

HITMAN'S GUI (1.0) MANUAL



I. Introduction:

This new GUI has been created with the purpose of providing an improved and more historically accurate experience with SH3.

II. Features:

- Revised camera angles in all the Uboat to ensure coherence between normal 1st person views and optics views.
- Historically correct lighted reticles and fields of view in both periscopes. Attack scope has darker light levels than observation one.
- Historically correct improved UZO binoculars, following the specifications of the Zeiss/Siemens UZS4 model, available 1941 onwards (Though not widely used): 10x80 high light admission coated optics for night use. (4° field of view in this mod).
- Historically correct 7x50 Zeiss UBoat binoculars
- Quick range table in all optics
- Interface buttons to show/hide all additional functions
- Additional, switchable panels for 1) Chronometer + Speed chart, 2) TDC, 3) Torpedo Settings

- Switchable large dials for depth and compass with vernier
- Slide-out Wiz wheel to help estimating target's course and/or AOB
- Hanhart chronometers set, 30 & 60 seconds
- KM replica triangle ruler in Nav Map, for quick plotting a target
- This GUI does NOT include stadimeter or AOB finder, unlike other mods, because of the option chosen when replicating the optics (See documentation about historic german WW2 optics)
- New icons for the tool bar, based on pictures of matching items from U-505 and loosely following Stiebler's idea of colour-coding them for easiness of use.

III. Description and use:

The interface in general is similar to that of stock SH3 in the basics, but it eliminates some features, adds others, and above all, hides certain add-on panels that can now be switched with buttons.

The proper and historical way of conducting attacks is now strongly reinforced by the characteristics and limitations of the optics. In general, you should always follow this rule:

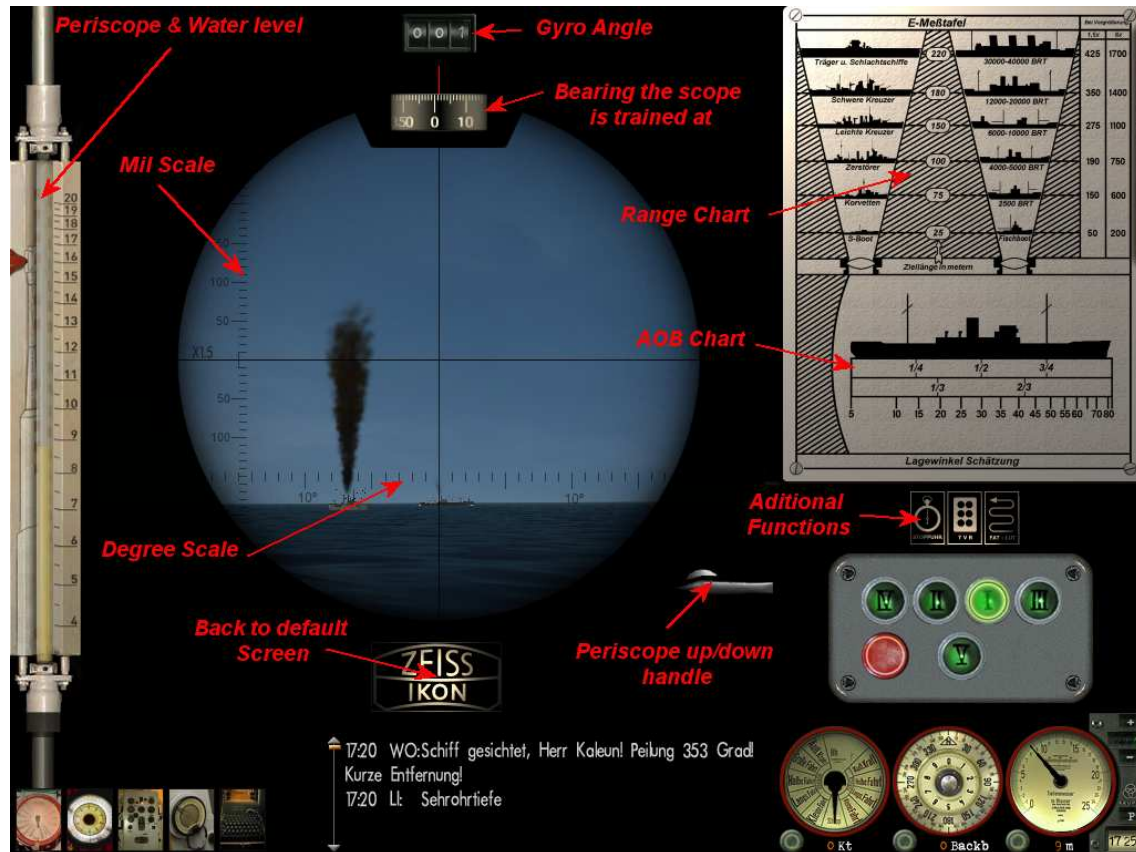
- Day light & good visibility conditions (Arctic winter nights, etc): Submerged, using the attack periscope
- Low light conditions (Dawn/Dusk, clear nights): Submerged, using the observation periscope
- Dark Night: Surfaced, using the UZO

