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Patch History: Raging Tiger: The Second Korean War

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Upgrade Patch v1.17:

Please note that the patch comes in a zipped file and does not automatically point to your Raging Tiger directory. For best results unzip the patch into a temporary folder. You will then have to specify where the Raging Tiger install directory is located.

- Fix->Un-Invisible Calls. When scripts in scenarios made calls to units in the game to cancel the "locked:invisible" setting, mounted units were not effected. This has been fixed.
- Fix->Dismount Moving. The "Dismount moving" capability now permits dismounting over elevated special terrain for aircraft (to replicate parachuting and fastroping).
- 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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Patch v1.16

- 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. (General ATF Engine Fix)
- Fix->Direct Fire Ammunition Carriers. In some, remote situations, direct fire ammunition upload did not work correctly. This has been fixed. (General ATF Engine Fix)
- Map Upgrade. All of the maps in the game have been revised to provide better game play and easier distinction between pieces and the map background.

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Patch v1.15

- 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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Patch v1.14:

- The external configuration file has been enhanced.
- There is a default database filename now.
- Mounting units in the Scenario Builder caused a crash; fixed. Also a bug caused mounted units to be excluded for victory condition purposes. This is also now working correctly.
- The Scenario Wizard chooses the correct default database for a new scenario.
- After loading a saved game the 'Dismount Radius Rule' was working incorrectly, this has been corrected.
- Units locked with "No Player Input" or "Fire Missions Only" no longer permit path planning or mission planning.

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Patch v1.13:

- Some gamers who were running ATI video cards have experienced weird video problems that caused them to take extra steps to play Raging Tiger. A separate download was available to correct this issue, but now that solution has been bundled into the patch for ease of use.
- The OPORD flash files now have a continue button to allow users to click through the OPORD.
- The day seven scenario, "Where'd THEY Come From?!" has an incorrectly linked map file. This has been corrected.
- "Water only" vehicles actually ended up being amphibious, as they could continue to move on land. Thanks to the patch "water only" really means "water only". Additionally, true amphibious units suffered from a movement speed bug in certain situations in the water. This has been fixed.
- Other minor issues fixed.

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