

# Wide Screen Mod - 1920 x 1080

(Vanjast / KaleunFreddie )

First of all, a thank you to all the SH3 Modders, and more specifically for this mod - Hitman and Makman, for their mods and input.

As winter approaches down here in the southern hemisphere, I'd often be driving home along the seaside road, and look out over the grey rough seas thinking... I need to get into a submarine again, but there's no real nice mods for my wide screen - bugger this I'll just make one. :-)

## NOTES

### a) Important:

- This mod can only work '*perfectly*' at 1920x1080 resolution.
- All game interface screens are made to this resolution, so if used at any other resolution, distortions and anomalies will occur.
- Backup your current game.

### b) Testing:

- Naturally I only have one monitor and graphics card, and only have tested at home.
- I cannot guarantee it'll work on your system, but will try help you if it doesn't.
- As far as I can tell, everything works fine, but have not tested extensively.

### c) Screen/Menu Notes:

Most menu screens have been placed in the centre of the screen, with the original SH3 interface image overlaid over some SH5 screen grabs. The owners of these pictures have kindly allowed me to use their pictures. The owner of each picture has his/her aka at the bottom right of the image - a form of credit notification.

There are 2 menu screens (Barracks/Personnel Management, Weapons Management) that are still in their original positions (bottom left), as certain functions are hard coded in SH3 and moving these images, breaks the ability to place crew, equipment and weapons.

This is a small price to pay and doesn't reduce game play ability or functionality.

All other screens (gameplay) are controlled by the *D3D9.DLL* and *Cameras.dat* files

### d) The Menu 1024 768 File :

I've literally pulled this file apart, I've placed comments at all places that I've changed or looked at. The detail of the comments vary depending on how tired I was. I tried to be consistent over the past 8 weeks but it is difficult.

Anyone wanting to make their own changes, can read through this lot, and for quick references here are some common features...

With the Menu Pages, pages offsets are	:-	Pos=448,156,0,0
and the adapted larger screen items are at	:-	Pos=-448,924,1920,1080
with the main gameplay screens at	:-	Pos=0,1080,1920,1080

A text search for these will get you to the modification parts quickly....

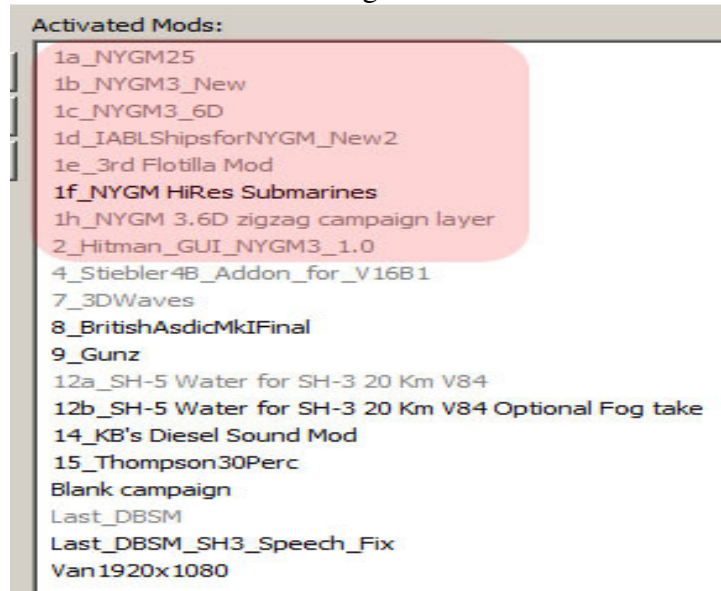
### e) Underlying Mods (see Fig-1):

This mod is built on top of NYGM 3.6D and Hitman\_GUI\_NYGM3\_1.0 mods.

These mods, MacGUI widescreen and vanilla SH3 were used as reference material.

This mod can be easily adapted, or bits extracted for these other mods as most bits are independent of these underlying mods.

Fig-1



### f) General Considerations:

Feel free to use any part of this mod, or adaptation thereof, for improvement of the game for the community.

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## Optics

Hitman's optics, as far as I know, are the 'de facto' U-boat optics, and in the game. In keeping with his mod, all optics are scaled to his (U-Boat) specifications.

### 1) Attack Scope



The scopes were made with Wings3D and Photoshop 7 - I'll upload these files for your experimentation separately at a later stage.

There seem to have been many U-Boat scope versions, so I've attempted to lock down on the common features wrt visuals, as well as add a 'station' atmosphere around the scope.

As mentioned, the optics are rescaled in the *Cameras.dat* file to fit in with Hitman's original GUI

## 2) Obs Scope



I have added a 'sextant' to the Obs scope for 'lunar gazing' and/or Celestial Navigation. The 1.5x and 6x scale factors are the same as the Attack Scope.

