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PE 4.018 Release Notes

SB Pro PE 4.018 (Full Release) Version History and Release Notes

This is a *new version* of SB Pro PE (neither patch nor upgrade) – so don't install it over an existing version. This Steel Beasts version is intended to be installed separately. We strongly suggest **uninstalling previous versions of Steel Beasts Pro PE before installing it!**

To make sure that there are no leftovers from even older installations, we recommend using the Windows System Settings' "Add/Remove Programs" utility.

Note: This version will not run without an existing license for Steel Beasts Pro PE 4.0!

Steel Beasts Pro PE 4.0 is 64 bit only!

Licenses may be purchased from the eSim Games web store (for details, see below): <http://www.eSimGames.com/purchase.htm>

The **Edge browser** has been reported to **fail** with license activations; we recommend using a different browser when visiting the WebDepot to claim your license ticket.

This is a preliminary document to complement the version 3.0 User's Manual until a version 4.0 User's Manual will go into print – probably in July 2017.

This document focuses on changes since version 4.010. You may want to study the release notes for version 4.000 if you aren't familiar with version 4.0 already; these can also be found on the eSim Games Downloads page:

www.eSimGames.com/Downloads.htm



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Hardware recommendations

SB Pro PE 4.0 requires a 64 bit Windows version, starting with Windows 7 or higher.

Downloading, unpacking the self-extracting archive and immediate installation requires up to approximately 12.5GByte harddisk space temporarily. Of these, *Steel Beasts* will claim about six GByte free harddisk space permanently; the rest may be freed up through deletion and/or burning the installation files to DVD.

We recommend a 2.5GHz multi-core CPU (faster is better), 8GByte RAM (16...32 recommended for high resolution map conversions), 1GByte video RAM, and generally a DirectX 9.0c graphics card supporting Shader Model 3.0. Mouse, keyboard, and monitor are mandatory. A sound card and internet connection are strongly recommended. Joysticks and selected control handle replicas are supported.

DirectX 9.0c is included; it is however possible to download a separate installer:

http://www.microsoft.com/en-us/download/dlx/default.aspx?id=34429&ei=0Hs3UtGDkCkXkswbW5IHIAw&usq=AFQjCNGKhzc4TZBLmW2nMmdu_EbBHePwKA&bvm=bv.52164340,d.Yms

Anti-Virus software has in the past been a **source of trouble** for some. If an installation fails on the first try, the next step should be to disable the AV program during the installation. Note that some AV programs only pretend to shut down, but a service (or the executable itself) remains listed as active in the task or in the services list.



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Installation

1. Download **all** parts of the self-extracting archive installer into a common directory, e.g. C:\Temp or a “Steel Beasts” folder on your desktop
2. When done, run the ...part1.exe program to start the installation (this assumes that you uninstalled the previous version of SB Pro PE per recommendations on page 1 of this document)
3. If you know to have already installed CodeMeter runtime version 6.30d (or later), feel free to press “cancel” when the CodeMeter part of the installation pops up; that will save you a few seconds
4. If you haven’t purchased your license for SB PE 4.0 already, now would be the time to visit the eSim Games web shop, www.eSimGames.com/purchase.htm

You have different options there,

- a. time-limited licenses if you do not want to use a CodeMeter USB stick; these will expire after a while, depending on which option you purchase. The time counts from the moment of first use, not from the date of purchase, or the date of license activation (see next page for more details)
- b. a “classic” license if you never owned a Steel Beasts software license with a CodeMeter stick before
- c. upgrade licenses for CodeMeter stick owners, for one of two cases,
 - i. you own a Steel Beasts Pro PE license version 2.5, 2.6, or 3.0 already
 - ii. you own an SB Pro PE license version 2.4, or without a version number in it

To find out which license you have, start the CodeMeter “WebAdmin” which will open a web browser window, listing all the installed licenses on your CodeMeter USB stick

5. Once that your purchase has been made, the eSim Games web shop will send you two emails – the order confirmation, and a second one with the license ticket (a complicated URL leading to the WebDepot). Visit the link, and activate the ticket there to generate the license. We recommend **not to use** the “Edge” browser at this point. Future versions may support one of the required web technologies for license activations.
6. Play



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Steel Beasts uses an installer which can change the Windows Group Policies (access privileges) of the folder containing all the map data of SB Pro. If you do not want other users on your computer to use the Map Editor you may want to restrict access to the following folder again:

C:\ProgramData\Sim Games\Steel Beasts\maps

A popular suggestion in internet forums – one, which **eSim Games does not recommend** – is to right-click the SBProPEcm.exe in the ..\Release folder of the Steel Beasts installation, open the Properties dialog box, and in the “Compatibility” tab to select the option to “Run the program as Administrator” – or to run the setup program in the security context of an administrator account. We went at lengths to make sure that this breach of IT security is not necessary.

