



LIVING SILENT HUNTER III

Installation Manual

**Appliance of the BigMOD, Additional MODs and Tools
for LSH3 V5**

(December 2009 by LSH-Team | V1.0 / Urmel)

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Foreword for SH3-Pro's and –Newbie's!

The LivingSilentHunter-Team is pleased to present the new LSH3-BigMOD in Version 5 to the SH3-Community.

The experience of the users in handling the MODs induced us to make LSH3 V5 a comprehensive and preferably complete package.

Besides the game files the LSH3 V5 package contains 19 MODs, as well as 6 assorted tools to get maximum usability with SH3.

LSH3 V5 is compatible with Windows XP, Windows Vista and Windows 7.

Especially for the new gamers, this installation manual will cover all necessary information for a neat installation of SilentHunter III.

The procedures for Download, Installation and Activation of the MODs are described in details.

Information's and Hints for the handling of the recommended Tools are also available her.

Important: the installation routines for LSH3 V5 have changed significantly compared to the earlier versions. Therefore we even advise the SH3-Professionals to read this document carefully before starting the installation.

You still have any questions concerning the installation? Contact us here:

- Infos, Support and additional Links: » www.lsh3.com
- Support at LSH-Teamforum (Ubi): » <http://forums-de.ubi.com/eve/forums/a/tpc/f/2371008762/m/6861086897>
- Support requests per Email to: » team@lsh3.com

System requirements

To use LivingSilentHunter III V5 in a satisfying gameplay, the computer should have a minimum equipment.

Optimal:

Processor Intel Pentium 3.0 GHz or better or a comparable AMD Athlon processor, 3 GB RAM, graphics adapter with 512 MB of own memory or more.

Minimum:

Processor Intel Centrino 2.0 GHz or better or a comparable AMD processor, 2 GB RAM, graphics adapter with 128 MB of own memory.

Both variations require enough free space of disk storage (approximately 20 GB).

The modification LSH3 uses app. 3.8 GB of disk storage. Additional storage will be required by the backups of the JSGME.

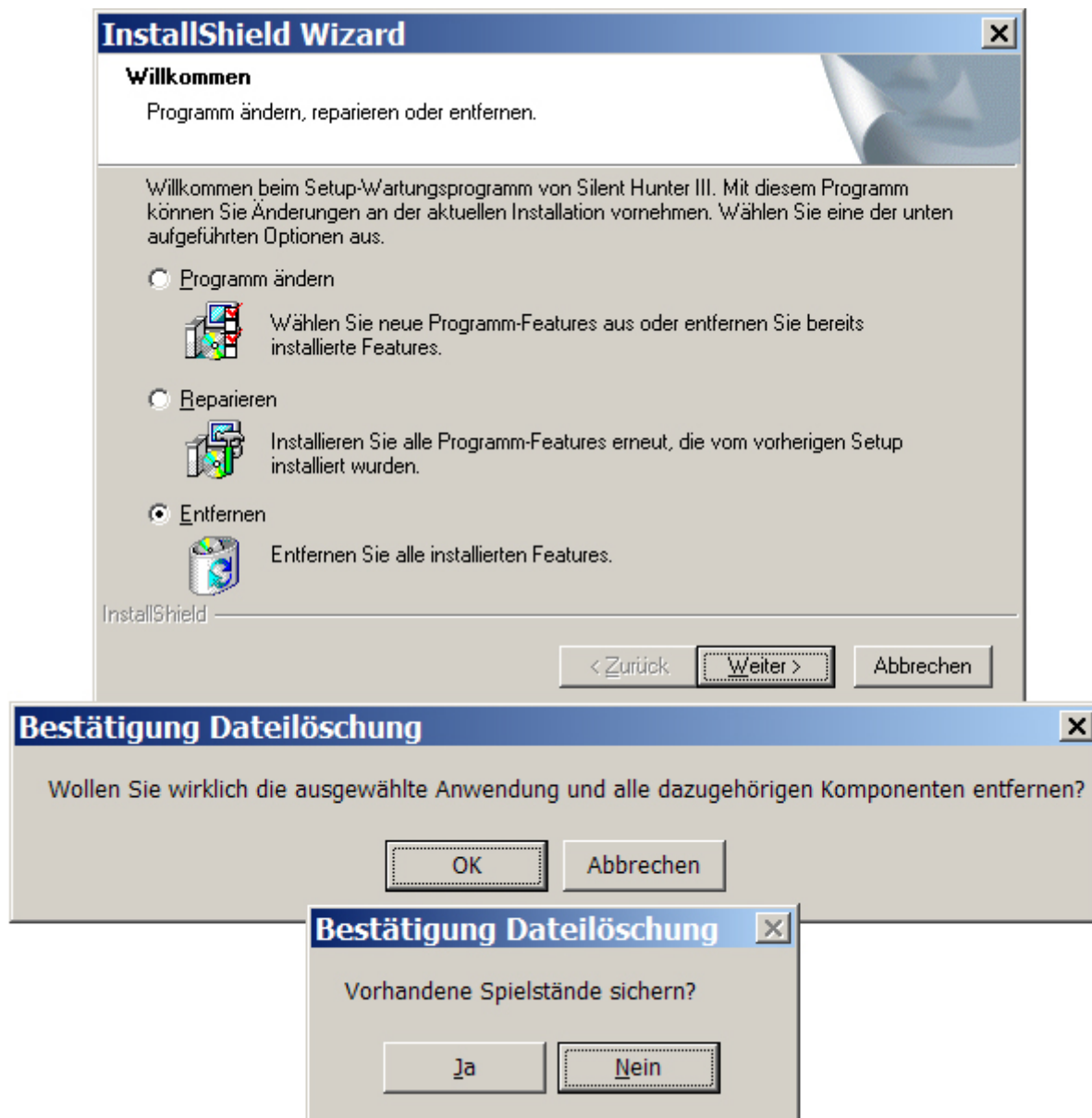
Preparation of the installation of LSH3 V5

