

## ***SB Pro PE 3.011 (Update, and Full Release)***

### ***Version History and Release Notes***

Version 3.011 is made available **both** as an update (approximately 550 MByte download) and as a full installer (approximately 2.2 GByte download in a four-part self-extracting archive):

[www.eSimGames.com/Downloads.htm](http://www.eSimGames.com/Downloads.htm)

The **update** is intended to be installed over an existing installation of version 3.002.

The **full installer** requires an installation procedure from scratch. We strongly suggest **uninstalling previous versions of Steel Beasts Pro PE and the CodeMeter runtime software before installing it!**

To make sure that there are no leftovers from even older installations, we recommend using the Windows Control Panel's "Add/Remove Programs" utility.

**Note:** This version will not run without an existing license for Steel Beasts Pro PE 3.0!

Licenses may be purchased from the eSim Games web store: <http://www.eSimGames.com/purchase.htm> (for details, see below)

### **Hardware recommendations**

The **update** will consume about 1.5 GByte harddisk space temporarily but not much extra space once that it installed and the temporary files have been deleted.

Downloading, unpacking the self-extracting **full installer** archive, and immediate installation requires up to approximately 7.5GByte harddisk space temporarily. Of these, *Steel Beasts* will claim about three GByte free harddisk space permanently; the rest may be freed up through deletion and/or burning the installation files to DVD.

Compared to version 3.002, the hardware requirements remain unchanged:

We recommend a 2.5GHz multi-core CPU (faster is better), 2GByte RAM (or up to four), 512MByte video RAM (1GByte or more *dedicated* video RAM necessary for the highest settings



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# STEEL BEASTS

Professional PE  
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of shadowmapping), and generally a DirectX 9.0c graphics card supporting Shader Model 3.0.

Mouse, keyboard, and monitor are mandatory. A sound card and internet connection are strongly recommended. Joysticks and selected control handle replicas are supported.

DirectX 9.0c is **not** part of the download; you may need to download and install it separately;

Web Installer: <http://www.microsoft.com/en-us/download/details.aspx?id=35>

Full Installer: <http://www.microsoft.com/en-us/download/details.aspx?id=8109>

## Installation

STEEL BEASTS PRO PE will now adjust the security settings for the map folder on installation. This obviates the recommendation of previous versions to install SB PRO PE in the security context of an administrator account.

If however you do not want all users on your computer to gain access to the map folder (and with it, the ability to edit and save map files) you may need to revert the security properties of

C:\ProgramData\eSim Games\Steel Beasts\maps

so that normal user accounts may *not* have write access to it and its subdirectories.

## CodeMeter

The CodeMeter runtime which is being installed with this version is 5.10a. This allows connecting to the WebDepot to activate license tickets *without* the use of proprietary web technologies like Java or ActiveX. It will still require that the browser security settings for these https connections are set to a "medium" level.

## Online Support & Documentation

Visit the official fan site for the collective effort to maintain an online documentation, the Steel Beasts Wiki:

[http://www.steelbeasts.com/sbwiki/index.php/Main\\_Page](http://www.steelbeasts.com/sbwiki/index.php/Main_Page)

An updated user manual is still in preparation. Its release has been rescheduled for no earlier than summer 2014 (*as of this writing — Mar. 2, 2014*).

## User Interface Changes

- The mouse cursor will now turn into a hand symbol even when over attached guns if user interaction is possible. At this point the only vehicle to profit from this feature is the IVECO LMV when equipped with ERCWS-M.
- The Assembly Hall of the SB Pro PE Server now lists (for Hosts) the number of clients who have joined the session.
- Reorganized the buttons on the hotkey selection window - made the 'Export to HTML' button twice as wide so that all localized strings fit and fixed the tab order.
- The binocular reticule style is now selected by choice of camo type. Includes DK, NATO, and RU style
- Improved the **Options** menu in the Planning Phase (when testing) - the 'weather' entry now hints that clicking on it will open a dialog by appending an ellipsis ('...') instead of being a simple 'on/off' option like the rest of the entries in this menu.
- Shader (dis)activation ranges for objects are now based on their LOD, instead of being fixed to 300m. This alleviates the lighting discrepancy "pop-up" that occurs when shaded objects transition to the non-shaded versions

## Nav Meshes

- Allow the user to specify if, in the planning and execution phase, the navmesh should be used by default when plotting new routes (holding down Alt would disable it), or if it should not be used by default (and holding down the Alt key would enable this feature). Note that in the scenario editor, the navmesh will always be enabled by default.  
This setting is persistent into the player options file
- The option whether the Alt key enables or disables usage of the navmesh when plotting routes now also extends to the MISSION EDITOR.
- Improved the navmesh build tool
  - if the output .ter file does not exist or has size 0 the original .ter file is not deleted
  - the navmesh build tool is never selectable as the executable to build the navmesh

