

Additional technical information to CP 1.7x

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1 Modding

For those of you who want to develop modifications for Gothic 3, we added a small amount of new features.

1.1 Handling of .mod and .nod files implemented

1.1.1 Introduction: Basic knowledge about data files

You perhaps already know the data organization of Gothic 3: All game data is "stored" in files with the ending ".pak". Example: "Music.pak".

If you want to change (edit) content of this file, you have two options:

1) replace the entire .pak file (this could be impractical if the file is very big, and you change only very few of it), or

2) keep the old .pak file and just add a new "generation" of the .pak file.

The next "generation" of the file Music.pak is: Music.p00, followed by Music.p01, then Music.p02 and so on.

Always make sure that there is no gap in the consecutiveness of the generations, because the engine will stop reading if it can't find a file with the subsequent ending.

Example: If there are three Music files in the data directory, named Music.pak, Music.p00 and Music.p02, the game will only read until Music.p00 and ignore Music.p02, because ".p01" is missing.

1.1.2 First extension: file ending ".cpt"

With CP 1.70 we introduced the feature "Alternative Balancing" ("AB"). For this, we needed to separate the modified data of the AB from the original data of the regular game version. This became possible by establishing the new file ending ".cpt".

All files with this ending will only be loaded into the game if the switch "Alternative Balancing" is set to "on". If AB is deactivated, .cpt files will be ignored by the game.

If AB is switched on, the engine will first load the contents of the .pak files and their generations, and then all .cpt files. So the contents of the .cpt files will overwrite the corresponding data of the .pak files.

Further generations of .cpt files, if there should be any some day, will have the endings ".c00", ".c01" etc.

1.1.3 Modding extensions: file endings ".mod" and ".nod"

Our request to all modders of Gothic 3 is to **keep all .pak and .cpt files as they are now**. Please do not exchange them or add further generations to them!

To enable a strict separation of the files of the "original game" and the files of modifications, we invented two other new file endings. They should make it easier for the players/users to keep an overview over the contents of their Gothic 3 data folder and to identify modifications, and we hope it's helpful for the modders themselves, too. If there should actually be new real patches some day in the future, these patches will be able to

continue using .pak and .cpt files without risking to delete or overwrite files of modifications.

There are just three rules you have to understand and keep in mind when deciding how to name your data files:

- **.mod** files continue the sequence of .pak files and will be loaded by the engine *in any case*.
- **.nod** files are the modding version of .cpt files, meaning that their contents will only be loaded by the game *if Alternative Balancing is switched on*.
- Every file with a "modding" file ending will "win" over every "regular" file ending.

Here's a complete overview of the data loading order of Gothic 3:

- (1) .pak files with all generations
- (2) .cpt files with all generations (only loaded if "Alternative Balancing" is active)
- (3) .mod files with all generations
- (4) .nod files with all generations (only loaded if "Alternative Balancing" is active)

Of course, the generations of .mod files must have the ending ".m00", ".m01", etc., and the generations of .nod files are called ".n00", ".n01" and so on.

1.1.4 Bonus information: What to consider when modding dialogs

To change or add dialogs, it's necessary to edit/add two groups of files: Infos and Strings (or the stringtable.ini, to be more specific).

In both cases, your modded files will only take effect in the game if you **create binary versions** of those files and copy them into the data folder, too. (Or if you delete or rename the files Projects_compiled.p00 and Projects_compiled.cpt, but this would noticeably slow down the loading process of the game!)

Here's how it's done:

