

Thief 3 Sneaky Upgrade Editor Edition version 1.1.11

Introduction

A set of small patches for the Thief 3 level editor executables. It fixes some long-standing annoyances, adds some new functionality to the editor and makes it possible to have one or more editor installations besides the game installation without having to manually switch between them.

After patching, the editor installation will be fully contained inside its installation folder. The registry keys will not be read any more, so Thief3Launcher is not needed. Each editor installation uses its own local SaveGames and Options folders. (Located in the root of the installation.)

Additionally there is vastly expanded property storage, a dedicated log file directory, quick exit from the trigger script manager, direct start of T3Ed, basic widescreen support, and an IBT/GMP export function.

Installation

Running the installer should be straightforward. The installer will verify that the correct files are present. It will also detect and uninstall any current (non-manual) installation. The start menu group is shared with the game edition.

The Editor Edition can be installed to more than one location, in case multiple editor installations are in use. But only the first (primary) installation can be removed through the control panel, and the various shortcuts are also only available for the primary installation. (When installing to a non-primary editor install the icon options are disabled. Icons can of course be created manually afterwards.) To change the location of the primary install, *all* instances of the editor SU must be uninstalled first.

INI-file changes

The installer will make a few changes to existing INI-files:

- In User.ini, LoadFromResourceBlockFiles is set to False and SchemaChangesAllowed is set to true, as needed for the editor to work
- In Default.ini, a broken key, CameraOverlay_0t, will be replaced with the correct entry, CameraOverlay_0. This typo is the cause of the shader file OverlayFx11.nvo not being copied to Kernel_GFXALL.ibt during IBT generation, resulting in weird graphical glitches

EXE-file changes

T3Ed.exe:

- The property storage limit has been raised to 1 million
- Ignores the ION_ROOT and SaveGamePath registry keys
- File browser dialogues remember the last-used path for several file types individually
- The title bar shows the patch version
- Will launch when executed directly, instead of showing a message
- Includes the resource changes from the 'Alternative' T3Ed version (enlarged static mesh browser)
- "Radii View" is on by default for all viewports
- "Send to Xbox" menu item replaced with "Play Level with Game Exe", will launch directly instead of through a .bat file, which would not work reliably on some systems
- IBT/GMP export function – can export to a folder that is accessible by FMSEL
- Stack sizes have been increased to hopefully avoid stack overflow errors
- Will not try to make network connections
- Log files are now placed in a central folder in the root of the editor install
- When exiting the trigger script manager only edited scripts are written out, making it close much faster
- Does not read Options.ini. This avoids a Viktoria error triggered by a high MultiSampling value

T3MainOptVersion.exe:

- The property storage limit has been raised to 1 million

- Ignores the ION_ROOT and SaveGamePath registry keys. Savegames and user options go into local folders. The Options.ini file is shared with the Release version (except for the Resolution setting)
- Basic widescreen with FOV adjustment as in the game exe, but no correction of GUI elements
- Hold Shift during startup or when returning to the game from the pause screen to disable the HUD. (For unobstructed screenshots in fly mode)
- The Delete key will toggle fly mode on/off. Ctrl+Delete returns the camera to where Delete was last pressed
- Press Shift+Ctrl+Alt+End to end the current map (if it contains an ExitMissionInfo object)
- Function for producing a set of screenshots for a cubemap or environment map
- The main menu shows the patch version
- Will not try to make network connections
- Log files are now placed in a central folder in the root of the editor install. Only one "sound.xml" file will now be created
- Fixed the 'dot bug', which would cause the game to not find certain strings if there was a period in the installation path
- New "propstatus" console command shows information about the property storage array, with auto-update every second
- Command line switch -mkibt for IBT generation
- Workaround for an issue with shader files not being written to Kernel_GFXALL.ibt, even with the corrected CameraOverlay_0 key in Default.ini

T3MainReleaseVersion.exe + Sneaky.dll:

- Identical to the game version of the Sneaky Upgrade
- When running as T3MainReleaseVersion.exe the FM loader functionality is disabled, T3.exe is never terminated on exit, and the SaveGamePath is hardwired to the editor installation folder (to match the other executables)

Ion Launcher.exe:

- Replaced with the rewritten version, IonLauncher.exe (no space), from the game version of the Sneaky Upgrade

T3.exe:

- The rewritten version from the game edition will replace the original, so that the editor will escape the "disable desktop effects" compatibility fix, which may have been installed by the game edition

The patched editor exes have a blue version of Kerrle's improved Thief 3 icon.