## Other User Interface Changes

### 3D Engine:

- Enabled normal and specular mapping for 3D characters
- Characters now receive self-shadows and shadows from other objects.
- Simple hemispherical ambient lighting implementation for vehicles, buildings, soldiers, and roads. This makes normal maps visible even when not under the influence of direct light, and improves the overall lighting as well.
- Several performance optimizations

- Anti Aliasing changes:
  - ▣ The first slider is "Anti Aliasing", and controls the number of samples, as before (2x, 4x, 8x, 16x) (default value 0)
  - ▣ Selecting a setting of "0" enables the second slider, called "Non-Maskable Anti Aliasing (Advanced)" (default value 0)  
This is for users who have driver bugs and cannot use the first slider without issues/artifacts. This second slider ranges from 0 to 100%, and it does pretty much what the first one does, but using a different method.  
Additionally, the users may theoretically (depending again on the video driver) override the in-game AA settings with their control panel AA settings when both sliders are set to 0.
  - ▣ The Anti Aliasing sliders will now be grayed out if their input is not being used by the game.  
So:
    - the "Anti Aliasing" slider will be grayed out if its value is set to 0 and the "Non-Maskable Anti Aliasing (Advanced)" slider is set to a non-zero value
    - the "Non-Maskable Anti Aliasing (Advanced)" slider is grayed out if the "Anti Aliasing" slider has a value other than zero
  - ▣ Anti Aliasing now works in TIS modes.
- Implemented the submission of crash log files through Windows Error Reporting, which will eventually be passed on to eSim Games.  
Note that this is enabled only for WINDOWS VISTA and newer versions
- Changed the installer so that, when building the Pro PE version, it will set a key in the Windows registry instructing it to always generate local crashdumps (so customers may explicitly send them to eSim Games in case that the Windows Error Reporting fails).  
This key will be removed upon uninstallation of Pro PE.
- Fixed shadow ghosting on characters in zoomed views

#### Infantry/3D Characters:

- ▣ Added a skeleton to DE\_soldier\_zukunft (LOD1 and LOD2)
- ▣ Corrected a problem on **US** infantry, **Desert** camo; soldier's upper right leg, rear portion had a large dark discolored area
- ▣ Disabled animation blending for dismounting troops
- ▣ Better animation for going prone/raising of dismounted F0 teams

#### Map Editor:

- ▣ It is now possible to split roads by holding down the **Alt** key  
Note that this complements the existing functionality of a node being added if a road is being clicked on while the 'Shift' key is being pressed and a node being removed if the road is being clicked while the 'Ctrl' key is pressed. while clicking on the point of a selected road
- ▣ When holding down the 'Shift' or 'Ctrl' modifiers while a route or custom region is selected, the cursor will now display a '+' or '-' sign to reflect what happens if one of the route's or graphic's nodes is selected ('Shift' will cause a node to be added while 'Ctrl' will remove a node).

- ▣ Two roads of the same type may be selected; pressing **M** will merge the roads. SB Pro will pick the two closest end points and connect them with a single straight road segment
- ▣ It is now possible to select multiple roads (regardless of their width - highway/dirtpath/etc). This can be done either by clicking and dragging the mouse (all roads where at least one 'node' falls into the resulting area will be selected), or by clicking on roads while holding down the **Ctrl** button (note that clicking the same road multiple times will select/deselect it). While it is not possible to move multiple roads, this feature allows the deletion of multiple road objects
- ▣ Added new cube building to replace the old one. These (#3 & 4) now have the same exact footprint as the original cube. The previous (smaller) cubes (#1 & 2) have now been moved to new ID slots, so they still exist but as new buildings
- ▣ Added normal and specular texture for the new Cube building replacements
- ▣ Fixed a crash bug that could occur when entering the 3D preview
- ▣ Fixed a crash bug that could occur when changing a road type

#### Missi on Edi tor:

- ~~▣ Added the option to set training levels for soldiers *fnord*~~
- ▣ The "drive on left side" setting now also affects the vehicles (previously this only applied to pedestrians)
- ▣ The user no longer gets prompted to "build navmesh" when refreshing the map if the corresponding \*.ter file already contains a nav mesh
- ▣ Renaming a unit will now immediately update all spawn zone prototype lists to pass on the change
- ▣ Fixed a bug that broke all gunnery scoring (since events would not be evaluated)
- ▣ Fixed bug #3201
- ▣ Fixed bug #3232
- ▣ Fixed bug #3264
- ▣ Fixed bug #3270
- ▣ Fixed bug #3273
- ▣ Fixed bug #3281

#### Network Sessi ons:

- ▣ Increased the effective throughput of scenario distribution in the ASSEMBLY HALL by a factor of ten (with typical DSL connections).  
This should make the **Join in Progress** feature a lot more practical
- ▣ Fixed bug #3231
- ▣ Dramatically improved the speed with which checksums of scenario files are being computed; this should be especially noticeable when loading the ASSEMBLY HALL

#### Other UI changes

- Fixed master volume slider to actually reach all percentage steps correctly.

