Command Modern Air / Naval Operations

Version 1.10

USER INTERFACE

• MAJOR NEW ADDITION: Steam Workshop support.

To upload a scenario to the Steam workshop:

First of all this functionality is available only when running Command from within Steam (the Steam client must also be running).

First, make sure that the scenario has a title, that you have saved the scenario at least once to disk, and provided a description. Then on the "Editor" menu, click on "Publish scenario to Steam Workshop". This window should appear:

http://i.imgur.com/kMgYhGG.png

You can use for the image thumbnail either a screengrab of the scenario map or

a custom image. Press "Publish New Item", and after a few seconds you should receive the notification that the upload was successful.

To download scenarios you must first subscribe to them. Navigate to the CMANO

Steam Workshop page (http://steamcommunity.com/app/321410/workshop/) and

individually pick out and subscribe the scenarios that you are interested in:

http://i.imgur.com/Swce6lJ.png

On the next CMANO startup, these scenarios will be downloaded (or updated) to

the "\Scenarios\Steam Workshop" folder, and be available for loading through the normal "Load Scenario" window: http://i.imgur.com/Ukk2IYg.png

To upload an updated scenario: Load the scenario in ScenEdit and click on

"Publish scenario to Steam Workshop". Change any of the text fields or the image if necessary, and click on "Update Existing Workshop Item". A new window will appear, listing all scenarios you have already uploaded. Select the scenario that corresponds to the update that you have made and click on "Upload".

• NEW: You can now perform a missile strike with waypoints. For an

example of such a strike see here: http://www.warfaresims.com/?p=4043

The procedure is:

1) Initiate a manual attack (Shift+F1)

2) Allocate weapons as usual

3) Click-selecting a salvo with weapons that support waypoints, the "Plot

Course" button is enabled: http://i.imgur.com/8vPDNjw.png

4) Clicking on the button switches to "salvo course plotting" mode. The manual alloc window is temporarily hidden, and you see the current

planned course (at the beginning this will be a straight line from

shooter to target) and by clicking anywhere on the map you add an

extra waypoint. You are constrained by the number of waypoints (10

max) and the overal plot distance (you're not al owed to plot a course

that exceeds the weapon range).

5) To exit this mode press Esc or F3. Afterwards you can re-enter this

mode with the same button or erase this plotted course with the "Clear

Course" button.

Once the missiles are launched, they should follow the course you have

specified.

• NEW: Nuclear-tipped ballistic missiles can now be set to detonate at high

altitude (for maximum EMP effect) instead of directly attacking a ground

target. To do this:

1) Target the missile at a target or aimpoint as usual, and create the

salvo.

2) Right-click on the salvo and from the context menu click-select on

"Special: High-altitude detonation". (Doing this again you can disable this)

3) The missile(s) in the salvo will launch as usual, but instead of

descending on the target(s), the missile(s)/RV(s) will remain at high

altitude and detonate over the aimpoint(s), maximizing the EMP effect.

• New game option: Allow automatical y switching to High-Performance

power profile. (Accessible through "Game Options" window). Default is

ON. When this is enabled, upon startup the game will attempt to switch to

the operating system's "High-Performance" power plan (if it is not already the selected one). This is very similar to what the "Process Lasso" app does (although only for the lifespan of the game rather than OS-wide), and

can provide a useful performance boost. When Command shuts down, the

original power plan (if different from High Performance) is restored.

• The "Unit Orders" top-level menu and the Unit Context Menu (aka unit right-click menu) have been streamlined (grouped related commands

under sub-sections) to make them easier to navigate.

• New map display option: "Show mission area/course". Available choices are All, Selected (mission), and Do Not Show.

• UI tweak: the message log (and its canvas, if enabled) "grow" from the bottom of the map instead of rol ing dwon from mid-height

• When the selected unit is ship or submarine, the cavitation speed is

displayed on the Throttle/Depth (F2) window.

• TWEAK: Give focus to formation editor window if it is visible when

selecting one of group members.