To be able to play LSH3 V5, a new and clean installation of the original SilentHunter III from Ubisoft is the best and only choice. **We therefore recommend desperately a new installation!**

Deinstallation of SH3

In case you already have installed SH3 you **must remove it completely**.

To do so, start the Deinstallation routine and chose the **remove** option.



Make sure **after the routine is finished**, that the folder "SH3" in your own files folder is deleted. If not **delete the folder "SH3"!**

We desperately advise not to use any saved games from the older LSH3 Versions!

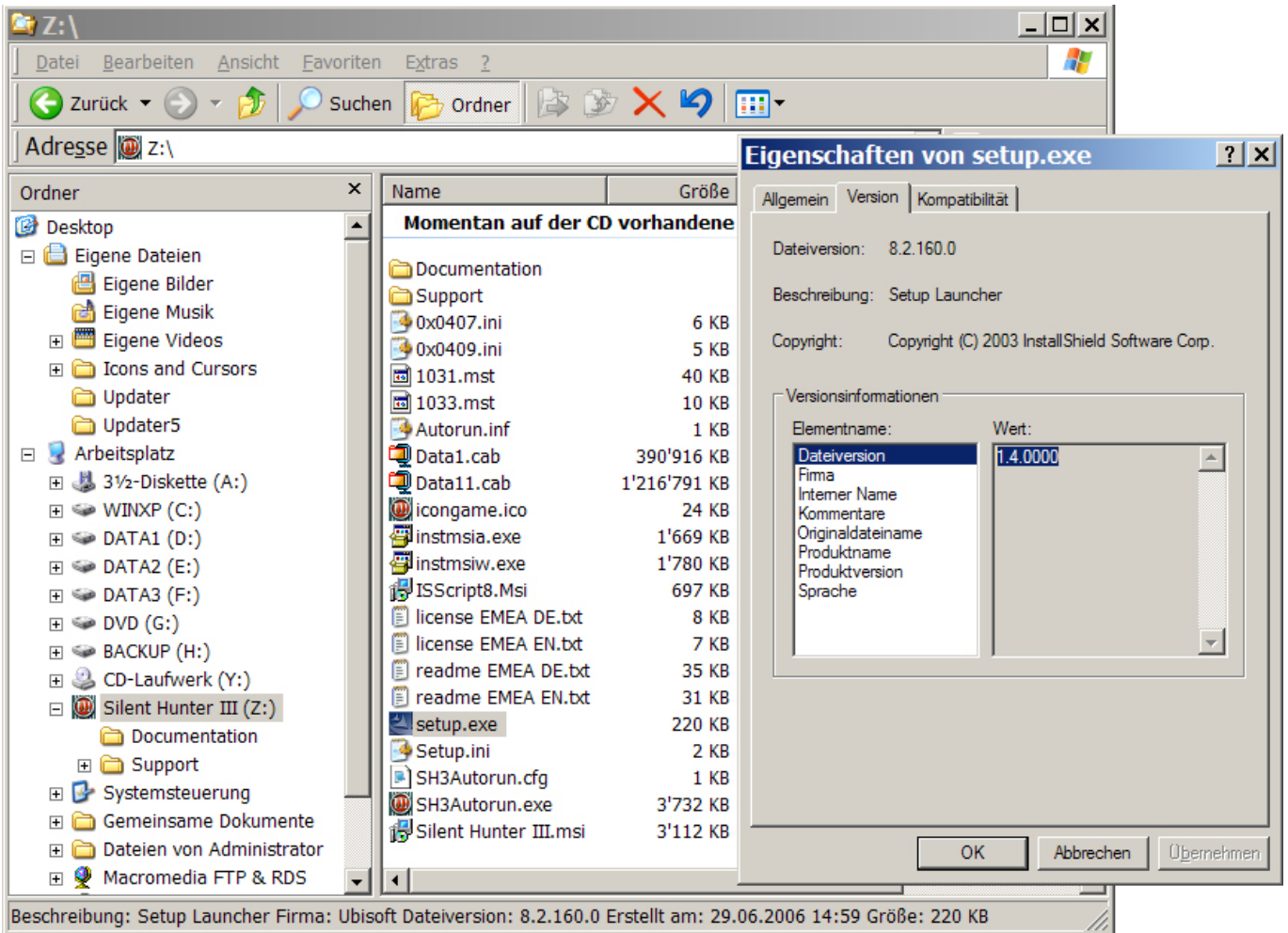
Installing Original SH3

The original SH3 DVD is available in different program versions, with and without the „Patch 1.4“! Patch 1.4 is mandatory to play LSH3 V5. Please check therefore your DVD-Version!

SH3-DVD - checking the patch version

You have the possibility to check your SH3-DVD before the installation if „Patch 1.4“ will be installed with the game.