- Corrected the scenario loading bar's "Loading textures." phase
- LOCALIZATION:
  - ▣ Updated **Danish** strings
  - ▣ Updated **English (UK)** strings
  - ▣ Updated **English (US)** strings
  - ▣ Increased the volume of the English (UK) commander, gunner, and loader voices to better match other languages
  - ▣ Updated **Finnish** strings
  - ▣ Updated **French** strings
  - ▣ Updated **German** strings
  - ▣ Updated **Spanish** strings
  - ▣ Updated **Swedish** strings
  - ▣ Updated **Russian** strings and mission briefing files
    - Per request by the Russian community, added English tutorial briefing text files to **Russian** language folder. That way the all non-translated tutorials at least appear in English rather than the original source, which may have been Danish, or Finnish
- Fixed a bug where loading a scenario saved "in-progress" would not correctly rebuild the hitch status of towing vehicle pairs

## Other Important Changes

- Micro stutters every two minutes as a result from AAR data being written to disk should no longer occur
- Enabled automatic dedicated GPU support on nVidia Optimus enabled PCs.
- Disabled VSync display while loading a scenario. This can substantially reduce the wait times

## Known Issues

The LEOPARD 1A5-GE (cast turret) has the 3D interior of the LEOPARD 1A5-DK (welded turret). The LEOPARD 2A5A2 has the turret roof of the LEOPARD 2A5-DK. *Squint harder!*

The **Autosave** function is not recommended to be used when working with scenarios based on the **Terrastan** map. These scenarios tend to exceed 100MByte in size, and writing all that junk to disk while you are plotting a route for a unit especially in that area with the many walled fields in the northern part of the map can make it nearly impossible to get any meaningful work done because of the frequent and time-consuming disk accesses.

## Updated vehicles with crew positions

### ASCOD PIZARRO:

- ▣ When rear door opens, troops will no longer walk through the sides of the vehicle, although they will still pass through the troops door (nothing can be done about that at the moment)
- ▣ Troops no longer disembark from the kneeling position
- ▣ Troops are now visible in the rear of the vehicle when the door opens

### ASCOD ULAN:

- ▣ Improved the Ulan range LED display, reduced the brightness of the background to make it easier to read.
- ▣ Fixed bug #3142

### ASLAV-25:

- ▣ Reduced fire vulnerability

### BRDM-2:

- ▣ Updated the BRDM-2 gunnery scenario

### BUSHMASTER:

- ▣ Updated normal and specular texture

### CENTAURO:

- ▣ Added US diffuse texture to mimic STRYKER MGS
- ▣ Corrected the pink/blue blobs present in different areas of the interior texture
- ▣ Driver has now better view through his vision blocks
- ▣ Rear view mirrors have now been folded down on the roof model (unbuttoned view)
- ▣ Changed the rendering of some turret detail (when viewed from the commander's position) so that the smoke grenade launchers and ballistic shield doors are correctly shown

### CHALLENGER 2:

- ▣ Based on feedback, the max range for a ballistic solution is now 5000m instead of 4000m.
- ▣ Adjustment to allow the CHALLENGER MBT to burn
- ▣ Corrected visible gap behind mantlet on roof model (seen from commander unbuttoned when gun depresses)
- ▣ The commander's vision blocks may now be clicked

### CV90 (all variants):

- ▣ Corrected a minor problem on the hull floor of all CV90s

### CV90/30-FI:

- ▣ Clicking the TA6 FOV button will now only change TIS FOV, and no longer also the user's camera view lean in/out
- ▣ In network sessions the TA4 panel will now refresh properly when changing the minimum laser range
- ▣ Fixed bug #3158

### CV90/35:

- ▣ Fixed bug #3290

- ▣ Corrected the VIS behavior to show a black screen while the thermal imager is still in self-test mode
- ▣ Changed VIS pages **Operational** and **Weapon**. Ammunition readouts are now colored depending on the remaining ammunition count: yellow if the count is below 22 (the end-of-belt warning), red if the count is below 8. In addition, the ammo counter in the 'operational' screen will blink if it is the last round (if the count is '1').

