movies: Select this option to skip playback of the introduction movies when loading Silent Hunter III.

Rollback automatically after exiting SH3: Select this option to automatically remove from Silent Hunter III the SH3 Commander-based mods when Silent Hunter III is exited. If

unselected you must manually click the  icon to remove the files.

Use system fonts: SH3 Commander installs and uses a font titled “Desyrel” that emulates the handwritten nature of original Wehrpasses. Should you find the font hard to read, then select this option to force SH3 Commander to use native system fonts. Note: you should not delete “Desyrel” from your system’s font folder, however if you do, you can find a copy in your ..\SH3 Commander\Fonts folder.

Career Options



Start patrols at sea: Select this option to start your patrols just out to sea, away from the port itself. You can still dock in your port with this option selected. See "General Features and Inclusions" section for more detail.

Simulate a realistic career length: Select this option to automatically retire the Commander after a random number of patrols (based on the number of days spent at sea and the minimum and maximum number of patrols completed by real commanders). If you select this option, please be aware that the randomisation occurs every time you launch a career using SH3 Commander, but not when your career is mid-patrol. So, if you like to tinker between patrols without actually starting a patrol be aware of this and uncheck this option prior to launching Silent Hunter III.

Simulate realistic crew transfers: Select this option to simulate the transfer of crewman in to and out of your U-boat. At the beginning of each patrol, 0, 1 or 2 crewmen may be transferred out of your U-boat for various reasons and a similar amount may be transferred in. Note that you may still be required to "top up" your crew from time to time, as not all crew procurements can be done through the usual bureaucratic paperwork. Like the 'realistic career length' option, randomisation occurs every time you launch a career using SH3 Commander, unless your career is mid-patrol.

Use historic U-boat availability dates: See "General Features and Inclusions" section for more detail.

Randomise number of days spent in base: Select this option to randomise the number of days spent in base between patrols. The randomisation is based on actual averages. You can alter the parameters by editing the 'RNDDAYSINBASE' block in 'SH3 options.cfg' located in your SH3 Commander\Cfg folder.

Set number of days spent in base to: Select this option to set a specific number of days that you would like to spend in base between patrols.

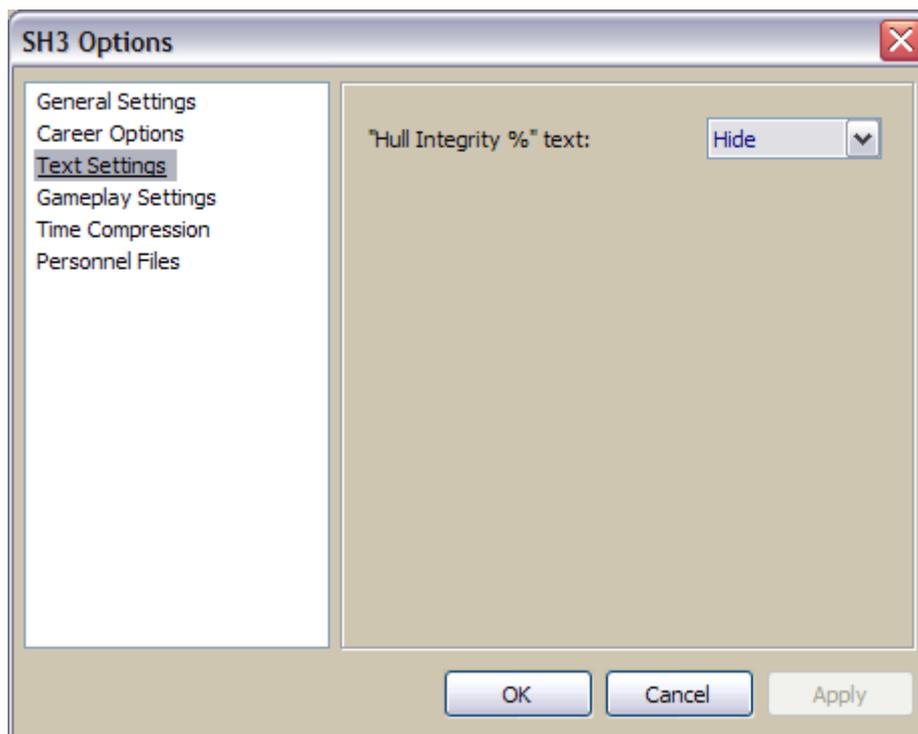
Use real ship names in patrol logs: Select this option to replace the generic Silent Hunter III ship names (ie 'C3 Cargo') in the patrol logs with real ship names. Ship names will be added whenever you generate a Personnel File. Generate a Personnel File after each patrol and you'll always be up-to-date with real ship names. These ship names will display in both the SH3 Commander Personnel Files and Silent Hunter III itself. More ship names and classes can be added to SH3 Commander - see the instructions outlined in 'Ship names.cfg', located in your SH3 Commander\Cfg folder.

Note that if you've changed your Silent Hunter III language preference at any time, this will impact the insertion of ship names. Only logs created using the current selected language will be updated.

Unfortunately, Silent Hunter III isn't flexible enough to record different ship names *during* a patrol, so the standard names will always be recorded.

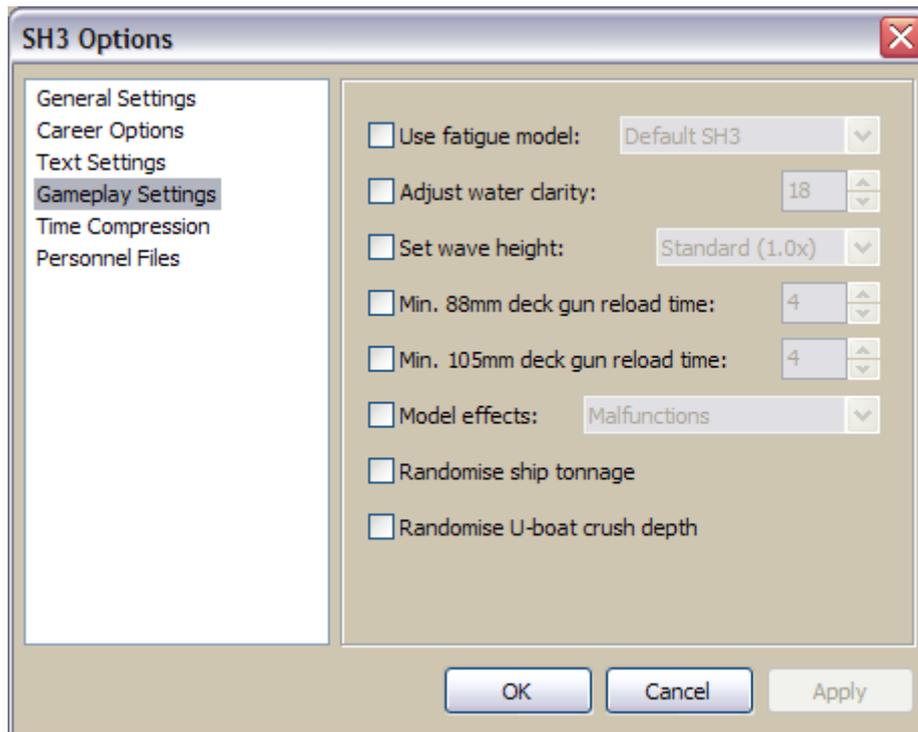
Randomise gramophone tracks: Select this option to randomise the playing order of your gramophone tracks. Each time you load a career your tracks will be played in a different (random) order.

Text Settings



"Hull Integrity %" text: Some mods remove the Hull Integrity percentage figure from the game. This option allows you to show or hide the text regardless of what mods you install.

Gameplay Settings



Use fatigue model: SH3 Commander comes with five different type of fatigue handling models, with the ability to add your own fatigue models. To add you own fatigue model, open up 'Crew fatigue models.cfg', located in your SH3 Commander\Cfg folder. Copy one of the existing blocks of values and paste at the end of the file. Update the number of this new block (the value contained between []) to be the last number plus 1. Then change all the values accordingly or add new keys as required (keys must be valid Basic.cfg CREW_* keys). What you enter for 'Desc' will be what is displayed as an option in SH3 Commander.

Adjust water clarity: Select this option to make your water more opaque or transparent. 0 is opaque, 20 is transparent. The stock Silent Hunter III setting is 18.