Put the SH3-DVD into your DVD-Drive > start Windows Explorer > navigate to your DVD-ROM and chose the file „setup.exe“ > right click and select PROPERTIES > change to the register VERsION:



If the FILEVERSION is:
 1.0.xxxx – means – **WITHOUT** Patch 1.4
 1.4.xxxx – means - **WITH** Patch 1.4

If your DVD-Version is without „Patch 1.4“, first install the DVD and afterwards the „Patch 1.4“ separately.

The original SH3-Patch 1.4 by UBI can be downloaded for free here:

» <http://www.ubi.com/DE/Downloads/DownloadFile.aspx?dfId=1805> (20MB)

Notice: Both in WWW available Patch versions 1.4 and 1.4b match the same patch version 1.4.

SH3-DVD – check STARFORCE copy protection

There are DVD-Versions available with and without StarForce copy protection:

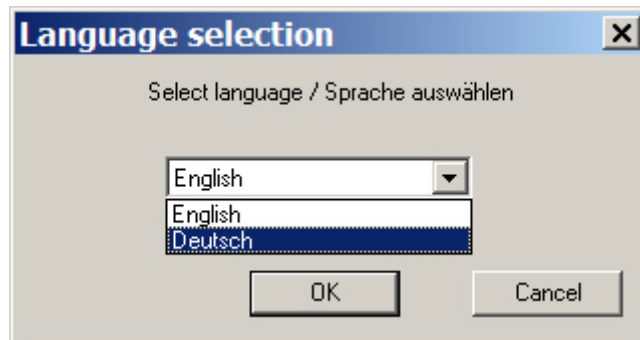
FILEVERSION 1.0.0xxx – means - **WITH** „StarForce“
 1.0.1xxx – means - **WITHOUT** „Starforce“
1.4.0xxx – means - **WITH** „StarForce“
 1.4.1xxx – means - **WITHOUT** „Starforce“

How to play SH3 without „StarForce“ (without the SH3-DVD in the DVD-ROM) you can see here:
» <http://forums-de.ubi.com/eve/forums/a/tpc/f/2371008762/m/1991082716>

New installation of SH3

Now start the new installation of SH3. Put your DVD into the DVD-ROM and follow the instructions. If “AUTORUN” is deactivated, start Windows Explorer, navigate to your DVD-ROM and start “AUTORUN.EXE”.

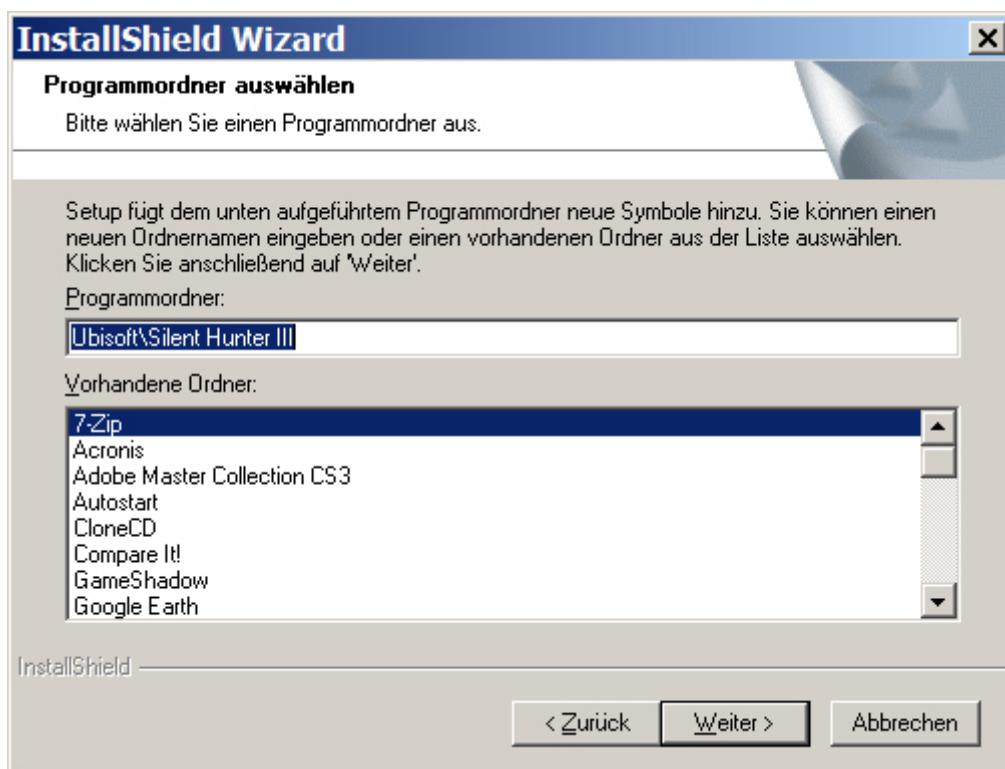
Please note that the following screenshots may vary depending on your DVD-Version:





Please accept the questions for License Agreement and the suggested file save path. Further dialogs should be answered by clicking on **CONTINUE**.





The game will now be installed. This may take up to 20 or 30 minutes.

According to the DVD-Version there will be a dialog box shown dealing with **GameShadows**. GameShadow is not necessary to play SH3. Therefore you may discard all questions by clicking on **CANCEL**.