• TWEAK: Contact Report window gives better contact description

depending on ID status.

SIMULATION MECHANICS & AI

• NEW MAJOR ADDITION: Aircraft kinematics & evasion agility are now

affected by the aircraft's weight fraction; essentially a fraction representing

the AC's current weight against it's "airshow" weight which forms the basis of al nominal kinematic & agility values. See here for example:

http://www.warfaresims.com/?p=4091

Factors affected:

• Climb & dive rate

• Acceleration

• Turn rate

• Evasion agility

• NEW MAJOR FEATURE: Cooperative Engagement Capability (CEC).

CEC takes many forms. Examples:

1) SM-6 ERAM can be launched from a surface ship and switch its

datalink parent to another ship or to an orbiting E-2D.

2) AIM-120D can be launched from an aircraft and guided mid-course

from an E-2D.

3) Heavy Soviet anti-ship missiles like the SS-N-3/12/19/22 can receive

mid-course updates from Bear-D MPA and Hormone-B helo.

4) Weapons like the GBU-15, AGM-130, AGM-62 Wal eye II ER/DL and

AGM-84E SLAM can switch datalink parent in-flight.

In order for a weapon to switch datalink parent platform, both the weapon and the candidate platform must support CEC (apart from the standard requirement of

having a compatible datalink). For example, an old F-15C may be able to launch

an AIM-120D and provide mid-course guidance to it but is unable to act as CEC

platform for other shooters.

• Tech generation is now taken into account for noise jamming (OECM).

Older jammers are less effective against modern radars and vice versa

(see here for example: http://www.warfaresims.com/?p=4091)

• Electronic-scan radars (PESAs but especially AESAs) have strong

resistance against noise jamming.

• New weapon feature: SAM/ABM warhead modifiers.

Several modern SAMs with ABM capability have advanced warheads

(directional-frag or Hit-To-Kill) optimized for ABM operation. These warheads

were developed as a result of the Desert Storm experience, where Patriot PAC-2

missiles (with normal continous-rod warhead) would frequently impact incoming

TBMs but rarely actually destroy them, usual y just causing them to deviate from their trajectory. The new warheads, and especially HTKs, provide a much bigger

probability of physically destroying the target missile or RV.

These characteristics are now reflected in the simulation. This is what happens

when the SAM impacts the incoming missile/RV:

• A conventional warhead has a 15% chance of outright destruction of the

target, and a 30% chance of significant trajectory deviation (CEP

increased by 3x). If none of these happens then the target missile/RV

suffers only a minor deviation (CEP increased by 1.5x).

• A directional-frag warhead has a 30% chance of outright destruction of the

target, and a 60% chance of significant trajectory deviation (CEP

increased by 3x). If none of these happens then the target missile/RV

suffers only a minor deviation (CEP increased by 1.5x).

• A HTK warhead reliably destroys the target every time.

NOTE: Trajectory deviations are cumulative, so an incoming missile/RV may be

impacted multiple times by non-HTK ABMs and stil survive but impact far away

from its intended aimpoint (this happened in a few instances in DS).

AAW weapons with advanced warheads are also favored by AI crews in "best

weapon to use" calculations, as their warheads also make them more lethal on anti-aircraft engagements.

• AI-controlled units can now perform cruise missile attacks with waypoints

(where applicable). See this screenshot for example:

http://i.imgur.com/PJCsVy8.png .

General y the closer within weapon range the target is, the more "wide" the doglegs will be, so a unit shooting at the "edge of envelope" may not do a dogleg at al (this also means the player can indirectly control the dogleg behavior by manipulating the weapon-range WRA for the weapon in question). The entire

salvo follows the same course, to maintain concentration of fire. Off-axis (dogleg) release of weapons from aircraft is restricted by slipstream to 45 degrees

maximum.

