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STEEL BEASTS
Professional

PE 4.023 Release Notes

SB Pro PE 4.023 (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 4.1 User's Manual will go into print – probably in July 2018.

This document focuses on changes since version 4.019. You may want to study the release notes for version 4.000 and 4.019 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), 2GByte video RAM, and generally a DirectX 9.0c graphics card supporting Shader Model 3.0 (which includes pretty much everything that is currently commercially available).

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:

<https://www.microsoft.com/en-us/download/details.aspx?id=34429>

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 **6.50c** (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 tab, 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 **6.50c**.

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 — Dec. 24, 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 NATO Stanag 2019 App. 6c 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 6.50c

User Interface Changes

The overhead view can now be lowered to ground elevation, and the 'inertia' applied to the zoom function has been removed.

Hit Alt+Q to toggle the free-flight camera mode between **contour flight** (never collide with the ground, the traditional way) and **absolute height** (moves smoother and will still stay „above“ ground on collision, but NOT return to the previous set height when going downhill again)

Hovercam (Shift-F8) behavior:

If you're occupying a combatant, the camera will switch to tethered mode. If already tethered, this hotkey will switch to free-flight mode

Command line options

Added a new command line variable, '--mpstartcountdown', allowing to configure the countdown length when starting a network session. This defaults to the (formerly hard-coded) value of 11,000 milliseconds. It is recommended to leave it where it is, unless you know what you're doing.

Network Sessions

The **Terrain Detail** configuration window will now show the current values even if the sliders are disabled (this may happen if the dialog is opened by a client in a network session). Network session hosts may change these settings for everybody, at runtime.

You may now sort the Assembly Hall's participants list – by join order (default setting/previous behavior); the local player will always be the first one listed. Other sort toggle options are alphabetically (ascending and descending), and by party (blue/red/././unassigned). (Use the Sort button, in case you were wondering.)

Localization

- Added a number of new strings
- Updated **Danish** strings
- Updated **Finnish** strings
- Updated **German** strings

Simulation Rules

Ballistics

New Munitions

- ZSU-23/4, Technical w/ ZU-23/2
 - ▣ Added "23mm PMA276 FAPDS-T"
- IFV Warrior, Scimitar, possibly other Rarden gun vehicles:
 - ▣ Added "30mm HE-T L13A2"
 - ▣ Added "30mm L14A3 APDS-T"
 - ▣ Added "30mm PMC287 KERR" (was never actually fielded, though)
- IFV BMP-2, possibly other autocannon 2A42/2A72 vehicles
 - ▣ Added "30mm Sloboda HEI-T SD"
- IFV Pizarro, possibly other vehicles with autocannon Mauser MK30-2, or Bushmaster II
 - ▣ Added "30mm NM225 APFSDS-T"
 - ▣ Added "30mm Raufoss MP-T"
- RPG "Carl Gustav"
 - ▣ Added "84mm HEAT 551C", "84mm HE 441D" "84mm HEDP 502"
- MGS Stryker and similar 105mm L7/M68 gun systems
 - ▣ Added "105mm M393A3 HEP-T"
- Sho't-Kal, Merkava (and similar 105mm L7 gun systems)
 - ▣ Added "105mm OG 105 F1 HEAT-T"

Added ATGMs

- Spike
 - ▣ "170mm Spike MR*"
 - ▣ "170mm Spike SR*" (displayed as "NLAW" RPG)
 - ▣ "170mm Spike SR PBF" (displayed as "NLAW" RPG)

Munitions adjustments

- Adjusted numerous tracer settings; work still in progress
- Reduced AI engagement ranges for 105mm L7 gun systems
 - ▣ "M456A1 HEAT-T"
 - ▣ "M456A2 HEAT-T"