- 1) Create a new subfolder "Infos" in the "Data" directory of your Gothic 3 installation.
- 2) Create a new subfolder "Strings" in the "Data" directory of your Gothic 3 installation.
- 3) Make sure that your modded stringtable.ini and **all** info files (the ones you changed/added, and all unchanged info files!) are in the correct places in the data folder.
- 4) Rename or delete all generations of the Projects_compiled except the Projects_compiled.pak itself.
- 5) Launch Gothic 3, then start a new game
- 6) Close Gothic 3
- 7) Open the folder Gothic III\Data\Infos
- 8) There's a file "_compiledinfos_G3_World_01.bin" now - rename it to "compiledinfos_G3_World_01.bin" (without the "_")
- 9) Open the folder Gothic III\Data\Strings
- 10) There's a file "_stringtable.bin" now - rename it to "stringtable.bin" (without the "_")
- 11) Create a new folder "Projects_compiled" somewhere else on your hard drive
- 12) Copy or move both .bin files of steps 7 and 9 into this new folder
- 13) Create a .pak file from the folder with the tool G3PakDir.exe. The result should be a file with the name " Projects_compiled.pak"
- 14) Rename the file to Projects_compiled.mod or Projects_compiled.nod - depending on your intentions with your modification

- 15) Copy this file to your Data folder, and don't forget to publish it in your mod packet together with your Infos.mod and Strings.mod (or *.nod...)
- 16) Delete the subfolders " Gothic III\Data\Infos " and " Gothic III\Data\Strings" again!

1.2 New parameters in .info files

A few modders asked us to expand the possibilities of dialog design. We could only program a few due to lack of time, but we hope they will come in handy.

New condition parameters

1.2.1 CondItemAmounts=0

The well-known condition "CondItemAmounts" is related to the other parameters "CondItem" and "CondItemContainer". Example: The entries

```
CondItemContainer=Markus  
CondItems=It_FiremageCup  
CondItemAmounts=1
```

mean that the given dialog would be available if the NPC "Markus" had at least one fire chalice (It_FiremageCup) in his inventory.

But until now, it wasn't possible to trigger a dialog if a NPC **didn't** have a particular item somewhere in his inventory.

With CP 1.70, you'll achieve this by using "CondItemAmounts=0".

Attention: Be careful with traders! They might not have the item of interest in their "loot inventory", but nevertheless might have it somewhere in their trade inventory. This may lead to unexpected dialog constellations.

1.2.2 CondHasSkill

The meaning of this new condition parameter should be obvious.

You can concatenate several skills - and spells, by the way -, separated by semicolons.

Syntax:

```
CondHasSkill=Perk_Barter;Spl_IceBomb
```

(all perks and spells without the prefix "It_!")

In this example, the dialog will only be available if the hero learned the skill "barter" and the spell "ice explosion".

Attention: This new condition is always related to the hero, not to any NPC! (NPCs don't have skills or know spells anyway.)

And: The condition is only fulfilled if the hero has actually learned the skills and spells from a teacher. Bonuses of armor, weapons etc. don't count!

1.2.3 CondPlayerKnowsNot

This new instruction is the exact opposite of the well-known instruction "CondPlayerKnows". This means that the condition is fulfilled if a certain GameEvent has not been set before, or has already been deleted again (by "ClearGameEvent").

Syntax:

```
CondPlayerKnowsNot=TheHeroDoesntKnowThis
```

1.2.4 CondWearsItem

This new parameter is always related to the parameter "CondItemContainer". And in every info file, there can only be a maximum of one "ItemContainer".

The meaning of this condition should be clear: If a particular NPC is wearing a particular item, e.g. a weapon, ring, amulet, etc., the dialog will be available.

Example:

```
CondItemContainer=PC_Hero
```

```
CondWearsItem=Body_Druid
```

Result: The dialog of this info file can only be activated when the hero is wearing a druid's robe.

Please make sure that there will be no situations where you need more than one CondItemContainer in one .info file! And please stay aware of the fact that the CondItemContainer is related to the parameters "CondItems" and "CondItemAmounts" on one hand and "CondWearsItem" on the other hand now. There's a slight risk of confusing these two things.

1.2.5 CondReputGroup, CondReputAmount, CondReputRelation

These three condition parameters strictly have to be declared together. They allow you to make dialogs dependent on the hero's reputation.

- Two kinds of specifications are permitted as "ReputGroup": Political groups (Values: Reb, Orc, Ass, Mid, Nrd, Nom, Pir) or enclaves (in this case, the internal names of the enclaves are valid, e.g. MoraSul, KapDun etc.)

- The "Amount" is an integer from 0 up to 100.