Property Storage Improvements

The main factor limiting the map size in T3Ed was the limited-size property storage array. The original limit of 61440 was previously raised to 65535 in T3MainReleaseVersion.exe – but not in the other executables.

From 1.1.9 onwards the SU – for both the game and the editor – will raise the limit to an arbitrarily chosen one million property slots for all executables. This allows the creation of maps several times bigger than the biggest current maps – the limit has effectively been removed, as loading time, build time and/or the general quirkiness of T3Ed will probably be the new limiting factors...

Although it is now not really necessary to keep track of the use of property storage while creating a map, the 'Opt' exe has a new console command, "propstatus", which will show how many slots are in use and available.

IBT/GMP Export

The File menu has a new item for exporting an IBT/GMP file pair together with the three Kernel_*.ibt files (or MainMenu_*.ibt when exporting the Entry map.)

The default ExportMap.bat will launch the 'Opt' game exe with a special switch, -mkibt, which is equivalent to running it with WriteResourceBlockFiles=true and QuitAfterFirstFrame=true. After the IBTs have been generated they are moved into a folder which is selected through the ExportRootPath variable in the BAT file, and renamed according to the map. The corresponding GMP file is copied there as well. If the map name is *Entry* then only the GMP is copied, the IBT is ignored.

If the map name contains a '#' or '@' character, then the IBT/GMP names will be truncated at that point. This is so that the files can be generated from an UNR file containing a suffix without having to change Entry.gmp or manually rename. '#' is intended to be followed by a version number, '@' is for temporary test versions or similar. So both "BestFMEver#v22.unr" and "BestFMEver@portaltest.unr" will result in a file named "BestFMEver.ibt".

The default folder is "ExportedMaps" in the root of the current editor installation. To copy directly to an FM folder for test with FMSet and the game installation, set the path to something like "C:\ProgramData\Thief 3 Sneaky Upgrade\Installed FMs\NewFM" (assuming that the default FM installation path is used). The path will be created if it does not exist.

There is an original issue with at least one necessary shader file not being copied into Kernel_GFXALL.ibt by the IBT export process. For convenience, any shader that is referenced after Kernel_GFXALL.ibt has been closed will be copied to a folder in the installation root and then moved by ExportMap.bat to the correct location relative to the export root path. (Some FMs include the full Shaders folder - this is not necessary.)

New triggerscript actions

Some new triggerscript actions have been added. These use the existing – and apparently unused – action "Execute command [String]": If one of the action names in the list below is a prefix of the argument, then the custom action will replace the original code for the "execute command" action (and if no match is found, the original code for "execute command" will run):

- SetSectionName:<Name>. Sets the internal map name to Name, e.g. "Stonemarket2"
- ShowCityBriefing[:<Name>]. Shows the City briefing for the supplied map name. If no name is given, it must have been set previously using SetSectionName
- SetLevelLight:<Brightness>,<Hue>,<Saturation>. Set ambient light for the map. Each argument is in the range 0-255
- SetSkyZoneLight:<Brightness>,<Hue>,<Saturation>. Set ambient light for the map's SkyZoneInfo. Each argument is in the range 0-255
- SetSkyZoneFogColor:<Red>,<Green>,<Blue>. Set fog colour for the map's SkyZoneInfo. Each argument is in the range 0-255
- SetSkyZoneFogRange:<Start>,<End>. Set fog range for the map's SkyZoneInfo. Each argument is a floating-point value

Cubemaps/environment maps

While in fly mode, pressing the PrintScrn key will produce a set of six screenshots for use in a cubemap or environment map. The shots are placed in the ScreenShots folder in the editor root.

