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SH5: TWoS/OHII Singleplay Campaign Progress - Workaround

Prelude:

Due to broken OSI application which is slipped by Ubisoft to legitimate SH5 owners, many (if not all) SH5 players will experience problem which is manifested as game's inability to update gamesave **Camaign.cfg** file, the file which is really important for player's progress and campaign transfers. The problem it self is best known and can be observed as infamous SH5 "**tonnage bar bug**"... I have removed this distracting element from the game but even without arcade tonnage bar, the problem has another ugly side effect which is reflected in game's inability to update macro objective/campaign status. This means that upon reaching individual campaign ending date, campaign transfer will not be initiated and player will be doomed to continue without any side missions, objectives and with shipping/units settings characteristic only for early war...

However, there is workaround for this issue which will allow the player to continue campaign and which is IMO even more realistic that stock instant "jump" from patrol to bunker when final ending date of individual campaign is reached.

Before we start you should know that all SH5 gamesaves are stored in "**My documents/SH5/data/cfg/SaveGames**" folder and they are named something like "**0000000d**" or "**00000001a**" ect... In order to track down your gamesaves better, you should sort your gamesave folders by **date modified** and especially pay attention to time of gamesave creation because this is the best indicator which will help you to match your silly named gamesave folders to those shown in ingame save/load menu.

Quote:

Originally Posted by kevinsue  
Just for info, you can confirm the actual title of the gamesave (what you typed in when you made the save) in the "ReplayInfo.rep" file contained in that particular gamesave.

OK, so you have reached first campaign (**Coastal Waters**) ending date (**1st June 1940**), campaign transfer failed to initialize and you have lost all objectives visible in upper left corner of your navigation map. This is what you should do...

SH5 campaign progress workaround

1. Replacing files

- Make your best speed to your home port, end patrol there **and make a manual gamesave when you enter the bunker**. Note the time of gamesave creation, we will cal this one "**Last CW save**"...

- Then, restart your game and start new campaign in which you wish to continue your career using "silentotto" cheat (in this case Happy Times). Again, **make a manual gamesave when you enter the bunker**, we will call this one "**HT save**"...Exit the game...

- Now, go to your SH5 SaveGames folder and locate your "**HT save**". In it, you will find folder named "**Campaign-2015-xx-xx\_xxxx**" with 4 files in it:

Campaign.cfg  
CampaignMission.mis  
CampaignProgress.cfg  
CampaignMission.tsr

- **Copy/paste** those 4 files (sometimes there will be only 3 files) from your "**HT save**" to an equivalent location in your "**Last CW save**" and overwrite all files.

Now, all necessary campaign files are replaced and we are almost done. The only thing left to do is to edit our flotilla settings located in **CareerTrack.upc** file. Note that flotilla settings are **not necessary** for *Coastal Waters* to *Happy Times* transfer because both campaigns features the same 2nd Flotilla (or for example *PB* to *TP* to *FY* transfer, 9th Flotilla)...

2. Flotilla settings

- Open with notepad **CareerTrack.upc** file located in your recently modified "**Last CW save**" and you will find there these lines responsible for flotilla settings:

Code:

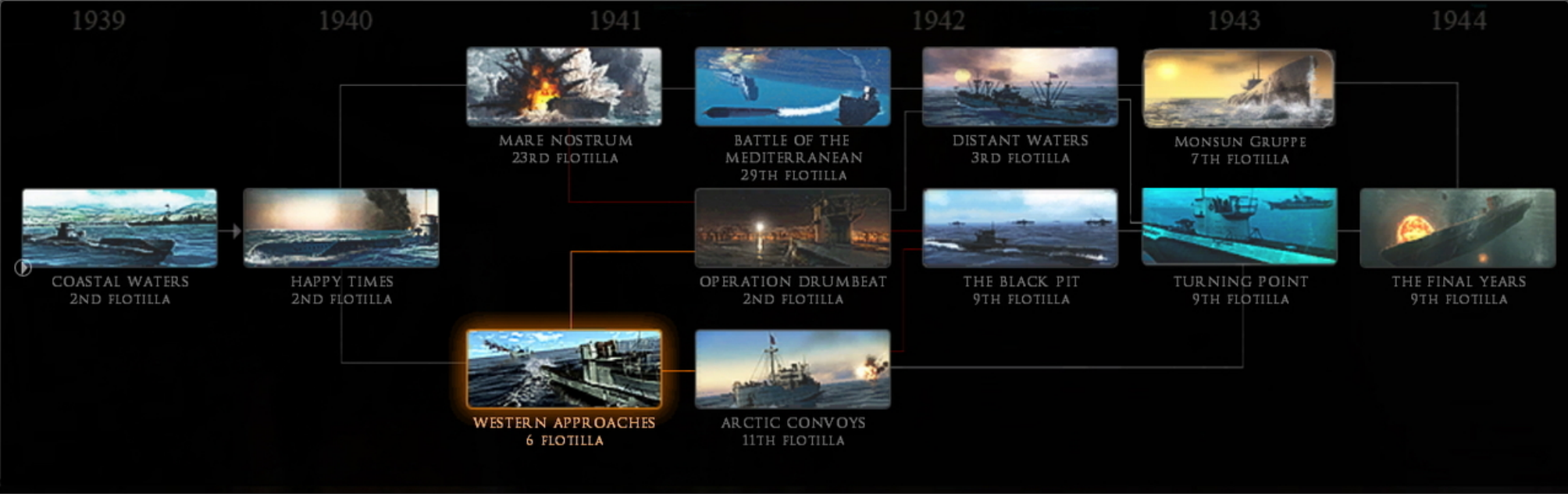
```
[CareerTrack 1]
ID=IDCareerTrack1

[CareerTrack 1.CareerStatusHeader]
ID=ID
UserPlayerNameDisplayable=Cpt.Kurtz
CareerOptionsDate=1939-08-31 13:00:00

[CareerTrack 1.CareerStatusLast]
ID=ID
Reason=CSS_LastStatus
NameDisplayable=NULL
CurrentDate=1939-09-29 17:36:57
UniqueID=3957285610582654
Title=NULL
Text=NULL
EntryStatus=0
PlayerRankAchieved=Captain-Rank-10
PlayerCurrentLastPromotionDateTime=1939-08-31 13:00:00
CurrentFlotilla=2ndFlotilla
CurrentFlotillaBase=F2Wilhelmshaven
CurrentSDepartureDescription=979352,6.42534e+006,180.777
CurrentUPCFlotillaUserPlayerUnitType=F2VIIA
CurrentDifficulty=Realistic
...
...
```