- For "Relation" the values "MAX" or "MIN" are allowed.

Syntax:

```
CondReputGroup=MoraSul;Reb
```

```
CondReputAmount=70;12
```

```
CondReputRelation=MAX;MIN
```

Result: The Dialog of this info file is only available if the hero's reputation in Mora Sul is 70 or less, and his reputation with the rebels is 12 or more.

Please be careful with the spelling ("Reb", "MAX", etc.)!

1.2.6 CondPAL

This condition only makes sense in info files with "owner=PC_Hero". This parameter was made to create dialogs which should only be available when talking to NPCs of a certain political group, e.g. orcs and orc mercenaries. Allowed values are: Reb, Orc, Ass, Mid, Nrd, Nom, Pir.

Syntax:

```
CondPAL=Mid;Orc
```

Result: The dialog of this info file is only available if the hero's dialog partner is a ranger/druid or an orc/orc mercenary. Again: be careful with the spelling! This parameter is not called CondPal, for example!

1.2.7 New ConditionTypes

There are two new values for the parameter "ConditionType". In both cases, the info file has to contain `owner=PC_Hero`.

a) `ConditionType=38`

The dialog is only available with the hero's current companion(s). "Companion" in this case only refers to NPCs who follow the hero around (blue name), not to leaders of the hero.

b) `ConditionType=39`

The dialog is only available with NPCs who are neither companions nor friends of the hero. "Friend" means NPCs with `NPCType_Friend`. Again, "companion" only refers to NPCs with blue names. In addition there's a rule that NPCs will continue to be regarded as "companions" one hour after they left the hero's party.

New Infoscript instructions

1.2.8 Erase

In contrast to the condition parameters mentioned so far, "Erase" is a new command for the InfoScript lines. Just like "Say", "Give", "SetGameEvent", etc.

With "Erase", you can silently delete a specified amount of items from the inventory of a specified NPC. (This command was initially created for the feature "milk cows", to delete one empty bottle from the player's inventory each time he milks a cow, without a message being displayed.)

Syntax:

```
InfoScript_Commands=Erase  
InfoScript_Entities1=player  
InfoScript_Entities2  
InfoScript_IDs1=It_Gold  
InfoScript_IDs2=100  
InfoScript_Texts
```

We don't know if this command makes sense in other contexts. Please don't misuse it - stay fair to the players. :-)

1.2.9 Grant

"Grant" is the exact opposite of "Erase": You can secretly put items into the inventory of the hero or an NPC. Attention: This instruction has no effect on quests! No internal quest counters are increased. So you can't succeed quests with this.

Syntax:

```
InfoScript_Commands=Grant;Grant  
InfoScript_Entities1=player;npc  
InfoScript_Entities2=;  
InfoScript_IDs1=It_Bread;It_Plant_Booze
```

```
InfoScript_IDs2=10;2
```

```
InfoScript_Texts=;
```

Result: The hero gets ten loaves of bread, his dialog partner gets two boozeberries. No message will be displayed.

1.2.10 AddQuestLog

This instruction allows you to add a text to the mission log without anybody (hero or NPC) actually vocalizing it.

Syntax:

```
InfoScript_Commands=AddQuestLog
```

```
InfoScript_Entities1=
```

```
InfoScript_Entities2=
```

```
InfoScript_IDs1=Abe_BringMeat
```

```
InfoScript_IDs2=63#64
```

```
InfoScript_Texts=INFO_BPANKRATZ31
```

Result: In the mission log of the quest mentioned in the IDs1 line ("Abe_BringMeat" in this case), a new entry is added without voice output. The text INFO_BPANKRATZ31**63** will be displayed as red subheading (the ending "63" comes from the first part of the IDs2 entry), and INFO_BPANKRATZ31**64** (which is the second part of the IDs2 entry) will be displayed as the actual "diary entry" in white. The ending of the subheading line is separated by an "#" from the ending of the diary entry line.

If you don't want to print a subheading, you have to include a blank line in the stringtable.