Set wave height: Select "Seasonal" for wave height to be set based on the time of the year - higher waves during winter and lower waves during summer. Seasonal wave heights can be edited through 'Career options.cfg' located in your SH3 Commander\Cfg folder).

Min. 88mm deck gun reload time: Select this option to adjust the reload time, in seconds, of your 88mm deck gun. Note that the time you choose is the minimum reload time. The actual reload time is dependant on crew efficiency so may be slower than what you choose.

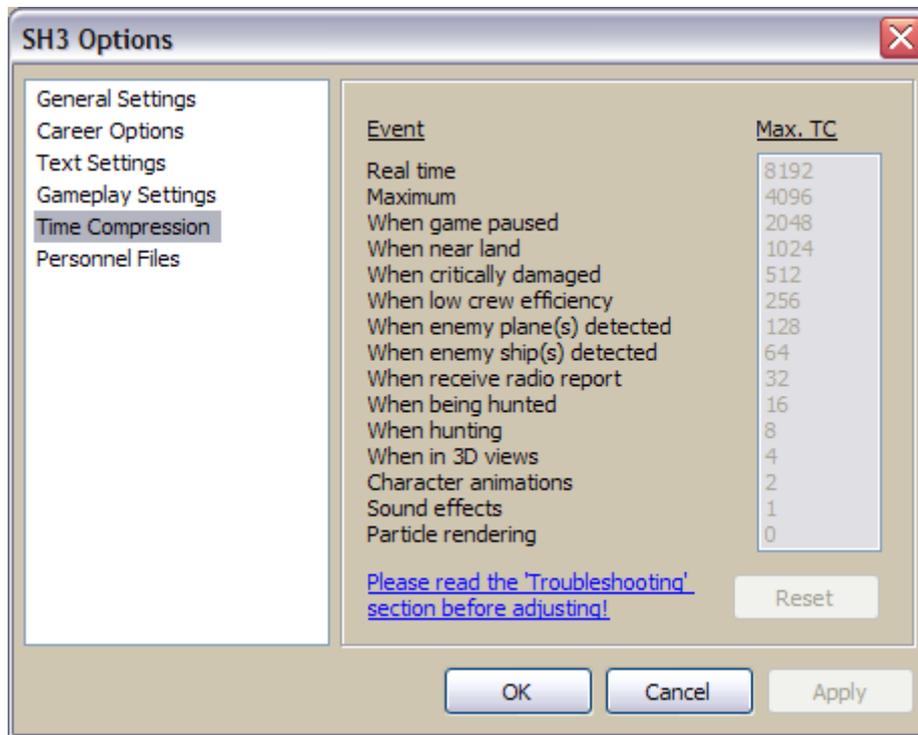
Min. 105mm deck gun reload time: Select this option to adjust the reload time, in seconds, of your 105mm deck gun. Note that the time you choose is the minimum reload time. The actual reload time is dependant on crew efficiency so may be slower than what you choose.

Model effects: Select this option to model the effects of equipment malfunctions and/or sabotage. With this option selected you will need to make decisions like a real Commander if you identify faulty equipment, which can include damaged lens seals, damaged clutching/transmission components, leaking fuel tanks, worn batteries, faulty valves and seals, to name a few. Can you continue the patrol, or should you abort? The choice is yours.

Randomise ship tonnage: See "General Features and Inclusions" section for more detail.

Randomise U-boat crush depth: SH3 Commander will set the theoretical crush depth, with minor randomisation, for all U-boat types and variations. Editable through 'SH3 options.cfg' located in your SH3 Commander\Cfg folder.

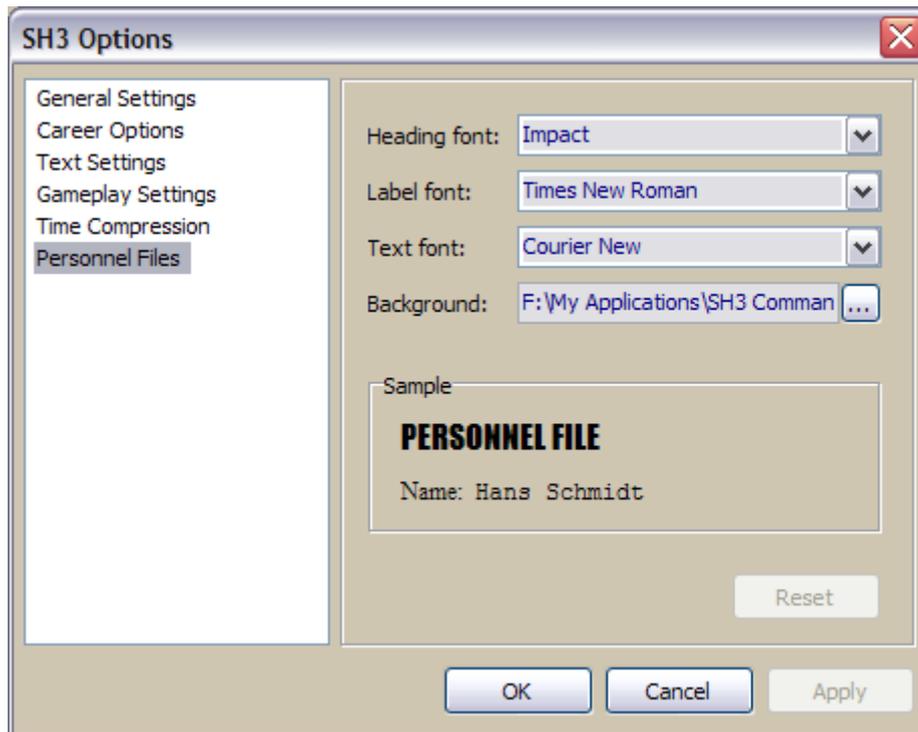
Time Compression



This screen allows you to adjust Silent Hunter III's time compression settings. Please read the Troubleshooting section first as certain settings have adverse impacts on Silent Hunter III.

Press the 'Reset' button to return the selected event's time compression value back to the default Silent Hunter III value.

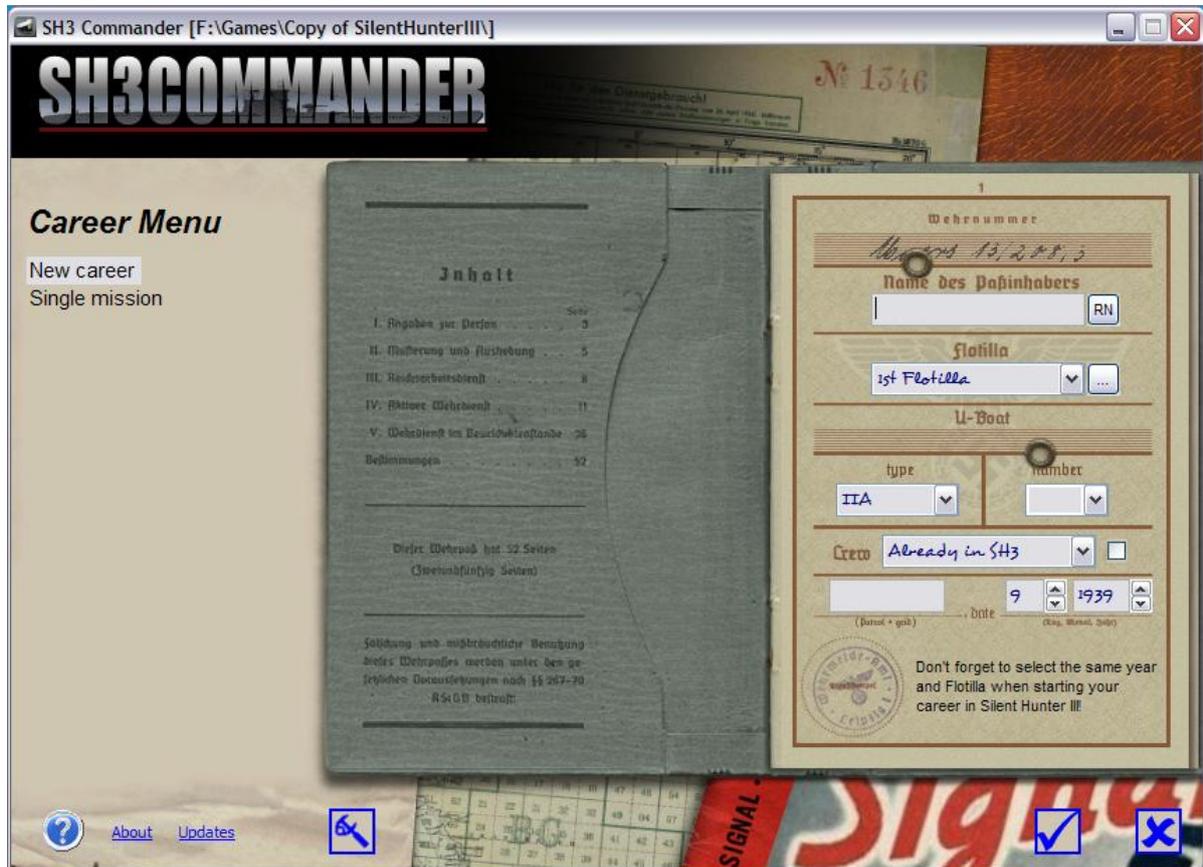
Personnel Files



This screen allows you to change the fonts and background of your Personnel Files (see “Actions” section).