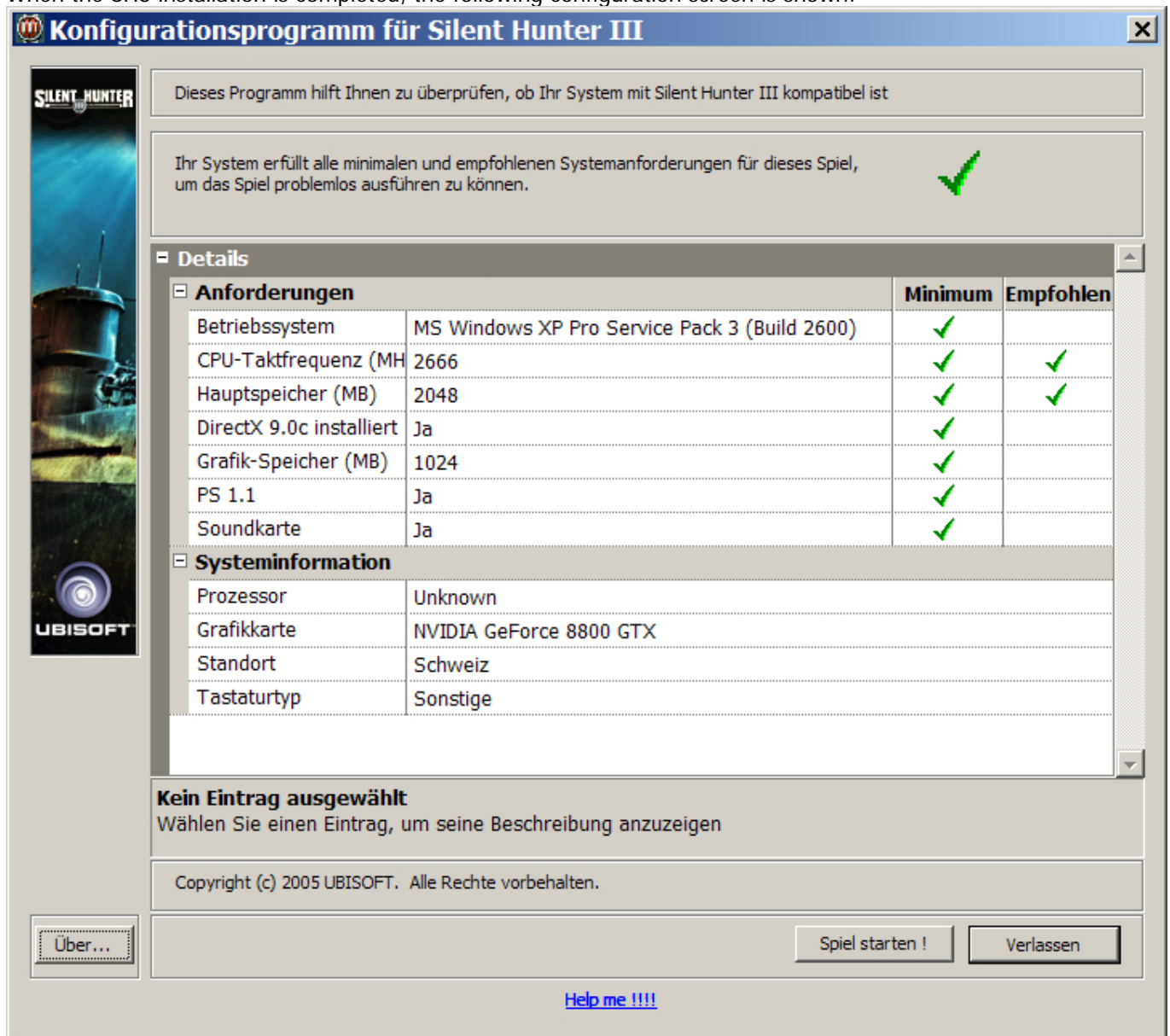


When the files are copied by the installation routine, the following dialog is shown, to register your SH3 Version at the UBI Server.



We advise not to register the game and to click on OK.

When the SH3 installation is completed, the following configuration screen is shown:



Notice: Even with the newest and fastest computers the information displayed below REQUIRED may not be correct. Just ignore these information's given by the (antiquated) SH3 configuration program.

Please click now on: **START GAME !**

If your DVD is copy protected by StarForce enter your License key now. Then click PROOF:



SH3 will be started now. This first loading procedure may take up to 10 minutes!

SH3 – Checking Patch Version in the game

In the game, the Patch Version will **solely** be displayed in the MAINMENU-Screen, in the **lower right corner**.



SH3 – Verifying the game options

Click OPTIONS and adjust, if necessary the speech for text, dialogs and keyboard. Save your settings by clicking on ACCEPT.



SH3 – Testing the Installation

To make sure, that the new installation of SH3 is functional and does not lead to any errors or crashes when using LivingSilentHunter III you should use one of the following options:

Start a new **CAREER** or start a **SINGLEMISSION**.

Even the choice of **MUSEUM** is a save method to test the functionality of the game.

Please note that, the loading time for the museum may take up to 20 minutes.

If the Patch Version 1.4 (see screenshot) is correct and the game works properly exit the game and restart your computer.

LSH3 V5 Download

Download Variants

LivingSilentHunter III V5 has an unpacked data volume totalling to circa 4.5 Gigabyte. To enable fast downloading from the internet, we have packed the LSH3 V5-Fullversion as one Installation Packet.