Previously the pitch angle was limited in fly mode. That has been removed, for the benefit of this function.

For whatever reason emitters only show up in the screenshots in fullscreen mode.

Options

Mappers and modders can include a file named SneakyOptions_diff.ini in the root of their FM archive or mod folder. The settings there will override the user's SneakyOptions.ini settings for that FM only, in much the same way that settings in a User_patch.ini file override the game's User.ini.

The SneakyOptions.ini options described below are mainly for use by testers and mappers, although some user options are mentioned e.g. when it makes sense to include them in a SneakyOptions_diff.ini file. The remaining options are described in the SneakyTweaker GUI.

The [Screen] section:

- MenuCropMaxAspect (default: 1.33 (4:3)). Include this option in the diff file if your FM has a custom menu – even if its aspect ratio is 4:3, because the user may have changed the default. The value should be the aspect ratio of the actual video (disregarding letterboxing)
- MovieCropMaxAspect (default: 1.78 (16:9)). Same as MenuCropMaxAspect, but for the non-menu videos

- LoadingScreenAspect (default: 1.33 (4:3)). If your FM has custom loading screens and they are designed for an aspect ratio other than the default, include this option in the diff file

The [Tweaks] section:

- BriefingMovie (default: Empty). Specifies the base name of a Bink file, which is to be shown before the start of a mission, e.g. "BriefingMovie=ThiefTrailerNoESRB" will show the trailer when the user clicks New Game. In a campaign the entry can be a semicolon separated list of entries of the form <briefing name>:<base name>, where the briefing name is the briefing .sch file name without extension. E.g. for *Thief 3 Gold* the entry "BriefingMovie=Inn:BriefInn;Castle:BriefCastle" will show the movie BriefInn_engl_none_30.bik on New Game, another movie before the Castle mission and no movie (using this hack) before the remaining missions. Using the special value "auto" will derive the list automatically by prefixing "Brief" to the .sch file name of a briefing that is about to be shown

The [Loader] section. This section is only active in the main SneakyOptions.ini file:

- FanMission (default: Not set). When using the internal FM selector this contains the name of the subfolder inside the FM installation path for the currently active FM

The [Mods] section:

- ShortName (default: Empty). If set, this string will be added to the name of the savegames and screenshots folders. For use with mods such as the *Thief 3 Gold*, for which the savegames are incompatible with the original game. Should not be changed by the user
- Version (default: Empty). Similar to ShortName, but holds a version info string such as "1.0". For use with mods such as *Thief 3 Gold*, for which the savegames may be incompatible between versions
- SaveGameVersion (default: Empty). When empty the value of Version is used. If the changes to a mod are guaranteed to not invalidate existing saves, then the Version can be bumped and SaveGameVersion can stay at the previous version
- ModInfoInVersionText (default: False). Whether to append the short name and version to the version text in the main menu
- ExcludeForFMs (default: False). Set this to true in the SneakyOptions_diff.ini file for a mod, which should be disabled while an FM is active
- DisableCodedTextTags (default: False). Remove hardcoded <shadow>, <dc>, and <jc> tags for the following windows: ItemDescWindow, WeaponDescWindow and InventoryWindowCurrItemText. This allows the use of custom tags in the TextPrefix entries in T3UI.ini. Used by the Minimalist Project

The [FanMission] section. Only apply to FMs, the values in the main SneakyOptions.ini file are the defaults:

- AllowOverrides (default: False). Makes the mod support look for override files in the FM folders in addition to the mod folders
- NoDeletion (default: False). When true, the following files will not be deleted after the Thief 3 specific FM preparation: *_patch.ini files, .cbt files and sound files which have been added to SchemaMetafile_HardDrive.csc

The [System] section:

- VertexPoolFactor (default: 1.0). Multiply the standard vertex pool values by this factor. Meant for use in a FM/Mod SneakyOptions_diff.ini file. Should not be changed in the main options file as this will cause vertex pool values in existing FM User.ini files to be ignored
- PropStorageFactor (default: 1.0). Can be used to increase or decrease the size of the property storage array
- MapTitleOverrides (default: Disabled). Can be "enabled", "disabled" or a semicolon separated list of entries of the form <prefix>:<title>, forming a map from teleporter destination name prefixes to map titles to use for finding loading screens etc. The entry "MapTitleOverrides=SQ111:SouthQuarter1_Int1;OQ1:OldQuarter1" will set the internal map name to SouthQuarter1_Int1 if the TeleportDestination is e.g. SQ111_GarrettsBed, and to OldQuarter1 if it is e.g. OQ1_GarrettsBed. The "Enabled" setting uses an internal map for the original City sections.

When this option is not disabled, the current internal map title is stored in the Saves.txt file in each savegame, and is used on load (where a teleporter destination is not available). The internal title is either the actual map Title, or an override set using the SetSectionName triggerscript action

The [Testing] section:

- AllowGameInstOverrides (default: False). Makes the mod support look for override files in the game installation in addition to the mod folders
- ShowCurDifficulty (default: False). Will show the current difficulty in the Objectives headline in the pause screen. The text is always in English. It is the intention to add proper localization and move this to the Tweaks section
- LoadProgressInterval (default: 0.02). Minimum time between updates of the loading screen progress bar
- DisableGamePadFix (default: False). Disable the fix for swapped directions when binding an analogue controller
- DisableXB360PadFix (default: False). Disable the fix to detect an XBox 360 controller and set up the triggers as buttons etc.
- WaitForDebug (default: 0). Delay startup this many seconds to have time for attaching a debugger
- PropStorageFillCnt (default: 0). Insert this many fake properties into the storage array. Set it to 65536 or higher to push the properties in the actual map out of the original 16-bit range
- DisableDotBugFix (default: False). Can be used to test if an FM suffers from the 'dot bug'. When using FMSEL the game installation path (not the FM path) must contain a period character for problems to appear
- IgnoreFOVChange (default: False). Do not apply scripted FOV changes. Can be used to neutralise the effects of the legacy FOV patch, but the Cradle will then not have larger FOV for the back-in-time parts
- AllowIngameResChange (default: False). Do not require a game restart after resolution change. Will cause various issues, mainly when changing between resolutions with different aspect ratios
- DisableRevertingDiffFix (default: False). Disable the fix to preserve the player's chosen difficulty across missions. When true, every proper mission will default to NORMAL
- DisableCityDiffFix (default: False). Disable the fix to apply the player's chosen difficulty in City maps. When true, City sections will be played on NORMAL difficulty
- DisableLootListFix (default: False). Disable the FM-only fix for the values and total shown in the loot list and fence screens. When true, the lists will revert to the (possibly wrong) values. Note: Loading a savegame made while this setting is true will disable the fix, even if the setting is false at the time of load
- LootListAsText (default: False). When true, a second loot list in textual form (LootList.txt) is written to each savegame. This is not used by the game
- EnableKillSwitch (default: False). Sets up a watcher thread which will terminate the game when SHIFT, CTRL and ALT are pressed simultaneously. (For debugging in fullscreen)
- DisableBinkDLL (default: False). When true, Bink video will be played using ffmpeg instead of the original Bink DLL
- DisableHiddenTaskBar (default: False). Do not temporarily hide the task bar in direct load mode
- DisableMouseLagOverride (default: False). Do not set MouseLagThreshold to zero
- DisablePlaystylesFix (default: False). Do apply the fix to show playstyles objectives in the briefing Goals screen
- DisableIntroVideoFix (default: False). Do not inject BeginScene() and EndScene() calls for each frame while showing the intro videos, which is done as a work-around for the ReShade d3d8to9 DLL
- DisableSchemaLimitFix (default: False). Reinstate the MaxLoadedSchemas limit specified in Default.ini (instead of allowing unlimited schemas)

- PropStorageFillCnt (default: False). Before loading a map, insert this many fake/unused properties at the start of the property storage array. Can be used to push the map beyond the original 16-bit property range, for testing