Press the ‘Reset’ button to return all fonts and images back to the default SH3 Commander settings.

Starting A New Career



By selecting 'New career' from the list presented on the left hand side of the main SH3 Commander screen, you can enter details in preparation for the commencement of a new career in Silent Hunter III.

Enter a new Commander name or click the 'RN' button to have SH3 Commander generate one from over 1.7+ billion possible combinations based on the names of actual U-boat crewmen and Commanders.

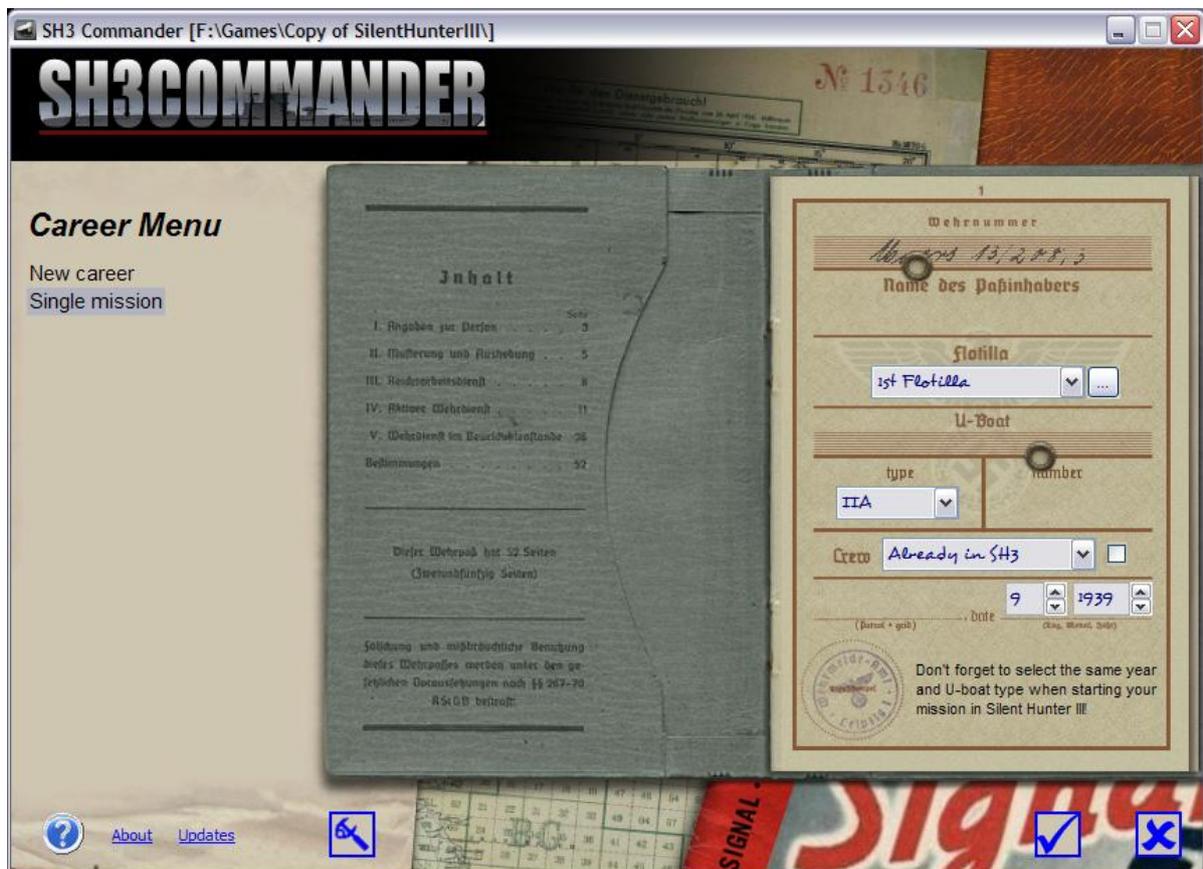
Select your preferred start month and year, which can be any time during the war (this is dependant on what mods you have installed). Select a Flotilla and a U-boat type/variant, which can be any one that was available in your selected flotilla up to the selected career start date. Enter a U-boat number or leave blank to use one generated by Silent Hunter III. Select a crew configuration model to use, and click the check box if you wish to use unique (random) German crew names plus randomised crew experience. Enter a patrol grid or leave blank to use one generated by Silent Hunter III.

When finished setting up your new career, click  and Silent Hunter III will load. When you start your new career in Silent Hunter III, your new career name should already be highlighted. Simply select it and then select the same year and Flotilla as you did in SH3 Commander and you're away! Your career will start on the first day of the same month as selected in SH3 Commander.

SH3 Commander includes a “Realistic” crew configuration that is based on actual U-boat crew composition. In addition, you can import your own crew configurations for using with new careers and missions. To import your own crew configurations, simply add your crew configuration files into a descriptively named sub-folder under the SH3 Commander\Crew folder. For example, to add the real crew of U-97, create the following structure: SH3 Commander\Crew\U-97\data\Cfg and then add the appropriate crew_config_*.cfg files. U-97 will then appear as an option in the "Use Crew" list box.

You can alter the randomised crew experience parameters by editing the 'CREW SETUP' block in 'SH3 options.cfg' located in your SH3 Commander\Cfg folder.

Starting A Single Mission



By selecting 'Single mission' you can prepare Silent Hunter III in anticipation of undertaking an individual mission. If you choose to play a single mission, select the month, year, Flotilla and U-boat type that are relevant to the mission that you wish to undertake. Select a crew configuration model to use, and click the check box if you wish to use unique (random) German crew names plus randomised crew experience.

When finished, click  and SH3 Commander will load up the necessary files and Silent Hunter III will automatically start. Then simply select the corresponding mission, year and U-boat type.

Playing An Existing Career



Selecting an existing career will provide a snapshot of that career. From here, by clicking on the various links and actions you can: change your U-boat number, remove your deck gun, change your next patrol grid, update your Personnel File, enter the Crew Manager, go to the Nightclub to catch up on gossip, or delete the selected career from your hard drive.

Once you're ready, click  and SH3 Commander will load up the necessary files based on the details of the career, and then Silent Hunter III will start, automatically defaulting to the Commander that you selected. Once in the game, just load up the saved campaign for the career that you selected in SH3 Commander and you're ready to go on patrol!

Notes:

1. SH3 Commander loads files based on the current career date and anticipated next patrol start date, so make sure that you exit the game after every patrol. Then, when you want to start a new patrol, just launch SH3 Commander and choose the career or mission that you want to play. But don't worry if you forget to launch the game via SH3 Commander once in a while - it won't cause serious problems. It just means that you may see a news file from the wrong date, or your boat may have deeper crush depth characteristics, etc. These problems are minor, temporary and will disappear as soon as you update the game by running SH3 Commander again.
2. To avoid conflicts, game instability or other unexpected behaviour, always ensure that you select the corresponding career when Silent Hunter III has loaded.
3. SH3 Commander automatically recognises when you are docked at a milk cow or other friendly base and will automatically adjust the number of days spent in base to 1 without

you needing to manually change via the SH3 Options screen. You can click on the label to toggle status. *Note that extra days will be added if damage needs to be repaired; this is a limitation imposed by Silent Hunter III.