**CV90/35-NL:**

- ▣ Corrected an error on the OPFOR textures
- ▣ Made adjustment to the #7 soldier in back (his head was sticking through the roof)

**CV90/40-A/B:**

- ▣ Fixed bug #3189

**CV90/40-C:**

- ▣ Fixed bug #3189

**ERCWS-M:**

- ▣ When firing the gun manually, use the highest ROF (ignore any fire control computer setting)

**EUROSPIKE:**

- ▣ Fixed a logging error in network sessions featuring Spike LR

**FOV-90:**

- ▣ Increased max LRF range to 20km

**FV107 SCIMITAR:**

- ▣ Fixed a bug that could lead to problems when reloading ammunition during network sessions

**FV510 Warrior IFV:**

- ▣ Fixed a bug that could lead to problems when reloading ammunition during network sessions

**LEMUR RWS (all variants):**

- ▣ Fixed a bug where the autofocus could trigger laser warning receivers
- ▣ For scenarios with both old and new LEMUR RWS present, the string for the F6 button (POL, DEL LIMITS) will now be updated correctly

**LEMUR 2013X RWS:**

- ▣ Added the text "*1 if Weapon mounted, else 0*" to the **Data** menu
- ▣ Replaced on-screen text "*IRV AUTO*" with "*FOCUS*"
- ▣ Pressing the DEL LIMITS button while palm switches are depressed will no longer change the thermal view color
- ▣ Added cant correction  
An inclinometer is used to measure the inclination with respect to the true horizontal plane. This is then used to adjust the weapon's azimuthal and elevation movement. This allows the gunner to traverse and follow the true horizontal (and vertical) plane - without having to compensate for vehicle roll.



- ▣ When selecting manual range, the reticule is now immediately visible. It no longer requires a range adjustment
- ▣ WEAPON POS now works as in the regular LEMUR RWS
- ▣ LOAD POS now works as in the regular LEMUR RWS
- ▣ When setting the SCAN LIMIT, the left/right arrow are highlighted for one second
- ▣ DEL LIMITS only works with activated palm switch
- ▣ When the aiming limits are deleted, a black box with the text "*Manual aiming limits deleted.*" will appear
- ▣ Joystick signal input will now set the angular velocity of the autoscan
- ▣ Added a deadzone for speed control to prevent automatic speed changes
- ▣ When setting target point while in autoscan mode, the autoscan mode is exited and the maximum yaw speed is applied
- ▣ Fixed a bug where the pitch speed was set too low

#### LEOPARD 1 (all variants):

- ▣ Fixed bug #3140
- ▣ Fixed bug #3163

#### LEOPARD 1A5 (all variants):

- ▣ Updated gunnery range scenario; replaced HESH by HEAT since not all nations that used the Leo 1A5 used HESH rounds

#### LEOPARD 1A5-GE:

- ▣ Hid the searchlight from the roof
- ▣ Added missing TIS sound

#### LEOPARD 2A4:

- ▣ Updated the Leopard 2A4 gunnery range scenario
- ▣ Corrected a problem with a **CN** texture
- ▣ Added a new texture of the same... for **RU** nationality (because it is often used as a stand-in for T-80/T-90 in network sessions).
- ▣ Added a few FI textures
- ▣ The **KH/KW/KP** and **ZÜ** modes may now only be changed if the commander's head is inside the turret

#### LEOPARD 2A5 (all variants):

- ▣ Made sure that the commander's view pitch is always level when zoomed in on the TIM, regardless of the hull's movement
- ▣ Corrected the lighting of the breech block
- ▣ Fixed bug #3347
- ▣ Fixed bug #3348

#### LEOPARDO 2E:

- ▣ Removed the "guide sticks" from the rear hull
- ▣ POV of gunner is now raised to the correct height
- ▣ POV of commander is raised so he can better see out of the vision blocks
- ▣ Decals are now subdued (black instead of white/red).
- ▣ Fixed bug #3147

**LEOPARD AS1:**

- ▣ Added a green texture for **US** camo type usable for scenario designers for stand-in M60

**M1 ABRAMS (all variants):**

- ▣ Updated the text in the M1 gunnery tutorial "G" scenario, so that information about entering manual range and various key assignments are now correct.
- ▣ Adjustments to allow M1 tanks to burn. Also, it was noticed that the turbine engines were not properly set to burn (this includes the T-80 as well); now they have a small chance of burning when penetrated by KE, and this chance increases with HEAT and HESH.

**M1A1 ABRAMS:**

- ▣ Updated the M1A1 gunnery range scenario
- ▣ Corrected the default ammo loadout – it had too many KE and too few HEAT rounds
- ▣ Corrected a few errors on the "Gunnery G" and "TC B" tutorial scenarios and the **English** briefing files (removed or reworded some obsolete text regarding manual range entry for gunner).