This installer includes the CodeMeter runtime version 6.30d.

Time-limited licenses

Since version 3.0 eSim Games offers a software rental option. This option is primarily aimed at users who do not already own a CodeMeter USB stick. Time-limited licenses are issued for one, four, and twelve months respectively:

- Licenses are bound to the computer on which they are installed.
- Only one license can be installed per computer. Activating multiple licenses on the same computer will only extend the duration of the single license, not add multiple licenses to the same computer. For example, if you buy a four-month and a one-month license, activating both will result in one license valid for five months.
- There is **no automatic renewal of licenses**; it is not a subscription fee that requires termination. Instead a warning will appear on program start if the license is about to expire (or if it already has expired).
- Licenses that have been purchased need not necessarily be activated immediately. You may buy five licenses but activate only one at a time if you wish. You just need to save the email with the ticket URL for future reference.



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Online Support & Documentation

Experienced users of Steel Beasts Pro PE may already visit the official fan page www.SteelBeasts.com with regularity. If you are reading this, and haven't been there yet, we strongly recommend that you do so. Whether you like discussion boards or not, its integrated search function may yield valuable information.

An important part of the site, though less immediately visible, is the collective effort to maintain an online documentation, the **Steel Beasts Wiki**: http://www.steelbeasts.com/sbwiki/index.php/Main_Page

Even without access to the internet there is a **serious amount of documentation included with *Steel Beasts* itself** (although a current version of the User's Manual can only be supplied with the next update, currently scheduled for July 2017 (*as of this writing — Apr. 6, 2017*)).

This additional information can be found in a subdirectory of the Steel Beasts program group of the Windows Start Menu, incidentally named "Documents"; apparently it's still one of the best kept open secrets since about August 2000. It contains a PDF of the User's Manual and other ancillary information, e.g. the US Field Manual 101-5-1 about tactical signs and military map symbology as used in *Steel Beasts*.

News about *Steel Beasts* will usually be published first in the forum of the fan site, and also on eSim Games' homepage www.eSimGames.com which you may want to check out occasionally.

CodeMeter

- Updated the **CodeMeter** runtime software to version 6.40a



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User Interface Changes

A new option can be found in the graphics options (Alt+G) to enable changes to DOF image generation.

General Changes

Scenarios created with this version cannot be loaded by older versions of **Steel Beasts** (see bug #3937).

The status bar will now display unit icons for all infantry squads/teams attached to the currently selected vehicle, allowing the student to selectively command them without having to switch units or resort to the map screen. As opposed to the infantry display (which is platoon-oriented), this will only show units actually attached to the selected vehicle (even if they belong to different platoons!). Note that there is no support for hotkeys to directly select squads/teams

While in control of a 'mounted' version of the MG3 you may now toggle the 'AA' reticle using the 'R' ('GAS reticle') hotkey.

Network Sessions

Empty 'chat' input will no longer scroll the chat window.

Map Screen

When selecting multiple map graphics, 'empty' text fields (showing up as gray rectangles) will no longer be drawn.

Localization

- Updated **Russian** strings
- The initially hardcoded strings of the **Manage unit templates** dialog box may now be localized



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Simulation Rules

Adjusted the immobilization effect of wire obstacles (they are worse to deal with, now).

Behavior of Computer Controlled Crews

When commanded to scan a direction, the gunner will always sound an alert when finding a target.

Ballistics

Changed the 'top attack' and 'tandem' indicators in the names of the various ATGMS: "*" now stands for tandem warheads while "^" would be for top attack

- AT-4, AT-5 , AT-11 ATGM: Added booster effect

New Munitions

Added ATGMs

- BGM-71F-3
 - TOW-2B Aero^
 - TOW-2B Aero RF^
 - TOW-2A Aero*
 - TOW-2A Aero RF*

Munitions adjustments

Renamed '122mm Rocket HE' to '122mm 9M22 legacy'; will eventually get replaced in a future update. Also, adjusted some properties.