4. SH3 Commander allows you to change the next patrol grid within an existing career, including auto-selection based on your Flotilla and date. Note: NULL patrols grids are given by Silent Hunter III whenever you dock at a milk cow or other friendly base. These grids can only be changed during a patrol, not when you are in base. Accordingly, SH3 Commander will only allow NULL grids to be changed with mid-patrol save games.
5. You can replace the current Commander image with another by double-clicking on it. To use your own image, save it to your SH3 Commander\Images folder in jpg format. The image size should be 100 x 150 pixels to avoid stretch distortion.



6. If you want to return Silent Hunter III to its pre-SH3 Commander state, just click the icon. This will uninstall all the SH3 Commander-based mods.
7. Limit the changes you make in SH3 Commander to when you are in base between patrols. Making changes mid-patrol is not recommended and may cause game instability.
8. New careers will appear in SH3 Commander at either the completion of, or saving during, the first patrol, whichever occurs first.
9. With SH3 Commander you no longer need to load Silent Hunter III directly. You can load Silent Hunter III via SH3 Commander on all new, existing, in base, or mid-patrol careers. SH3 Commander recognises the status of each career and disables or enables your realistic settings based on "where you are" at that point in time. You will not be retired nor will you lose crewmen if you start a mid-patrol career (assuming those two realistic options are set).

Changing your career status

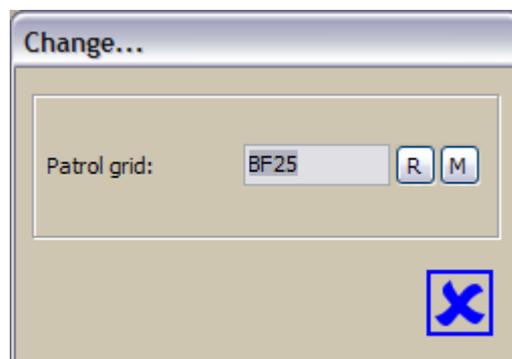
As Silent Hunter III does not support surrendering within careers, SH3 Commander gives you the ability to mark "Lost at sea" careers as "Surrendered at sea" if you were surfaced with crew on the bridge when your U-boat was destroyed.

If your career is "Retired", you can return to active duty and continue from where you left off. Note that due to Silent Hunter III limitations, the ability to return on a later date, with new crew etc, is not possible.

To change your career status, simply click on the status text.

Changing your next patrol grid

If you click on your next patrol grid, the following screen will be displayed:



Here you can manually enter a preferred patrol grid, or, by pressing the 'R' button, you can generate a random patrol grid based on your Flotilla and career date. The grid generated is sourced from the same files that Silent Hunter III uses.

Pressing the 'M' button will show the Silent Hunter III grid map (\documentation\SH3_MAP.jpg).

Actions

When playing an existing career you have numerous actions that you can perform. The actions that are available at any given time are based on the status of your career.

Update your Personnel File: You have the ability to create a Personnel File for viewing (html format) and printing. The Personnel File includes a full Commander profile, including details of the Commander's career prior to commencement of his first U-boat patrol. Where a Commander has been retired by SH3 Commander, details of his post campaign and post war career are also included. SH3 Commander uses the language preference stored in Silent Hunter III, meaning that the summary will print in English, German or French depending on the text language selected in Silent Hunter III. Like with Silent Hunter III, users can modify the language files (SH3Cmdr_*.txt) to allow for the summary to be generated in any language required. A Personnel File can be generated for active, deceased/surrendered and retired careers. The Personnel File also includes links to each individual patrol summary, U-boat Aces List (which includes both real Commanders and other player Commanders) and U-boat Crew Lists (provided that U-boat Crew Lists have been created prior to creating the Personnel File). If printing, it is recommended that you change the page orientation for the Personnel File and Crew List pages to landscape. Personnel Files are saved in your "My Documents" folder, ready for easy moving or uploading to the internet. Re-generate whenever you want to update one for your selected career. The default fonts and background image can be changed through the 'Personnel Files' option screen.

SH3 Commander will recognise user-added patrol log text and will include it in your Personnel Files. To add text to your patrol log, open the appropriate career Log_x.cfg file. Copy one of the entry blocks (preferably a ship sunk or aircraft destroyed block) and paste in order where you want the entry to appear. Add the line SH3Cmdr=1 immediately below the log entry title. You can then modify the EntryText, EntryTitle, Date, Time as you wish. When completed you will need to sequentially renumber all log entry titles.

Continue career with new Commander: This action allows you to continue a retired career with a new Commander. The 'New Career' screen will be populated with the necessary details and any equipment upgrades will be applied once you launch Silent Hunter III (due to Silent Hunter III constraints, "specials" such as your emblem and sonar/radar coatings cannot be transferred). Note that if you change any element other than the Commander name or patrol grid you will "break" the continuity and SH3 Commander will no longer treat the new career as a continuation. Also remember that tonnage and renown is linked to a Commander, so these elements are not transferred to your new career.

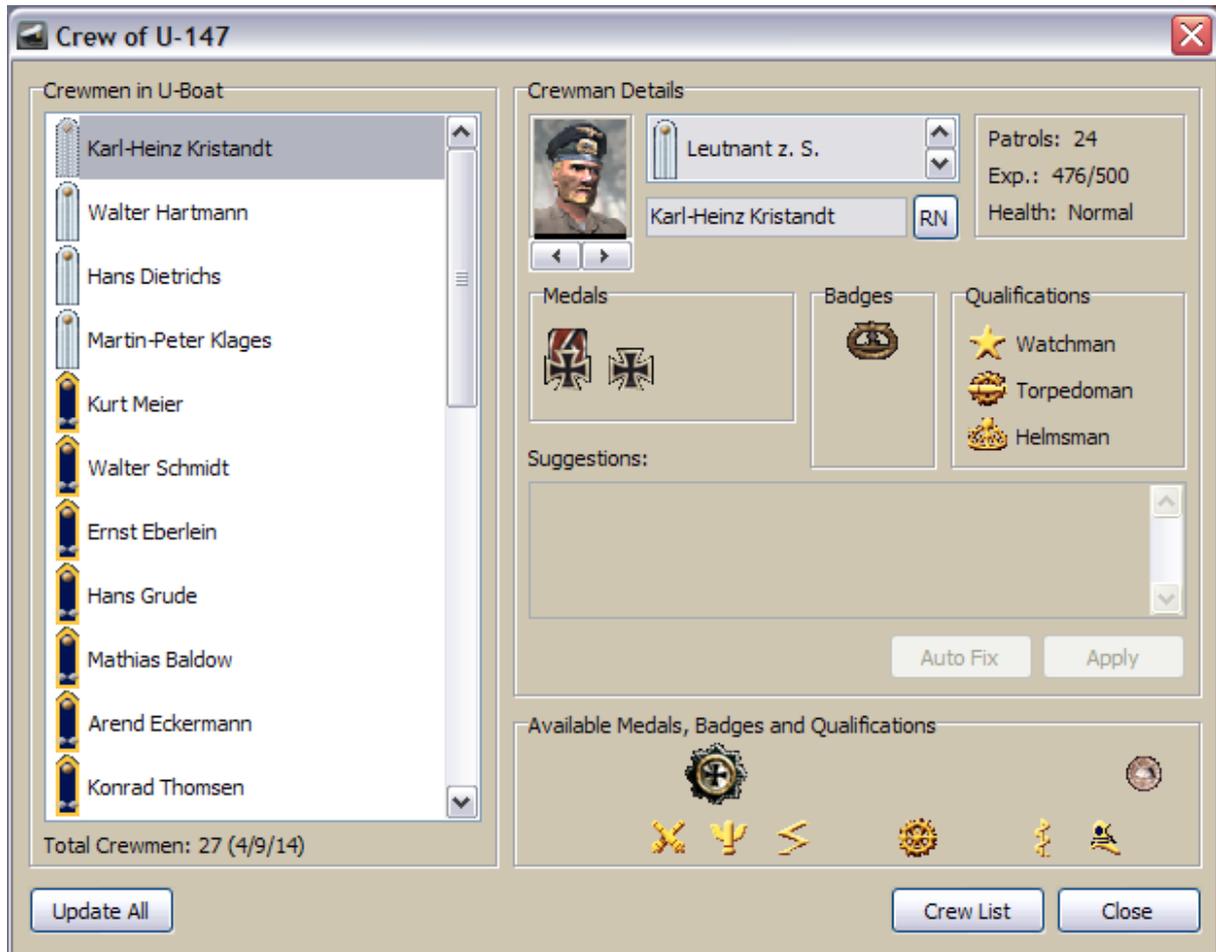
Review patrol logs...: This action will only appear if you have installed a compatible Patrol Log Editor plug-in.