- “NR132 HEAT-T”
- “DM12 HEAT-T”
- “M1061 HEAT-T”
- IFV Marder
 - range and self-destruct ranges of of "20mm DM81 HEI-T"
- Recce VEC-M1, possibly other Bushmaster I gun vehicles
 - Adjusted self-destruct range of “25mm SAPHEI-T”
- IFV Bradley, possibly other Bushmaster I gun vehicles
 - Adjusted self-destruct range of “25mm M792 HEI-T”
- IFV BMP-2, possibly other 2A42/2A72 gun vehicles
 - Adjusted self-destruct range of “30mm OT HEI-T SD”
- IFV CV90/30, also IFV Ulan, IFV Pizarro (Bushmaster II, Mauser MK-30)
 - Adjusted self-destruct range of “30mm NM222 MP-T/SD”, “30mm PSSYKR VJ03”
- MBT Challenger II
 - Adjusted "120mm L23A1 APFSDS"
 - Adjusted "120mm L26A1 CHARM1 APFSDS"
- Updated properties of
 - “30mm NM222 MP-T/SD”
 - “73mm OG-15BG HE” (RPG-7)
 - “84mm HEAT 551” (RPG “Carl Gustav”)

3D Munitions

- Added 3D model for
 - AT-11b Sniper/Svir-M
 - RBS70
 - RBS70 Mk.2
 - AT-6 Spiral
 - RBS70 Mk.1
 - RBS70 (BOLIDE)
- Corrected the booster flame direction on the following 3D missiles, and removed the artificial tracer tail
 - Hellfire
 - Javelin
 - Spike
- Reduced the **Dragon's** tracer
- Tracers will keep glowing until burnout time, rather than some artificial cut-off
- Added a missing texture to the **Milan 2T**
- **AT-3 Sagger** missiles will no longer appear solid black



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Mission Editor

General

You may no longer change infantry into vehicle units, or helicopters into land units, or vehicles into infantry, or into helicopters, with all the associated mischievous tricks.

Camera Path Animation

While *testing* a scenario you may now define animation paths for camera movement (which, on playback, you may record with 3rd party screen capture tools). In the 3D view, hit **Alt+Space** to activate the **camera path control window**. It may be useful to pause the mission; you may still move around with the usual hotkeys (**WASDXQZ**); Alt+H will remove most HUD elements for a more cinematic view.

By defining keyframes you may set a path for camera movement where Steel Beasts will interpolate between each keyframe (linear between two keyframes, or as a spline curve for three or more). A maximum time of 100 seconds of camera movement can be set per camera path; keyframes can be set no less than one second apart. Camera paths may be stored as files (*.campath). Note however that each keyframe uses one of four frames of reference,

- Absolute world coordinates (latitude, longitude, and elevation); campath files containing such keyframes are probably unsuitable to be applied to other cases.
- Unit-specific coordinates referencing
 - ▣ The (vehicle) hull
 - ▣ The (vehicle) turret
 - ▣ The (main) gun tube

Note that these coordinates reference the unit by callsign. If you want to apply them to a different unit in the same scenario, be sure to update all keyframes to reference the new unit

If the first and the last keyframe are identical (go back to the first keyframe, then set the last one by changing the time code, so you copy all other settings), Steel Beasts will make the camera path an “orbit” – looping the animation without the 100 sec time limit.

Mission Debugger

Improved the display of events and conditions so that it is easier to see which (sub)conditions are defined and whether they are 'true' or 'false'

Map Editor

User Interface

You may now 'lock' and 'hide' Map Editor object classes (ie bridges, roads, line objects etc.) by clicking on newly added little boxes in the upper corner of the respective object selection box.

'Locking' an object class (also achievable by Alt+right-clicking the object selection box) will make all objects of this class 'un-selectable' (so that they cannot be moved or deleted) while 'hiding' an object class (which can also be done by clicking on the object's selection box using the Alt+middle mouse button) will hide them from the map view (and implicitly 'lock' them at the same time so that they cannot be manipulated).

Note that as a consequence of this change, the (now redundant) functionality to toggle the visibility of map annotations has been removed from the **Options** menu.

While editing **powerlines** the cursor will now display a '+' or '-' symbol if the **Ctrl** or **Shift** key is held down, indicating that you may add or delete a node of the polyline. (Manually placed nodes will force the placement of a pylon, otherwise they will be placed automatically, avoiding intersections with roads or water bodies.)

The editor will now display powerline pylon object IDs.

New Objects

For better farms, manure silos are now available.

- Random selection of open stowage, or with cover
- For open stowage, random selection of one of five fill states
- Added 20 new terrain textures
- Stone tower buildings will no longer catch on fire



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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.