An extra (3rd) zoom level is added to the Obs Scope, which is to be used with the sextant. In the figure above it is displayed as X0.9 which is an incorrect rounded off value - nothing to worry about :-)

As with the previous 'external' sextants, the same method applies here.

- Set the zoom scale to 'sextant'
- Place the bottom of the scale on the horizon
- Rotate scope to intended target
- Read angle (If angle >60, make scope angle = 90, read inverse angle)

**NB:** You will notice that rotating the mouse wheel *forward*, the zoom levels only cycle through the 6x and 1.5x zooms. To get the sextant zoom level you must rotate the mouse wheel *backwards*. At the moment I don't know why this happens.

### 3) UZO



Another interesting feature, is with the UZO. I'm not sure whether I've done it right, in the *cameras.dat* file I set the Zoom = 7.1 and the FOV=7.4 degrees for this type of Binocular, as per spec, and those *annoying* Uzo reticules are now as accurate as the scopes for mast height based, distance calculations.

So I've added the milliradians numbers into the Uzo. I know the Uzo did not have this feature, but one might as well use it if we cannot get rid of the reticule lines

This is the Bismarck at 1900m according to the auto TDC .

$$\begin{aligned}
 \text{Range} &= \text{Mast Height} * 1000 / \text{Scale marks} \\
 &= (57\text{m} * 1000) / 120 \\
 &= 475 \\
 &= 475 * 4 \quad (\text{Using the normal scope 6x zoom factor numbers}) \\
 &= \underline{1900\text{m}}
 \end{aligned}$$

Whether the Devs intended this or not, is not clear, but the co-incidence is uncanny ?



#### 4) Binoculars



The Captain has Zeiss 8x60 binocs. Hitman can correct me here but from what info I can find on the Kriegsmarine binocs it had a Zoom=8.0 and a FOV=9.1 (160m at 1000m). I've used these parameters settings, but if they're incorrect, it's a simple correction in the *cameras.dat* file

There is a 'problem' with the Binocular and Uzo movements, in that the LMB is not fully detected on the far right. If you click in the middle of the view there is no problem.

This could just be that I've missed something obvious, but it's eluding me at the moment.

All other external and scope views work fine.

## Draggable TDC



A draggable TDC is included which is available on every in-game screen. The idea comes from seeing a similar mod from Makman.

I've gone a different route to Hitman's TDC in that I've included all dials (Solution and FAT/LUT) on one panel. The different sections are indicated in the picture.

As SH3 is not designed for this type of TDC with the following 2 faults.

- The Torp selection dial numbers are not updated.
- There are 2x Torp selection dials with the single/salvo selection switch between them. Where the switch is pointing, is the active selection dial.

This is the 'ugliest' part of the TDC but is doesn't break the game if you don't mind working with it.

I'll see how I can improve on this at a later stage.

### Manual Solution Mode Switch

To put the Solution dials into manual mode, the switch is on the Torpedo panel (Manual TDC - See Attack Scope above).

This Panel is supplied with the Scopes, Uzo and Attack Map

### FAT/LUT mode

The FAT/LUT dials automatically activate when you select a FAT/LUT torpedo.

### Menu 1024 768 file

This TDC is placed in the Layout page (G3F) Search for the word 'Draggable' to quickly get to it.



## **Files that are modded**

### **Menu 1024 768.ini (..\data\menu\..)**

The main file.

All changes are commented as much as I could without going dilly :-)

### **Dials.cfg (..\data\menu\cfg\..)**

Contains the extra dials for the draggable tdc. I trimmed this file down a lot from Hitman's mod so you might want to go through it if you're having instrument problems.

### **Maps.cfg (..\data\menu\cfg\..)**

The map screens (Attack and Nav maps) are controlled from this file. Thanks to Makman for his input.

### **en\_menu.txt, de\_menu.txt (..\data\menu\..)**

Just added the 'Single' and 'Salvo' texts for the draggable TDC

### **Cameras.dat (..\data\library\..)**

Changed the Attack, Obs, Uzo and Binocular parameters.

### **Additional Mod files**

For quick identification, all the additional mod filenames have a 'VanWide1920\_' prefix.

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Well, that is really all there is to it... doesn't look like much, but it certainly was a headache.

Naturally one must be careful with mod compatibilities. Hopefully this mod doesn't break you game.

If it is a problem and you really want it... it's going to require a bit time and effort. I'll try help you on the Subsim forum.

Otherwise enjoy the WideScreen format...

All the best.

AAArrrrrrhhhhhhh!!.....Me Maties