3D Projectiles

- BM-59, BM-60 will now show 3D projectile
- Milan ATGMs will now show 3D projectile



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Mission Editor

The **Map Info** dialog will now also show the scenario's current theme.

The **Set Mission Time** dialog will now recognize leap years. Note that old scenarios (which might feature an 'invalid' February 29th) will remain as such.

Bunkers and 'abatis' type obstacles will now display ownership information in the status bar.

Unit and Callsign Templates

Added unit and callsign template for US SBCT infantry battalion

Increased the width of the 'name' editbox in the 'callsign template' dialogue

Mission Debugger

Added a tab about 'spawn regions', listing their number of regions, how many pool units and prototypes are assigned to them, 'start if' and 'stop if' conditions, and which of them are active. Most importantly it gives an indication whether the specified number of 'pool units' can actually be created (boy, they add up quickly).

Pool Actors

Changed the random spawn intervals from a negative exponential with expected value X to $X/2$ + negative exponential with expected value $X/2$. The obvious consequence is that the actual rates are now closer to what's suggestively shown in the drop-down menu (it used to be much faster).

Map Editor

Enabled the relief shading option.

Select and move multiple map annotation objects simultaneously. When placing an annotation, the text box will stay selected (so that you can enter text) but the overall Map Editor's 'mode' will now prevent both the selection of objects and the creation of new annotations (you must reset the creation/selection mode..)



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Known Issues

Connecting an X-Box controller under Windows 10 may result in a loss of the mouse control in Steel Beasts.

The LEOPARD 1A5-GE (cast turret) has the 3D interior of the LEOPARD 1A5-DK (welded turret). The LEOPARD 2A6-GE has the 3D interior of the LEOPARD 2A5-DK.

The BMP-2's missile sight cannot be damaged.

The DRAGON missile gunner shows minor clipping with the missile launcher.

The Marder's shot counter only displays a static number.

For the ERCWS-M some simplifications with respect to focus handling are in place, based on the assumption that 'autofocus on/off' is a global, shared setting between CDR/GNR panels and day/TI view channels, and that while the autofocus is active, all manual focus change is disabled.

The Javelin's arming distance is 125m, even if set to direct attack mode.

Artwork/Render Engine

Significant performance improvements could be achieved across the whole range of scenes.

Improved the quality of shadowmapping with larger radii (the distance from the camera to which shadows are rendered).

We had a lack of glow, and the only prescription was more cowbell.

In the Graphics settings the Depth of Field quality now defaults to 1.

Increased the default transition distance for vegetation 3D models to billboarding. Use the "General" **Detail (Alt+D)** slider to adjust.

Reduced brightness level during sunrise/sunset

Increased sun brightness, and reduced its size

Terrain

The Hannover-Weserbergland map received another update.

Adjusted the collision box on the **40m large oiltank**.

Added collision boxes to a number of smaller **Korean style buildings**.



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Weapon-system specific changes

2S6 Tunguska:

- Corrected the ready and stored autocannon counts
- Changed KE and HE to no longer share their count

ASCOD Ulan:

- Fixed a typo in the label of the 'manual range' button in the ballistic computer
- Fixed the animation of the manual elevation and traverse handles
- GNR may now toggle the color of the daysight reticle (click the associated switch in the 3D interior, there is no hotkey); colors of the season: Black, or red
- The TI sight will now read 'GMOD' if the power traverse system is disabled (the previous display of 'NOTS' was invalid as this should only be displayed if the fire control computer is damaged/disabled)
- Added text at the 12/8/4 mil marks in the TI's emergency reticle (displayed in narrow field of view if the fire control computer is damaged/disabled)
- Lasing via handles now also requires the main control panel to have power (it is still possible to lase by pressing the red pushbutton on the laser assembly itself)
- Pressing the KE/MZ/MG buttons on the weapon control panel now requires the main control panel to have power (otherwise select weapon by ballistic computer)
- Hand cranks work now even with active powered traverse (but not stabilization!)