- Now **depending on which campaign you wish to enter**, you should edit your flotilla settings to match following (Click "*Spoiler*"):

Spoiler



for **Mare Nostrum 15/03/41 - 01/12/41**

Code:

```
CurrentFlotilla=23rdFlotilla
CurrentFlotillaBase=F8Kiel
```

CurrentUPCFlotillaUserPlayerUnitType=F8VIIC

for **Western Approaches 20/03/41 - 01/12/41**

Code:  
CurrentFlotilla=6thFlotilla  
CurrentFlotillaBase=F4Kiel  
CurrentUPCFlotillaUserPlayerUnitType=F4VIIC

for **Battle of the Mediterranean 15/12/41 - 01/09/42**

Code:  
CurrentFlotilla=29thFlotilla  
CurrentFlotillaBase=F9Kiel  
CurrentUPCFlotillaUserPlayerUnitType=F9VIIC

for **Arctic Convoys 19/12/41 - 19/09/42**

Code:  
CurrentFlotilla=11thFlotilla  
CurrentFlotillaBase=F7Bergen  
CurrentUPCFlotillaUserPlayerUnitType=F7VIIC

for **Operation Drumbeat 12/12/41 - 01/09/42**

Code:  
CurrentFlotilla=2ndFlotilla  
CurrentFlotillaBase=F2Lorient  
CurrentUPCFlotillaUserPlayerUnitType=F2VIIC

for **Distant Waters 15/09/42 - 15/02/43**

Code:  
CurrentFlotilla=3rdFlotilla  
CurrentFlotillaBase=F3Toulon  
CurrentUPCFlotillaUserPlayerUnitType=F3VIIC

for **The Black Pit 20/09/42 - 15/02/43**

Code:  
CurrentFlotilla=9thFlotilla  
CurrentFlotillaBase=F6Brest  
CurrentUPCFlotillaUserPlayerUnitType=F6VIIC

for **Turning Point 01/03/43 - 15/06/44**

Code:  
CurrentFlotilla=9thFlotilla  
CurrentFlotillaBase=F6Kiel  
CurrentUPCFlotillaUserPlayerUnitType=F6VIIC41F

for **Monsun Gruppe 01/03/43 - 15/06/44**

Code:  
CurrentFlotilla=7thFlotilla  
CurrentFlotillaBase=F6LaPallice  
CurrentUPCFlotillaUserPlayerUnitType=F6VIIC41

for **The Final Years 01/07/44 - 09/05/45**

Code:  
CurrentFlotilla=9thFlotilla  
CurrentFlotillaBase=F6Wilhelmshaven  
CurrentUPCFlotillaUserPlayerUnitType=F6VIIC41

- Save your changes and now you are ready to continue your career. Start the game, load your modified "**Last CW save**" , request your secondary mission and patrol grid and happy hunting!

**Subsim:1**  
**Ubisoft:0**

*Best regards...*  
*Vecko*



**The Wolves of Steel 1.06 Subsim Community SH5 Expansion Pack**  
**The Wolves of Steel 1.06 Update 05**  
**The Wolves of Steel - F.A.Q. and Tips** ⚠️ **and How to report an Issue** ⚠️

*Last edited by vdr1981; 01-15-2017 at 05:27 PM.*



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