

CONFIGURING HARPOON 3 OPTIONS: .INI, .OPT AND H3LAUNCHER

By Michael Mykytyn

Life is full of options, and fortunately so is Harpoon Three. Outside that bit of wisdom, you may be wondering where to find this optional stuff with your new game. Well, the developers (old and new) have given you plenty to choose from and two different methods to change them. I hope to give you a quick and easy explanation, so you can get right to the fun stuff.

Part I: The Harpoon3.ini File

The first mechanism of change in the game is the infamous *Harpoon3.ini* file. You have to remember that back in the 90s gaming day this was the primary method to change the properties of one's game. So being that this game is rooted in that period, its usage still exists¹. This file is a small 10 kilobyte file found in your main Harpoon 3 directory (**c:\games\harpoon3** for example) and goes by the filename of **harpoon3.ini**. You open it by simply double-clicking the file, which will then open through your default text editor (Notepad or whatever else you are using). You'll know you are in the right place when the first line you see is: **[Harpoon3]**. As a note, you unknowingly created this file when you first ran H3, so this is where all the values derive from.

Changing the ini file is an easy process. At the end of each entry there is a value that you are allowed to change (marked in this piece by a bold font). You simply scroll down to that entry and replace it with the appropriate value of your choosing and then save the file. I will explain the proper values of each one in this document. As with all editable files, there is great wisdom in backing-up the original version and we suggest you do so if you make any changes.

Section of Ini file	Further Explanation
<pre> ; ===== ; Super VGA Modes Supported ; ===== ; 101 640 x 480 x 256 ; 103 800 x 600 x 256 ; 105 1024 x 768 x 256 ; 107 1280 x 1024 x 256 ; ; Anything other than one of the ; listed modes results in the ; screen resolution set to 101 ; ===== SVGAMode 103</pre>	<p>The first item you will see is your display options. As you can see this simply is a listing of possible display modes of computer. 800 by 600 is always the default but you may change as desired. Higher resolutions give you more "real estate" space (particularly for the tactical displays) but the text becomes a bit harder to read. Experiment and you'll find out what suits you best.</p>
<pre> ; ===== ; Sound Directives ; ===== ; 0 No Sound ; 1 Voice only ; 2 Music only ; 3 Voice and Music only ; 4 F/X only ; 5 Voice and F/X only ; 6 F/X and Music only ; 7 Voice, F/X and Music ; ===== Sound 7</pre>	<p>The next section of the ini deals with your sound options. This is fairly self-explanatory and works the same as the above mentioned section of the ini. You simply replace the value after sound to suit your needs. Keep in mind the voices are neat but Jesse is no Barry White. I suggest you turn these off, particularly in larger scenarios as you may get many "Vampire!" calls concurrently.</p>

¹ Ed: It also means not having to mess with the Windows registry. This has two immediate benefits:

- You can move the program folder around without having to re-install it, just by adjusting the paths in the ini file.
- You don't have to re-install it if you re-install Windows.

After preaching the active use of the Windows registry for nearly a decade, even Microsoft has now realised the frequent troubles this can cause and is now recommending that applications have their own XML-structured ini-style file with them instead of storing everything in the registry. Full-circle and all that...☺