Something like this:

```
INFO_BPANKRATZ3163=; ; ; ; ; ; ; ;
```

If there is no "#" in the IDs2 line, the entry in the "Texts" line (in this case "INFO_BPANKRATZ31") will be interpreted as subheading - without suffix. The actual diary entry will still be compiled from the Texts entry and the IDs2 entry.

1.2.11 Spawn

With the Spawn command, you can place an object at a denoted location in the world.

Syntax:

```
InfoScript_Commands=Spawn;Spawn;Spawn;Spawn
```

```
InfoScript_Entities1=Jens;Jens;;player
```

```
InfoScript_Entities2=;;;
```

```
InfoScript_IDs1=VFX_Magic_TimeBubble_Burst_01;It_Bread;It_Milk;It_Plant_Health
```

```
InfoScript_IDs2=lpos=0.0/0.0/0.0;lposg=0.0/300.0/0.0#lrot=0.0/-150.0/0.0;wposg=57427.25/3195.21/-24901.26#wrot=-45.0/90.0/0.0;lpos=0.0/0.0/0.0
```

```
InfoScript_Texts=;;;
```

Result: In this example, four things will be spawned:

- The graphic effect "time bubble" will appear around Jens,
- a loaf of bread appears directly above Jens' head,
- a bottle of milk now stands at a given location in the world,
- a healing plant is placed at the very point where the hero is standing in the world.

Explanation of the syntax:

IDs1 denotes the object that is about to be spawned.

IDs2 contains the details regarding the position:

- If you use "**wpos**" (=world position), you have to specify the coordinates in the world. The object will simply be spawned at these coordinates.

- If you use "**wposg**" (=world position on ground), the engine will additionally try to put the spawned entity on the ground.
- If you use "**lpos**" (=local position) or "**lposg**" (=local position on ground), the position of the spawned object will be related to an existing entity instead. This entity has to be unique and has to be mentioned in the line "**Entity1**". The figures after lpos and lposg specify the position of the new object in relation to the existing object on the x-, y-, and z-axis.
- You can also turn objects around all three axes by using the parameters "**lrot**" and "**wrot**". The figures behind them will be interpreted as degrees. So "-180.0/-180.0/-180.0" will result in the same position as "180.0/180.0/180.0". "lrot" belongs to "lpos" and "lposg", of course, and "wrot" belongs to "wpos" and "wposg". Instructions that belong together have to be concatenated and separated by "#".

Attention: At least when spawning NPCs and effects, it makes a difference whether the spawned objects are located in the hero's ROI or not. "Living" objects (effects are also alive in a way..) are only "ticked" by the engine if they are located in a range of less than 25 or 50 meters around the hero. Please take this in consideration while using the spawn command. When the hero talks to somebody in Cape Dun and triggers a graphic effect in Gotha during this dialog, this effect probably won't start before the hero arrives near the spawn location in Gotha.

1.2.12 ShowGameMessage

Serves to print a text on the screen.

Syntax:

```
InfoScript_Commands=ShowGameMessage
InfoScript_Entities1
InfoScript_Entities2
InfoScript_IDs1
InfoScript_IDs2=5
InfoScript_Texts=FO_Milten
```

Result: The text "Milten" (taken from the stringtable) scrolls upwards across the screen in green color. The color is encoded in the IDs2 line. Useful values are 0 (yellow), 2 (white), 5 (green), 12 (orange), and 13 (red). Default is yellow.

The neutral sentence "New questlog entry" is already included in the stringtable, by the way (INFO_QUESTLOG_MESSAGE).

1.2.13 ModReputEnc

Serves to increase (up to a maximum of 100) or decrease (down to a minimum of 0) the hero's reputation in the specified enclave.

Syntax:

```
InfoScript_Commands=ModReputEnc;ModReputEnc
InfoScript_Entities1
InfoScript_Entities2=Gotha;Ishtar
InfoScript_IDs1
InfoScript_IDs2=10;20
InfoScript_Texts=INC;DEC
```

Result: The hero gets 10 reputation points in Gotha and he loses 20 reputation points in Ishtar.

If DEC isn't used, INC will be assumed by default.

