New Lorient v1.5

DESCRIPTION

This MOD implements a more realistic version of the Keroman I, II, and III U-Boat Pens at Lorient than is provided in Silent Hunter III. Furthermore, this base is positioned in a more accurate geographical location much closer to the entrance of Lorient harbor.

This package is really nine MODs in one. These MODs support …

SH3 v1.4b Standard Mission files

Note: The SH3 v1.4b version is fairly plain and does not include any of the extra ships, AA guns, searchlights, buoys or outer harbor lighthouses found in other super-mods to the game as displayed in the image below. These features were not in the SH3 v1.4b version.

GWX3 Standard Missions (default campaign files)

GWX3 Merged Campaign

GWX3 with "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V6"

GWX3 Merged Campaign with "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V6"

GWX3 with "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V7"

GWX3 Merged Campaign with "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V7"

*Note: Version 7 of the "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships" MOD had some bad graphic effects on the base at Lorient – some bunker walls were just plain missing. Hence, note in the IMPLEMENTATION section below that you must also add "**WAC4.1 SubPen_animated_18.02.2010**" to fix this problem.*

NYGM 3.6F

*Note: Verson 3.6F of NYGM appears to include the "Harbor Traffic Add-In" for the most part and did move the Lorient base outside the harbor, so whether you will consider this Mod useful is a matter of choice. "New Lorient v1 – NYGM 3.6F" **is not compatible** with "NYGM3.3 Mediterranean Campaign Only" or "Harbor Traffic Add-In", but **is compatible** with most other NYGM Mods including 3rd Flotilla Mod, All Air Torpedoes, FuMB37XXIIINYGM, MFM-Interim-Beta_NYGM, IABLShipsforNYGM New Thomsen, Stiebler4C SubFlag,*

Stiebler4C_V16B1, Hitman GUI NYGM, Hitman Optics NYGM 3.6 (Fixed), and NYGM HiRes Submarines 3.6F. You will not have the GREEN buoy in the channel, but you will have bunker AA guns, additional ships and the escort ship.

LSH3-2015

Note: Intended for CAREER mission play only. Does not support MultiMission_ NoCareer or SingleMissions_NoCareer. Replaces and provides all the functionality of LSH3-2015_BunkerStart plus adds the New Lorient base.

*General Note on GWX 3: The MODs for GWX 3 are intended for use with the Standard (default campaign) mission files of GWX 3 or the GWX3 Merged Campaign files, with or without "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships". The Standard Mission (Campaign) files support pretty much all campaigns except the Black Sea and the western Indian Ocean – eastern Indian Ocean around South Africa and Madagascar are supported. The Combined Campaign mission files support everything. The New Lorient MODs **do not** support "Lite" versions of the GWX3 mission files at this time. That said, if you implement "Lite" versions of the GWX3 mission files and then implement "New Lorient", you will, in fact, be running with either the GWX 3 Standard (default) or Merged Campaign mission files.*

COMPATIBILITY

In general, this MOD should work fine in conjunction with other MODs as long as they do no modify the following files:

- **data\MissionEditor\Locations\HB_Lorient.tga** -- updated the 2D base footprint shown on maps in SH3MissionEditor.
- **data\Terrain\Locations\Lorient.tga** -- updated the 2D base footprint shown on maps in SH3.
- **data\Terrain\Locations\Lorient.dat** -- redefined the base in terms of its individual components. Eliminated that portion of base unrelated the Lorient bunkers (about half the base). Elevated land-based bunkers and laid foundation under them. Move U-Boat under construction and people to between land-based bunkers.
- **data\Terrain\Locations.cfg** – changed location of Lorient base, city and industry.
- **data\Campaigns\Campaign\Campaign_LND.mis** -- this file includes a marker that determines where the U-Boat actually departs from; moved and heading changed.
- **data\Campaigns\Campaign\Campaign_RND.mis** -- NOT CHANGED but retained in some versions for compatibility with other mission files.
- **data\Campaigns\Campaign\Campaign_SCR.mis** -- repositioned the AA guns and searchlights that sit on top of the bunkers; moved some static U-Boats and ships; moved some anchored ships out of the way for the new base; and moved one of the Green channel buoys from further east to mark the center of the channel for departures and returns at night; move start point for escorts closer to new base for U-Boat departures.

INSTALLATION

- If it does not exist, create a "MODS" folder under your "SilentHunterIII" directory.
- Copy – drag and drop is fine – the MOD versions you desire from this 7z ZIP file to your Silent Hunter III "MODS" directory. You do NOT have to copy them all if only one or a few are desired.