**M1A1(HA) ABRAMS:**

- ▣ Corrected the default ammo loadout – it had four too many rounds

**M1A2 SEP ABRAMS:**

- ▣ Updated the M1A2 gunnery range scenario (replaced MPAT by HEAT)
- ▣ Added tutorial scenarios and **English** briefing files
- ▣ Corrected interior 3D model (TC hatch was opened when it should have been closed by default)
- ▣ replaced the TIS sound with a new one
- ▣ Designating targets with a 'sticky' palm switch is now possible  
Note that the override can only be cancelled by letting go of the palm switches (ie pressing the 'inverted palm switch' hotkey, typically **P** or middle mouse button)
- ▣ Fixed bug #3143
- ▣ Fixed bug #3160

**M2A2/M3A2:**

- ▣ Removed the NO\_FIRE script tag
- ▣ Added **Russian** briefing texts
- ▣ Added a missing thermal texture (inside rear compartment)
- ▣ Fixed bug #3188

**M2A2/ENG:**

- ▣ Fixed bug #3271

**M113AS4:**

- ▣ Fixed a bug that prevented access to all the alternative cal .50 munitions in the **Ammunition** selection dialog
- ▣ Fixed bug #3344

**NZLAV:**

- ▣ Corrected vulnerability on the axles (they are now more robust against small arms fire).
- ▣ Fixed bug #3330

**Strv122:**

- ▣ Fixed bug #3348

**T-55:**

- ▣ Added BM-20 APFSDS
- ▣ Added BM-25 APFSDS
- ▣ swapped the MAIN2 and MAIN3 ammo slots for the same reason it was done on the T-62 (see below)

**T-62:**

- ▣ Added BM-21 APFSDS
- ▣ Added BM-28 APFSDS
- ▣ Swapped the default ammo assigned to MAIN2 and MAIN3. This is just a slight improvement to A) help make bug #3198 less of a problem, and B) to make the ammo assignment (INS, DEL, HOME keys) be consistent with the T-72. This should be a minimal impact adjustment, but computer-controlled crews will at least prefer to use MAIN2 (now HEAT) against tanks, when no KE is available.  
NOTE: This change will have no effect on existing scenarios, but newly built scenarios will reflect this improvement.
- ▣ Fixed bug #3136
- ▣ Fixed bug #3138
- ▣ Fixed bug #3214
- ▣ Fixed bug #3226
- ▣ Fixed bug #3309

**T-72 (all variants):**

- ▣ Corrected some Cyrillic labels on T-72 interior textures
- ▣ Fixed the autoloader control panel where Cyrillic 'O' should correspond to HE rounds ('*Oskol ochny*'), Cyrillic 'B' to KE rounds ('*Broneboiny*'); these were swapped
- ▣ Adjusted (again) the volume levels of
  - the carousel (louder) and
  - the autoloader (condensed)
  - Applied the correct sample rate (22,050 Hz).NOTE: Autoloader sound is condensed to be mostly louder while still being restricted to -6 dB level.
- ▣ Fixed bug #3148

**T-72M:**

- ▣ Fixed bug #3226
- ▣ Fixed bug #3266

**T-72M1:**

- ▣ Added a few (minimal) FI textures in order to allow... better T-72 vs T-72 scenario opportunities.
- ▣ Fixed bug #3226
- ▣ Fixed bug #3266

## Changes for vehicles without crew positions

### 2S6 TUNGUSKA:

- ▣ Corrected the default ammo load and assignment

### BM-21:

- ▣ Corrected the alignment of the LOD3

### BMP-1:

- ▣ Added a few (minimal) FI textures in order to allow... better T-72 vs T-72 scenario opportunities.

### BMP-1 AMBULANCE:

- ▣ Removed an artifact on the desert texture

### BMP-2:

- ▣ Added a few (minimal) FI textures in order to allow... better T-72 vs T-72 scenario opportunities.

### BTR-50:

- ▣ Fixed bug #3262

### CENTURION Mk5/1:

- ▣ Removed the smoke grenade launchers

### FENNEK:

- ▣ Corrected a minor vulnerability issue in cupola area
- ▣ Fixed incorrect animation of the observation mast in network sessions

### FV 101 SCORPION:

- ▣ Corrected a specular map error on its antennas

### M60A3:

- ▣ Removed the NO\_FIRE script tag

### M1064:

- ▣ Fixed bug #3268

### MARDER 1A3:

- ▣ Corrected minor vulnerability issue in cooling area (rear)
- ▣ Corrected vulnerability issue on the right rear fuel tank
- ▣ Corrected minor vulnerability issue against HE/HESH munitions on the hull lower sides
- ▣ Minor correction to 20mm gun ammo count (it had 9 rounds too many)

### PRP-3:

- ▣ Updated vehicle vulnerability file (the vehicle can no longer be killed by coax MG fire)

### T-64A:

- ▣ Adjusted the dimensions of the thermal texture



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#### **T-72M4:**

- ▣ Corrected a typo on a stored ammo value that was inconsistent with the other ammo types
- ▣ Adjustment to allow the T-72M4 to burn

#### **T-90S (new designation, was: T-90A):**

- ▣ Added missing sound cues for ATGM launch
- ▣ Corrected name of T-90A to T-90S, due to feedback -- missing jammers and presence of externally mounted air conditioner on turret.