The preferable method of attack is always surfaced using the UZO, and you will notice that when the night is dark enough for that, your attack scope is useless and the observation one quite limited. Go for the increased maneuverability, and enjoy the high zoom optics that will allow you to target surfaced from a safe distance. It is recommended shooting at convoys around 2000-2500 metres if you have a good target solution –which you should if you are on surface, because you can roam around the convoy and steer parallel course & speed until you are sure and wait for the escorts to leave a gap-.

The binoculars have been left at the historic 7x50 zoom, which is good due to its large field of view (7.25°) to scan and find things. Once you have located something, use the UZO on that bearing to make a better observation of details.

IV. Periscopes:

The screen for both periscopes is almost identical, the only difference being the field of view in the lense (Cut up and down in the observation periscope due to the need to have space in the periscope head when prisms tilt to look up & down as much as 90°)



V. Using the reticle:

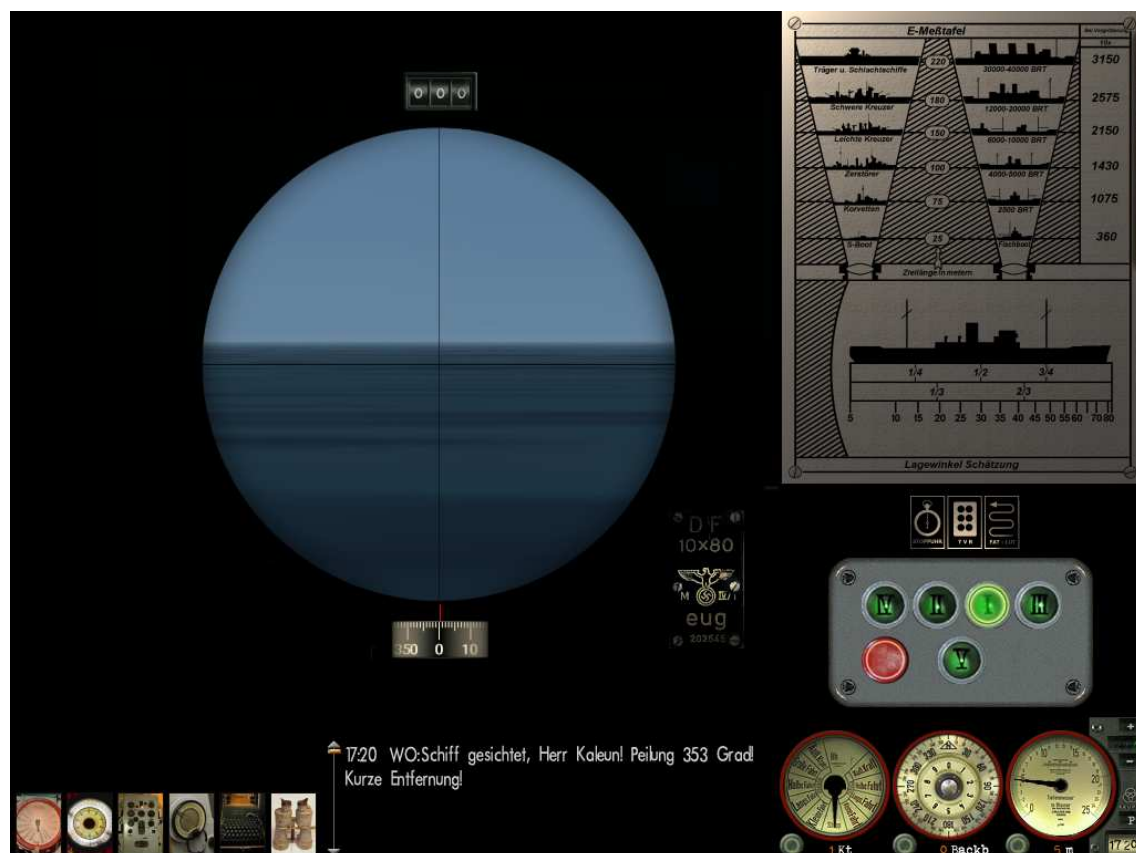
The reticle has two measuring marked lines, vertical and horizontal, which are calibrated for 1,5x zoom use (Low power)