• Significant enhancements to unguided weapon accuracy calculations, and

ship gunnery in particular:

1) The moving-target accuracy penalty (as target speed increases,

accuracy errors may increase up to double) applies only for local-

control mounts, e.g. a pedestal-mounted machine gun with no

automated sight or a main gun that has lost its normal FC director and

is used in emergency "manual" mode. Weapons that retain their FC

director are assumed to easily compensate for target movement (if the

TDC could do it in WW2...).

2) As more than 5 rounds in a salvo are shot, the accuracy of each

shot/burst gradual y increases, eventual y stabilising to 33% of original

CEP (against land/sea targets) and double the original PoK (against air

targets) after the 25th shot. This models the ability of FC systems

(particularly those with radar) to observe the errors on the first firings

and adjust their aim.

For example, with an LCS shooting 100 bursts of 57mm gunfire against a target

ship, the first 5 bursts use the nominal CEP and PoK values, and then accuracy

starts to improve:

▪ Bursts #6-#10: CEP reduced by 10%, PoK improved by 10%

▪ Bursts #11-#15: CEP reduced by 20%, PoK improved by 25%

▪ Bursts #16-#20: CEP reduced by 30%, PoK improved by 50%

▪ Bursts #20-#25: CEP reduced by 50%, PoK improved by 75%

▪ Subsequent bursts: CEP reduced by 70%, PoK improved by 100%

(This, incidentally, also means that "one pass, haul a$$" becomes even more critical for aircraft in penetrating AAA-heavy areas. If you stick around to re-attack or observe/DBA, not only do the gunners get more shots are you but each shot

gets ever more likely to nail you.)

3) As range to target decreases and shots become flatter-trajectory, the

siluette of the target becomes more visible to the weapon aim rather

than the flat target area. This significantly increases the probability of a

direct hit. (It also makes it more imperative to control the "open fire"

range through WRA rather than simply blast at maximum range.)

• Mine-hunting vessels on mine-clearing mission will now deploy their

ROVs/UUVs (if any) only when they actually reach the mission area, not

while they are still in transit.

• NEW: On multi-engine aircraft, engines are now treated as discrete

components instead of a single "Powerplant" entity (for example a B-52

will now have 8 separate J57 engine entities). This doesn't affect anything

ATM but will be necessary for the aircraft-damage improvements in the

future (incl. damage from EMP). Existing scenarios have to be deep-

rebuilt in order to feature this.

• Miscellaneous tweaks to reduce RAM usage, and significant performance

improvements.

SCENARIO EDITING & SCRIPTING

• NEW MAJOR FEATURE: Special Actions. These are very similar to

TOAW's "Theater Options", in the sense that they allow the player to

execute a number of pre-defined special actions that may bring favorable

results (or not - often the best way to model such actions is as high-risk

gambles that can spectacularly backfire). Contrary to TOAW, Special

Actions can range from the strictly tactical ("Host this SOF squad into the building") through operational ("request nuclear release") all the way to grand strategic ("The Assad regime requests assistance from the Russian

Federation and makes Latakia airbase and Tartus harbor available to their

forces").

Special Actions are created and edited through ScenEdit (Editor -> Event Engine

-> Special Actions) and are made available to the player in normal play mode via Game -> Special Actions (disabled actions are hidden). Such an action may be

one-off or repeatable (through Lua it can also be made active for only a finite

number of calls, ie. "you may request this 3 times"). From a technical standpoint, Special Actions act as containers for Lua scripts so they can be very powerful.

Once an action is executed a message (generated by the script) is shown to the

player as to what happened as a result of the action, so scen authors are

encouraged to be elaborate in their explanations.

• You can now add a new magazine to a unit directly through the ScenEdit

UI (instead of using the SBR). To do this, select the unit, bring up the

"Magazines" window and click on the "Add Magazine" button.

• Major new EE feature: Lua scripting on Conditions. You can combine this

with the existing event triggers to create very elaborate conditional

triggers.