Download for **fast** DSL-Connections, **ex DSL-6000** KBit/sec.

» LSH3 V5-Fullversion, in **one** large installations file

Download for **Slow** DSL-Connections, **up to DSL-4000** KBit/sec.

» LSH3 V5-Fullversion, splitted into **seven** smaller file packets

Attention: Downloads, which will take more than 1 hour, will be aborted by the server!
Therefore choose the Download Variant according to your DSL-Speed!

We recommend downloading the LSH3 V5-Installation File/s out of your Browser.

Start the Download

LivingSilentHunter III V5 can be downloaded for free from:

» <http://www.lsh3.com> (Page: **DOWNLOAD**)

In case you have chosen the Download Variant consisting of the seven file packages, make sure that all of them are saved in the same folder.

When you click on the download link a message box will appear. Select **SAVE**, and then select the folder where to store the file/s.

Recommendation: Do not save the installation file/s onto the desktop! Chose for example a folder in „My Files“. The reason for this procedure is, to reduce the Windows start-up time, which will become longer when you have large files on your desktop.

When the Download is completed you may check the installation file/s for download errors.

A quick check can be done by simply comparing the file size/s. The file/s must have exactly the same size as the ones on the server.

The **Original File Size** of the LSH3 V5 installation file/s can be found here:

» <http://www.lsh.com/v5/download.html>

An exact **Verification** can be done by proofing the „**checksum**“.

Use the Checksum tool **MD5Mate**.

MD5Mate Download here: <http://www.users.on.net/~jscones/software/products-jsmd5m.html>

The **Checksums** of the LSH3 V5 installation file/s are available her:

» <http://www.lsh.com/v5/download.html>

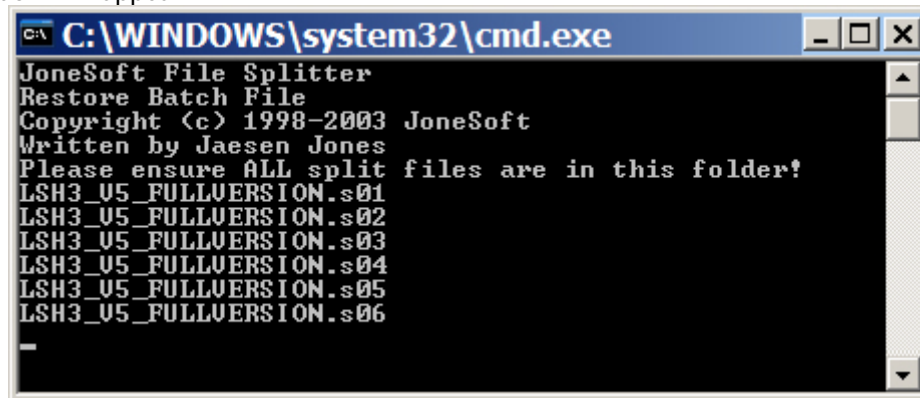
Merging the files

If you have chosen the download variant with the “seven split LSH3 V5-files“ they will have to be merged before can start installing LivingSilentHunter III V5:

All seven files have to be in the same folder!

Start the merging by double click on the file:
LSH3_V5_FULLVERSION.EXE.BAT

The following window will appear:



```

C:\WINDOWS\system32\cmd.exe
Jonesoft File Splitter
Restore Batch File
Copyright (c) 1998-2003 Jonesoft
Written by Jaesen Jones
Please ensure ALL split files are in this folder!
LSH3_V5_FULLVERSION.s01
LSH3_V5_FULLVERSION.s02
LSH3_V5_FULLVERSION.s03
LSH3_V5_FULLVERSION.s04
LSH3_V5_FULLVERSION.s05
LSH3_V5_FULLVERSION.s06
  
```

Do not close this window. It will automatically be closed when the merging process is done. Afterwards there will be the LSH3 V5-Installation file (**LSH3_V5_FULLVERSION.EXE**) joined together in the same folder.


LSH3 V5 - Installation

The LSH3 V5-Installation will not change or delete any existing files on your Computer! Three new folders are created and the JSGME-program will be copied to the SilentHunterIII folder. These “Additions” only are made within the SH3-Program Folder!

(JSGME is the Jonesoft Generic Modenabler, a program necessary to activate LSH3 V5)

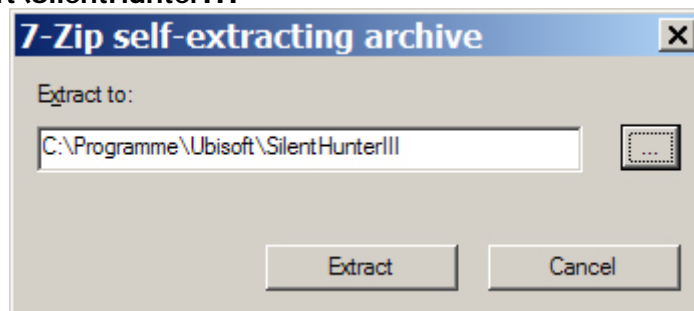
Start the LSH3 V5-Installation by Double-clicking the file: **LSH3_V5_FULLVERSION.EXE**

Within the Installations window (7-Zip self-extracting archive) you **must** select the correct storage location.