The vertical one is graded in milliradians, and allows you to determine range to an object whose height you know or can estimate, using the following formula:

$$\text{Mast (Or funnel, or bridge) height} / \text{reticle marks} \times 1000 = \text{Distance}$$

Some quick figures you can use:

- Most destroyers and similar sized escorts have masts of 25 metres
- Bridge of most large merchants and funnel of most small ones tops at 18 metres
- Masts of most merchants are somewhere around 20-25 metres. Use the previous figure as reference for your estimations

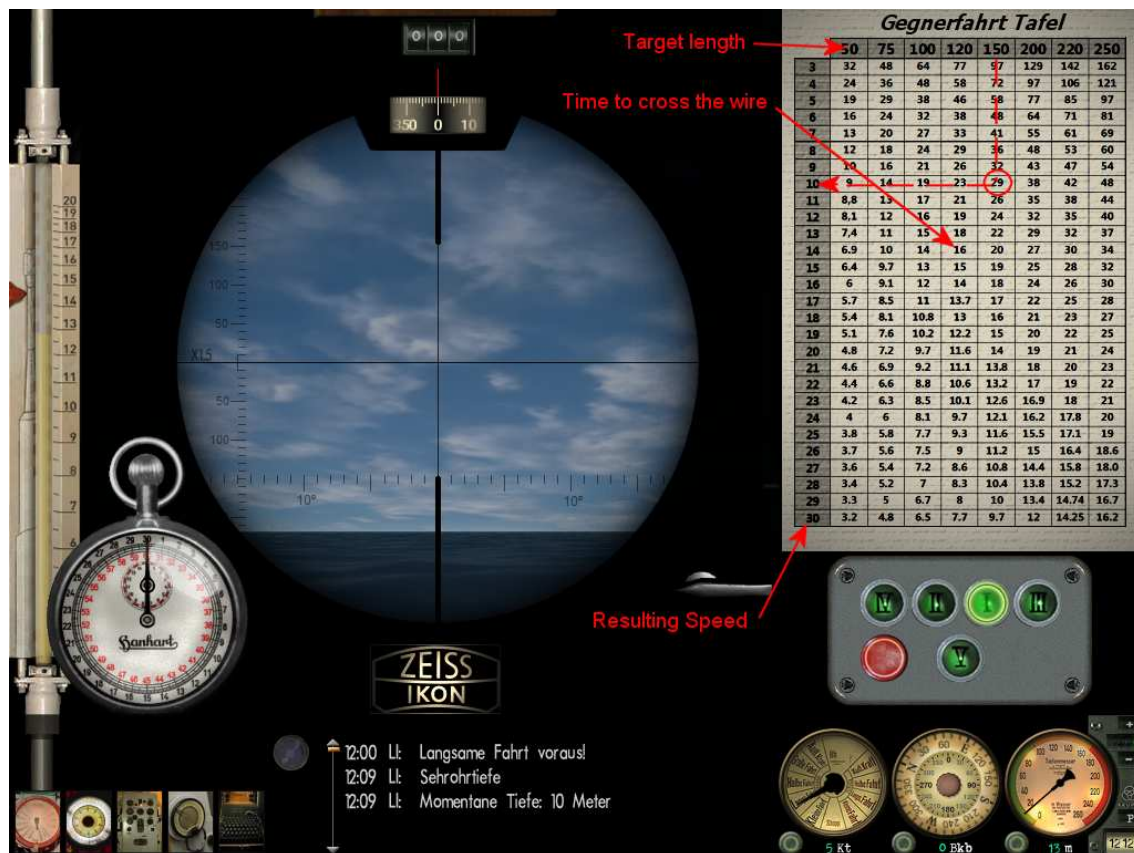


Looks exactly like the scopes, except the default view knob (On the right, but also in the optics logo plate) and the different location of the bearing readout, plus it lacks obviously the up& down controls and water level indicator.

There isn't any graticule this time, as the FOV is fixed at 4° , so you can use that figure to calculate spreads (Half the FOV are 2° and so on). Range is guesstimated with the aid of the Range chart, but since you will be shooting with the Uboat pointed at the target to minimize your silhouette and with more free movement, the need to correct parallax for distance is almost inexistent.

VIII. Additional Functions: Chronometer and speed chart:

Clicking the first of the three icons, the screen will turn into this:

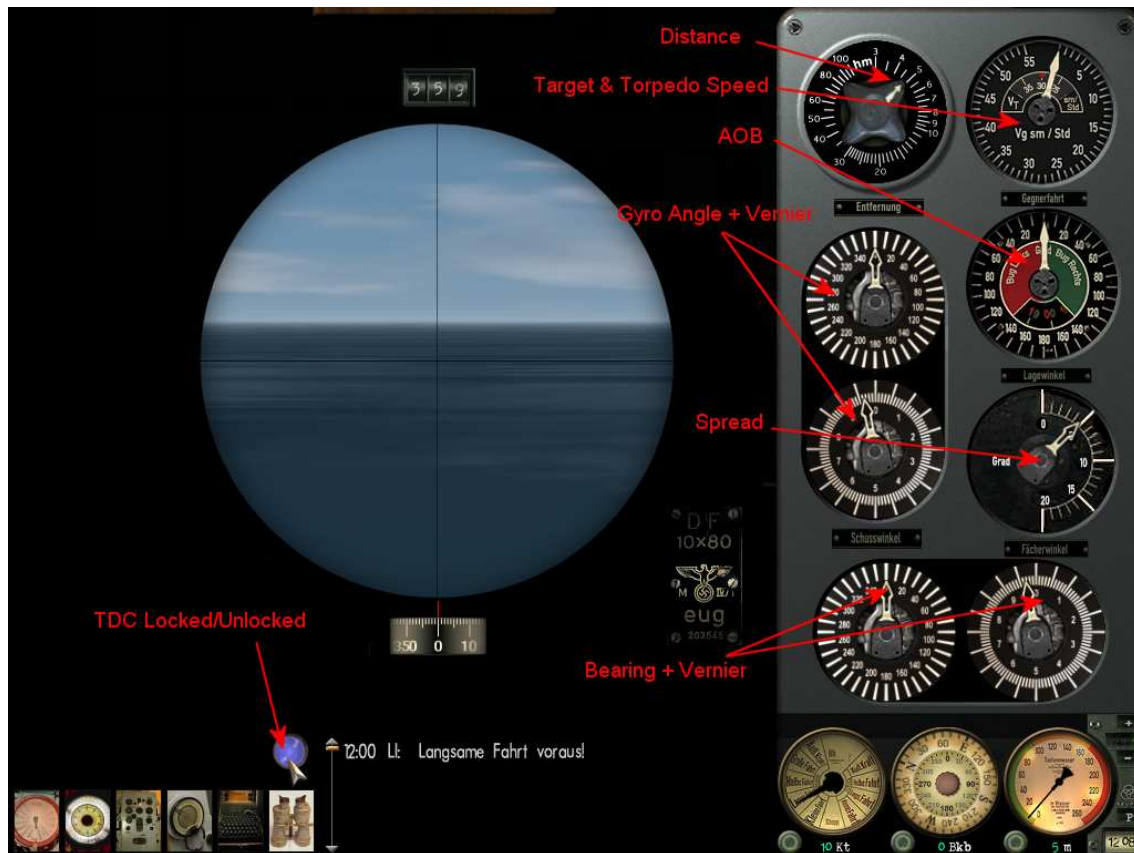


Now you must either steer at slow speed and constant heading as much in the direction of your target as possible, or simply be at full stop. Place the vertical line of the crosshair in front of your target and start the chrono (Click ONLY in the area of the small minutes dial) as it passes the line. Stop it when it has gone through, and use the chart to see the speed corresponding to that time interval and target length. (Note that the chrono is now a 30 seconds one, i.e. 30 seconds per full turn of the pointer. Inner dial is now 15 minutes)

You will basically start from the upper column (Target length, we use 150 in the example) and go down (dotted line) until you find the number of seconds (29 here) it took her to cross the line. Then you go left and read the resulting speed (10 knots in this case).

IX. Additional Functions: TDC

Clicking on the second knob will make the TDC appear. Hitting CTRL+T you will lock/unlock it and can input manually all values.



Vernier dials are there to provide increased precision. They will do one full turn each time the main dial moves ten degrees.

This layout replicates the real TDC one.

You can lock/unlock the TDC with the button that is permanently visible in the task bar, over the icons. When the blue lamp is ON you can input data in the TDC,

X. Additional Functions: Torpedo Settings

Finally, the third knob will show the torpedo settings panel, including all settings for the FAT/LUT torpedoes.

There are two groups of dials and switches here:

FAT/LUT dials. Those allow you to set the 1st run length, when the torpedo goes straight in the direction of the target. Then you can set the first turn to be either right or left, and in the advanced torpedoes also the angle of that turn to account for the target's course. Then you can adjust the secondary runs it does

before circling again, and finally the angle of the secondary turns (In the FAT it's just a locked 180° turn).

