SB Pro PE 2.654 (Patch)

Version History and Release Notes

Note: This version will not run without an existing li-
cense for Steel Beasts Pro PE 2.6

This is a *patch* for SB Pro PE 2.640. It must be installed over
an existing installation.

As a reminder:
Steel Beasts now uses a **new installer**. This has one important
consequence: The new installer no longer changes the Group
Policies (access privileges) of the folder containing all the
map data of SB Pro. Therefore, if you are not working from an
Administrator account (which we do not recommend for general
security considerations), you may need to change the security
properties of C:\ProgramData\eSim Games\Steel Beasts\maps so that normal
user accounts may have write access to it and its subdirecto-
ries.
Otherwise you will receive an error message and the **access to
the map editor will be denied**.

Windows 7 users have an alternative:
Right-click the SBProPEcm.exe in the ..\Release folder of the Steel
Beasts installation, open the Properties dialog box, and in
the "Compatibility" tab select the option to "Run the program as
Administrator".

User Interface Changes

In **multiplayer** scenarios, it is no longer possible to **save a plan**
file or do a 2D LOS calculation check once the "sim starting in xxx"
countdown has been activated. This was necessary to prevent eventual
time-outs at the end of the countdown, resulting in the client's or
host's removal from the session.

Changed the user interface of the MAP EDITOR **autosave function**. The
"saved" flag will not be removed so that the user still gets
prompted to save, and in any case autosaving will be done to a sepa-
rate file, "autosave.ter", so unintentional overwriting of map data
is unlikely.

Users may now **disable joystick input**, even if joysticks are con-
nected (via a checkbox in the 'controls' window).

Prevented the player's **use of binoculars** while being in the troop leader
position (F11) *inside* of an IFV.

Unmapped the "CCP/GCP Power (CENTAURO)" command (which was mapped to joy-
stick button 6) since inadvertently pressing that will cause the GPS
mirror to return to the "locked" position (this will only apply to newly
generated hotkey files).

Added additional folders for camouflage **texture mods.**

Vehicle-specific changes

- **ASCOD PIZARRO:**
  HE rounds are more effective now

- **CENTAURO:**
  The power switch cover on the commander's smoke grenade launcher control panel is no longer inverted

- **CV90/30-FI:**
  HE rounds are more effective now
  Driver's VIS will now work even without turret power enabled; all turret-related status information remain grayed out
  The gunner's day sight reticule color can be changed by pressing the corresponding button in the 3D interior (requires an updated turret interior yet to be checked in)
  In network sessions, if the commander uses the mechanical coax trigger the gunner will now see the COAX firing. The gun fan will not start up however, and the ballistic computer is not aware of the coax firing and therefore will not adjust super-elevation or show info in the VIS
  In network sessions, the commander is now able to change the 30mm feed by pulling the chute manually while the gunner controls the chute from his handles
  The air pressure filter gauge is no longer drawn in the wrong color with the 'light' turret profile selected
  "TULITOIMINTA ESTETTY" is being drawn in the thermal view as long as the FCS is not ready
  Computer-controlled crew will now switch to the barrel cam while ballistic shield doors are closed
  Wind direction now includes 6200 mrad
  Ammo temperature can now be set in the [-46..44] interval
  In the Personal Edition environmental ballistic variables are now initialized according to map environment
  In network sessions the emergency button event will now be properly transmitted to prevent turret movement even for the vehicle commander
  The current drift mode will now be properly transmitted in network sessions
  In network sessions, the gun will no longer continue to fire after the commander disengaged the palm switches while firing in auto mode
  The FCS emergency mode cover will no longer flip back down immediately after the switch was toggled
  changing active target mode will no longer reset the range to battlesight (note that the automatic application of battle-sight in AIR mode is not yet modeled)
  The vehicle commander may now change the TIS field of view while overriding the gunner
  During coax reload, the gunner may now traverse the turret to the required position even if the vehicle commander is not yet in the interior eye view (which still is a requirement to perform the actual coax reload)
  TIS magnification toggle sound is no longer played in the unbuttoned position
  Enabled depth of focus for primary sight

- **CV90/35-DK:**
  Reduced the ready ammunition of the CV90/35 to 2x35 rounds 35mm