#### **UNIMOG:**

- ▣ Corrected the missing windows on the OPFOR textures

#### **YPR (all variants):**

- ▣ Adjustments were made to allow these vehicles to burn

## **Minor non-vehicle changes**

- Improved the speed of writing data into scenario and navmesh files - this should speed up navmesh creation
- If a .ter file is loaded by refreshing the map, the current navmesh is thrown away (the one from the .ter file is loaded instead)  
Note that this behavior can be problematic if the user does only slight changes on the navmesh from the .ter file and reload this from time to time
- Before permission to the Map Editor is denied the permission is checked again.  
It was just checked on startup, which can lead to some confusion if the permission changed during runtime
- Generally reduced engagement ranges of (computer-controlled) HMGs (cal .50) from 1800m to 1500m to match the general tracer burnout range of 1350..1400m
- Increased muzzle velocity of cal .50 M903 SLAP ammunition

## Bug fixes without database entry

- Updated a number of scenario files
- Added one new multiplayer scenario.
- Updated ballistic resource file
- Updated several sound files
- Updated all small arms sounds
- Corrected typo on grain silo script file
- Added missing data to the 60mm mortar file
- Updated ARM file for the abatis
- Corrected a discolored area on part of the IR infantry texture.
- Removed the concrete road texture from the desert folder to correct a transparency issue
- Adjusted the contrast of the *cubebuilding1* and *2*
- Mounted MG3s will now show muzzle flashes
- Added missing specular textures for infantry equipment
- Added several more missing normals (and a few specular) textures for civilians and infantry
- Corrected a problem on the "interceptordress" normal map texture -- removed the outline of the US flag which was showing up as shadows on some other uniforms.
- Corrected all infantry specular textures
- Updated various infantry textures:
  - RU style infantry now have a detailed specular map texture
  - Adjusted the brightness, contrast and saturation of the
    - RU,
    - DD, and
    - CS camo typesThey are now mostly darker and have a bit more contrast.
  - EG uniform - removed the desert style gloves from the soldier's hands.
- Characters now receive both self-shadows and shadows from other objects.
- Large change/correction to specular textures for civilians:
  - Corrected the filenames
  - Corrected the orientation of the normal map
  - Created missing normal map textures for various civilians
  - Created missing specular map textures for Burqa woman
- Added/created all missing thermal textures for civilians
- Improved a number of infantry transition animations
- Fixed the depth sorting issues on the non-bocage hedges (again)
- Removed a small .033 second of silence from the start of the *m\_WheelTractor1Shutdown* sound (which caused a pause between engine and shutdown).
- Raised the volume on the TIS sounds by +2 dB
- Inverted the stream normal map texture
- Enabled the PBAPT M/84 LS (FAPDS) for various cal .50 gun actors
- Fixed a bug with the Interceptor vest LOD2
- Updated the *bldg6* building where, on the LOD3, the windows would appear bright hot/white in thermal view at long ranges
- Corrected the roof area on the normal map of *bldg6* and *bldg\_5*



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- Corrected a thermal texture problem with the straw hut
- Added a thermal texture version of the muzzle flash
- Road signs: improved normals and specular textures so that they are now glossy
- Added thermal textures for rounds/missiles and explosions
- Made minor improvement to eu\_Church01 specular and normal texture
- Adjustments to the large pine hedge
  - MASS\_TONS value; computer-controlled drivers of heavier AFVs may now drive through them (lighter tanks and vehicles (under 35t) will still avoid them)  
Care should still be taken not to run into the hedge at high speed however, especially for those vehicles near 35t in weight. Heavy tanks (~60t) will still be able to blast through at higher speeds without damage  
Note that the possibility of collision induced damage depends on the MASS of the target, the MASS of the vehicle, and its speed. The lighter the vehicle and the greater its speed, the more likely collision damage will occur.
  - Made LODs more polycount efficient. This makes the model less complex and increases frame rate on maps where hedges are used extensively.
- Bush1: Updated model; the bush no longer appears like a jumbled mess).
- Removed an unused texture from the desert folder (a winter bush texture).
- Adjusted the specular texture for the bunker, it was far too reflective before.
- Adjusted the brightness of the roads, paths, rails, guard rail, barriers, fences, and bunker
- Adjusted the brightness of the rails