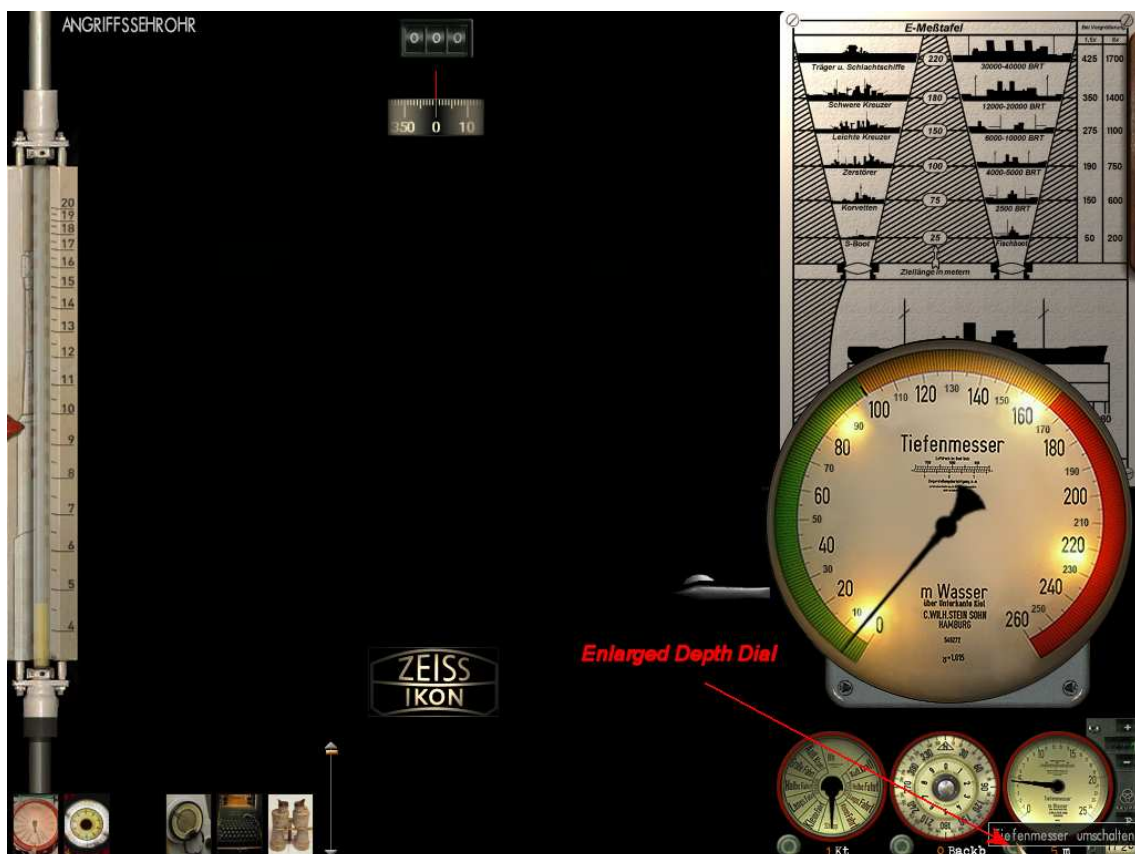
Torpedo settings switches. Those allow you to set torpedo depth, speed, pistol, (No pistol switch in NYGM version) salvo, and salvo selections.



XI. Additional Functions: Enlarged compass and depth dials

To provide a much better readability in the tool bar dials, I have incorporated the enlarged dials created for FLB Sale with some tweaks. They will appear by clicking on the button that switches between compass/rudder indicator and 25m/260m depth indicator. By default the tool bar now shows the 260 metre indicator, as I found it more useful because you want a quick read of gross depth, and if you want more detail, you can switch to the enlarged mode that will allow you to select depths within one meter.

The inner black plate of the compass also rotated and workd as vernier, like it did in real life. Precision gets then up to 1/10th of a degree, though the game's AI can't steer with such exactitude, so it might be some tenths off (No human steerman would be able either, in any case).