ASLAV-25:

- Updated 3D model
- Corrected the ready and stored autocannon counts
- Changed KE and HE to no longer share their count
- Unshadowed a diffuse texture
- Adjusted the commander's unbuttoned head position



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BM-21:

- Adjusted rate of fire to two rockets per second

BMD-2:

- Corrected the ready and stored autocannon counts
- Changed KE and HE to no longer share their count

BMP-1:

- Added two modern 73mm HEAT rounds

BMP-2:

- Corrected the ready and stored autocannon counts
- Changed KE and HE to no longer share their count

BMP-3:

- Corrected the ready and stored autocannon counts
- Changed KE and HE to no longer share their count

BRDM-2:

- Added 3D interior
- Updated 3D model
- Adjusted suspension data
- Adjusted inertia of turret azimuth movement
- Added nation-specific decal textures

BRDM-2/AT:

- Updated 3D model
- Adjusted suspension data

BTR-50:

- Changed the commander to assume the HMG firing pose while traversing



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BTR-60/-70/-80:

- Adjusted inertia of turret azimuth movement

Centauro:

- Adjusted internal components of vulnerability model

Cougar MRAP:

- Told gunner to rotate with the cupola. No shooting from the hip, to the side!

CV90/30-FI:

- Minor updates to 3D model, including air intake location

CV90/35:

- Minor updates to 3D model, including air intake location
- Reminded troops to have their compartment properly textured
- **CV90/35-DK:**
 - Applied hair conditioner for the rear towing cables, to give them a smooth appearance ... and that silky sheen
- **CV90/35-NL:**
 - Scrubbed the tracks to bring out their texture
 - Fixed bug #5056; purple mesh, begone! Shush!

Dingo 2 Ambulance:

- Applied whitener to rear side UN texture
- Applied blackener to wheels texture

FOV90:

- Update to interior 3D model: Removed 40mm ammunition



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Infantry:

- **Bunker:** Reduced visual signature, and exposure of infantry
- **LMG teams:**
 - Added NVG support for PKM 7.62mm
- **Missile teams:**
 - AT-3: Reduced sight movement rates to more realistic levels
 - AT-4 equipped units may now also fire AT-5 missiles; reduced movement rates in elevation and azimuth to more realistic levels
 - M220 TOW: Replaced the generic AZ and EL traverse rates with more realistic approximation.

LAV-25:

- Updated 3D model: Added firing pose
- Corrected the ready and stored autocannon counts
- Changed KE and HE to no longer share their count

Leopard 1A5

- Added Driver's hatch
- Updated 3D interior model

Leopard 2A4:

- Updated 3D interior model

LMV:

- Added RU texture

M2/M3 Bradley

- Corrected the ready and stored autocannon counts
- Changed KE and HE to no longer share their count



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M60A3:

- Updated armor protection levels of side and rear turret
- Adjusted loader 3D character's position as if the laws of gravity wouldn't apply to *CPL Lookatme-Icanfloat* (Yes. That's his name. I looked it up.)

M901

- Received facelift

Marder 1A3:

- Updated 3D interior model (CDR's hatch and lever)

Mi-8 HIP (Troops):

- Group mage applied a counterspell to shadowcasting by rocket pods that aren't there in the first place. Spooky!

NZLAV-25:

- Corrected the ready and stored autocannon counts
- Changed KE and HE to no longer share their count

Pandur I (RWS):

- Mounted infantry will remain buttoned up by default as not to block the RWS

Piranha III

- Improved animation of the driver's hatch
- **TACP:**
 - Corrected a minor error on the 3D model (roof)

SpPz Luchs A2:

- Corrected the ready and stored autocannon counts
- Changed KE and HE to no longer share their count



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T-72s:

- Adjusted vulnerability model to reflect low ammo count conditions
- Increased vulnerability against HEAT impacts on side skirts
- Adjusted CDRs position in 3D model
- **T-72B1 m.2012:** Is now **T-72B1 m.1985**. *We have always been at war with Sealand.*
- **T-72B1, -B1V:**
 - Updated a number of nation-specific textures
 - Reduced HEAT protection level of K1 ERA
- **T-72M:** Removed smoke grenades. *Has no launchers. In Soviet Russia, grenade fires launcher.*
- **T-72M1:** Updated track texture