IMPLEMENTATION

For stock Silent Hunter III
- *Prerequisite:* SH3 version 1.4b installed
- Add MOD "New Lorient v1 – SH3 v1.4b Standard Missions" using JSGME

For GWX3 Standard Missions (default Campaign)
- *Prerequisite:* GWX3 installed
- Add MOD "New Lorient v1 – GWX3 Standard Missions" using JSGME

For GWX3 Merged Campaign
- *Prerequisite:* GWX3 installed
- Add MOD "GWX3 Merged Campaign" using JSGME
- Add MOD "New Lorient v1 – GWX3 Merged Campaign" using JSGME

For GWX3 + "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V6"
- *Prerequisite:* GWX3 installed
- Add MOD "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V6" using JSGME
- Add MOD "New Lorient v1 – GWX3+Wilhelmshafen_et_al_V6" using JSGME

For GWX3 Merged Campaign + "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V6"
- *Prerequisite:* GWX3 installed
- Add MOD "GWX3 Merged Campaign" using JSGME
- Add MOD "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V6" using JSGME
- Add MOD "New Lorient v1 – GWX3+Wilhelmshafen_et_al_V6" using JSGME

For GWX3 + "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V7"
- *Prerequisite:* GWX3 installed
- Add MOD "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V7" using JSGME
- Add MOD "*WAC4.1 SubPen_animated_18.02.2010*" using JSGME
- Add MOD "New Lorient v1 – GWX3+Wilhelmshafen_et_al_V7" using JSGME

For GWX3 Merged Campaign + "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V7"
- *Prerequisite:* GWX3 installed
- Add MOD "GWX3 Merged Campaign" using JSGME
- Add MOD "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V7" using JSGME
- Add MOD "*WAC4.1 SubPen_animated_18.02.2010*" using JSGME
- Add MOD "New Lorient v1 – GWX3+Wilhelmshafen_et_al_V7" using JSGME

For NYGM 3.6F
- *Prerequisite:* "NYGM Tonnage War V2.5 – Stand Alone Version" + "NYGM3_New" + "NYGM3_6F" installed in the order given here.
- Add MOD "New Lorient v1 – NYGM 3.6F" using JSGME
- Add other compatible MODs as desired using JSGME

For LSH3-2015
- *Prerequisite:* "_LSH3-2015___FULLVERSION" using JSGME
- Add MOD "New Lorient v1 – LSH3-2015_BunkerStart" using JSGME
- Add other compatible MODs as desired using JSGME

Note: "New Lorient v1 – LSH3-2015_BunkerStart" replaces "_LSH3-2015_BunkerStart", but provides all the same functionality and adds the New Lorient base..

Note: Other MODs sometimes implement changes to the campaign mission files of SH3, GWX3 or NYGM. You are welcome to try overlaying this MOD to see what happens; in which case, implement this MOD last using JSGME so you can remove it easily if required – no guarantees.

Note: Follow the Golden Rule of MODS Implementation – only implement MODS when all U-Boats are in port. That said, you can implement this MOD and test it using a "dummy" career; but be sure to remove it again before reloading a SAVED patrol file for any U-Boats still at sea.

USE

Departing Lorient

- You will start out in Pen K20 of the Lorient Keroman III Bunker heading 200.

- Exit the bunker at speed SLOW or ONE-THIRD

- As you exit, you will see a GREEN channel buoy to your left (GWX versions) – GREEN circle in the image below. This marks the center of the Keroman bunker channel and the start of the main Lorient channel. You will want to head for this GREEN buoy – a heading of about 140 at a speed of ONE-THIRD is good once you clear the bunker.

  Note that in LSH3-2015, the channel buoy light is WHITE; not green. It will be harder to see at night, especially when returning to base because of the Lorient city lights in the background.

Channel Buoy

New Lorient

- As you head toward the buoy, you should see your escort coming up the main channel from the left. The escort will be doing 6 to 8 knots.

- After you pass the buoy, start a starboard (right) turn to a heading of about 210. This will put you in the main channel and should put you close to in-line with the escort, which you can follow out.

Returning to Lorient

- Once you pass the inner lighthouse of the Lorient harbor entrance, look for the GREEN (GWX versions) or WHITE (LSH3-2015 version) channel buoy straight ahead or slightly to your left as you enter the harbor and head for it. Be sure to stay outside any RED buoys on either side of it (GWX versions).

- When you get close to the buoy, turn port (left) to a heading of about 300.