<pre> ; ===== ; Animation Settings: Can be set to ON or OFF ; ===== Animations ON ; ===== ; Animation window persistence, may be on or off ; ===== AnimationPersist OFF ; ===== ; If Animations are set to ON, the following settings ; may be specified. If Animations are set to OFF, ; these items are always off in the game, no matter ; what the following settings are. ; ===== WeaponLaunch OFF WeaponHit ON PlaneLaunch OFF PlaneLand OFF PointDefense OFF </pre>	<p>The next section of the ini file has to do with the Animation settings. The Animation settings are the little movies that are displayed when certain actions take place in the game (weapons are launched, planes are shot down, ships are hit etc.). As you can see, you have a wide range of settings to play with in this section of the file. The first section, Animations, is a general setting which allows you to turn them all on or off. If you do not wish to have any animations, you simply set this one to off and your job is done. If you wish to keep them on, but with specific settings, you must work through the rest of the section. "Animation persist" simply gives you the option to allow the animation to remain on your screen until you turn it off or not. Finally, the last five options gives you control of each animation individually.</p>
<pre> ; ===== ; Aircraft Logistics Setting ; Set this variable to ON if you want to limit ; the number of aircraft weapons available to ; the contents of the parent unit's magazines ; ===== AircraftLogistics ON </pre>	<p>The next section of the ini covers aircraft logistics, which is fairly important to most players. The basic premise behind this one is giving yourself an option of limited ammunition with your aircraft or unlimited. You choose "ON" to enforce aircraft logistics (ie. limited weapons for your aircraft) and "OFF" to ignore them</p>
<pre> ; ===== ; Class Restrictions - Scenario Editor Only ; ; Set ClassRestrictionByCountry ON if you wish ; to limit the classes available to ones used ; by the selected country. ; ; Set ClassRestrictionByTime ON if you ALSO wish ; to limit selection to classes and individual ; units which were historically in service that ; year. This option only works if ; Class RestrictionsByCountry is set ON. ; ===== ClassRestrictionByCountry OFF ClassRestrictionByTime OFF </pre>	<p>Next, we've got a section designed for scenario writers only, called Class Restriction. What these do is allow the scenario editor to view the database only by class or year. Changing these values is simply done by change the default values from "OFF" to "ON". When you turn "Class Restriction by Country" to On and then access the scenario editor and choose to add a unit, a list of nations is produced from the country file. When you select the desired country a list of its platforms will be produced for you to select. When you turn "Class Restriction by Time" on and then access the editor you will be given a selection based on the date you've chosen when first creating the scenario.</p> <p>*IMPORTANT: The DB2000 does not support the country file so these options will not function properly. If you are using the DB2000 then leave this settings to OFF. This function will work only with the default database.</p>

<pre> ;===== ; Load Scenario file extension ;===== LoadList *.SCN,*.SAV ;===== ; Save Scenario file extension ;===== SaveList *.SAV </pre>	<p>The next section is allows you to change the default file extensions for Harpoon to load and save scenarios and games. These options are change by simply editing the extensions listed in the file.</p>
<pre> ;===== ; Directories where resource files are stored ;===== ResDirCount 3 ResDir1 C:\harpoon3\resource ResDir2 C:\harpoon3\sound ResDir3 C:\harpoon3\dat2 ;===== ; Directory where startup music is found ;===== MusicDir C:\harpoon3\resource ; ===== ; Directory where intro animation is found ;===== IntroDir C:\harpoon3\resource ; ===== ; Directory where runtime animations are found ;===== AnimDir C:\harpoon3\video ; ===== ; Directory where map data is stored ;===== MapDir C:\harpoon3\mapdata ;===== ; Directory where scenerio data is stored ;===== ScenarioDir C:\harpoon3\battlset ;===== ; Directory where annex data is stored ;===== AnnexDir C:\harpoon3\database ;===== ; Directory where doctrine tables are stored ;===== DoctrineDir C:\harpoon3\doctrine ;===== </pre>	<p>The next set of options really should be left alone except under certain circumstances and assuming you really know what you're doing. The only options that would be a concern to any player are the res, dat and dat2 locations. These must be changed when using other databases. The database writers should include a detailed file explaining how to change these values correctly with any database release. The DB2000 and default database do not require you to change a thing which means that these values should be left alone. All these paths must be adjusted properly if you move the folder to any other location in your hard disk.</p>