- **LEMUR RWS:**
  Air pressure and air temperature are now automatically modified
  The Store button in the DATA menu is now highlighted only if some parameters have actually been changed
  Fixed a bug with the reset button in the DATA menu
  Tracers are fired only every third round
  Barrel position menu is now in black color
  50x spotter scope is now disabled by default
  Fixed network overflow with LEMUR GUN ERROR message
  Changed the hotkey for the 50x spotter scope
  Added the 50x sight to the LEMUR user interface/menu structure
  The 50x spotter scope is now an optional equipment item
  Adjusted the toggle sequence for sights
  Autofocus will top if the corresponding button is pressed-released-pressed
  Palm switch state changes are now ignored while zeroing active
  Added capability to change barrel

- **LEOPARD 1A5 AND –2 SERIES:**
  Implemented the "fast"/"normal"/"integration" slewing mode for the Leo2 peri. Note that this only works for joysticks/control handle replicas. Three new (unmapped) hotkeys have been added to enable this functionality
  Implemented the laser key. With the key turned to 'off' (or removed), lasing is not possible, and the toggle switch for automatic/manual range input will not flip to "autom"
  Implemented the input for "air temperature", "crosswind", "altitude", "ammo temp", and "range" values on the ballistic computer control panel (BCCP). Note that right now the values for "air temperature", "crosswind", "altitude" and "ammo temp" are not used for any ballistic calculation. The gunner is able to display the current values by left-clicking (and holding) a knob, a value may be changed by left-clicking a knob and turning the mouse wheel. Holding down the shift key while turning the wheel will speed up value entry. Note that this functionality is not enabled for the LEO 2A5-DK
  "Air temp" and "air pressure" values are initialized based on the map and environment a scenario is set to
  enabled the "Not/Haupt" switch, the laser key and the display of crosswind on the LEOPARDO 2E
  It is now possible to select battlesight (button "E1500") on the LEOPARDO 2E gunner's control panel while manual range entry is selected (this is different from all other Wegmann fire control system implementations in SB Pro)
  Disabled the manual range entry using the keyboard - gunners will have to use the knob on the BCCP
  Fixed a number of button state related issues in network sessions, also wrong symbology in the GPS in KW mode etc.

- **M2A2/M3A2:**
  Fixed "end-of-belt" functionality on the M2/M3. If an ammo reload is ordered before or immediately after the EOB signal interrupts the ammunition feed, there is no longer a time penalty. Override the EOB interrupt with the corresponding switch on the central control panel, or with the hotkey (as listed in the Controls dialog box)
  Refinement of rules under which the TOW launcher will be damaged:
  - Must be more than 2/3rds up
  - Vehicle moves faster than 10km/h for more than 10s
  - While a human gunner is present, vehicle speed is capped at 10km/h

- **T-72M1:**
  Enabled fast turret traverse for *all* virtual crew members of the same tank in network sessions
  Enabled the loading round for the vehicle commander in a network session
  Enabled the animation for gun loading position for the vehicle commander
  Now showing tracers in the gunner's perspective if the commander uses the mechanical coax trigger
  Adjusted the stadia line reticule in the gunner's primary sight
  Added joystick support to control the gunner's eye view
  Added 125mm APFSDS BM12 and BM46

Bug fixes without database entry

- Disabled the collision detection for terrain objects (rocks, trees) for vehicles while they are on a bridge; this should make bridge crossings of computer-controlled units more reliable
- Reduced the standard deviation of most ammunition types due to a conversion error from source data
- Fixed a bug that, if a CENTAURO came under artillery fire, could result in a flood of network messages
- Fixed another CENTAURO bug that caused a flooding of network sessions if this vehicle came under fire
- Fixed a CENTAURO bug relating to Network Sessions where turning off the turret power and turning it back on again would cause a flood of network messages
- Computer-controlled CENTAURO crews will no longer switch off the thermal imager, but close the ballistic shield doors instead if they come under artillery fire
- Fixed a bug where the computer-controlled gunners were not opening their GPS doors after an artillery strike if a human was in the CENTAURO commander's position
- Buildings that aren't supposed to burn, won't
- Swapped two types of 40mm grenade launcher rounds out to be of the correct type now
- Fixed a bug that caused M1 ABRAMS turrets to freeze after a client player left the platoon alone during a resupply period
- Fixed a parameter bug with 30mm HE rounds
- Swedish Troops are now equipped with G36
- MISSION EDITOR: Modified the loading of the default call sign template
- Added a function to utilize available RAM space better, which should reduce the cases where a MAP EDITOR terrain preview cannot show the latest changes
- Adjusted the depth of the WIESEL TOW carrier emplacement
- Added joystick support to control the gunner's eye view in LEOPARD 1A5-DK, M1 ABRAMS, M2/M3A2 BRADLEY
- Added ambient color to troop uniforms
- Fixed: End-of-belt signals will no longer cause network overload
- Fixed a bug where uniform textures would not change with the terrain theme (woodland, winter, or desert)
- Fixed an error in Strength score calculation
- Swedish Troops are now equipped with G36
- MISSION EDITOR: Modified the loading of the default call sign template

