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# STEEL BEASTS

## Professional PE

### 2.552 Release Notes

## **SB Pro PE 2.552**

### **Version History and Release Notes**

**Note:** This version will not run without an existing license for Steel Beasts Pro PE 2.5

The installer is intended to be used as an incremental patch over version 2.546. An installation from scratch would therefore require first version 2.538 to be installed, then update 2.546, and finally this patch 2.552. Scenarios made with 2.552 may not be compatible with previous versions.

#### **Changes in version 2.552:**

- **Computer controlled units will now respond much faster to targets in sight.** An issue with an attached gun blocking the LOS was corrected (this was affecting especially the CV90/35-DK and its ability to detect some targets, but also quite a number of other vehicles under certain circumstances), resulting in a rather frustrating lack of response to targets in plain sight
- **Reduced network traffic** by sending range entry network messages only when there is at least one human crew member in the vehicle. This could result in different human crew members seeing different range values when they first jump into a previously unoccupied vehicle, but will be resolved at the first range entry.  
**Solution:** Use the laser, activate battlesight, or enter a new range manually. This is probably an acceptable trade-off for the benefit of a greatly reduced overall bandwidth usage, especially for internet connections
- Corrected some problems with TC HMG aiming
- Fixed a bug in network sessions where, on slow movement orders, the squads of IFVs controlled by the session host would disembark automatically and walk in front of their vehicle, but squads of IFVs owned by client computers would not
- Fixed a bug in network sessions where, on orders to accelerate from slow movement, the squads of IFVs controlled by the session host would mount automatically, but squads of IFVs owned by client computers would not
- Fixed a bug affecting client machines in network sessions squads that dismounted automatically due to speed/movement tactics combination. The squad would be indicated in the lower right status bar as still mounted (even though already deployed), and on the "Unload" command teleport back into the player's vehicle and then dismount again, then go into the prone position, and remain there
- Fixed a bug in network sessions where for client machines the link between troops and their vehicles would not be properly severed after a manual command to dismount. This would lead to client machines picking up their troops before backing out of a firing position, while host machine units would not
- Fixed a bug where on some T-72s the HMG would point in the opposite direction of its firing