To do so first click the Button  and select the destination folder, **where you just before installed the new Version of SH3!**

If SH3 was installed with the standard input, the destination folder should be:

C:\Program Files\Ubisoft\SilentHunterIII



Then click on the button **Extract**, to start the installation process.

Notice: According to the speed of your computer, this process may last up to one hour.

LSH3 V5 - Activation

The LivingSilentHunter III V5-BigMOD has to be activated with the program GENERIC MOD ENABLER made by Jason Jones (JSGME).

JSGME has been installed during the LSH3 V5-Installation and therefore has not to be installed separately.

If you used the standard installation path you will find the file „JSGME.EXE“, in the SilentHunterIII installation folder at: „C:\Program Files\Ubisoft\SilentHunterIII\“.

Because you probably might use JSGME regularly, we suggest creating a shortcut on the desktop. Right click on „JSGME.EXE“, choose > SEND TO > and > DESKTOP

We have build up the package of LSH3 V5 for German users. The English speaking user will have to follow two simple steps to use the English language in JSGME:

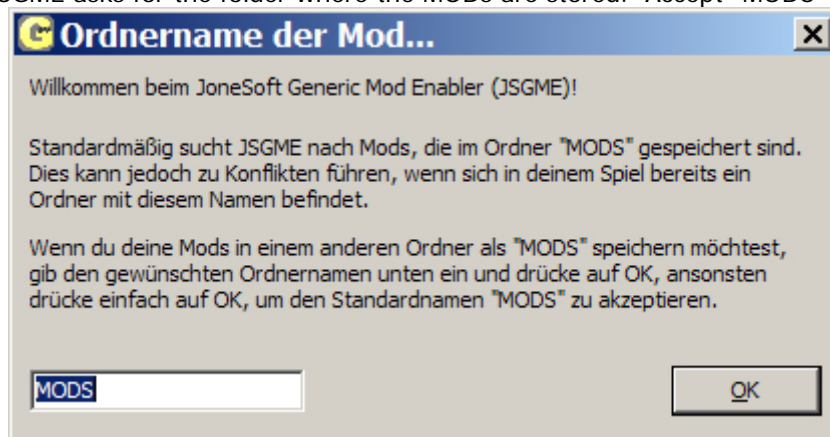
Delete or rename „JSGME.lng“

Copy „JSGMEHelp.txt“ from the tools subfolder to „\SilentHunterIII\“.



Now start JSGME for the first time:

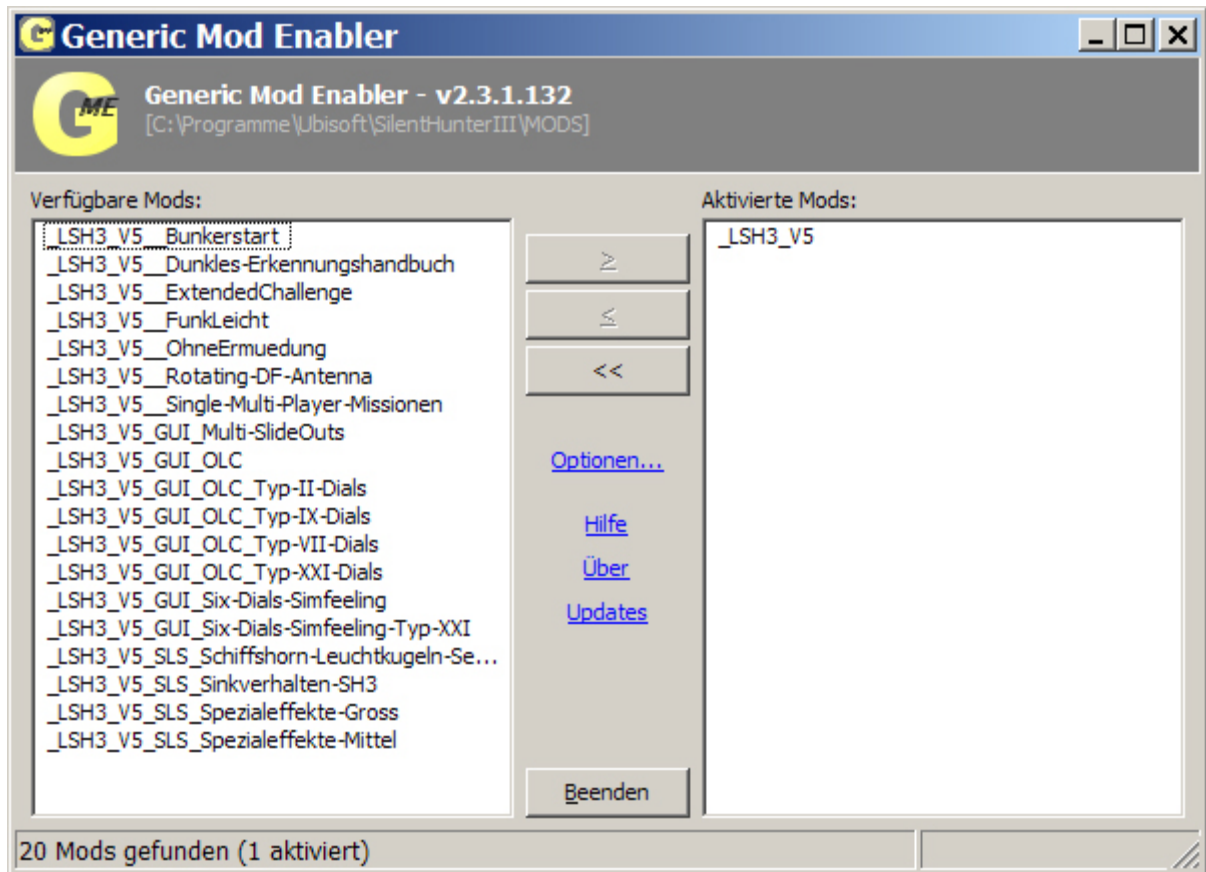
Now, and only once JSGME asks for the folder where the MODs are stored. Accept „MODS“ and click OK.