1.2t Technical-T (60mm mortar):

- Applied psychotherapy to treat insane recoil level

TTB:

- Improved vulnerability model

VEC-M1:

- Applied some digital sandpaper to fix “a smoothing problem”

XA-360:

- Added proper 3D interior

YPR-765 PRI:

- Corrected the ready and stored autocannon counts
- Changed KE and HE to no longer share their count

ZSU-23/4:

- Corrected the ready and stored autocannon counts
- Changed KE and HE to no longer share their count



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Bugfixes without Bugzilla entry

- Fixed a rather complex issue with unbound hotkeys of Steel Beasts under Windows 10. The programmers' best attempt to explain it to me could have been taken straight from a dialog between Humpty Dumpty and the Cheshire cat, "SB asks "What is the value of potato?", Windows 10 responds "Maybe"
- Fixed road/stream texture flickering
- Fixed an issue with troops in vehicles being invisible when starting a scenario
- If the 'drive on left side' scenario option is set, vehicles will now also drive on the wrong side of bridges
- Adjusted the animation of the **Marder** commander's hatch.
- Improved the lighting of vehicle 3D interiors
- **ASCOD Ulan IFV**
 - the commander may now click the handle to operate the ballistic door
 - the GNR's turret direction indicator and the main control computer's displays will now be lit, even at night
 - some special characters were not being properly rendered (in particular the checkmarks indicating a working turret drive and ballistic computer)
 - In the GNR's daysight reticle, with the FCS either damaged or disabled but the laser functioning, the readout will now display 'LA' (indicating 'laser') rather than the selected weapon (KE/MZ or MG)
 - the GNR may now operate the 'lase' button on the LRF assembly housing while the main control panel is off
- Improved the lighting of vehicle 3D interiors some more
- When replacing a scenario's theme file *Steel Beasts* will now reload all changed textures
- Fixed a problem in the 'Event' logic dialog's 'play comparison sound sample' function
- Fixed a possible crash in the audio processing queue
- Fixed a possible buffer overrun in the T-62 code
- The 'video feed' view mode has been *even more* disabled for all **M113s** other than the **G4 OPMV** variant
- Fixed a bug with the spawn start- and end conditions
 - Fixed another bug with the spawn start- and end conditions. Also improved the associated condition dialog
 - Fixed a third bug with those wretched spawn start- and end conditions
 - Fourth fix is a charm
 - Make that the fifth fix
- Fixed a possible crash bug in the 'shoot at unit' code
- Fixed several bugs (and then some) that prevented units from returning to the actor pool
- Fixed a bug where soldiers turned invisible in some exotic circumstances
- Fixed crash that would occur when replacing a scenario's map with one that was smaller than the existing one
Applied a *first the pants, then the shoes* Gary Larson memorial check.
- Fixed a bug in the **Leopard 2A5-DK-A1** GAS which prevented reticle adjustments to match required superelevations
- Fixed a crash that occurred when starting a scenario after the previous mission included "terrain carpets" (gravel, asphalt, concrete)
- Fixed a problem with powerlines that could freeze the Map Editor
- Mouse wheel actions now require input focus for themselves or their parent controls to register any input
- Mouse wheel spinning now only zooms the map screen if no other window has input focus.
- Password-protected 'split' scenario files will no longer ask the user for the 'blue' password even if the split scenario is for a different party
- Occasionally map annotations were drawn in the wrong size
- Added more stress to vehicle suspensions at mission start

