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Patch History:  Armored Task Force
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Upgrade Patch v1.08

· Fix->Path Creep. Planning the path for a hierarchy with a formation caused "path creep" (e.g., the path shifts everytime the path is planned). This has been corrected.

· Fix->Insert Dismounts. This and similar missions now work correctly.

· Fix->Links. When the game started, with no internet connection, the links file could become corrupt. This has been corrected.

· Fix->Multiplayer. Canceling "Join" or "Create Game" during multiplayer setup no longer causes a crash.

· Fix->Adding Packages. Creating Packages now correctly parses the unit, platoon, and company name.
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v1.07 patch:

·Fix->Large Obstacles. Over-sized obstacles (such as FASCAM minefields) are now rendered on all displays, regardless of size. An error previously caused these obstacles, when drawn with the long axis near vertical, to not be shown on some smaller displays.

·Fix->Direct Fire Ammunition Carriers. In some, remote situations, direct fire ammunition upload did not work correctly. This has been fixed.
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v1.06 patch:

· Fix->DirectDraw Acceleration. Disabling DirectDraw acceleration, either manually, or using the "Protected Mode" startup icons is no longer required, for any video cards!

· Scaling to Movement. The search radius for support by fire positions and position areas and the size of moves to bypass obstacles is now scaled to the movement speed of units and hierarchies, rather than hard-coded.

· Kill Odds. The pH (percent hit) calculation has been modified to better reflect the effects of the 'Hold Fire' order.

· Fix->Spelling. Several spelling errors in the Results window have been corrected.

· Suppression Model. Direct fire suppression now reflects pK ("percent kill" odds), suppression radius, and target protection value, as opposed to only reflecting weapon pK.

· Fix->Recall Detached. Recalling units detached from hierarchies caused some strange behavior in the passing of orders to units in the hierarchy.

· Fix->Hierarchy Window. Clicking on list boxes in the hierarchy info window locked input to the ATF Engine.

· Fix->Closing Crash. Closing a scenario that includes enemy holes and obstacles caused crashes to desktop for some users.

· Fix->Hierarchy Stop. Certain conditions could cause stopped hierarchies to move, or not display stop orders. This has been corrected.

· Fix->M113 View Range. The view range for M113 chassis vehicles (excluding the M981 FIST-V) and several similar vehicles has been corrected.

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v1.05 patch:

· Scenario flipping through the Scenario Builder is now possible. Players will be able to "flip" the playable sides in a scenario, thus making the red forces fall under the player's command and the blue forces AI controlled (AI scripts will still have to be generated for the blue forces though).

· Position Area Formation has been retooled to better recreate light infantry operations.

· Path finding has been improved when dealing with units getting hung up on obstacle breaches.

· Fixed a bug in artillery traverse times which could cause a CTD.

· Sometimes saving and then reloading the game would reset the artillery ammo for the scenario, this has been fixed.

· When using the 'add package' function a 'start time' order is added to the base nodes of the units and hierarchies.

· Several other potential CTDs and a few typos have been fixed.
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v1.04 patch:

· Terrain breaching is now implemented.

· Open carrier graphics are now stable.

· The silent software update now behaves properly on machines with modems.

· Improvements to map building software in the ATF Power Toolkit.
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v1.03 patch:

· Maps from BCT

· Path Finding in restricted Terrain

· Fix to pK facing problem

· Power Toolkit stability issues

· Much more
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v1.02 patch:

· Power Toolkit. Gamers can tinker with the database and even make their own maps now. Maps created can either use ProSimCo's custom format elevation data or use official USGS DEM format data. Additionally, players can modify any of the current game maps.

· New AI Terrain Types. Map makers can designate certain areas as impassable to the AI, making scenario creation easier. Also, SBF AI Terrain identification is now automated, which also helps make the scenario designer's life a tad bit easier.

· Database Editor. Just as it sounds, users can dabble with anything and everything. Want to add new sounds? New icons? Check. How about new vehicles? Sure thing. Modify the pK values? You bet. If it's in the database, it can be changed.

· Import/Export pK Table. Veterans of the BCT Construction Set will enjoy this feature. Now you can export the pKs of the current database into a spreadsheet program (such as Excel) and proceed to edit it, then pop it back into ATF.

· UH-60L. The Blackhawk has been added to ATF. In conjunction with this aircraft (both fixed wing and rotary) are now harder to kill. You asked for it, you got it. So don't go cryin' home to momma when the big bad choppers turn your tanks into Swiss cheese!

· Tutorial. Chapter two of the manual has been converted to HTML and is now included with both the demo and the release version.

· Much, much, much more.

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