The BIBER's return rollers are invisible. But at least the tracks are no longer sagging.

Artwork/Render Engine

Powerlines are now rendered much more efficiently – they might look slightly different now though. Enabling anti-aliasing is recommended.

Weapon-system specific changes

2S1 SPAH

- ▣ Adjusted recoil strength

2S3 SPAH

- ▣ Adjusted recoil strength

AH-1 Cobra

- ▣ Crew will now fire unguided rockets, and guided missiles

ASCOD Ulan

- ▣ Corrected errors on the armor model
- ▣ Corrected the weight and power-to-weight data

ASLAV-25

- ▣ May now reload from stowed ammo

Biber AVLB

- ▣ Added return rollers in approximate locations to prevent track sagging

BRDM-2

- ▣ Corrected the broken commander peri IR sight

BRDM-2/AT:

- ▣ Corrected the suspension data
- ▣ ATGMs will now reload individually; the loading process only starts after the launcher has reached stowing position
- ▣ Adjusted missile reload times
- ▣ adjusted the missile backblast origin
- ▣ missile artwork will now correctly reflect the launcher's loading state
- ▣ ironically, fixed an animation

BTR

BTR-60:

- ▣ Increased the default RPG count

BTR-70:

- ▣ Changed the default RPG type to PG-7S1



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CH-47 Chinook

- Adjusted size of dismounting command element

CV90/35

- Reduced main ammo reload time (assuming mounted infantry assistance) to make it consistent with other IFVs ... until the day where a multiplier might be added to vary reload times depending on squad presence
- File under '*secrets man isn't supposed to know*': The fire control system turns out to be even more complicated than we were told (until someone went ahead and told us):
 - Removed a 'silent observation' mode that most likely never actually existed in the real vehicle
 - VIS 'Operational' screen – the CDR's selected 'target type' is now shown correctly (outlined in blue)
 - When attempting to shoot an ABM firing pattern (eg 'wide') with a non-KETF round already chambered, the FCS will now fire this round directly at the aimed spot (using the correct ballistics) instead of treating it (incorrectly) as the first ABM round in the firing sequence
 - In network sessions the FCS will now properly select the target mode chosen by the CDR (outlined in blue), and will now revert back to the mode chosen by the GNR as soon as the CDR's override ends
 - In the VIS 'Weapons' display the 'MG' is now shown as selected while the CDR overrides (if he has selected the coax, that is)
 - The CDR may no longer chamber a round while the driveshaft is pulled while or the electrical safeties are disengaged, irrespective of ego size
 - Fixed misaligned target mode icons in the VIS 'Weapons' screen
 - Corrected the color of the '---' laser range text (indicating that no range exists) in the 'Operational' VIS screen
 - In the KETF 'Wide' target mode, the FCS will now apply lead to the entire salvo, not merely for the first shot
 - Upped the firing rate for salvos if a round was already chambered
 - The computer-controlled GNR has been reminded to stop resetting the minimum lase range to 0 meters (*This is not Nam! Here are rules!*)
 - The CDR may now control the MFP via the keyboard number keys more reliably
 - Pressing the palm switch will no longer make the gun jump upwards
 - 'Deep' firing mode will now apply lead
 - Added correct visualization of the 'front traverse' laying limits
 - The VIS 'Operational' screen will now indicate if a round is chambered (by the ammunition symbol being drawn in yellow) or the chambered round being of a different type than the ammunition type chosen (ie KETF cham-

bered, AP selected) by replacing the 'remaining ammunition' readout with a red symbol of the actually loaded ammunition type

- While overriding the GNR, the CDR's ammo selection will now be shown
- Implemented the 'Azimuth Laying' limiter (the safety feature for the crew to restrict the turret rotation).
- Note that in MP session ongoing (but not active) changes to the min/max azimuth limits will NOT be transmitted; this is only done once the limits are actually set active!
- This and the 'Front Laying' limiter status may be toggled by both CDR and GNR
- Max lase distance is now 9995m rather than being capped at 4000

CV90/35-NL:

- Adjusted minimum and maximum elevation gun elevations
- Fixed bug that would render the 'Resume' function inoperative
If the CDR overrides, the GNR can, if he did not let go of his palm switches, make the turret rotate back to its pre-override azimuth as soon as override mode is terminated, provided this is done within 60 seconds
- CDR may now override while looking at the VIS

AEV Dachs

- Smoke grenade launcher will now launch smoke grenades

GTK Boxer

- Added a digital desert camo pattern

Infantry:

Missile teams:

- Increased max ATGM, and default ammo count by 1

Lemur RWS

- While testing a scenario the 'lemurGunLimitsSet.txt' file is now written to whenever a new TP is defined, not merely if the gun limits are stored.
(This will preconfigure the TPs for a regular start of the scenario later on.)

Leopard 2

Leo 2A5A2-DK:

- Synchronized coax round origin with muzzle orientation

M1A1

- Added Australian camo pattern, both external model and turret roof



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M2/M3A2 Bradley

- ▣ May now load AP and HE ammo in either ammo slot (or both)

M60A3

- ▣ Raised the location of the air intake point
- ▣ Tightened the loader's hatch's screws on the LOD3 turret

M88

- ▣ Removed a lot of gear that wasn't supposed to be there.

M109A3 SPAH

- ▣ Adjusted recoil strength
- ▣ Added a missing texture for selection of US and US2000 camo scheme

M113

M113AS4:

- ▣ Adjusted number of dismounts to 8
- ▣ Assigned M72 as RPG
- ▣ Added dismounted command group

M113 Eng:

- ▣ Concertina rolls will no longer appear under the vehicle

M113G4, FO, OPMV:

- ▣ Smoke will be launched in the hull orientation now, rather than the turret

M901

- ▣ Driver's head will no longer poke through the hatch

Mi-17

- ▣ Crew will now fire unguided rockets, and guided missiles

Marder 1A3

- ▣ Shot counter counts now
- ▣ fixed animation issue on the hydraulics yaw lever (it should now be visible in both positions)
- ▣ CDR may no longer override GNR if powered turret movement is disabled
Note that powered turret movement is now **entirely** disabled as soon as **either** powered azimuth **or** elevation movement is turned off



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Merkava 2

- Bettered black blobs on bags bustling in the rack

Piranha III

- Added a missing texture for selection of US and US2000 camo scheme

RG-31 Nyala MRAP

- Reorganized diffuse texture folder structure so that there can be nation-specific desert camouflage paint jobs

T55

T-55A:

- Adjusted LOD2 textures

T-55AM:

- Adjusted LOD2 textures

UH-60 Blackhawk

- Added a dismounting command element

T-72 MBTs

- Fixed an exploit with the autoloader (see bug #5674)

T-72B:

- Improved aim of AT-11 missiles (see bug #5323)
- Corrected a texture error with some ERA bricks casting shadows were none should be

Technical trucks

- Reduced recoil strength for 106mm recoilless rifle (d'oh) and mounted mortar

Wisent AEV

- Added UN texture
- Added more suspense

ZSU-23/4

- Updated armor file, eliminating a 7.62mm vulnerable spot in the mantlet area



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Bugfixes without Bugzilla entry