Resolved Bugzilla entries

- Fixed bug #1484; not all mounted troops will die if the troop compartment of a vehicle is hit
- Fixed bug #1902; **ground clutter is now semitransparent** close to the player's location
- Fixed bug #2164; embiggened (by noble spirit) the Fortified Line map graphic
- Fixed bug #3210; Civilians have better haircuts now
- Fixed bug #3349 by removing inconsistencies between weather conditions and the effective and laser range
- Fixed bug #3378, allowing more unit count selections within spawn zones
- Fixed bug #3666; optional improvements to tracers in views with the depth of field effect.
- Fixed bug #3717; for all **Leopard** family tanks the **mouse wheel** now adjusts the range scale on the auxiliary sight
- Fixed bug #3807; Hellfire C and K will no longer maintain lock on target after LOS is broken with shooter
- Fixed bug #3937; **{Tanks} and {PCs} may now be referenced in the {total < X percent} line**
- Fixed bug #4104; the status bar will now display unit icons for all infantry squads/teams attached to the currently selected infantry carrying vehicle
- Fixed bug #4280; vehicles being under tow may no longer co-tow other vehicles – including the vehicle by which they are being towed. Kow-tows are still permitted.
- Fixed bug #4331 by de-annoying the **Marder** commander's vision block view
- Fixed bug #4426; the dismounted **M2HB**'s iron sight is no longer being rendered in the specter view
- Fixed bug #4429
- Fixed bug #4621; **enabled NVG** view with **infantry weapon teams'** gun sights
- Fixed bug #4687; **it is now safe to tow other vehicles from any end, with any end**
- Fixed bug #4706; **BMP-2s** will no longer accidentally fire the missile while the player controls the primary sight
- Fixed bug #4833; in network sessions wheeled vehicles should no longer slide around laying on their sides
- Fixed bug #4844; lasing through smoke no longer returns ranges beyond the target
- Fixed bug #4901; **Technical-T (60mm mortar)** will now execute assigned fire missions
- Fixed bug #4903; merging infantry weapon teams with regular rifle teams into squads will no longer take away the heavy weapon ammunition
- Fixed bug #4929
- Fixed bug #4946; when working on **callsign templates** it is now possible to change the sort order
- Fixed bug #4972; adjusted animations for engineer infantry on breach routes
- Fixed bug #4977; made sure that Wisent AEV mine clearing flags are now consistent on host and client machines
- Fixed bug #4988; in the **Leo 2A5/A6** the computer-controlled commander will no longer put the TIM into ZÜ mode
- Fixed bug #4997 that caused the **Ulan** 'autotrack' hotkey assignment to reset to its default ('O') on application start
- Fixed bug #5001; re-enabled joystick support in the **Map Editor**'s terrain preview
- Fixed bug #5037; unshrunk the **Map Editor**'s building preview pictures
- Fixed bug #5042; made the infantry's suppressive rifle fire range less abnormal
- Fixed bug #5049; gravel, asphalt, and concrete "**terrain carpets**" should now be better visible in 3d view. Note that the actual flattening of the underlying terrain will be done only in the upcoming new terrain engine; at this point terrain clipping is unavoidable
- Fixed bug #5052; when determining the **azimuth manually** the bearing bar will now appear in the F8 view too
- Fixed bug #5059; after shooting all members of a heavy weapons team the weapon will no longer disappear
- Fixed bug #5060; after changing an **RBS 70** unit to another missile type will now update the unit's tactical icon
- Fixed bug #5063; the **Spike** ATGM may now be steered in flight even after being from inside of a building
- Fixed bug #5064; in the **Camouflage** Scheme dialog, renamed the 'Close' button to 'OK'. Per general Windows UI conventions clicking 'apply' will not close the dialog
- Fixed bug #5065; **repair, if...** and will work again even if the condition comes with a time delay
- Fixed bug #5066; performing a **map refresh** no longer replaces the currently chosen Terrain Theme
- Fixed bug #5067; in network space noone will no longer end up not owning nothing if everyone is 'observer'. In that case ownership of all combatants will revert to the session host
- Fixed bug #5069; in the **M1A2**, when in commander's position, pressing **F7** from the map view will no longer cause CITV to enter manual scan mode