Manage your crew...: See "Crew Manager" section.

Go to Nightclub: See "The Nightclub" section.

Delete this career: The action allows you to delete the current career game files from your hard drive.

Crew Manager



By selecting the 'Manage your crew...' action, players can:

- alter the displayed head image of their officers. Doing so also determines the body image and whether the officer wears a hat;
- promote and demote within type (ie Officers, Petty Officers and Sailors);
- change crewmen names;
- give and remove medals based on historic criteria;
- give and remove badges based on historic criteria;
- give, adjust and remove qualifications (3 for officers and senior petty officers, 1 for petty officers and 1 for sailors);
- create a crew list for viewing (html format) and printing.

The Crew Manager warns if certain conditions are met, such as a crewman receiving medals before they are historically available, or if a crewman might be entitled to specific medals or badges and allows a "one click" auto fix.

To use the Crew Manager, select a crewman. Then:

- to award medals, badges or qualifications, click an image in the "Available Medals, Badges and Qualifications" panel and drag and drop into the corresponding "Medals", "Badges" or "Qualifications" panels;
- to promote or demote, choose a rank from the scroll list;
- to change the Commander's name, overtype the current name or click the 'RN' button to create a random Germanic name.

Click 'Apply' to save the changes. You can also build a crew list, saving the details of your crew and their accomplishments to an html file.

Note that if you award medals using Crew Manager some medals may accumulate in the game that can't be awarded. Either ignore these, or make sure to award medals in the game before doing so in Crew Manager.

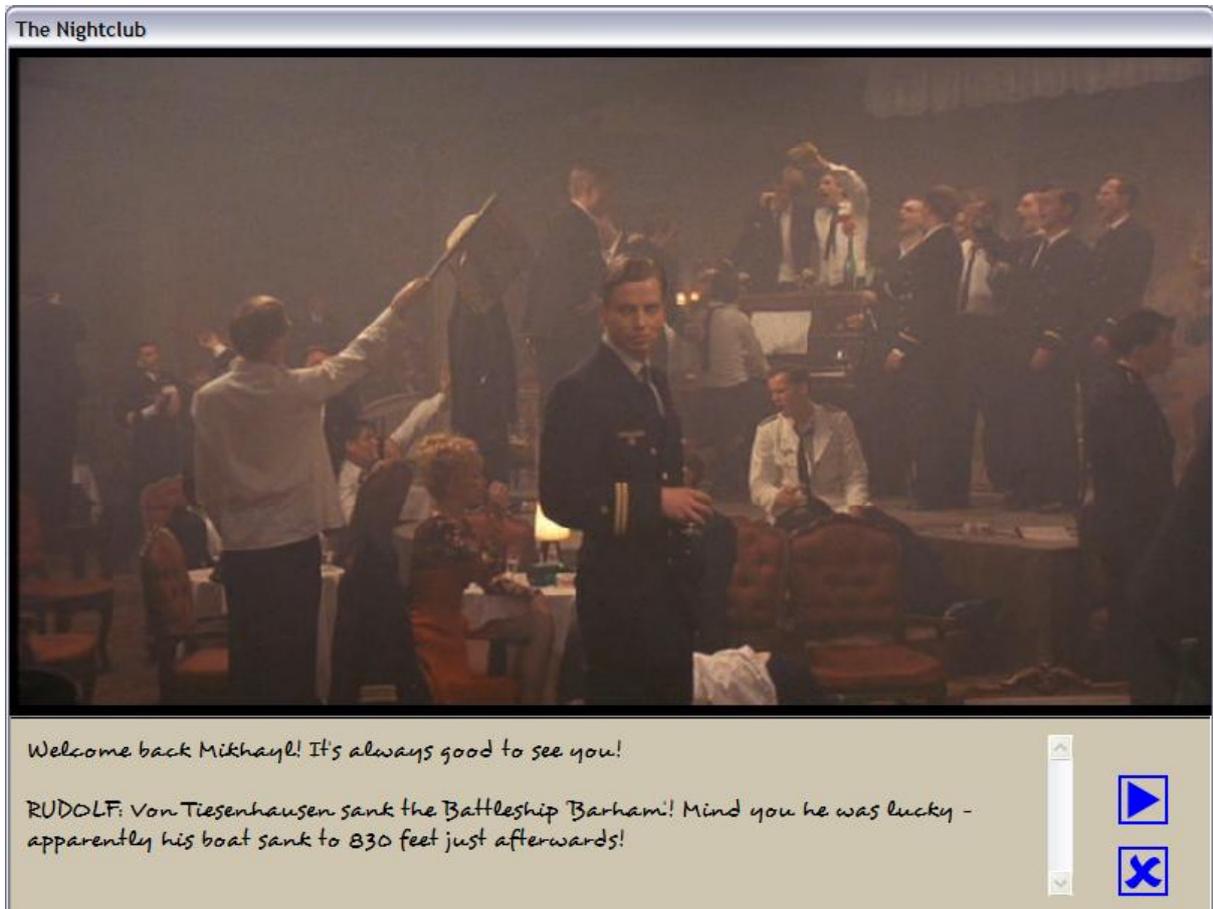
A common question raised through forums has been "will my Crew Manager changes be recognised within Silent Hunter III?". To answer this question:

- awarding *any* qualifications to officers impacts compartment efficiency as if they were awarded via Silent Hunter III;
- awarding the *first* qualification to a Chief Warrant Officer impacts compartment efficiency as if awarded via Silent Hunter III;
- awarding subsequent qualifications to a Chief Warrant Officer, whilst being recognised in Silent Hunter III, has no effect in Silent Hunter III;
- awarding a qualification to a Petty Officer impacts compartment efficiency as if awarded via Silent Hunter III;
- awarding a qualification to a seamen, whilst being recognised in Silent Hunter III, has no effect in Silent Hunter III;
- awarding any medal or badge has the same effect as if awarded via Silent Hunter III;
- promoting/demoting has the same effect as if awarded via Silent Hunter III (although there is no demotion via Silent Hunter III);

So, only qualifications awarded to seamen or extra qualifications awarded to Chief Warrant Officers are, despite being recognised in the game, not effective in the game.

Now, whilst these qualifications are not effective in Silent Hunter III, they are still handy "markers". Also, some people believe that despite not being recognised towards compartment efficiency, Silent Hunter III tends to align these qualified seamen to their respective compartments.

The Nightclub



The Nightclub is where you catch up on the latest gossip and news with your fellow Kaleuns when you are in port. Remember though, not everything you hear is true!

You can add, remove or alter comments by editing 'Nightclub_*.txt', located in your SH3 Commander\Nightclub folder. You can also automatically randomise Nightclub images by adding more .jpg files to the SH3 Commander\Nightclub folder. Images display in 16:9 (widescreen) ratio. SH3 Commander will also randomly play any .wav files found in the folder.

General Features And Inclusions

Features

- 'Date' folders that can contain folders named for any date in YYYYMMDD format. Inside these can be placed files and folders in the game's standard folder structure. The Flotilla and U-boat folders work in a similar way, but instead of dates, these folders have sub-folders named for the Flotillas or U-boats used in the game. Mod-makers can simply place files that relate to a specific date, Flotilla, or U-boat inside the relevant folders, and they will be inserted into the game appropriately. Date based variable menu text can be included by appropriately modifying the 'Menu variable_*.txt' files, located in the SH3 Commander\Cfg folder. There is no need to include multiple copies of full game setting files in the Date folder structure!
- Original Silent Hunter III files are backed up for easy and speedy restoration by clicking the 'Rollback SH3' icon.
- Dynamic inclusion of Commander/crew names and birth places. By default the first and last names used by SH3 Commander are sourced from a list detailing (almost) every Commander and crewman to serve in a U-boat during WWII, and the birth place list reflects the birth places of actual U-boat Commanders. There are 1.7+ billion possible Commander/crew name combinations and 1,375+ birth places! The three lst files located in your SH3 Commander\Cfg folder can be edited to include more names and birth places if you desire.
- Ranks, medals and qualifications are labelled in SH3 Commander using the same language preference as stored in Silent Hunter III.
- A random folder feature - by default up to 5 similar sets of files can be included under the Random folder with one different set randomly copied across to Silent Hunter III every time a career is loaded. Useful for randomising skins. Further random folders can be added and will be recognised by SH3 Commander should you require them.
- Added ability to randomise essentially any value in any data file used by Silent Hunter III. *Refer to the instructions in 'Randomised events.cfg' located in your SH3 Commander\Cfg folder. You can randomise values for any period of the war!*
- Added ability to set essentially any value in any data file used by Silent Hunter III. *Refer to the instructions in 'Static settings.cfg' located in your SH3 Commander\Cfg folder. You can set values for any period of the war!*
- The values used by most options and settings are contained in user configurable text files stored in the SH3 Commander\Cfg folder. By following the instructions at the top of each file, you can adjust, add or remove these values from your game.
- Modders can use a /nolaunch switch to stop Silent Hunter III from loading when the 'Launch SH3!' icon is clicked. Useful for mod testing purposes.