- Beautified the CV90/35 application icon
- Hired Tom Sawyer to paint a fence (who seems to have subcontracted it out, but at least the fence looks better now)
- Updated a number of Africa themed unit templates, and added a new one
- Triple-strand concertina obstacles will now be built in the correct order. Takes more time, too, and transitions better at distance
- Increased the volume of the M60E LMG, 3rd person firing sound
- Updated sounds for infantry PKM LMG
- Fixed some errors with the shadowcasting of the hatchback civilian car
- Under specific circumstances in network sessions Steel Beasts will no longer play the wrong 'gun fire' sound (see also bug #5160)
- Fixed a bug that does not apply to the Personal Edition
- Selected 'ISO container' objects will now show information in the status bar.
- Despicably shrank the moon size by 10%. *Thank you, Gru, for stealing that Shrink Ray gun from North Korea!*
- Puny humans may now control laser beam riding missiles even if there is no target at all.
- Coached a tree model resource file to win a spelling bee contest
- Enabled a proper thousand-yard stare for computer-controlled crew (to scan the horizon correctly)
- In-construction bridge and line objects will now be drawn even if their display is toggled off ...and these line objects will now be drawn even more
- Eliminated the (unused) 'My Maps' folder structure at application start
- Fixed another bug that does not apply to the Personal Edition
- Fixed a bug in the code for computer-controlled drivers, possibly improving the behavior of non-leading vehicles.
- Stopped memory from leaking out of cracks in aging RAM modules
- Stopped memory from leaking out of cracks in aging RAM modules *even more*
- In the AAR the 'world view' position now jumps to the hit/lase location, even if the hit/lase event is a building
- Infantry may now really be equipped with the recently added 'Spike SR' RPGs (NLAW)
- Made Steel Beasts crash even less
- Fixed a latent bug about 'negative drift', whatever that may be
- With the 'HUD Overlay' disabled (Alt+H), the mouse cursor will no longer change to a 'pointing hand' if the user moves the mouse towards the upper corner of the screen (where the retracting menu bar would appear – if only the HUD overlay wasn't toggled off)
- Fixed problem where the 'save unit to template' menu item would not appear if a unit was right-clicked immediately after saving a scenario
- Fixed a problem where target panels would display incorrect options
- Fixed one more bug that does not apply to the Personal Edition
- Fixed a bug in the 'host network session' and 'join network session' user interface. The 'play as' button will again appear in its proper place.
- The 'Armed/Unarmed' state will now be correctly saved in the AAR
- Fixed a network related bug with the Centauro
- Gliding o'er all, through all,
Through Nature, Time, and Space,
As a ship on the waters advancing,
Leaves of grass and others
Cluttering the ground
Will fade with distance
- Obsolete tree texture
Overriding your successor
At times rare yet unspecific'd
Begone!
- Computer-controlled driver
Avoiding certain bushes
Nevermore
- Tweaked parameters to make AFV drivers less timid in the presence of walls
- Network clients' laser actions will now properly trigger laser warning events on other network client machines

Resolved Bugzilla entries

- Fixed bug #959; 'Bunker', 'ISO container' and 'vehicle emplacement' map graphics now feature an 'orientation bar' just like the 'panel' reference point does. For the 'bunker' and 'ISO container' graphics the scale/rotate hotspots have been removed while for the 'vehicle emplacement' the top and bottom ones remain (to allow resizing)
- Fixed bug #1146; no more muzzle flashes out of bunkers
- Fixed bug #1501; **ATGM** equipped vehicles will no longer engage infantry with missiles
- Fixed bug #2045/#2047/#3990; with this change, bridges featuring central pillars will have these pillars adjusted so that they always point straight down (bug #2045), so that they always extend all the way to the ground (bug #2047) and so that they are no longer planted on roads (bug #3990). Note that the 'highway' is one exception; the pillar will still be left remaining if it fits into the median strip. All this happens automatically, on maps old and new
- Fixed bug #2457; the size of the **Set Ammunition** dialog box was adjusted
- Fixed bug #2593; the '**In-progress join wizard**' may now also be accessed by the host from the 3d view's '**System**' menu. Note that it will only be accessible if the session is paused
- Fixed bug #3424; only human players may now waste ATGMs on enemy infantry (yes, for some it's an "investment")
- Fixed bug #3705; wall objects with a map footprint will appear green in Planning and Execution Phase
Note that this color is currently only used for line objects configured to have a map footprint
- Fixed bug #3832
- Fixed bug #3998; adjusted **PG-29V** specs
- Fixed bug #4316; applied some mild sedative to the **Leopard 1** sight treating its habit to jump after firing
- Fixed bug #4373; encouraged top-attack missiles to also engage targets with intimidatingly thick armor ... that the missiles are designed to bypass anyway.
- Fixed bug #4987; an additional switch state was added to the '**INFO**' **overlay toggle switch** displayed on the the map screen's side panel. If the switch is set to the new '**COMPLETE**' state object text labels are shown; if merely '**ON**', only the objects will be editable while their labels are merely displayed
In addition, the switch will default to the 'ON' setting when entering a scenario's planning phase (the Mission Editor will default the switch to 'COMPLETE'). Note that whenever you create a new textfield or FASCAM/priority/reference point, the associated textfield widget will be selected, regardless of the 'overlay' toggle setting
- Fixed bug #5011 by enabling large explosions for vehicles that don't detach their turrets
- Fixed bug #5044; when following ATGM teams, the external view will no longer elevate if the crew is about to fire
- Fixed bug #5062; breach lane clearing flags will no longer be rendered beyond 250m
- Fixed bug #5159; computer-controlled units will no longer fire ATGMs inside their arming range
- Fixed bug #5243; **IFV Marder** safety levers:
The mechanical safety for both the autocannon and the coax can now (again) be set on 'F' (fire). Note that it is still only possible to fire either coax or autocannon, based on the control panel setting.
- Fixed bug #5271; player created reference points added during the Planning phase may now be deleted again – until the Execution phase begins
- Fixed bug #5297
- Fixed bug #5323; **T-72B** crews will now aim their **AT-11** missiles much better
- Fixed bug #5343; the **NZLAV** CDR's place will now obey elevation limits (Q)
- Fixed bug #5346 by reducing brightness of concrete, gravel and asphalt areas
- Fixed bug #5347; the **BRDM-AT** (9P148) will now adjust the vertical flight of its missiles
- Fixed bug #5348; if some scenarios would still not load, at least errors will be given in the log file
- Fixed bug #5349; **Tab** and **Return** key will no longer switch sides while you are in the Mission Editor's 'Briefing' and 'Summary' display modes
- Fixed bug #5354; in the **M1A2** the CITV will now default to "GPS GLOS" mode (again)
- Fixed bug #5357; applied a different sound loop for Red side's squad MG
- Fixed bug #5366 by adjusting the alignment of the **TOW** sight crosshairs (particularly on the M2/M3 Bradley)
- Fixed bug #5369; **ZSU-23/4** and **HMMWV Avenger** are no longer reluctant to fire at UAVs
- Fixed bug #5371
- Fixed bug #5375; loading certain saved plan (.PLN) files will no longer cause application crashes
- Fixed bug #5378; while the **M1A2s** CITV is in MAN or AUTO scan mode, you may no longer override while looking through the GPSE (F2) view