## Resolved Bugzilla entries

*Bug description is listed only if the bug status changed since version 3.002:*

- Fixed bug #1344; micro stutters every 120 seconds from AAR file disk write accesses should now be gone
- Fixed bug #2935; routes created along roads will no longer have their battle position pointing 90 degrees to the left (applies to both root and end point)
- Fixed bug #3107; while in the F7 position of an ATGM team, the camera will move to the regular eye view on the move, even if the move command was given from the missile launcher sight
- Fixed bug #3124; some civilian characters are no longer immune to KE munitions
- Fixed bug #3133; old scenarios should now assign the ownership of obstacles and emplacements to the highest ranking unit (CO/A)
- Fixed bug #3135;
- Fixed bug #3136; the T-62 turret may no longer move in azimuth during the loading sequence
- Fixed bug #3138; resized the aiming markers in the T-62 gunner's reticule
- Fixed bug #3140; Leopard 1A5: In KH HZF mode the GPSE view may now be controlled by mouse
- Fixed bug #3141; fixed an alignment issue with text objects as map graphics
- Fixed bug #3142; ASCOD Ulan: Opening and closing the ballistic shield doors has now sound enabled
- Fixed bug #3143; M1A2 SEP: Commander's GPSE will change magnification per gunner's settings
- Fixed bug #3144; unbuttoned NVG view in vehicles with remote weapon stations will now look normal
- Fixed bug #3147; Leo 2E: Camera is no longer locked to map screen after going back to eye view
- Fixed bug #3148; HMGs on T-72 and some remote weapon stations may now traverse the full 360° again
- Fixed bug #3154; the trigger popup menus (in the map and the '3d' screen) will be shown to all participants, with the ones that may not be changed by the user being grayed out
- Fixed bug #3155; unarmed soldier squads set to look like civilians will no longer go prone and aim with their air rifles – they won't play air guitar either, however
- Fixed bug #3157; when joining a session in progress, the host's un-pause command will now work reliably for all clients
- Fixed bug #3158; CV90/30-FI: Smoke grenades fired with "G" from the HE grenade dischargers will now cast visible smoke screens
- Fixed bug #3160; M1A2 SEP: Is now limited to max visibility limit for target detection
- Fixed bug #3161
- Fixed bug #3162; some infantry units were fixed in place despite being in a deployment zone
- Fixed bug #3163 - "Leopard 1s use wrong ammunition"; swapped two APFSDS rounds with a designation mismatch
- Fixed bug #3165; map graphics should now always be shown when loading a saved mission plan; ownership will be transferred to the highest ranking unit
- Fixed bug #3173
- Fixed bug #3176
- Fixed bug #3181
- Fixed bug #3186
- Fixed bug #3187 - "Missing armor resource errors at startup"; added an (empty) armor file to a certain 'cylinder' model
- Fixed bug #3188; M2/M3 Bradley: Commander's NVG view is now green, not red
- Fixed bug #3189; "The Vision Blocks on the CV90/40-C Are Angled Up Too Much";
- Fixed bug #3190 – re-enabled the support for rotary encoders that was erroneously removed from SB Pro PE in version 3.002



- Fixed bug #3192; if on-map artillery units' **Status** is set to *Impotent*, ICM barrages will now also be harmless. Note that this change is limited to units in the virtual environment; off-map artillery cannot be set to be impotent.
- Fixed bug #3193; activated normal and specular maps as well as certain shader effects for all characters
- Fixed bug #3199; mounted troops will now follow their spawned PC to the end of a jump route
- Fixed bug #3201; units will now immediately adopt a new camouflage type when previewed in the MISSION EDITOR
- Fixed bug #3203; 3D characters in thermal view are no longer shaded
- Fixed bug #3206; the Steel Beasts installer will now write the installation location into the key **HKEY\_LOCAL\_MACHINE\Software\eSim Games\{SB Version}**.  
It will create a **REG\_SZ** value containing the installation path; the value name is **InstallDir**.  
The uninstaller will always remove the **InstallDir** value; removal of the registry keys depends on them being otherwise empty.  
Note: An **{SB Version}** name for example is 'Steel Beasts Pro PE' - this means it is possible to have multiple of these keys side-by-side - since the installer is a 32 bit application, on x64 systems the key will be located in the **Wow6432Node** in the registry
- Fixed bug #3207; unarmed wimminfolk have now adopted a female walk style
- Fixed bug #3211; the **BUILTIN\Users** group now has *modify* rights on the **%programdata%\eSim Games\Steel Beasts\maps** folder
- Fixed bug #3214; resized text in the T-62 gunner's reticule
- Fixed bug #3216; attached guns will follow the mounting vehicle's motion more closely
- Fixed bug #3219; eliminated some font bleeding with text as map graphics objects
- Fixed bug #3223; infantry of joystick users will now spot enemy better
- Fixed bug #3225
- Fixed bug #3226; commanders' positions of the T-62 and T-72M1 as well as infantry units with **RU** or **OPFOR** style camouflage will now have a Russian style binocular view
- Fixed bug #3229
- Fixed bug #3231; call signs should now be retained if the host cancels a session in the ASSEMBLY HALL
- Fixed bug #3232; improved readability of greyed-out text e.g. in the **Conditions** dialog box
- Fixed bug #3239
- Fixed bug #3242
- Fixed bug #3245; some shadows could be seen through characters
- Fixed bug #3246; reduced the brightness of characters beyond approximately 300m distance (at night)
- Fixed bug #3248; fixed some issues with disabling antialiasing in thermal views
- Fixed bug #3249; a squad's soldiers will now adopt the leader's stamina state
- Fixed bug #3255; **not** building a navmesh in the ScaniaSE map will no longer make Steel Beasts hang
- Fixed bug #3258; adjusted brown and orange colors on the map screen
- Fixed bug #3261; reduced the prescience of computer-controlled units about incoming artillery fire to about ten seconds (from up to 50)
- Fixed bug #3262; BTR-50: The DShK works now
- Fixed bug #3264; improved panning the map with the space bar held down and mouse dragging, also the zoom function in the map screen and in the MISSION EDITOR
- Fixed bug #3266; reduced reload times of T-72M and T-72M1
- Fixed bug #3268; the M1064 will now pop smoke grenades to the front
- Fixed bug #3269; with **Strength** based sub-scores the penalty/bonus calculations should now be correct
- Fixed bug #3270; **Red** and **Blue** may now also be allied or neutral to each other. A scenario can however not be made without either side even if additional parties are created.
- Fixed bug #3271; MCLIC charges will no longer kill the M2A2/Eng