NewsMod/RadioMod

This mod works via SH3 Commander to give the player:

- Monthly news reports that appear when loading a patrol, and during the patrol.
- A map of Europe and the Mediterranean which updates based on the progress of the war.
- Historical radio broadcasts that appear at their correct dates. These play via the gramophone.

NewsMod maps and text by Beery.

German translations by Nico71.

U-boat losses source: 'Iron Coffins' by Herbert Werner.

Random Ship Tonnage Mod

This mod is based on an analysis of merchant ships sunk, damaged or totalled from 3 September 1939 through to the end of the war. The results are randomised to provide a variation in ship tonnage during each patrol. The variations are limited in order to keep the tonnage as close to historical accuracy as possible, within the limitations of the Silent Hunter III engine.

All current tanker, cargo ship, passenger liner and transport tonnage is randomised. New ships can be added as required - see instructions outlined in 'Ship displacements.cfg', located in your SH3 Commander\Cfg folder. When using the Museum feature in Silent Hunter III you can get an idea of the new tonnage values for the different types of ships, but keep in mind the tonnage values will vary from month-to-month and year-to-year.

Random Tonnage Mod by Observer.

Re-developed for SH3 Commander by Jaesen Jones with tweaks by Beery.

General Mod Inclusions

- Correct 1939 Flotilla names (1st Flotilla is named 'Weddigen', 2nd is 'Saltzwedel' and 7th is 'Wegener') – by Beery.
- Correct available U-boat numbers for all U-boat types – by Beery.
- Correct availability dates for U-boats based on the historical date each Flotilla (1st, 2nd, 7th or 11th) received the boats – by Beery.

U-boat availability dates by Flotilla are outlined in the table below. Should you not wish to observe historic U-boat availability, ensure that the "Use historic U-boat availability dates" option is not selected and that you've performed a rollback to remove any residual dates from Silent Hunter III. You can edit 'U-boat availability.cfg', located in your SH3 Commander\Cfg folder. Follow the instructions outlined in the header of the file. This feature is turned OFF by default.

Flotilla	1939	1940	1941	1942	1943	1944	1945
1st	IIA-Sep	IID-Sep	VIIC-Mar VIIB-Jun			VIIC/41-Jun	
2nd	VIIB-Sep IXB-Oct		IXC-Jan	IXC/40-Jul			
7th	VIIB-Sep	VIIC-Aug				VIIC/41-Jun	
11th				VIIC-Jun		VIIC/41-Jun XXI-Jul	

- Adjusted medal award criteria for improved historical accuracy – by Beery.
- Adjustments to allow selection of U-boat emblem at start of career – by Rubini.
- Fix which forces correct Mediterranean water textures when playing career in 29 Flotilla – concept by Marhkimov.

*When undertaking careers in 29 Flotilla it is recommended that you disable the 'Adjust water density' option, or initially change the setting to 8 and adjust *up* from there to your liking. This is to cater for the lighter Mediterranean water textures.*

- Fix which forces correct Arctic water textures when playing career in 11 Flotilla.
- Randomisation of the time Escorts and Destroyers spend looking for U-boats after losing contact.
- Simulated thermal layers – by Hemisent.
Randomly adjusts active/passive listening device values to simulate the impact of thermal layers. Editable through 'Randomised events.cfg' located in your SH3 Commander\Cfg folder.

- Simulated equipment malfunctions plus damage caused by sabotage – by Hemisent.
Simulates the effect of equipment malfunctions plus damage caused by sabotage by randomly reducing default equipment specifications. Editable through 'Randomised

events.cfg' located in your SH3 Commander\Cfg folder. Should you not wish to experience equipment malfunctions or sabotage, ensure that the "Model effects" option is not selected. This feature is turned OFF by default.

- Adjustments that allow patrols to be started at sea – concept by Rubini
With the "Start patrols at sea" option selected you will start your patrols just out to sea, away from the port itself. The locations have been chosen so that you can still dock in port if you choose. Silent Hunter III imposed limitations: 1) changes will not be made when loading mid-patrol careers. In such cases, when returning to port, simply dock once you get within 25kms of the port as you normally would; 2) when you start a patrol, your crew will just stand (as they do in the dock) until after you pass 450m from the start point, when they will start to scan the horizon; 3) if you start a patrol from a base that is not your home base, Silent Hunter III may revert you back to the port location. The coordinates are editable through 'Start at sea.cfg' located in your SH3 Commander\Cfg folder.

Version History

3.1.0

- New option: "Start patrols at sea"
- Removed options to set preferred rank or medal language. SH3 Commander will now reference whatever rank labels are in the game (refer to User Guide for potential compatibility problems)
- Now prompts to save outstanding changes if another crewman is selected in the Crew Manager screen
- Added ability to change the Patrol Log "Grid" column title through SH3 Commander, in the same manner as the other two column titles (via SH3Cmdr_*.txt file)
- Added ability to modify date format used in Patrol Log (via SH3Cmdr_*.txt file)
- Demotions now recorded in Personnel File

3.0.0

- New graphical interface
- New user guide
- Added ability to continue career with new commander
- Now transfers crew IN to u-boat as well as out (when realistic crew transfers option is selected)
- Added ability to recognise user-added patrol log text and include in Personnel Files
- Added link to the FAQ on the TC adjust screen reminding users to read the FAQ first
- Added ability to start careers anytime during 1939. For this feature to be available, players must have installed a mod that adds pre-September 1939 start dates
- Improved handling of SH3's NULL patrol grid problem. When in port, users will not be able to adjust NULL grids because SH3 will just overwrite it again with NULL. However, if saved in-patrol SH3 Commander will support NULL grid changes in exactly the same way as it supports any other grid change
- Personnel File fonts and background image can now be changed through SH3 Commander Options
- Replaced hard-coded absolute offsets to binary files with dynamic searching. Note however that offsets will still be required for the randomised and static events files (less chance of ambiguity and confusion)
- Removed SS## patrol grid masking providing compatibility with non-gridded theatres
- Submarines now included in "Use real ship names" feature
- New option: "SH3 Path". Previous /l: switch no longer supported
- New option: "Skip intro movies"
- New option: "Rollback automatically after exiting SH3"

- New option: "Randomise ship tonnage"
- New option: "Randomise U-boat crush depth"
- Randomised renown linked to randomised tonnage
- Personnel File Postings now list each back-and-forth Flotilla transfer
- Added rank, medals, badges and qualification graphics to Crew List
- Many internal code enhancements

2.7.0 (9 Dec 2006)

- Now reminds player after exiting SH3 to rollback SH3 Commander
- Modelling the effects of malfunctions or malfunctions+sabotage are now Gameplay settings under SH3 Options
- Enhanced crew fatigue model functionality to include other related Basic.cfg file settings
- Now groups Personnel Files by save data folder name
- Added new ship classes and names to Ship names.cfg
- Removed fatigue model - Grey Wolves 24 Hour
- Removed UpdtCars.exe (no longer required)
- Minor adjustments to main interface
- Minor adjustments to most Cfg files

2.6.1 (18 Sep 2006)