- Enabled popping smoke for BTR-80 crews
- Removed superfluous column in HTML report's "network overload" message
- Fixed a bug with tanks that ran dry, and are hence immobilized, not being properly split off into their own formation, and not being properly registered as "immobilized"
- Fixed a bug that showed a SAGGER missile floating in the air after a BMP-1 lost its turret due to internal explosion
- The LEOPARD AS1 may now hit moving targets with the coax
- Fixed a bug that prevented map graphics to be sent to lower echelons than the entire Blue (Red) team
- Fixed the 'weird TC position' (stuck close in front of the map screen) in LEOPARDO 2E and STRV 122 after entering the map view (F5) and then returning via F7
- Fixed a potential string buffer overrun when reporting contacts
- Preempted a potential network problem related to a very unlikely case of buffer overflow
- Fixed a network problem with the CENTAURO where, if the turret power was disabled, it flooded the network with unnecessary status update messages
- Fixed a bug that prevented going from the free-floating 3D view to a different spot via map screen without first returning to the old view, and then going to the map screen again
- Fixed the inability to play back AAR files created by SB Pro of versions 2.640…2.653, if the sessions were based on scenario files created by pre-2.640 SB Pro versions where attached troops were still organic to the carrying vehicle
- Fixed an error in Strength score calculation
- Fixed a network error with the CENTAURO
- Fixed a bug that prevented map graphics to be sent to lower echelons than the entire Blue (Red) team
- Fixed a problem that resulted in massive loss of frame rate in the CV9040 B/Cs gunner position's vision block view
- Fixed a bug that might have caused issues with some Boolean tests

Resolved Bugzilla entries

- Fixed bug #545 …*again*; players can *really* no longer cheat the time on target count with a "check fire" command (and then resuming the barrage)
- Fixed bug #1458 …*again*; the ASCOD PIZARRO gunner will now properly apply lead while a human commander is present
- Fixed bug #1812 which caused occasional application crashes
- Fixed bug #1978; unbuttoned infantry will no longer float in mid-air if the vehicle in which they are gets destroyed
- Fixed bug #1996; in network sessions, client ATGM teams will no longer bounce while disassembling the missile launcher
- Fixed bug #2033; the joystick button for laser function can now be customized
- Fixed bug #2134; 3D character LODs are now swapped not depending on range, but apparent size
- Fixed bug #2136; reversed the LRF toggle switch in the T-72M1
- Fixed bug #2137; it is now possible to disable input signals from a joystick (CONTROLS dialog box)
- Fixed bug #2138; 3D characters caught in the collapse of a building will no longer remain floating above the rubble heap
- Fixed bug #2139; there will no longer be floating "ghost" crews at spawn locations from old scenario files
- Fixed bug #2140; tanks with the turret in reload position will now rotate it back to normal scan/combat orientation without a user visiting the unit after the reload operation is completed or aborted because a movement order overrode the reload process

- Fixed bug #2141; tracked vehicles with track damage may no longer drive straight, or steer
- Resolved bug #2142
- Fixed bug #2147; in the AAR, callsigns on map icons no longer use the same template for both sides
- Fixed bug #2148; the session host will no longer crash if, during the planning phase, the operator sets an "Embark if…" condition
- Fixed bug #2150; BTR-80 troops now have RPG-7L as the default
- Fixed bug #2159; troops will no longer freeze in place when looking out of hull roof hatches when the vehicle was killed
- Fixed bug #2161; dismounting infantry will no longer flicker if their vehicle gets killed during the unloading phase
- Fixed bug #2186; changed hotkey assignment of ASCOD Pizarro turret power to Joy7
- Partially fixed bug #2187 that resulted in many TOW aborts during network sessions (they now only occur in rare cases, usually under conditions of network overload)

2.640 (official release)