SB Pro PE 2.483

Version History and Release Notes

Note: You need an existing SB Pro PE 2.460 installation to install this incremental update. Obviously you also need an SB Pro PE license to run the software.

The installer will let you install this version 2.483 into any directory; however it is mandatory to have 2.460 installed (which will be uninstalled during the update process).

If you download the 720 MByte patch file, it will extract the installation files, and start the upgrade process automatically, prompting for the installation folder and a few other details. If all is done on the same harddisk, a total free harddisk space of 2.5 GByte is required even though the installed software will only need about 1.4 GByte.
For a number of technical reasons this version of SB Pro PE uses a new installer which must build on SB Pro PE 2.460 which was installed by the old installer. The new installer may seem to be inactive for a few minutes while collecting the needed information. Some installations on older computer have been timed to take ten minutes. Don't panic, don't abort the installation, everything will be fine.

Scenarios made with 2.460 or with this version are not compatible with previous versions (but of course you can open scenario files of older versions with this one).
The installer will overwrite the standard shortcut in the start menu,
so be prepared to create a new one if you want to run an older version.

Vista users are reminded that SB Pro PE is a DirectX 9.0c application which requires DirectX 9.0c installed (you can also download the latest 9.0c version from www.microsoft.com).

2.483 (release)
- Updated the armor files of

BMD-2	CV90/40-C	MTLB
BMP-1	LEOPARD AS1	MTLB-FO
BMP-2	LEOPARD 1A5	PIZARRO
BRDM-2	LEOPARD 2A4	STRV 122
BRDM-2 AT	LEOPARD 2A5	T-72M1
CENTAURO	LEOPARDO 2E	T-80U
CV90/35-DK	M113-TOW	VEC
CV90/40-B	M1A1(HA)	

2.483 (beta)
- Updated the LOD3 model file of
  - T-80U
- Updated the armor files of

LEOPARD 2A4	M1A1(HA)	T-80
LEOPARD 2A5	STRV 122	
LEOPARDO 2E	T-72M1	

- Adjusted the free flight range of KETF pellets
- Fixed a bug that caused unnecessary LOS fan recalculations

2.482 (beta)
- **CV90/35-DK:**
  Stab Ein hot key (<) selects S5 key off.
  Emergency hot key (>) selects S5 key on (emergency laying mode)

Stabilization on/off is selected through the VCS POWER menu.

Move Closed Bolt function from TURM AUS hot key to (;) key, which was unused. (The (L) key was the STAB BEREIT hot key, which remains unchanged)

There is no MANUAL MODE, but damaging the turret drive requires the use of hand cranks

Further adjustment of the behavior of KETF ammunition in "ABM-PENE" mode

The VCS menu for fuel is now constantly being updated and not just on button click

The ammo counter in the upper right hand corner of the screen has now been removed. Information about type and rounds remaining are now shown only in the corresponding VCS menu

Adjusted the dispersion for the 35mm gun depending on the firing mode; closed bolt mode has a higher accuracy than open bolt firing mode

Adjusted the behavior of KETF ammunition in "ABM-PENE" mode to increase the behind-armor fragmentation effect

The "CHAMBER" text will appear in the gun sight only in closed bolt firing mode now

Fixed a bug with the CV90/35 coax (rounds were falling short)

Fixed a bug with the CV90/35's MFD in fullscreen mode

Fixed a bug with the KETF round that allowed to kill a T-80 frontally

- **LEOPARD 2:**
  Reactivated the digital magnification for the LEOPARD 2A5DK TIM
  Added separate TIS FOV control, which is active in KH HZF mode
  Modified and added damages to the TC display
- The artillery CALL FOR FIRE dialog box now stores the last three coordinates by artillery observers' laser range finder
- Adjusted the behavior of 35mm KETF and 40mm PFPPX munitions
- Added CV90/35 to the GUNNERY RANGE
- Added or updated 4 single player scenario files
- Added or updated 39 multiplayer scenario files
- Improved the T-72M1 woodland texture
- Added missing TIS textures for some decals
- Added a missing TIS textures for infantry (winter theme)
- Added a missing texture for BMD-2 ATGM launcher (winter theme)
- Added a missing texture for CV90/40 interiors (winter theme)
- Added the missing TIS texture for FO unit binoculars
- Added the missing TIS texture for the REMOTE WEAPON STATION
- Updated sound files
  LEOENGINE.WAV
  PCENGINE.WAV
  PCRUMBLE.WAV
- Added and updated height maps
  NORTHERNPA.HGT
- Added and updated theme files
  REALISM_DESERT_(ME).THM
  REALISM_DESERT_(NA).THM
  REALISM_TROPICAL_(SUMMER).THM
  REALISM_WINTER_(FROZEN).THM
  REALISM_WOODLAND_(FALL).THM
  REALISM_WOODLAND_(SPRING).THM
  REALISM_WOODLAND_(SUMMER).THM
- Fixed LOD3 scaling issues with

BUSHMASTER
CV90/40-B
CV90/40-C

- Updated the PIZARRO tutorials 1, 2, 5, and 7
- Fixed a problem with an internal tool and different DirectX versions, resulting in the necessity to convert all damage model resource files to a new file format
- Converted all armor files
- Updated the armor files of