XII. Slide-out wiz wheel for enemy course and AOB

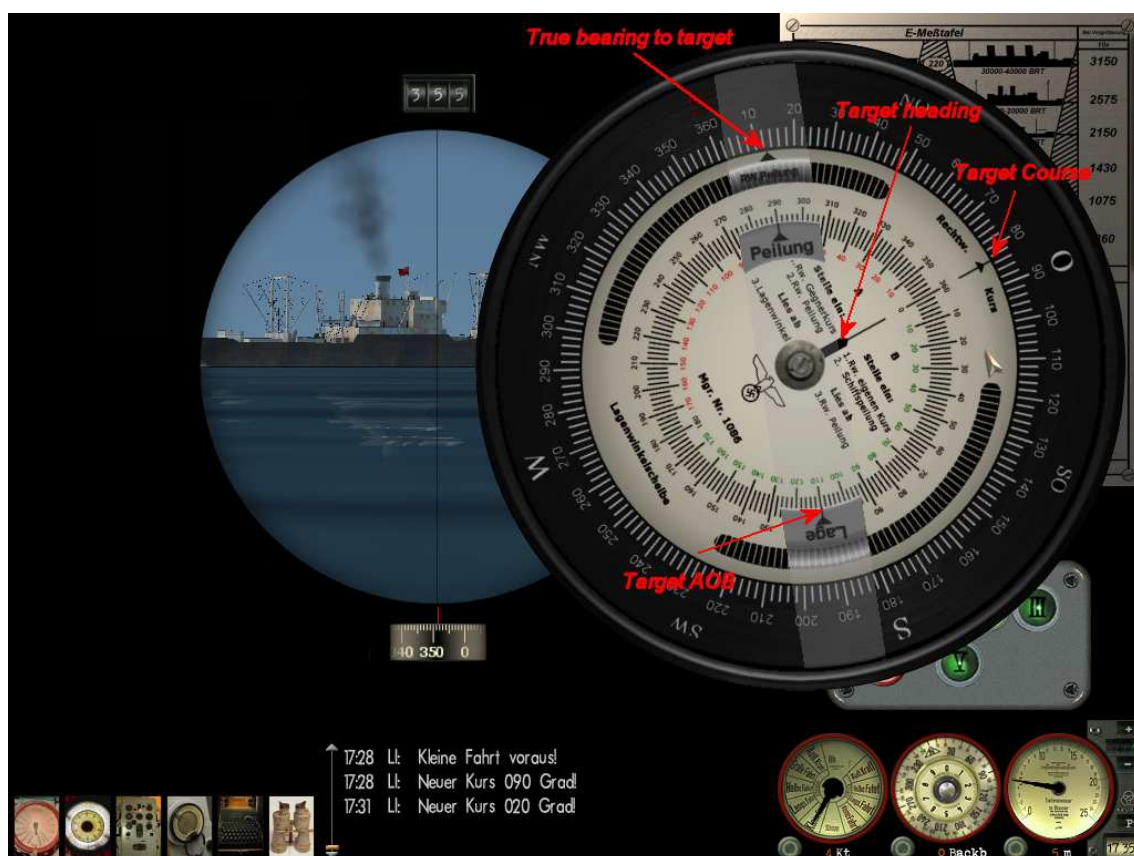
The Lagewinkelscheibe (AOB plate) added is a copy on a real one, and its functions are more simplified and easy to use than the previous one incorporated in the U-Jagd tools. To make it appear, hover your mouse near the right edge of the screen, and it will slide out.

It will only work when the TDC is locked, and any of your optics trained at your target. The Uboat or ownship course is at the top, and the pointer will always show true bearings (i.e. relative to North, not to your Uboat's bow). To use the wiz wheel the only thing you have to do is pick the white centre wheel, which represents the target and and:

- A) Turn it so that the AOB is set opposite the mark "Lage" in the pointer. Once done, you can read the target's course in the outer black wheel.

