

Version History and Release Notes

Note: You need an existing Pro PE license to try this. The beta will not run without it.

The installer will install this beta in a separate directory so that the current release can be retained and run if necessary. Once you have downloaded *all* the parts, run the "*part1*" executable file (the one with the .exe extension). This will unpack the installer in whatever folder you choose. After the extraction run the *setup.exe* to start the installer.

The installer will overwrite the standard shortcut in the start menu, so be prepared to create a new one if you want to run the release (2.238) version.

Please report any issues or problems you have to the Steelbeasts.com support forums.

Known Issues¹:

- o BP sectors of fire remain on for all vehicles during mission if selected in the planning phase
- o BP sectors of fire not being updated on the map when other players adjust them in planning phase
- o BP sectors of fire default sector is too narrow
- o New unit label system needs adjustment (it is currently backwards for vehicle units but correct for infantry units)
- o Infantry squad labels are numbered incorrectly (sequence)
- o Infantry teams must be allowed to combine into a squad and vice versa
- o Tiger's Hellfire missile initiates descent too late and misses often
- o Infantry team sized units should not have squad size indicators above icon
- o Infantry lower right directional view dot is missing
- o AAR file size (in the save AAR? confirmation box) should be listed in Mb not Kb
- o Scout units which carry infantry (i.e. M3A2s) dismount their infantry teams into one man multi team units
- o Bushmaster LMG reloading sequence takes too long (twice as long as it should)
- o AI controlled AFVs not engaging troops in buildings or bunkers with HE or HEAT
- o No prompt to save AAR when hitting "Replay" button

¹ *things that you should not report* ...because we already found them

Things that have been changed, improved, or eliminated

2.370

- Reduced the dispersion for the 25mm Bushmaster gun.
- Decreased sensitivity for vehicles in "Stay" tactics to reduce their habit of repositioning near the dedicated waypoint.
- Some changes to infantry movement and avoidance routines. This will hopefully help in MOUT scenarios.
- Some changes to the aiming/shooting routines of computer controlled gunners when confronted with very close ranges.
- Fixed a bug in the map view that could reduce your frame rate to about half the normal value

2.369

- Corrected and added some tactical icons
- Fixed a bug so that the reload command on Leo AS1 now works with smoke and HEAT rounds, too.
- Fixed the bug with the reload command for platoons.
- Fixed a bug that some ammunition types did not register as events in the AAR.
- Fixed a bug so that the ASLAV-25 can now have main gun damage
- Fixed a bug that let IFVs rarely fire HE rounds at infantry.
- Fixed the Tiger's cannon's amount of ammunition
- Adjusted the TOW's air drag to allow the missile up to 200m climbs before stalling.
- Fixed a bug that would occasionally lead to computer-controlled vehicles fire through deep forests and hills

2.368

- Fixed a bug to play sounds when the gun leaves the back deck inhibitor.
- Fixed a bug where the main gun could fire before it had moved back from the loading position.
- Fixed a small hole in the turret lower bustle of the Leopards AS1 and 1A5-DK.
- Fixed a bug where the BMP2 zoomed external view was below ground.
- Fixed a bug where moving below hatch level while using binoculars would replace the environment with the interior vehicle sky box.
- Fixed a bug resulting in the constant flipping of hatches of computer controlled crew members without apparent reason.
- Fixed a bug where the M88 TC's MG was 7.62mm, not cal .50.
- Fixed a bug to add the extended zoom range to the Map Editor.
- Fixed a bug where M-88 could tow live enemy vehicles.
- Fixed a bug where sound weren't loops terminated when player vehicle was killed.

2.367

- Fixed a bug that would let the RB57 ATGM fly through an obstacle before the warhead activation.
- Fixed an exploit to achieve a higher rate of fire with cal .50 HMGs when pressing the spacebar in a fast sequence.
- Fixed a bug in the AAR where the first event would not show properly until skipping to the next, then back.

- Fixed a bug to re-enable map panning by arrow keys in the AAR.
- Fixed a bug so that computer controlled gunners will not longer scan the terrain immediately in front of their vehicles.
- Fixed a bug to improve the behavior of column formations if the lead vehicle starts to back up.
- Fixed a bug that caused inconsistent behavior of computer controlled units with "Open fire, if..." conditions, especially at close ranges.
- Added artwork to make the Bushmaster gunner's position useful.
- Fixed a bug so that some hits will no longer be recorded and counted twice, both in AARs and gunnery range missions
- Computer-controlled ATGM gunners will now wait a little to let targets move into open space before opening fire.
- Updated and improved a number of Bradley tutorials
- Improved and added a number of Artillery tutorials

2.365

- Fixed a bug that would crash SB Pro if a helicopter fired AP rounds at IFVs with troops mounted in open hatches.
- Fixed a bug to prevent the opening of hatches while the BRDM2 is engaging targets.
- Fixed a bug where the M113AS4 had a tendency to aim low
- Fixed a bug that made the use of the BMP-2s autocannon ineffective; the BMP-2 now engages targets with its gun more aggressively
- Fixed a bug to remove the commander's viewing direction indicator while the "turret clock" damage is active.