- Read-only attribute now automatically removed from any file that SH3 Commander modifies
- Number of days spent in base can now be between 0 and 2075 (ie the length of the war in Europe)
- Title bar now displays the full path to the SH3 installation (for easier recognition)
- Double clicking the "Existing careers..." entry no longer collapses the careers list
- Now supports save folder names other than the default "SH3" (the save folder name can be changed via TheRealPotoroo's MultiSH3)
- Clicking the "Existing careers..." entry now displays the full path to the SH3 save folder (for easier recognition)
- Now excludes "before patrol 1" careers from the careers list (such careers don't actually exist)
- Now checks if SH3 is running and advises user to exit SH3 first

2.6.0 (6 Jul 2006)

- Added ability to change crew officer faces (includes automatic 3D head and hat wearing alignment)
- Crew transfer message now includes crewman's main qualification
- Added new "Static settings" feature
- Changes to "Randomised events.cfg" file - refer to instructions in header of file
- Added ability to recognise when docked at a milk cow or other friendly base and automatically adjust the number of days spent in base to 1 (plus any extra days required to repair damage)
- Improved backup mechanism for scene.dat and Basic.cfg files
- Improved copy mechanism for unique crew configurations
- Randomising new crew names now includes number of patrols, certain medals and experience (ie you're no longer limited to a purely "green" crew everytime you start a new career)
- US rank labels are now the same as stock SH3. SH3 Commander does not support rank "bumping", that is, changing your starting rank to anything higher than the SH3 default
- Crew Manager now warns where crewmen have been awarded the U-boat War badge prior to 13 October 1939

- Crew Manager now warns where crewmen have been awarded the Wound Badge but not the U-boat War badge
- Now looks for and runs SH3Weather if it exists just prior to launching SH3 (when in base during or at the start of a career)
- Added new fatigue model - Grey Wolves 24 Hour
- Added ability to randomise main screen banner - refer to "!!BANNER INSTRUCTIONS!!.txt" under the Banners folder
- Minor adjustments to main interface
- Minor adjustments to all Cfg files

2.5.0 (7 Apr 2006)

- "Simulate a realistic career length" parameters now editable via "Career options.cfg" file. Retirement is now based on the number of completed patrols multiplied by the total number of days spent at sea
- "Randomised days spent in base" parameters now editable via "Career options.cfg" file
- "Simulate realistic crew transfers" parameters now editable via "Career options.cfg" file
- Added ability to randomise essentially any value in any data file used by SH3
- Added ability to set the first patrol grid when starting a new career
- Added ability to randomise next patrol grid based on Flotilla and date
- Added ability to view SH3 Grid Map from "Change" screen
- Added ability to play (random) .wav files in Nightclub
- Added French translation to the Nightclub and NewsMod plus corrected other minor typos in the French language files (by Martin)
- New "RenownAwardedEqualsRandomTonnage" key added to "Ship displacements.cfg" to provide support for NYGM Tonnage War mod
- "Medals and renown.cfg" file renamed to "Basic changes.cfg" to reflect true scope of the file
- Added new fatigue model - Grey Wolves 8 Hour
- Minor code revisions

2.4.1 (special release)

- Now filters out non-SH3 added entries in the Log_x.cfg files

2.4.0 (21 Jan 2006)

- Added new career action - "Go to Nightclub..." and slightly renamed other existing actions
- Added ability to remove the deck gun from your U-boat
- When starting a new career a U-boat can now be selected from any U-boat type and variant available to the selected Flotilla up to the selected career start date
- Added ability to set U-boat number when starting a new career
- Selected Flotilla and U-boat type no longer reset when year or month is changed
- Use of historic U-boat availability dates is now a selectable option
- Now rolls back changes made by the "Randomise gramophone tracks" option
- Now saves Personnel Files to user's "My Documents" folder
- Added ability to import user defined crew configurations for using with new careers and missions
- Added ability to modify the renown awarded in "Ship displacements.cfg"
- Added new wave height selection - "Seasonal"
- Added an extra 40,454 first names and 41,786 last names to the names lists to reflect the names of (almost) every person to serve on a U-boat. Now provides 1.7+ billion crew name combinations!
- Added an extra 1,300 towns to the birth place list to reflect the birth places of almost all U-boat Commanders

- Realistic crew now has more voice and complexion variety
- Minor interface tweaks and code improvements

2.3.0 (6 Nov 2005)

- Crew Manager component updated: promoting, demoting or awarding any medal or badge now has the same effect as if awarded via SH3
- SH3 ship class labels now included with real ship names in patrol logs
- Added ability to randomise gramophone tracks (based on original concept of JXP's)
- Added ability to adjust wave height (based on original concept of TimeTraveller's)
- Now uses EnglishNames.cfg for comparing ship labels when French language is selected
- New surrender feature added for "dead" careers
- Now recognises new careers which are mid-first patrol
- Now works around the SH3 bug which in some instances writes career start dates as 0's
- Added ability to adjust time compression values
- Added ability to modify Basic.cfg renown, medals and promotion values (via editable cfg file)
- When starting a new career, selected year and Flotilla are added to the SH3 new career screen
- Now uses correct date for copying files when continuing careers mid-patrol
- Health status of crewmen now included on Crew Manager screen and in Crew Lists
- Added "Summary" title to Personnel File
- First names, last names and place names now sourced from .lst files in cfg folder. Unlimited names can be added (SH3Cmdr.ini listed names no longer used)
- Captain's Log reformatted to look more like a real Kriegstagebuch
- Improved HTML code

2.2.0 (18 Oct 2005)

- Improved insertion of date based variable menu text. No more need to include *_menu.txt files in the Date folder structure
- Now recognises when a career is "mid-patrol" and ignores realistic career length and realistic crew transfer options accordingly
- "U-Boat Aces" listing now includes other player Commanders (marked with single asterisk)
- Added "Use real ship names" option which if selected replaces standard SH3 ship labels in patrol logs with real ship names
- Improved random tonnage calculations
- Now randomises the time Escorts spend looking for U-Boats after losing contact
- "Randomise crew names" renamed to "Use realistic crew configurations". Functionality is unchanged
- Moving the mouse cursor over text "hidden" under the Commander's image now shows the text
- Improved the robustness of recording a Commander's pre-career history
- Improved the insertion method of Basic.cfg modifications
- Modders can now use a /nolaunch switch to stop SH3 loading (ie for mod testing purposes)

2.1.0 (2 Oct 2005)

- Now allows for the Silent Hunter III installation path to be forced via a /I switch, or manually entered if SH3 Commander cannot find it
- To accommodate future growth, career options are now contained in a pop-up menu, retitled "Actions"
- Now recognises and supports French text language setting in Silent Hunter III

- Added realistic crew transfers option; you may lose up to one crewman per patrol
- Added ability to force (corrected) ranks, medals and badges to display in Silent Hunter III in English (with American or British ranks) or German, regardless of in-game language setting
- Added ability to adjust deck gun reload times
- Added ability to adjust water density
- Now displays last patrol end date on existing career screen to allow for easier "specific days in base" calculations when wanting a specific next patrol start date
- Added new fatigue model based on RUb's 1x TC model
- Added new background image for generated HTML files
- Added new banner image

2.0.0 (20 Sep 2005)

- New interface
- Now provides better integration with Silent Hunter III by linking Date/Flotilla/U-Boat selection to that allowed by Silent Hunter III when starting a new career (no more selecting XXI U-Boat in 33 Flotilla in 1939)
- Added ability to start new careers in any month between 9/39 and 5/45
- Added ability to randomise or set specific days spent in base
- Added ability to include (or remove) the "Hull Integrity %" text
- Added ability to use any one of three different types of fatigue handling models, with ability to add your own fatigue models
- Added ability to change next patrol grid
- Added ability to delete selected career from the hard drive
- Added ability to return Commanders from retirement
- Career Summary now retitled to Personnel File
- Now generates Personnel Files and Crew Lists in HTML format
- Now specifically advises if required information can not be found in career files when generating Commander history
- Added ability to check the internet for updates
- Many (interface) tweaks and code improvements

1.1.3 (6 Aug 2005)

- Improved Career Summary to be compatible with commander histories generated by earlier versions of SH3 Commander
- Minor tweaks to interface

1.1.2 (31 Jul 2005)