- Fixed bug #5381; In the **M1A2**'s interior, the MRS lever has now been coated with Invisi-Paint™
- Fixed bug #5382; In the **M1A2**'s CITV map screen, when "VEH SYS" is active, some text string is now less incorrect
- Fixed bug #5384; surrendered units will now also hand over their icons to become visible in overhead view
- Fixed bug #5387; the network session host may now change (landscape) detail settings for everybody, at runtime
- Fixed bug #5390; increased the new TOW-2 Aero missiles' fuel supply to reach their maximum range; this affects
 - BGM-71E-3 TOW-2A Aero
 - BGM-71E-3 TOW-2A Aero RF
 - BGM-71F-3 TOW-2B Aero
 - BGM-71F-3 TOW-2B Aero RF
- Fixed bug #5391; in the **Mission Editor** you may no longer change infantry into a vehicle units, or helicopters into a land units (and vice versa)
- Fixed bug #5402; when selecting **Show vehicle icons** (while testing a mission, or during the AAR) helicopters and UAVs will now use a different symbol
- Fixed bug #5405; in network sessions changing to windowed mode (**ALT+W**) will no longer propel vehicles up into the air like cannonballs
- Fixed bug #5425
- Fixed bug #5426/#5415/#3303; network session hosts may now use the new '**Manage Participants**' dialog to search for players, and to remove players from the session. During the execution phase regular session hosts will not be able to center the map screen on a participant's location
 - if the combatant they occupy has 'map damage'
 - if the 'map view' was disabled for their party
 - if the participant occupies a combatant in a different party than the userIn addition, in scenarios with 'map updates' disabled, the 'center' button will now center on the participant's formation's (last) reported position, not its actual position.
- Fixed bug #5432; added a **Sort** button to the **Assembly Hall**
You may now sort the Assembly Hall's participants list - by join order (default setting/previous behavior); the local player will always be the first one listed. Other sort toggle options are alphabetically (ascending and descending), and by party (blue/red/./unassigned)
- Fixed bug #5436; scraped the white paint from distant rocks, and exorcised the responsible polterbug
- Bug #5440; when the **Leopard 2A5/Leopard 2A6** CDR enters KH mode in the TIM he may now control the thermal focus settings again
- Fixed bug #5441; when networked **Sho't Kal** CDRs override their turrets, these will now rotate even for their human gunners
- Fixed bug #5442; **BMP-2** network client GNRs may now control the missile sight door, irrespective of ownership
- Fixed bug #5445; computer-controlled units have been briefed that under "Hold Fire", artillery calls are a violation of orders. Further transgressions, should they occur, will be punished by extensive bug hunts.
- Fixed bug #5458; bridge symbol map graphic no longer show "Abatis", and may be sent to other network clients
- Fixed bug #5462; successful breaches of mine obstacles will no longer be reported to the owner
- Fixed bug #5482, which was caused by fixing #3807. Human players' **RBS-70** missiles will no longer fly astray
- Fixed bug #5487; FO teams are back to one sight (**F2**) rather than two
- Fixed bug #5508; surrendered infantry will now be purged from the map view at zoom levels under 6X
- Fixed bug #5521; in network sessions, there's now turret pops for everybody!
- Fixed bug #5524; random color-assigned vehicles will now retain the color in the interior 3D view
- Fixed bug #5528, which may not have been a bug after all
- Partially fixed bug #5534; when controlling **LMG teams** you may get up to kneeling/standing posture while stationary. However, on entering the 'sight' view (**F2**) you will be forced down to the 'prone' posture again.
- Fixed bug #5536; in the **AAR** recorded infantry poses are now less inconsistent with their actual state during the Execution phase
- Fixed bug #5537; participants in a network session are now more in sync when it comes to observing gun elevations, so units will no longer appear to shoot at different places
- Fixed bug #5560
- Fixed bug #5566
- Fixed bug #5569