2.362

- In the mission editor is a new option to disable battle readiness at mission start. The stabilization will be switched off, thermal imagers will need up to a few minutes to cool down. If no humans are occupying crew positions, crews will perform a startup sequence. If both commander and gunner are present, nothing will happen. If only one of the positions is controlled by a human player, the startup sequence will start after an initial delay of five seconds.
- For all IFVs it's now possible to address the assault and fire teams independently after dismounting the squad

2.361

- Fixed a bug where all units were disappearing from 3D view when SB Pro switched from fullscreen to windowed mode during a session

2.360

- Fixed a bug that would cause a crash when previewing OpFor units in 3D while testing from within the mission editor. It could also occur while cycling through units via the F10 hotkey.

2.359

- Fixed a bug that would reveal OpFor positions during the planning phase while activating Lines of Fire that would include OpFor units
- Fixed a bug which led to certain textures being picked from the wrong directories. Road and house textures for Winter or Desert themes will now be picked from the corresponding Winter and De-

sert folders and no longer exclusively from the Woodland folder. This is also relevant for eventual mod packages.

2.358

- Crew positions in network sessions are now limited based on the settings in the mission editor. The exception is that the external position will always be available in network sessions.
- Fixed a bug that would prevent the settings of event-based sub-scores to be properly displayed when opened up again for editing. They still saved OK, but displayed wrong.
- Fixed a bug that would mess up the terrain preview in the map editor after importing DTED contour data. (The map had to be saved before the terrain could be previewed)
- Disabled the option to save battle plans. This is a temporary measure.

2.357

- Eliminated the obstructing and excessive muzzle flashes of door MGs.

2.356

- Fixed a bug that resulted in short rounds if MGs were fired across great height differences (e. g. from helicopters).

2.354

- IEDs are now four times more powerful.
- Fixed a bug with helicopter icons on the map screen
- The ASLAV-PC and Bushmaster now have the option to be equipped with a Remote Weapon Station, currently visualized by Mk19 launcher on tripod.
- A bug was fixed in internal routines evaluating the lethality of munitions against the currently engaged target.

2.353

- Extended the zoom range in standard map view a bit more
- A bug was fixed that gave computer-controlled units unrealistically high situational awareness in their flanks and rear.

2.351

- Significantly extended zoom range in standard map view
- Fixed artillery queue countdown display for all fire missions which are not imminent

2.349

- AARs now capture the location of smoke objects.
- Track damages are now being visualized by the absence of any track. Eventually a track element on the ground will be added, but for the moment that's not the case.

2.347

- Added ISO containers as new obstacle types, with subtypes
 - Air filled (minimal resistance but blocks LOS)
 - Sand filled (will withstand all small and medium calibers and even many large caliber rounds)
 - Accommodation (standard; like air-filled, but will start to burn if hit by HEAT or HE rounds)
- Added option to save AARs to harddisk, and to load AARs for mission evaluation at a later date.

- Added M88A2 armored recovery vehicle; can take vehicles in tow, and accelerate repair times
- Added commands to the tactical icon display area in F1 view (bottom, right-center)
 - If in IFV: "Unload troops"
 - If in command of a dismounted squad: "Mount vehicle"

2.342

- Added vehicle specific Turret clock damage that disables turret clock indicator in the F1 view, not those that may be part of a 3D vehicle interior

2.339

- Switched from uniform random distribution to a Gaussian model of shot dispersion. The practical differences for large caliber rounds are small, for medium caliber rounds they may be more prominent but spectacular deviations should still be rare.
- Added heavy weapons teams (three-man half-squads with one of the following hvy weapons:
 - cal .50 HMG
 - ATGM missile launcher (visualized by Milan launcher on tripod; missile can be set to Milan (default) or Javelin)
 - Mk 19 automatic grenade launcher
- Added feature to sink infantry into forest ground for better cover and concealment. Player-controlled infantry is not RENDERED to be sunk into the ground as deep as it actually is being treated by the LOS calculations and collision detection in order to give the player a better impression of his squad's orientation and activities
- Added observation arcs with reference point for hull-down position adjustment in the absence of enemy. Reference point also gives a point to point line of sight analysis from waypoint to reference point (if circle is black: No LOS. If circle is transparent: LOS given)
- Added Bushmaster armored truck (motorized infantry carrier), referenced as a Personnel Carrier in the menus and treatment as far as control logic is concerned
- Added Tiger helicopter (with Hellfire missiles, limited to 4000m (since this is the LOS cut-off and render distance for all vehicles and other objects), Hydra HE/frag unguided rockets, and 30mm gun)
- Added Javelin missile
- Added Mk 19 AGL with three types of ammo - HE, HEDP (both US origin), and HEAT (German origin); currently no mix in ammo belts is possible
- Added a feature to render buildings occupied by one's own squad as semi-transparent so that it no longer totally blocks the view (which made both the external view and the binocular view useless before). Also, the building will be ignored now when using the "Lase" function to denote a waypoint in the 3D environment, or using the advance to.../retreat to... function, plus the Shift+Lase function to "tag" (enemy) units or locations
- Added new 120mm munitions types,
 - M1028 Canister
 - DM33-PELE sabot

2.328

(Previous release version)