- Fixed bug #5073; time acceleration will now speed up turret scanning
- Fixed bug #5074; applied digital sand paper to remove reported facets of curved faces on vehicles
- Fixed bug #5076; told LMG teams to stop playing Rambo and only fire the rifle or the MG
- Fixed bug #5083; only **RPG-7s** will still be fired at ranges beyond their maximum range
- Fixed bug #5084; the **CV90/40** gunner will restore the old TIS focus settings on the human player's return
- Fixed bug #5088; in network sessions, **flipped graphics** drawn will now be properly sent to other clients
- Fixed bug #5089; non-Afghan **characters disguised as Afghan** characters will now be identified as Afghan characters; or, succinctly put, *IsAfghan()* now returns true in infantry with Afghan camo
- Fixed bug #5091; infantry without MG or RPG ammo will now fire everything else that they got
- Fixed bug #5095; **immobilized** vehicles with a **mine plow** will now lift it to facilitate being towed
- Fixed bug #5113; in the **CV90/30-FI** the troop commander will no longer see a black screen while unbuttoned
- Fixed bugs #5119, #3793, #1256.
With this change the **'UTC offset'** option in the **Mission Editor's** 'Set Time & Date' dialog has been revived, allowing you to override the automatic UTC zone setting. In addition, the computed UTC value is now being shown in 'map info' dialog.
- Fixed bug #5121 by creating fewer duplicate waypoints when plotting unit routes
- Fixed bug #5123; in the **CV90/35** the forward and right smoke grenade switches will now fire the forward and right smoke salvo
- Fixed bug #5128
- Fixed bug #5129; when using the **ASLAV-25** commander's roof MG (**ALT+F3**), the sounds are no longer muffled
- Fixed bug #5130; when using the **ASLAV-25** commander's roof MG the view will no longer pass through the turret
- Fixed bug #5132 by enabling the depth of field effect on the **ASLAV-25's** thermal sight
- Fixed bug #5135; increased the Ritalin dose for large boulders with their LOD popping issues
- Fixed bug #5138; towed vehicles have been taught to show some respect when a "stop" command is issued
Towing vehicles can no longer intersect with each other. The hitch distance for normal tanks is still considerably lower than for ARVs, though
- Fixed bug #5142; **TOW missile team** soldiers will no longer stake the team leader's heart with the tripod, no matter how much they hate setting up and disassembling the equipment. It just wasn't civilized. Also, the leader wouldn't die from it, so why bother
- Fixed bug #5143; **AT-4 missile teams** will now assemble and disassemble the launcher step-by-step
- Fixed bug #5147; dismounting in a **hot LZ** may still cause helicopters to crash but SB Pro can now handle it
- Fixed bug #5154; cut the number of roof models in half during the **ASLAV-25** transition from buttoned to ALT+F3 roof mounted MG view; as with noses in faces, more wasn't "better" in this case
- Fixed bugs #5156, #5157
- Fixed bug #5161; **powerlines** visible in the **Mission Editor** after map refresh will no longer be missing when playing
- Fixed bug #5164; powerlines will no longer appear as having segmented wires
- Fixed bug #5165
- Fixed bug #5167; spawned units are now issued birth certificates (SB_ENTITY_ID)
- Fixed bug #5169; the manual **azimuth bar** now also shows up if the mouse is decoupled from view control
- Fixed bug #5173; **snipers** now dump their ghillie suits if ordered to wear civilian clothing (party camouflage options)
- Fixed bug #5174; opening the oxymoronic "Set **Party Camouflage** Options" dialog no longer erases previous settings. You gotta love the Greeks for inventing words like *oxymoron*, which is surprisingly *anaerobic* (not the sports)
- Fixed bug #5176; pushing TAB in the **Leopard 2A4** and **Strv122** will now fire a single smoke volley (left *and* right)
- Fixed bug #5177; asked the LMGs to "work with the F1 camera, show your gorgeous LOD_H.X, baby!"
- Fixed bug #5186; when a waypoint is moved a squad routed to it will now change their direction accordingly
- Fixed bug #5190; in **spawn zones**, single civilian prototype agents no longer appear as infantry icons
- Fixed bug #5192; **snipers** using **7.62mm NATO** will now be equipped with the **FN FAL** (squint hard to see the scope)
- Fixed bug #5198 by fixing #3937 some more
- Fixed bug #5199; when obstacles move in a deployment zone, they no longer leave their label behind
- Fixed bugs #5200, #5207; **Claymores** may no longer detonate with friendly infantry located **beyond** the **30m** circle. Previous visits (#5207) don't count