1.2.14 ModReputPol

Serves to increase (up to a maximum of 100) or decrease (down to a minimum of 0) the hero's reputation with a specified "political" group. Allowed values in IDs1 are: Reb, Orc, Ass, Mid, Nrd, Nom, Pir.

Syntax:

```
InfoScript_Commands=ModReputPol;ModReputPol  
InfoScript_Entities1  
InfoScript_Entities2  
InfoScript_IDS1=Reb;Nrd  
InfoScript_IDS2=2;4  
InfoScript_Texts=DEC;INC
```

Result: The hero loses two reputation points with the rebels and receives four reputation points in Nordmar.

If DEC isn't used, INC will be assumed by default.

1.2.15 Attack reason "ReactToWeapon"

This is no instruction, but a possible IDs1-value for the "Attack" command. It is an addition to the previous values "Enemy", "Duel", "Revolution", and the default "Kill".

Example:

```
InfoScript_Commands=Attack  
InfoScript_Entities1=npc  
InfoScript_Entities2=player  
InfoScript_IDS1=ReactToWeapon  
InfoScript_IDS2  
InfoScript_Texts
```

Result: The NPC will attack the hero as if the hero had threatened him by drawing his weapon.

1.3 New parameters in .quest files

1.3.1 PoliticalFailure, PoliticalFailureAmount

These new parameters have exactly the opposite effect of the well-known instructions "PoliticalSuccess" and "PoliticalSuccessAmount". The values of "PoliticalFailure" are the same as the values of "PoliticalSuccess":

- 1 = Orc
- 2 = Nordmar
- 3 = Rebel
- 4 = Ranger/Druid
- 5 = Hashishin
- 6 = Nomad
- 9 = "Pirate"

Syntax:

```
PoliticalFailure=3  
PoliticalFailureAmount=2
```

Result: When finishing the quest, the hero will lose two reputation points with the rebels. The hero's reputation will never become less than zero, of course.

1.3.2 EnclaveFailure, EnclaveFailureAmount

These new parameters have exactly the opposite effect of the well-known instructions "EnclaveSuccess" and "EnclaveSuccessAmount".

Syntax:

```
EnclaveFailure=MoraSul  
EnclaveFailureAmount=5
```

Result: When finishing the quest, the hero will lose five reputation points in Mora Sul. The hero's reputation will never become less than zero, of course.

1.4 General warning regarding the reduction of reputation

We now provide the possibility to decrease the hero's reputation points, but this doesn't mean that we consider this feature to be reasonable or even recommendable! We only implemented it because modders asked us to do so.

We would like to warn you against using this feature without a carefully and well thought out, stable concept. Depending on the amount of reputation points you want to take away, you can trigger some drastic consequences for the "normal" game. In some cities (especially in Montera and Mora Sul), it's already quite hard to receive the needed reputation of 75% in the first place. If an injudicious decision of the player will result in a reduction of these reputation points due to a mod, the player won't be able to play all quests of those cities, some of which may be important. So please try to make sure to offer (new) opportunities to regain the lost reputation points.

1.5 NPC behaviour

1.5.1 New PAL "Pirate"

In addition to the well-known political alignments like "Orc", "Rebel" etc., there is a new possibility: "PAL_Pirate" (value in templates: 9). Don't take the name too literally - it could just as well have been called "PAL_New".

NPCs with this PAL behave as follows:

- a) Pirates and outlaws react neutral against each other. They don't attack one another, but they also won't help each other if an NPC of the other PAL is under attack.
- b) Pirates team up with other pirates. If you attack one of them, the others will help him.
- c) When pirates have to react on other NPCs than outlaws or other pirates, they will acquire the attitude of their enclave. "Pirates" who belong to Nemora see themselves as rebels, "pirates" of the enclave Wolfclan behave like Nordmarians, etc. If you attack a citizen of their enclave, they will defend him; they fight against the hero in revolutions; they become "green" if the hero has more than 74 reputation points in their enclave; and if the hero travels around with a companion from Nemora, the NPC will be attacked by orcs and hashishins.

The new PAL can also be used in info files (e.g. "CondReputGroup=Pir", see above).