- Fixed bug #3273; increased the clickable area of the 'Clear' button in the MISSION EDITOR's **Operation Event** dialog window
- Fixed bug #3280; increased throughput of scenario transfers from Host to Client in the ASSEMBLY HALL
- Fixed bug #3281; MISSION EDITOR: It is now possible to delete more than one node of a route with the Route Overlay switch set to 'Pick'
- Fixed bug #3282; a crawling squad will no longer have it's leader stand up and walk away when adopting a *March* route
- Fixed bug #3289; clients in network sessions will now obey the air strike limit
- Fixed bug #3290; CV90/35: Adjusted the end of belt signal for overall faster reload times
- Fixed bug #3294
- Fixed bug #3295
- Fixed bug #3301; infantry starting in a water terrain field will now start with their heads outside of the water
- Fixed bug #3302; infantry starting in a water terrain field are now vulnerable to artillery
- Fixed bug #3309; human T-62 commanders may now swap ammunition by double-tapping the ammo selection hotkey
- Fixed bug #3318; custom colored objects like cars and shipping containers will now retain their color while seen through the binoculars
- Fixed bug #3320; muzzle flashes will no longer be in full color in thermal sights
- Fixed bug #3325; mounted infantry will no longer cast shadows while buttoned up
- Fixed bug #3327; it is now possible to select multiple map graphics with a 'Select size' option (e.g. unit borders) and to change the setting without deleting the selected objects
- Fixed bug #3328; all artillery impacts appear now monochromatic in thermal sights
- Fixed bug #3330; the NZLAV is no longer amphibious
- Fixed bug #3338; adjusted the minimum range of TOW-2B missiles and other *proximity* or *delayed impact* fuzed munitions
- Fixed bug #3339; infantry starting on steep slopes may no longer spot enemy by seeing through the hill
- Fixed bug #3342; infantry will no longer perform *Moon Walk* dance moves while on slippery ground
- Fixed bug #3344; while on a bridge, the M113G4 commander's view will no longer be below the bridge
- Fixed bug #3346;
- Fixed bug #3347; the Leopard 2A5+ TIM will now correctly replicate the gunner's view if set to EMES mode - that is, with ballistic shield doors closed and the thermal view selected the view will be blocked; with day channel selected by the gunner reduced observation is still possible
- Fixed bug #3348; Disabled the hydraulic pump sound for all LEO 2 variants with electric turret drive:
  - ▣ LEOPARD 2A5-DK
  - ▣ LEOPARD 2A5-DE
  - ▣ LEOPARD 2A5A1-DK
  - ▣ LEOPARD 2A5A2-DK
  - ▣ LEOPARDO 2E
  - ▣ STRV122
- Fixed bug #3369 - "AI infantry ignores damage to their weapon system (ATGM, HMG etc) and will continue to fire with damage"; Fixed this for ATGMs
- Fixed bug #3373 - "AAR, Planning Phase, and Mission Editor 3D world view shows a black hole in the sky";
- Fixed bug #3374 - "Spawn zone prototypes can be set on region or unit, but selections are not synchronized";

### 3.002 (previous official release)