Patch History: The Star and the Crescent
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Patch v1.33:

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

· Fix->Structure Move Reduction. The "move reduction" value for structures in now fully implemented.

· 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.

Patch v1.32:

·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)

·Database Changes. The database has been changed to better reflect the limited capabilities of older armor platforms (e.g. their inability to fire on the move).

·Tutorial Scenario. The tutorial scenario has been revised to better match the documentation in the game.

·Tel Faris Upgrade. A little surprise from the computer AI enemy has been added to the AI script. Watch out!

·Fix->Pieces Not Loading. To improve performance and decrease the memory footprint, version 1.31 only loaded those graphics used in the game. Indirect fire muzzle blasts and observer laser spots were not being loaded and, thus, not displayed. This has been corrected.

·Fix->Radiating Marker. Units bearing the "Radiating" order now are marked with a symbol when the order is active.

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