Now JSGME starts. Verify that all twenty LSH3 V5-MOD files are available. The **left side** shows all **available** MODs, ready for activation. On the **right side** the **activated MODs are listed!** This side should be empty by now.

Now activate the BigMOD LSH3 V5 „_LSH3_V5“ by selecting it and then click on the button „≥“. This procedure might take up to 30 minutes.


When „_LSH3_V5“ is listed on the **right side**, the Activation done and the game is ready for the next start.



LSH3 V5 – First game start

IMPORTANT: It is absolutely necessary to delete NOW the folder "SH3" in "My Files" which was created when SH3 was started for the first time. This is required because LSH3 V5 will then create the folder again with its modified files.



Now start SilentHunterIII using the SH3-Shortcut from the desktop , which was generated by the SH3-Installation automatically.

NOTICE: According to experience the first start after a new installation is significantly longer than the next ones. Be patient!!! If need be, skip the Intro screen and the video by hitting the **ESC** key.

SH3 with the activated LSH3 V5 **is loaded correctly**, when the following screen is shown:



LSH3 V5 is **ready to play**, when **after loading** the following screen can be seen:



Checking the LSH3 V5-Game Settings

Check the game OPTIONS for LSH3 V5:

Is the speech selected correctly? Voreingestellt ist DEUTSCH

If you like, select AUDIO and activate the Musik in the game.

For older graphic cards we advise to deactivate "Synchronisation" in VIDEO settings.

Starting a Single mission or Career

We suggest testing the different Additional MODs in single missions so that you can decide which of the MODs you would like to use for your career.

All Additional MODs, you want to use within the career will have to be activated one after another with JSGME BEFORE you start the career!

When a career is already started it is absolutely recommended to change the activated MODs only when you are at your home base!

Please read about the usage of MODs in the comprehensive larger "LSH3 V5 Handbuch" (approximately 120 pages, German) or in the shorter Versions in "LSH3 V5 MiniManual" (55 pages, in German and English).

These LSH3 V5 documents (PDF) and the LSH3 V5 installation manuals (in German and English) are located, in the subfolder: _LSH3_V5_MANUALS\.

LSH3 V5 - Tools

The following six selected SH3-Tools (Additional Tools) are included in delivery in the LSH3 V5-Packet. They do not have to be downloaded separately from the internet. These tools are located on your hard disk for free use at: **C:\Program Files\Ubi\SilentHunterIII_LSH3_V5_TOOLS\...**

JSGME (GENERIC MOD ENABLER)

Storage location: _LSH3_V5_TOOLS\JSGME

The GENERIC MOD ENABLER by Jason Jones (JSGME) is already preinstalled in the LSH3 V5-Installation packet! JSGME does not have to be installed, to use LSH3 V5 with the Additional MODs!

If you intend to use "**SH3Commander für LSH3 V5**" a separate installation of the JSGME will be necessary. For this purpose the Original JSGME-Installation files are kept in the tools folder

For further information please read the installation instructions for the "**SH3Commander für V5**" in the folder _LSH3_V5_TOOLS\SH3Commander.

SH3Commander for LSH3 V5

Storage location: _LSH3_V5_TOOLS\SH3Commander

SH3Commander allows in a simple way to make deep changes to the game and is not only dedicated to the ambitious SH3-Player.

Possible changes are:

- Adjusting the crew (e.g. Medals, Abilities)
- Start outside the harbour
- Adjust „days in base“
- Change your destination PQ
- Create a extended mission report

Please read the Installation instructions in the folder: _LSH3_V5_TOOLS\SH3Commander...

4GBPatch

Storage location: _LSH3_V5_TOOLS\4GBPatch

The "4GBPatch" solves many problems dealing with "indefinable" game crashes, the so called **CTD (Crash To Desktop)** – **the operating system is still running**.

If you have CTD-crashes when loading or playing LSH3 V5, you absolutely should apply the "4GBPatch". We advise to use the "4GBPatch" generally for games running on Windows XP, Windows VISTA and Windows 7!

Please read the Installation instructions in the folder: _LSH3_V5_TOOLS\4GBPatch...

DX9HiResFix

Storage location: _LSH3_V5_TOOLS\DX9HiResFix

The **DX9HiResFix** allows for all Windows operating systems to **Enhance the resolution to 1280*1024px** or higher. The resolution quality on the display is enhanced dramatically compared to the SH3-Standard resolution of 1024*768px.

For the easy usage of the **DX9HiResFix** we created two .BAT-files: DX9HiResFix_ON.bat and DX9HiResFix_OFF.bat – just double click on the appropriate file to turn the fix ON or OFF.

To use DX9HiResFix for other SH3 Installation please copy all five files into the SH3 installation folder of any other installation.