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PE 4.023 Release Notes

- Fixed bug #5573; party dispositions are now recorded periodically for the AAR; there is however no specific event denoting such changes
- Unglitched the **Centauro** gun sight, thereby fixing bug #5588
- Fixed bug #5604; **Map Annotations** style settings are now properly applied in Mission Editor and while playing
- Fixed bug #5607; in network sessions the GNR's stabilized sight no longer jumps if CDR ceases override using his own stabilized sight (**Leopard 2**, the **Challenger 2** and the **CV90/35-NL**)
- Fixed bug #5609, which could cause the wrong element to accept move orders when commanding dismounted mech elements from the 3D view interface
- Fixed bug #5611; LMG teams will no longer leave their current building when accessing the gun sight
- Fixed bug #5628
- Fixed bug #5631; computer-controlled infantry may now be less reluctant to fire their RPG
- Fixed bug #5639; while in manual fire control mode, M1 series tanks may now still pop smoke
- Fixed bug #5641; **Mission Editor: Mission text > Copy** no longer removes the navmesh
- Fixed bug #5646
- Fixed bug #5654; the ghosts of **vehicle-born IEDs** will no longer roam the countryside kicking up dust after they blew up. While we're rather confident that these guys end up in a very different place than in heaven, at least their rotten souls have been banished from the virtual reality plane
- Fixed bug #5661; destroyed target panels will no longer show up on the map screen.
- Fixed bug #5663; restored consistent behavior of the "tadpole" position marker, tracking the user's movement in the 3D view rather than resetting to the starting location during execution phase; just like in the Editors
- Fixed bug #5666 by lifting the **CV90/35's** LRF cap from 4000 to 9995
- Fixed bug #5667; the **Dachs AEV** may now pop smoke even if not equipped with an RWS (that it isn't supposed to have to begin with)
- Partially fixed bug #5672; used some digital putty to close some holes in the **IFV Ulan** interior that became visible when the ammo racks were emptied. *You can have full confidence in the armor protection however; it's good as new now. There is nothing to be seen here. Please move along now.*
- Fixed bug #5673; reminded bustle rack items not to float outside of rack
- Fixed bug #5674; "pre-reloading" of T-72 series tanks (by hitting "reload" hotkey before firing) is no longer possible
- Fixed bug #5696

4.019 (official release)