BMD-2	LEOPARD 2A4	M966 HMMWV
BMP-2	LEOPARD 2A5DK	TOW
BRDM-2 AT	LEOPARDO 2E	PIZARRO
BUSHMASTER	LEOPARD AS1	STRV 122
CV90/35-DK	M113 TOW	T-72M1
CV90/40-B	M1A1(HA)	T-80U
CV90/40-C	M2A2	VEC
HEMTT FUELER	M3A2	
JAGUAR	M88A1	

- In the Controls dialog box SB Pro will now ignore an already active button when assigning a new hotkey or joystick button (some control handle replicas have buttons that are permanently active)
- Changed the handling of control handle signal input with simultaneous multiple button activations
- Adjusted the power of 40mm AGL grenades
- Fragmenting rounds will now check for a line of sight from the detonation point to sensors of the target, and cast fragments in their direction with appropriate density/likelihood
- When in windowed mode, SB Pro will now always start in the upper left hand corner of the screen
- When ordering "shoot here" and then "hold fire" the unit will go to hold mode. This was done so that if "fire at will" is issued the unit will not start firing again at the "shoot here" location
- Added a slider in the map screen for the line-of-sight observer height. The slider value will control the observer height for the LOS map, the point-to-point LOS tool and the battle-position focus point
- All obstacles can be moved by default in the planning phase. The mission designer can choose where the obstacle can be deployed: Anywhere, nowhere, in deployment zones
- Improved the pathfinding behavior of vehicles into emplacements in close proximity to obstacles
- The point-to-point LOS tool and the focus circle in the battle position will now display the distance (in meters) of that point from its origin
- The ASLAV-25 commander can now also use the laser range finder
- Updated the armor files of BMP-1 and BMP-2
- Repair time for coax damage is more accurately displayed
- The scaling factor for the LEO 2A5DK model has been adjusted by 1.57…% so that LEO 2E and 2A5DK should have the same hull length now
- Changed the behavior of the laser of the UAV so that it will not lock to the closest terrain coordinate but stay exactly on target
- Increased the number of non-billboard render items to prevent distant trees from not being drawn with high magnification, or high screen resolutions

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- Computer controlled gunners will now set the day sight to narrow FOV when scanning, leaving the thermal sight in wide FOV
- Changed the fire control behavior (hold fire, fire at will, etc…) of units with human-player presence so that units will use scripted values unless the human player explicitly commands otherwise
- Added observer position as an option in the Assembly area
- Fixed a bug that prevented the CV90/40 to go into MOVING TARGET fire control mode
- Fixed a bug with the CV90/40s' ammunition stowage (added the 18 rounds in the carousel)
- Fixed a bug with automatic grenade launcher teams where the default amount of ready rounds was three, not 48
- Fixed a few issues with network sessions for human gunner and commander in the same vehicle. New network messages were added so that the information in sights remains consistent on the two computers
- Fixed a number of minor issues that lead occasionally to computer controlled heavy MG equipped units to hold their fire despite orders to the contrary, even if they had a chance to damage or kill the target
- Fixed a bug with the collision detection that created numerous problems with units firing out of buildings, or from positions very close to them
- Fixed a bug that could cause a crash when entering the AAR
- Fixed a bug that made the fire control system ignore the manual range input of the Leo 2A5 commander's control panel
- Fixed a bug that prevented the FIST-V sight to be used if the vehicle was parked on a slope exceeding 15°
- Fixed a bug that would show misleading menu entries if a string was missing in the corresponding STRINGS file
- Fixed a bug with some ammunition types which would go off immediately after leaving the muzzle
- Fixed bug #113; trees are no longer obstructing the entrance to vehicle emplacements
- Fixed bug #136; invalid
- Fixed bug #402; vehicles no longer get snagged when intersecting with buildings or trees at mission start
- Fixed bug #422; PC's and IFV's now deploy troops at emplacements
- Fixed bug #434; dragon teeth no longer cause clipping errors
- Fixed bug #573; the FIST-V's hammerhead would not be properly stored to the rear while traveling
- Fixed bug #589; invalid
- Fixed bug #672; computer controlled crews open fire more quickly now after acquiring a target
- Fixed bug #685; invalid
- Fixed bug #1135; dismounted troops hold their fire better now
- Fixed bug #1192; mine and IED detonations no longer are silent
- Fixed bug #1229 (PIZARRO shutting down TIS in network session)
- Fixed bug #1257; invalid
- Fixed bug #1258; invalid
- Fixed bug #1259; added a hotkey to override the end of belt firing inhibitor for vehicles with belt-fed autocannons (default is *JoyButton #8*)
- Fixed bug #1303; invalid

- Fixed bug #1310; adjusted the scaling factor of HIND and GRIFFON helicopters
- Fixed bug #1322; FIST-V sight now works on slopes correctly again
- Fixed bug #1324; invalid
- Fixed bug #1329 that prevented missile reloads on some vehicles if the vehicle was parked on a slope exceeding 15°
- Fixed bug #1330; ATGMs fired from T-72 or T-80 will no longer hit the ground immediately after launch
- Fixed bug #1333; Javelins are no longer duds when fired from buildings
- Fixed bug #1334; infantry now fires again from buildings
- Partially fixed bug #1358 where ASLAV-25 computer crews would fire their rounds terribly short; no longer in stabilized mode
- Fixed bug #1341 where squads would not fire RPGs anymore as soon as the RPG gunner was killed (instead of passing on the weapon to the next guy)

2.460 (final beta & release)