- Reduce your speed to SLOW as you approach the Keroman III Bunker pens – hitting the bunker wall just ruins your day.

- From the left, select the second, third, fourth or fifth pen to dock your U-Boat. Note that in the GWX and LSH3-2015 versions, there are U-Boats in the first, sixth and seventh pens counting from left-to-right as you look at them. Besides, the sixth and seventh pens

are a little short for a Type IX U-Boat. Aces' animated sub pens are much wider and easier to enter; however, the interior lights do not really illuminate the inside of the bunkers at night.

COPYRIGHT AND PERMISSIONS

For my part, no copyrights or permissions are declared on this work as it was completely implemented through modification to existing data files either created by Ubisoft™ or created or modified by …

- The Grey Wolves GWX Development Team, with Todd Collins, Bigboywooly, Rubini and Wreford-Brown on missions and JScones and Ducimus on U-Boat bases plus many others;
- Harbors, schleuses and ship data files created or modified by Thfeu58, Trainer42, Mikhayl, Von Dos, Iambecomelife, AOTD_Max and no doubt countless others referenced in Bigboywooly's "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V6 and V7" mod;
- Stiebler, Hitman, Thomsen and many other members of the NYGM development team;
- Aces' animated sub pens in GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V7".
- The LSH3-2015 Development Team.

This work remains their proprietary data whether modified or in its original form. As for my contribution, you are free to modify or enhance this mod in any way you like.

Special thanks to "skwas" for his "Silent 3ditor {S3D}" tool, which really made this possible, and to Jones Soft, for making the entire Mods process possible with JSGME.

This modification is freeware intended for non-commercial use and may NOT be sold.

VERSIONS

    1.0 – New Lorient for GWX3
      – New Lorient for GWX3 with "GWX 3 Wilhelmshafen,St Naz,Schluese xtra
         ships V6".
    1.1 – added New Lorient for stock SH3 v1.4b.
    1.2 – added New Lotient for GWX3 Merged Campaign.
    1.3 – added New Lorient for NYGM 3.6F.
    1.4 – added New Lorient for GWX3
        with "GWX 3 Wilhelmshafen,St Naz,Schluese xtra ships V7"
      – added New Lorient for GWX3 Merged Campaign
        with "GWX 3 Wilhelmshafen,St Naz,Schluese xtra ships V6"
      – added New Lorient for GWX3 Merged Campaign
        with "GWX 3 Wilhelmshafen,St Naz,Schluese xtra ships V7"
      – combined all current versions onto one download file and removed the "flotilla.cfg"
        file as inconsequential to the MOD and providing more flexibility for alternate
        flotilla configurations.
     1.5 – added New Lorient for LSH3-2015.

ADDITIONAL SUPPORT FILES:

Complete version of "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V6"
http://prussianempire.com/GWX3_Wilhelmshafen_et_al_V6.7z

Complete version of "GWX 3 Wilhemshafen,St Naz,Schluese and xtra ships V7"
www.gamefront.com/files/21474149/GWX_3_Wilhemshafen_St_Naz_Schluese_and_xtra_ships_V7_7z

Complete version of "WAC4.1 SubPen_animated_18.02.2010"
http://prussianempire.com/WAC4.1_SubPen_animated_18.02.2010.7z

ARTHUR: Alfred Keitzer

GOOD LUCK AND GOOD HUNTING

SUMMARY OF "NEW LORIENT" MODS

"New Lorient" Version	New Base	AA Guns Searchlights Harbor Guns Harbor Lighthouses	Extra Harbor Ships	Escort Ship	Green Channel Buoy	Animated U-Boat Pens	NOTES
SH3 v1.4b Standard Missions	X						**Basic SH3**
NYGM 3.6F	X	X	X	X			
LSH3-2015	X	(1)	X	X	(2)		**(1) No U-Boat bunker AA guns** **(2) Channel buoy is a WHITE light**
GWX3 Standard Missions	X	X	X	X	X		**Basic GWX3**
GWX3 Merged Campaign	X	X	X	X	X		
GWX3 +Wilhelmshafen_et_al_V6	X	X	X	X	X		
GWX3 Merged Campaign +Wilhelmshafen_et_al_V6	X	X	X	X	X		
GWX3 +Wilhelmshafen_et_al_V7	X	X	X	X	X	X	**Also requires …** **WAC4.1 SubPen_animated_18.02.2010**
GWX3 Merged Campaign +Wilhelmshafen_et_al_V7	X	X	X	X	X	X	**Also requires …** **WAC4.1 SubPen_animated_18.02.2010**