- Fixed bug #5201, #5202; obstacles and fortifications will **not save ownership** assignment. In network sessions bunkers and vehicle emplacements cannot be assigned to an owner. This is actually a feature; only this way any network session participant can move them in the planning phase. With this change the 'set ownership' property menu for bunkers has been removed
- Fixed bug #5203; also **mobile bridges** (deployed in the **Mission Editor**) no longer save their ownership assignment
- Fixed bug #5204; human players may no longer use F1 view controls to teleport into a **forbidden unit type** within a platoon of mixed vehicles (e.g., an ambulance)
- Fixed bug #5205
- Fixed bug #5207; see #5200
- Fixed bug #5208; changing from fullscreen to windowed mode (**Alt+W**) while in 3D view or changing back after having been in 3D no longer causes a lock-up
- Fixed bug #5209; outside of the Mission Editor, you may **no longer delete** emplacements, obstacles, standard or priority TRPs, or FASCAM reference points in the planning phase
- Fixed bug #5210; with media files (=WAV sound file) embedded in a scenario, reopening the event dialog now allows normal interaction with the Select File button, including deletion of the embedded sound
- Fixed bug #5211; enabled **relief shading** option in the **Map Editor**
- Fixed bug #5213
- Fixed bug #5217
- Fixed bug #5218; prone infantry no longer performs a backflip animation when dying
- Fixed bug #5220
- Fixed bugs #5221, #5222, #5223, #5224. *Steel Beasts* will no longer crash when clicking the "Tree" tool selector button in the **Map Editor**, or while browsing the ground clutter object library in the **Theme Editor**; with the "Bush" tool selected foliage objects are displayed again; finally, in the Theme Editor grass and bush type ground clutter show up again in the preview window
- Fixed bug #5225; Tree #67 was ordered not to disappear just because his stem wasn't being looked at, to which he replied "I am Groot". We took that as a confirmation
- Fixed bug #5226; sniper rifle sounds will now fade over distance
- Fixed bug #5229
- Fixed bug #5230; **bunker fortification** objects may now be **duplicated** in the **Mission Editor**
- Fixed bug #5231 with the **"split scenario"** feature, where all parties were treated as Blue, and neither units nor obstacles were properly exported
- Fixed bug #5240; screwed on crew soldiers' heads more thoroughly
- Fixed bug #5246; some walls disappeared when being viewed through a primary sight
- Fixed bug #5247, where particles continued to get generated even after it had been, in Bill Paxton's words, **"GAME OVER, MAN!"**
- Fixed bug #5248; **duplicating** concertina wire **obstacles** and **IEDs** will no longer inconsistently close the dialog window
- Fixed bug #5250; after changing the look of **weapon team** type infantry the status bar will now append the unit's 'underlying type' (e.g. 'LMG Team') to its name, enclosed in square brackets
- Fixed bug #5254; after duplicating **IED** objects, changing the duplicate's "Explode, if..." condition will no longer change the original object's properties
- Fixed bug #5255; **Ctrl+S** will now also saves mission while editing the Summary
- Fixed bug #5256
- Fixed bug #5261; **split scenario** files no longer allow the creation of passwords for any other party
The various party-specific configuration options (password, camouflage, call sign templates, map view settings..) are only available for the currently edited party
- Fixed bug #5271; you may now **delete reference points** created during the execution phase - but not the ones created in the planning phase or the Mission Editor
- Fixed bug #5275; when **merging scenarios**, the scenario name is now 'untitled'. This was done to prevent accidental overwrite of existing files. The merged scenario is also flagged as modified, so that the **Mission Editor** prompts to save before exiting or loading another scenario
- Fixed bug #5277
- Fixed bug #5278



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STEEL BEASTS
Professional

PE 4.018 Release Notes

- Fixed bug #5290
- Fixed bug #5291; Building 85 will now get culled in a more sensitive way
- Fixed bug #5295
- Fixed bug #5296
- Fixed bug #5301
- Fixed bug #5303
- Fixed bug #5304
- Fixed bug #5307; **Assembly Hall** chat will now properly update
- Fixed bug #5309
- Fixed bug #5311
- Fixed bug #5312
- Fixed bug #5316; some buildings are no longer invisible in the **Map Editor's** 3D preview
- Fixed bug #5319; the loaders in the **Leopard 1** will pull their knees in now to clear the gun recoil path
- Fixed bug #5322
- Fixed bug #5324; space roaches wearing human bodies as a costume will now properly animate when dismounting
- Fixed bug #5325
- Fixed bug #5327; in the Assembly Hall, really long unit names may now bleed over into other areas; suck it up, we're not going to fix that anytime soon.
- Fixed bug #5328; a joystick may now be utilized for the M1A2's commander override mode

4.010 (official release)