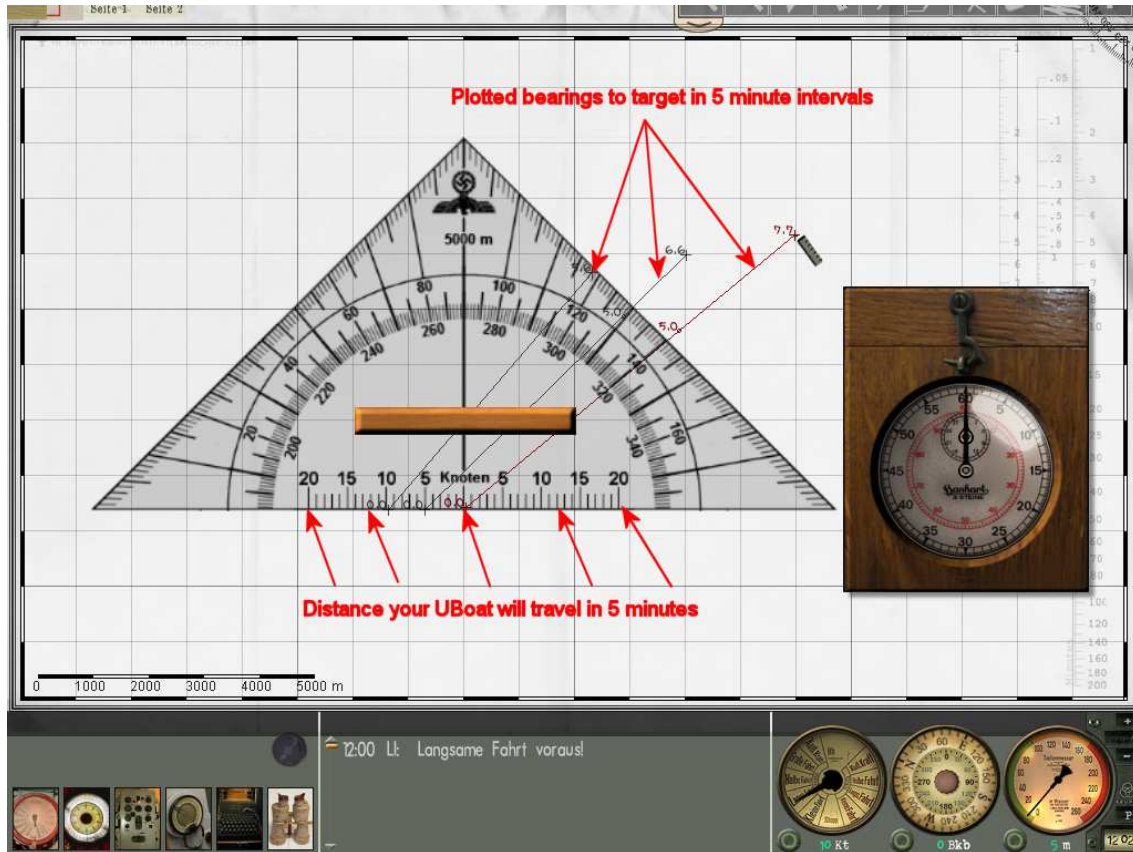
Or

- B) Turn it so that the enemy course is set at the external black wheel. Once done, you can read the target's AOB opposite the mark "Lage" in the pointer.



XIII: Map Plotting tool:

I have also incorporated a new triangle-shaped ruler, that allows easily to plot the enemy movements.



Ideally, the way of using it is as follows:

- 1.- Put your UBoat in parallel course to the target, at the limit of visibility (Eyeball the targets AOB and use the slide out wiz wheel to get a rough idea. Use AOB 90° as default)
- 2.- Ask your IWO for bearing and range to target, then start stopwatch and go to Navigation map.
- 3.- Zoom in to a 5000 metres scale
- 4.- Your UBoat's advance is represented by the lower scale, so note the speed you are travelling at.
- 5.- Now use the range and bearing provided by the IWO to make the first plot. Use the ruler tool, and starting from the zero mark draw a line through the bearing circle till the estimated distance to target. If the target is left from your bow, you drag the plotter rightwards, and inversely if the target is to your right

6.- Check the draggable clock to see when 5 minutes have gone by (Inner sphere shows minutes from 0 to 30, big dial 60 seconds) and ask your IWO for another estimate.

7.- Drag the plotter forward according to your speed and make a new line starting from the new zero location.