<pre> ; Scenario creator scratch file ;===== ScratchFile C:\harpoon3\scratch.map ;===== ; Palette save file ;===== Palette C:\harpoon3\resource\default.pal ;===== ; Default Palettes file ;===== DefaultPalettes C:\harpoon3\resource\pal.bin </pre>	
<pre> ; Map Preferences ; ; 1 Show coastlines (should ALWAYS be on) ; 2 Show international borders ; 4 Show ice caps ; 8 Show land ; 16 Show water ; 32 Show data blocks ; 64 Show ice pack ; 128 Show unit paths ; 256 Show groups ; 512 Show sonobuoys ; 1024 Show current unit data block ; 2048 Show current unit path ; 32768 Show reference points ; 65536 Show communication networks ; 131072 Show wind data ; 262144 Show cloud data ; 524288 Show precipitation data ; 1048576 Show surface threat zones ; 2097152 Show submarine threat zones ; 4194304 Show air threat zones ; 8388608 Show restricted navigation zones ; 16777216 Show neutral zones ; ; Add the values for the features you wish ; to have displayed ;===== MapPreferences 15830273 </pre>	<p>The next set of editable options in the ini are the map options. As you can see a bit of math is required to get your desired result. It is worth noting that you can change these options within the game - however, they will only work for your current game. If on the other hand you alter them through the ini file, they will be the default standard for all scenarios you play. The default value shown here is suggested, as adding anymore may clutter your map.</p>
<pre> ;===== ; Map Lat,Lon Line Increment ; Lat,Lon lines can be added at 1,5, or 10 degree ; intervals. ; A zero for this value will turn the lines off. ;===== LatLonIncrement 0 </pre>	<p>This next section deals with displaying latitude and longitude lines on your map. Again this information can be set within the game but you will need to set them each time you play the game</p>

<pre> ===== ; Realism levels: ; 0 Full realism ; 1 Auto DataLinks ; 3 Instant Side ID ; 7 Instant Unit ID ; 15 Instant Detect ; ; Automatic networks gives the user instant communication ; with all units on his side that have communications equipment. ; Instant side ID gives you the allegiance of all contacts. ; Instant Unit ID automatically classifies contacts. ; Instant detect will show you all units in the game. ===== RealismLevel 1 </pre>	<p>This next value in the ini allows you to change the reality settings in the game. This is of particular interest to all those wondering why they can't communicate with their subs. As mentioned in the description, there are five settings to choose from which are: full realism, auto data links, instant side ID, Instant Unit ID and Instant Detect. These can also be set at the start of a scenario.</p> <p>"Full realism" will enforce communications rules. Meaning if you have units which leave the communication threshold you will not be able to issue them orders until they enter that threshold once again. Submarines are the best examples and will only surface to communicate when they reach waypoints.</p> <p>"Auto Datalinks" allows you to communicate with all units, including those that have left the communication threshold. Most players of this game utilize this setting as it allows them the most control while still maintaining a strong degree of reality.</p> <p>"Instant side ID" gives you the ability to know the contacts side identification on contact.</p> <p>"Instant unit ID" gives you the ability to know a unit's identity immediately upon detection.</p> <p>"Instant Detect" enables you to see everything on your map, just like looking at a chess board.</p>
<pre> ===== ; Executive Officer Box Popup preference ; Add values for the following popups ; New Contact 4 ; Contact Change 8 ; Hit or sunk ship 16 ; General Information 32 ===== ExecutiveOfficerBoxAppears 16 </pre>	<p>The next setting is the Executive Officer Popup Box Preference option. You simply add the values of the options you would like to include to activate each popup. Keep in mind that all of this information displayed by the popup is also displayed in your message box within the game. Only select those you feel that you would need, as having too many popups can become cumbersome. I especially advise you to make sure that you leave the "new contact" popup out of your game, as the start of your game could flood your screen with them.</p>
<pre> ===== ; The following preference is for the ; amount of assistance the AI gives the human ; player. The bits in the value are assigned as ; follows ; ; Navigate paths 1 ; Allocate weapons 2 ; Assign threat axes 16 ; Default formations 32 ; Manage Air Assets 64 ===== ExecutiveOfficerAssistance 19 </pre>	<p>The next option is the executive officer assistance selection. You simply add the values of the options you would like to include to activate each option. There are five which are Navigate Paths, Allocate Weapons, Assign threat axes, default formations and manage air assets.</p> <p>The "Navigate paths", "Allocate weapons" and "assign threat axes" are fairly self-explanatory and must for those who do not wish to spend a lot of time micromanaging their formations.</p> <p>"Default formations" set fixed formations within the formation editor. You can change them but if they are not set the AI will assign a standard formation which is suitable but may not be exactly what most harpooners would use. Finally, the "Manage Air Assets" selection gives the computer control over the air assets within your formation. It will assign all variants of the missions offered in the formation editor. It is highly advised you turn this option off as it is not the best manager of your air assets. It will often take aircraft that you would use for your missions and is anything but efficient.</p>

