

SeeFar2020

by

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Version 1

For best visual experience also check out my high resolution textures for
Dungeon Siege and Legends Of Aranna:

<https://www.nexusmods.com/dungeonsiege1/mods/44>

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See far

Moves fog further away from the camera and increases draw distance for terrain and objects in Kingdom of Ehb, Utraean Peninsula and Legends of Aranna maps. Three options are available for each map with modifications by 20%, 50% or 100%. It was made using *Mood Multiplier* program which reads original files and multiplies the original values by a given factor. View distance values for the minimap have also been increased.

NOTE: For new draw distance values to be applied a New Game must be started, it will not have effect when loading an old save file.

NOTE: This modification affects game performance, not recommended for Pentium 2 or older computers.

Installation instructions

Copy one of the `sf_SeeFar.dsres` files to the *Resources* folder in the Dungeon Siege installation folder.

NOTE: If the Camera mod is used to increase camera distance above 18, it will move the fog closer towards the camera. To compensate use *Plus6* or *Plus12* versions of `sf_SeeFar.dsres` files which will push the fog back to the intended distance.

Files changed

```
(Logic.dsres)\config\engine.gas (minimap_max_size, default_minimap_size,  
minimap_step_zoom_meters, discovery_radius)  
(Logic.dsres)\config\global_settings.gas (show_border_meters) (LOA)  
(Expansion.dsres)\world\global\moods\map_expansion\moods1.gas (LOA)  
(Logic.dsres)\world\global\moods\map_world\moods1.gas  
(Logic.dsres)\world\global\moods\multiplayer_world\moods1.gas
```



Camera

Adds 4 new settings in the *Game* options menu under *More*:

1. Minimum and maximum camera azimuth - modifies camera angle limitations.
2. Minimum and maximum camera distance - modifies camera distance limitations.

NOTE: Increasing maximum camera distance above 18 moves the fog closer towards the camera. If using SeeFar mod, use *Plus6* or *Plus12* versions to push the fog back to intended distance.

Installation instructions

1. Copy Camera\sf_Camera.dsres file to the *Resources* folder in the Dungeon Siege installation folder.
2. Copy ikkyo_loa.dsdll file to Dungeon Siege installation folder where DSLOA and dungeonsiege executables are located.

Files changed

(Logic.dsres)\ui\interfaces\backend\options_game\options_game.gas (LOA)
(Logic.dsres)\ui\interfaces\backend\options_video\options_video.gas
(Check "SeeFar2004_ReadMe.txt" for list of original authors.)
(Files downloaded from <http://ds.gemsite.org/web/index.php/mods/gui-view/GET/detail-11>)



Resolution fix

Adds support for 12 new resolutions up to 1920x1200 in the options menu, prevents the „*unsupported resolution*“ warning from appearing when starting the game and fixes 3D character preview in the inventory.

NOTE: Since the in-game interface gets very small and basically unusable on even higher resolutions like 1440p or 4K, use dgVoodoo 2 to force higher resolutions than the ones available. This will prevent interface from getting smaller and can even be used to increase it. https://www.pcgamingwiki.com/wiki/DgVoodoo_2#HUD_and_interface_scaling_on_high_resolutions

Installation instructions

1. Copy ResolutionFix\sf_ResolutionFix.dsres file to the *Resources* folder in the Dungeon Siege installation folder.

NOTE: If you previously hex-edited the executable to increase the FOV to 75, use sf_ResolutionFix_FOV75.dsres file instead. This will fix 3D character preview in the inventory for 16:9 resolutions.

2. Copy ResolutionFix\system_detail.gas file to Dungeon Siege installation folder where DSLOA and dungeonsiege executables are located and replace the old file.

Files changed

(Logic.dsres)\config\options.gas (LOA)
(Logic.dsres)\ui\config\paperdoll_positions\paperdoll_positions.gas
system_detail.gas (LOA)

Font 14

Increases the size of the small font used in the main menus, in-game interface, object labels and chat from 12 to 14 slightly improving text readability on higher resolutions.

Installation instructions

Copy Font14\sf_Font14.dsres file to the *Resources* folder in the Dungeon Siege installation folder.

Files changed

(Logic.dsres)\ui\fonts\fonts.gas (LOA)



Time of day

Increases the duration of day cycle by factor of 2, 3 or 4. With default values one day cycle lasts 38 minutes and light transitions are very noticeable and immersion breaking in my opinion. This modification also makes the sun set one hour earlier and rise one hour later, because originally night darkness lasted just 3 in-game hours. I also included an option to always play at day or night.

Installation instructions

Copy one of the TimeOfDay\sf_TimeOfDay.dsres files to the *Resources* folder in the Dungeon Siege installation folder.

Files changed

(Logic.dsres)world\global\moods\timeofday.gas

Mood Multiplier

The core of the SeeFar mod, which pushes away fog and also increases terrain and object draw distance. The program reads "mood" files and increases the following entries by a given multiplier found in `file_list.txt`:

fog_near_dist
fog_far_dist
fog_lowdetail_near_dist
fog_lowdetail_far_dist
frustum_width
frustum_height

Program also adds default *frustum_width* and *frustum_height* values (45,60) if they are not defined for a certain mood. It also has an option to add additional fog offset (*fog++*) in case *Maximum Camera Distance* has been increased which affects the fog.

It can be used for other maps that have their own „mood“ files as long as they follow the syntax correctly. Just place the „mood“ file in the same folder as `MoodMultiplier.exe` and write the path and multiplier values in the `file_list.txt`, then run the program.

This program is not bulletproof, but it should display an error message if it finds something wrong and display the mood name and line where the error occurred. For example; it needs to know when a mood starts and ends. Starting line must be „[mood_setting*]“ and it needs to end with „}“. If both appear in same line, the program will stop.