
Patch History: Air Command 3.0

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Patch v3.1

· Bug Fix

Fixed certain combinations of shift time and number of planes chosen in the custom game setup dialog caused AC3 not to start properly on subsequent game plays - rare.

· Bug Fix

Fixed turning music on and sound effects off that prevented AC3 from running on some systems.

· Bug Fix

Fixed random cloud patterns at the beginning of the game that caused an access violation and shutdown - rare.

· Enhancement

The player will no longer be able to access the Control Panel while the game is paused, thus eliminating a "cheat".

· Enhancement

The New Game Dialog has been improved to provide easier airport/setup selections with airport layout graphics and better UI.

· Enhancement

The Hi Score Dialog now provides additional information on the components of the score such as number of near misses, successful handoffs/landing, etc.

· New Feature

A new game option: Military Flyby's. If enabled, military jets (sometimes single, sometimes multiple in formation) may cross the radar screen. The players can't control these, and must keep traffic clear and away from them.

· New Feature

The option of using your own audio CD instead of the internal music during game play.

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