8.- Once you have plotted it for a while, draw a line with your ruler averaging all dots, and see how much distance he covered in that time (Since you started plotting). Then use the in-map nomograph (Right side) to get his speed.

9.- Finally, use the angle solver to determine its AOB and true course.

XIV.- Known issues/compatibility:

- Incompatible with any mods that make changes to the menu.ini
- Will interfere with any mods that make changes to cameras.dat (You still can use them)
- Zoom in scopes is 6x by default and 1,5x when switching. TAB key might not work, but you can still do it with the mouse scroll button.

XV.- Credits:

I hope I don't forget anybody:

- GWX and NYGM team for allowing to use their base files (Menu, cameras, some graphics)
- Oakgroove for some textures
- FLB Sale for his superb big dials
- Karamazovnew for the TDC dial and light bulb graphics, as well as the method of making it switchable with a button
- Me, for the rest of the job in graphics, etc.
- OLC & Manos for technical help and inspiration on their work

XVI.- Permissions:

-Any file done by me you can do whatever you want EXCEPT use it for commercial purposes or ask for money. And you do not even to ask me directly permissions for it, just go ahead and use it.

If you use it, please just state in the readme that is no longer my original work, so that I don't get complaints and moans about what was not my fault.

-Any item created by other authors, contact them.

Good hunting

Hitman, April 2010