1.5.2 NPCs react to armor

Armors can now be assigned to a specific political group by editing the armor templates. For reasons of compatibility we didn't insert a new variable. Instead we abused the existing variable "Quality" for the PAL.

Allowed values are 0 to 9 and mean:

0 = None

1 = Orc/Orc mercenary

2 = Nordmarian

3 = Rebel

4 = Ranger/Druid

5 = Hashishin

6 = Nomad

7 = Outlaw

8 = Slave

9 = Pirate (new, see 1.5.1)

Usage: If the hero wears an armor with a Quality > 0, he will trigger the same antipathies as if he was an actual member of the assigned political fraction. This means that orcs will react aggressive if the hero wears an armor with Quality 2, 3, 6 or 7, or if the Quality is 5 and the engine has been set to chapter 2. (Chapter 2 begins when the hero gives away the five Adanos artefacts.) All NPCs react aggressive to armors with Quality 7 - except "pirates".

Effect: If an NPC sees the hero wearing an armor of an opposing political group, he will attack immediately with the attack reason "ReactToWeapon". (The same reason is used when the hero fidgets with a drawn weapon too long and ignores the NPC's warnings.)

This rule can't be inverted (like "if the hero wears an armor with the NPC's PAL, this NPC will react particularly friendly"). The hero won't become more popular by wearing a sympathetic armor.

The decision, whether and when NPCs attack, follows quite the same rules that apply for the situation "hero holds a weapon in his hand". In detail:

- NPCs don't react if the hero is more than seven meters away.
- Friends (Diego etc.) don't react.
- Companions and leaders of the hero don't react.
- NPCs who have been defeated by the hero (or witnessed this defeat) won't react for quite a while after this.
- If the hero has at least 75 reputation points in an enclave, the citizens know him well enough to accept any armor.
- Gate guards and slaves don't react.
- NPCs who can't see the hero don't react (e.g. if the hero is behind a wall or behind the NPC).

In addition, there's the rule that former companions of the hero don't react aggressive on armors for one hour after they left the hero's group.

1.6 Magic

1.6.1 New function "MagicSummonCompanion"

This function was made to enable new scrolls to summon companions.

For new magic scrolls, you need two templates: the scroll template itself, and a spell to which the scroll template refers. In this new spell template, the variable "FuncOnTargetHit" has to contain the word `MagicSummonCompanion`. You declare the kind of companion to in the variable "Spawn". Just insert the GUID from the template of the creature you want to summon.

Example: The spell template "Magic_Spells_Adanos_Spl_SummonGolem.tple" contains the ID of "Golem_Golem.tple": "59B9C7A6FCB85B49A526538958F4B989".

2 New parameters in ge3.ini

There has been a moderate amount of changes done to the ge3.ini. Two new entries might require some further explanation.

2.1 DisableDEP

Some players, especially Vista users, can't actually play the game, but instead receive a message box saying "Genome Gaming System has stopped working". The main reason for this is a security mechanism of Vista (and some other operating systems) called "Data execution prevention", or in short: DEP.

This protection mechanism can be switched off manually in the system control panel of your operating system. For those of you who don't want to switch it off generally, or who don't know how to do it, we included the parameter "DisableDEP" in the ge3.ini.

If this parameter is set to "true", hopefully the mentioned error message won't show up again.

If you don't have any trouble with this message anyway, please keep using the default value, "false".

You use this parameter at your own risk!

There still may occur problems while playing the game.

2.2 Threads.Priority

With this switch, you can give Gothic 3 a higher priority compared to other applications currently running on your computer, e.g. Acrobat Reader. The main intention of increasing the priority of Gothic 3 is to provide more CPU time to the game. This should result in a better performance, but that's not generally guaranteed.

The values are:

0=Normal (default),

1=Above Normal,

2=Highest

Try it out if you like, but if you notice any negative side effects, undo your changes again.

We know from our tests that a priority value of 1 (above normal) can evoke problems with the game control on weak/slow computers, resulting in an increasing delay of every keyboard or mouse action.

So - all changes of the Thread.Priority are at your own risk.