Important: If you have the DX9HiResFix turned ON, the Mission Editor will not work – you will first have to switch the DX9HiResFix OFF.

The function Keys F9 (Radio Room) and F10 (Deck gun) and F11 (Flak) will not work in game, when the DX9HiResFix is turned ON!

SetKeys

Storage location: _LSH3_V5_TOOLS\SetKeys

SetKeys is a helpful Tool, to change the **existing shortcuts of the game** or to add new commands to your preferred keys.

Please read the Installation instructions in the folder: _LSH3_V5_TOOLS\ SetKeys...

MultiSH3

Storage location: _LSH3_V5_TOOLS\MultiSH3

MultiSH3 enables you to use different Versions of **SilentHunterIII**, on the same computer.

With MultiSH3 you can easily handle multiple SH3-Installations to use their separate storage locations for the saved games in your folder "My Files". This tool should be used if you decide to play with different BigMODs e.g. LSH, WAC or GWX, and maybe a pure SH3 for MultiPlayer games.

Please read the Installation instructions in the folder: _LSH3_V5_TOOLS\ MultiSH3...

Das 7z-Archivprogramm



The handling of 7z-Archiv files often lead to difficulties in the past and opened a lot of support questions in all Forums concerning the fact "unpacking". Therefore we will give a short overview for the accurate installation and configuration of **7z**.

Most of the MODs presented in the forums are packed for download in the format 7z.

To unpack 7z-files without any error, you will need the archive-program „7z“.

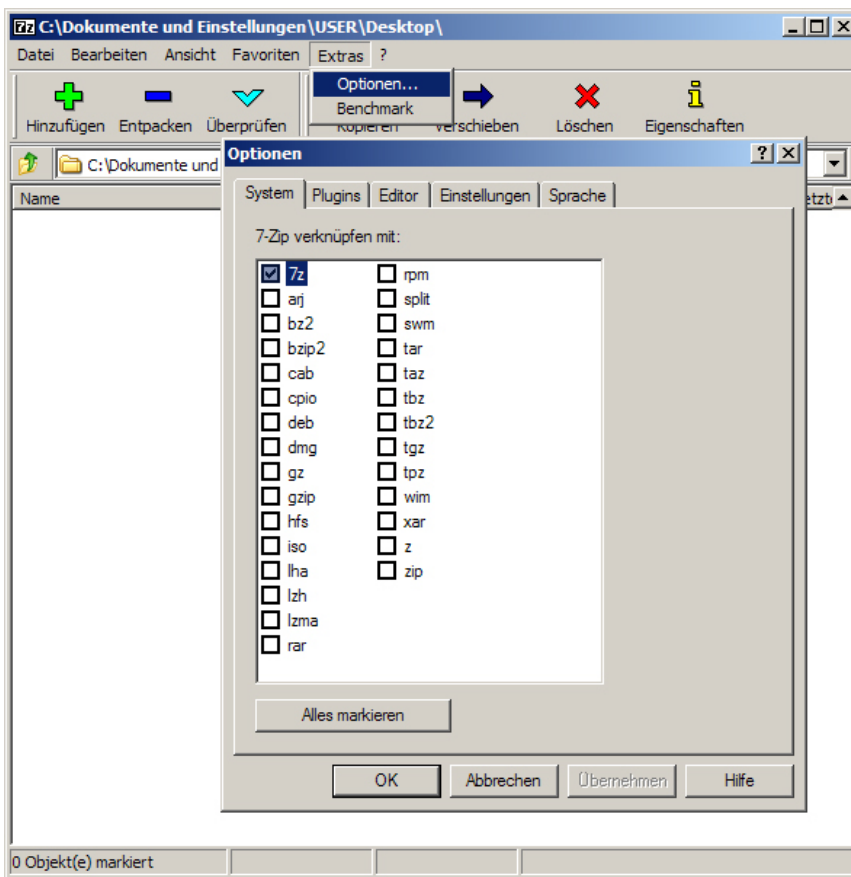
We advise NOT to unpack 7z-files with other archive-programs (e.g. WinACE, WinRAR). The files will be faulty in most cases.

The actual version of the „7z-Archive-program“ can be downloaded for free here: » <http://www.7-zip.de/> .

After the installation of 7z start the program and check the following settings at OPTIONS:

If not already adjusted check **“7-Zip link with: 7z”** !

Restart your computer now!



By this you will make sure, that in the future 7z-files are opened by double click by the 7z-programm.

Archive files can be packed by the producer in different ways and can be unpacked by the user in even more different ways. In practice these circumstances again and again result in unrequested folders within the unpacked folder!

After unpacking 7z-Archive files you should always verify that within the unpacked folder only the desired files are present.

In case of an folder of the same name existing in the main folder USE the subfolder and move its content one level higher!

LSH3 V5-Banners for Your Forum-Signatur



For all players of LSH3 V5 we offer an animated banner to use in their signature.

The following source code can be used in your Forum-Signature to display the banner.
(use copy and paste, valid for most forums):

+++ START source code – copy/paste the next lines ++++++

```
[URL=http://www.lsh3.com][IMG]http://www.lsh3.com/public/banner/lsh3_player.gif[/IMG][URL]
» [URL=http://www.lsh3.com]Living Silent Hunter III - Game, Mods, Tools, Infos... [/URL]
```

+++ END source code ++++++