<pre> ;===== ; Selects the size of the button on the ; map/zoom window's toolbar. ; ; Values are: ; Small 0 ; Medium 1 ; Large 2 ;===== ButtonSize 1 </pre>	<p>The next selection in the ini file allows you to adjust the size of the buttons that are displayed on your map window within the game.</p>
<pre> ;===== ; Selects the type of icons that will be ; displayed on the map/zoom windows. ; ; Values are: ; NTDS 0 ; Stylized 1 ;===== SymbolSet 1 </pre>	<p>The next option in the ini file is the symbol set option. This selection allows you to change the unit Icons within the game. The NTDS (Navy Tactical Data System) symbols are the standard symbols used in military circles. The Stylized icons look like the units they are depicting, and are suitable for beginners.</p>
<pre> ;===== ; Mouse Acceleration ; 2 is the default ; larger values slow down the mouse ; 1 is faster ;===== MouseSpeed 2 </pre>	<p>The final selection is the mouse speed selection. To change this setting you simply edit to value to match the mouse speed you would like.</p>

Part II: Option Files

The second mechanism of change within the game are the option files (.opt). Jesse Spears has included these files with the current build of the simulation to allow you to turn certain features on and off. If you look within your Harpoon 3 directory you will see a folder named **options**. Within that folder you will see a folder named **disabled**, and in each you will find the files that correspond to each available option which I will describe in detail below. To activate options you simply leave the corresponding files in the option folder. To deactivate options you simply move the corresponding file to the **disabled** folder. Jesse does update these folders when appropriate, and you can always find the newest set of options files at <http://www.harpoon3.com/harpoon3.html>

Option File	Description
AALog.opt	This file enables usage of the After-Action Log. This is a log which collects all the messages you see during the game, plus the behind-the-scenes weapon calculations that you normally don't see. Very useful for debriefings and after-action reports. When activated, the log for the next scenario will be generated and stored in the "AA logs" folder.
DSCFixThermalLayer.opt	This file fixes an earlier bug from H2. The thermal layer is now at the correct depth, and subs use it very effectively. Normally it should always be enabled.
DSCNo3Xeyeballs.opt	This file fixes a problem with optical sensors. DO NOT ENABLE THIS IF YOU ARE USING DB2000.
DSCNoRandomFringeRadar.opt	This file fixes a random radar range bug and should always be enabled.
ExtrashortPointDefense.opt	This option provides a little extra information about point defense but keeps the messages short to just tip off the player that certain things are being used. (ex. You will see the worlds "buzz" or "zap" when various types of ECM are being used). This option is not recommended for most players, as the messages are a bit cryptic.
ExtraVerbosePointDefense.opt	Allows every computation involved in point defense to be included in the AA

	log. Keep in mind that this increases the log size quite a bit.
Moviemaker.opt	This file enables the auto-snapshot feature. The game will automatically save screenshots of the game at user-defined intervals, thus creating continuous frames which can then be subsequently used to make a replay of the scenario. See the relevant article on the January 2003 issue for more details.
RuninWindow.opt	This file allows H3 to be run in a window rather than full screen mode. The resolution used will always be one step lower than the desktop resolution.
ShowPointDefense.opt	This prints out some basic information to the AALog and must be on for ExtraShortPointDefense.opt and ExtraVerbosePointDefense.opt to work.
UseNukes.opt	This file enables the usage of nuclear weapons within the game. It is highly advised you leave this option off unless you are running a scenario that specifically deals with these weapons.
VerboseWeaponDetection.opt	If you have this option enabled you will receive extra feedback about weapon detections and targeting. You must have the AA Log option enabled or be in watch mode.

Part III: The Harpoon 3 Launcher

Now all of this may seem like a lot of work to configure the game. Fortunately, Paulo Moneta has written a small application called the Harpoon 3 Launcher that will allow you to edit the Ini and arrange your options with much ease. It can be found here: <http://www.harpoonhq.com/utilities.htm> and works marvelously. This application is very intuitive but the writer has included a help file to get you through setup and its usage. The Harpoon HQ highly recommends you use this file.

Hopefully, you now have a better idea of the options available to you in Harpoon 3. This document will be updated to reflect any changes, new information or corrections that have to be made. Let us know if any information has been left out or there is something that may not be clear.

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