- Added random feature - up to 5 similar sets of files can be included with one different set randomly copied across to Silent Hunter III every time a career is loaded. Useful for randomising skins etc
- Added ability to generate Commander name for new careers
- Now sets career (new and existing) in Silent Hunter III prior to loading, thus providing more integration with Silent Hunter III
- "Realistic Length" preference now saved between uses
- Now correctly inserts tonnage information in Career Summary regardless of user's country
- Now removes empty folders from \BACKUP! folder after Rollback
- Incorporated further enhancements to the Career Summary
- Added ability to print Career Summaries and Crew Lists for dead and retired commanders
- Removed IC2 and Front Clasp from the Auto Fix routine (suggestions are still provided)

- Incorporated the appropriate en_menu/de_menu text labels for ranks, medals, qualifications and dates (based on user's game settings)
- Added realistic U-boat number selection by type and flotilla
- Provided a German language version of the Crew List and Career Summary (based on user's game settings and customisable to any language)

1.1.1

- Corrected Silent Hunter III promotion dates in the Career Summary
- Added number of days to the Patrol History in the Career Summary

1.1.0 (1 Jul 2005)

- Added "Crew Manager" component, which allows user to:
- promote and demote within type (ie Officers, Petty Officers and Sailors);
- change crewmen names (including auto generation of typical Germanic names - 46,000+ different combinations);
- give and remove medals and badges based on historic criteria;
- give, adjust and remove qualifications (3 for Officers and Chief Petty Officers, 1 for Petty Officers and 1 for Sailors);
- create a crew list for viewing (txt file) and printing;
- auto-fix identified problems with medals, badges and experience.
- Improved rollback performance. Now much quicker - original Silent Hunter III files are backed up under the SH3 Commander structure
- Added ability to change sub number
- Added "realistic career length" option (based on Beery's "roll of the dice" logic)
- Excluded completed or "dead" careers from the career selection box
- Added ability to create a career summary for viewing (txt file) and printing
- Added ability to replace default crew configuration files with historically accurate crew including realistic ranks, qualifications and unique names (ie no more "Adolf Carlewitz" in your new careers)
- Added unique commander images and other personal details, such as date, place of birth and full commander life history
- General code improvement
- New icon

1.0.0 (3 Jun 2005)

- Added ability for user to select date, U-Boat type and Flotilla

0.0.0.13 (24 May 2005)

- Initial Release (no prior version was released)

License Agreement, Copyright and Release Information

The following files are included in the SH3 Commander License Agreement and copyright, outlined in the accompanying JoneSoft.txt file.

- All files in the SH3 Commander root folder
- All files in the \Cfg sub-folder, excluding the three names lists
- All files in the \Gui sub-folder
- All text files in the \Nightclub sub-folder

Any questions relating to these files can be sent by email to JoneSoft at jonesoft@internode.on.net.

All other files and included mods remain the copyright of their respective developers.

More information on SH3 Commander and included mods can be found by searching the Subsim Silent Hunter III forums.

Try out other JoneSoft products, including the JoneSoft Generic Mod Enabler, at <http://www.users.on.net/~jscones/software>

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- The many Subsim forum members that have provided continued feedback and suggestions.

Troubleshooting

When I open SH3 Commander I get a screen full of "Error!" labels and/or error messages saying that SH3 Commander cannot write to, or access, certain game files.

This usually occurs if:

- you attempt to run SH3 Commander on an unsupported operating system;
- you attempt to run SH3 Commander on Microsoft Vista, but have not elevated file permissions - to do this right-click SH3Cmdr.exe in Windows Explorer and select "Run as Administrator". Alternatively, right-click SH3Cmdr.exe and select "Properties". In the properties window select the "Compatibility" tab and check "Run this program in compatibility mode" and in the box below select "Windows XP (Service Pack 2)". In some instances you may need to apply both solutions.
- you are not logged in under your Computer administrator account - ensure you have logged in as the Computer administrator (check under Control Panel\User Accounts);
- you have a firewall, antivirus or other system monitoring software that intercepts attempts to modify files - turn off all such applications and test again. If all is then fine, switch each application back on individually, noting the one which is causing the conflict. You may be able to adjust settings to allow compatibility.
- in an attempt to create a shortcut to SH3 Commander on your desktop, you actually *moved* the SH3Cmdr.exe file - in this case you will receive at some point a "file not found" error message which will include your desktop folder location.
- you have any game configuration files open - ensure that all game files are closed prior to running SH3 Commander.

I've just installed a new mod and since running SH3 Commander again my game is crashing/not working/acting strange.

In order to avoid any potential file integrity problems, ALWAYS perform a rollback in SH3 Commander BEFORE enabling or disabling any mods either via JSGME or manually - this includes uninstalling and installing SH3. If you do not rollback before installing new mods, SH3 Commander may simply overwrite the updated files with the backup files it created the last time that you used SH3 Commander, thus potentially causing game instability.

When I press the "Launch SH3!" icon SH3 Commander seems to hang or take a while to integrate the changes I want before loading SH3.

Slowness usually occurs if you have a firewall, antivirus or other system monitoring software that intercepts attempts to modify files - turn off all such applications and test again. If all is fine, switch each one back on individually, noting the application which is causing the conflict. You may be able to adjust settings to allow compatibility.

Since using SH3 Commander I can no longer hear speech or most sound effects.

This problem will occur if you set the "Character animations", "Sound effects" and/or "Particle rendering" Time Compression events to 1. Reset each event back to the default value and try again (a Rollback is not sufficient to reset these settings). If your problem persists, scrutinise any new mods that you have installed since you last had full sound.

I've modified some of my game files like Basic.cfg and en_menu.txt. Will SH3 Commander overwrite them with its own versions? Does it back up files first before modifying them?

SH3 Commander only modifies specific sections of files based on your selected SH3 Options and Cfg file settings. If, for example, you choose a fatigue model, only the relevant fatigue values are written to Basic.cfg. All other values remain unchanged. Every file that SH3 Commander modifies is backed up first and can be restored by pressing the "Rollback SH3" icon.

What is a 'Weddigen'?

Prior to 1 January 1940, the 1st Flotilla was known as U-Flotilla 'Weddigen', the 2nd Flotilla as U-Flotilla 'Saltzwedel' and the 7th Flotilla as U-Flotilla 'Wegener'. SH3 Commander includes a mod which ensures that these correct names are used prior to 1 January 1940.

I keep getting allocated the same patrol grid.

SH3 Commander does not interfere with the allocation of patrol grids.

When you complete a patrol, SH3 will allocate the new next patrol grid relative to the month of the last finished patrol, not relative to the month of the next patrol. So if your patrols are short, or you have docked at a milk cow or other friendly base, it is quite possible that SH3 will allocate you the same grid again.

SH3 Commander works around this problem by providing you with the ability to manually or randomly set patrol grids.

The dates displayed in SH3 Commander are different to the dates in SH3 - I keep going back in time!

This will generally occur if you revert to a previous save game. SH3 does not handle reverting to previous save games very well.

You may also go back in time if you upgrade equipment after completing a patrol and prior to exiting the career.

I've just finished the first patrol in a new career. However, despite sinking ships, none show up in my game summary or Personnel File.

This is one of the biggest bugs in the regular game. If you upgrade your U-boat equipment before going on your first patrol it may not record any tonnage for that patrol. To avoid this problem, do not upgrade equipment until *after* completing your first patrol. Likewise, if you save whilst "in the heat of battle", ships which you thought you sunk, but which haven't actually sunk, will not be recorded. To avoid this problem, do not save until you have fully disengaged from battle and are sure that you have seen all "She's going down" (or variation) messages.

I have just started a new career, but my new career does not appear in the SH3 Commander career list.

In SH3 a career does not actually exist until *after* the first patrol is completed. This is because SH3 creates some files when you start a new career but does not create all files until after your first patrol is finished. However, enough files exist to continue if you save mid-first patrol. Accordingly, SH3 Commander will only list careers that are either mid-first patrol or finished the first patrol.

I want to start my career at a rank higher than Leutnant (rank bump). Will SH3 Commander allow me?

SH3 Commander reads whatever ranks are in SH3. However, when creating a Commander's pre-SH3 history, SH3 Commander assumes the starting rank will be as SH3 originally set it. It needs to do this for maximum compatibility. Thus, any "rank bumping", that is, changing your starting rank to anything higher than the SH3 default, will create gaps between your pre-SH3 history and your SH3 career. This will be evident only if you generate Personnel Files, where you will notice missing promotions. You can alleviate this somewhat by adjusting the pre-SH3 rank labels in SH3Cmdr_*.txt, or simply ensuring that you always start careers at the default rank of Leutnant.