• The existing "Side Posture" and "Scenario has started" event conditions now have Lua counterparts: ScenEdit_GetSidePosture(SideANameOrID,

SideBNameOrID) and ScenEdit_GetScenHasStarted() respectively.

• You can now order a unit to RTB via Lua: Using the existing

ScenEdit_SetUnit method, use the "RTB" key (e.g. RTB='Yes')

• You can now host a unit to a suitable parent unit/group (e.g. aircraft to

airbase, smal boat to larger ship etc.) via Lua. The new method is:

ScenEdit_HostUnitToParent(table). Usage example:

ScenEdit_HostUnitToParent({HostedUnitNameOrID='Eagle 1',

SelectedHostNameOrID='Bitburg AFB'}) . The unit to be hosted is

'snatched' either from mid-air or from its current host.

• The editor textboxes for Lua scripts now have a much larger character

limit (tens of millions).

• New EE feature: You can now clone events, triggers, conditions and

actions

• New Lua method: ScenEdit_SetSpecialAction. Usage example:

ScenEdit_SetSpecialAction({ActionNameOrID="MyAction",

IsActive="True", IsRepeatable="False"}). This is very handy if the scen author wants to activate/deactivate special actions depending on other

events happening.

• New Lua method: ScenEdit_GetSideIsHuman('SideNameOrID') . Returns

'Yes' if the referenced side is currently under human control, 'No' otherwise.

• New Lua method: ScenEdit_SetLoadout. Usage example:

ScenEdit_SetLoadout({UnitNameOrID="Viper #1", LoadoutID=631,

TimeToReady_Minutes=45, IgnoreMagazines="False"})

• Scenario authors can now edit a unit's fuel level through Lua. Usage

examples:

a = ScenEdit_GetUnit{side='a',name='test'}

print(a.fuel)

{ [3001] = { current = 240000, max = 240000 }, [4001] = { current =

3750, max = 3750 } }

fuel = a.fuel

fuel[3001].current=1000

a.fuel = fuel

• Added "Copy unit ID to clipboard" command to the ScenEdit section of the unit-context menu. This makes it much faster to grab a specific unit's

unique ID and start using it on Lua scripts (vs. getting it from the SBR

template file).

• An extra criterion, "minimum classification level", has been added to the

"Unit Detected" trigger. This allows the scenario author to tailor the desired

level of target classification reached (everything from simply "detected" al

the way to "precise ID") before the trigger is actually fired. For backwards

compatibility, the default level is "Detected – Known Domain".

DATABASE & MISCELLANEOUS FIXES/ADDITIONS

0008917 [Lua] Add aircraft to airbase / add boats to motherships.

0009825 [720] Lua Length Limit

0009490 Lua action request: Add Aircraft to base/ship

0005682 Reported layer is deeper than water depth- Probably needs to

report as NA in these cases.

0008170 Command Windows Look funny at 1920 x 1200 Resolution

0007691 Event Editor: Is damaged trigger doesn't fire if target destroyed 0009409 [B678] Unit destroyed event fired without cause

0008739 [B626] Inconsistent damage report in Damage Control Dialog

0008620 [618]Reset Secondary window

0007356 [5170 Need mission termination event that sends all units home

immediately

0006396 Abort/RTB via Lua (was: Mark Gellis's EE requests)

0005351 Event Editor: RTB action

0007338 Clone triggers/actions/conditions/events

0007506 Aircraft instant decelleration

0006795 [492] Aircraft Decelarating instantly

0005671 Request to add Cavitate value to speed and altitude so players

know

0009939 [Build 746]Day/Night Lighting Causes BMNG/Borders to not

update

FIXED: #10036: [757.3] Blank Scenario Database update crash bug

NI#14 crash at start

Various edge cases with weight-affected aircraft kinematics

Blank ABM warhead modifier message

Spanish Marines with superbinoculars

SA-12 not detecting MRBMs/IRBMs

FIXED: Unable to classify very quiet sonar contacts.

FIXED: Incorrect pre-deletion check for in-use for EE triggers, conditions and actions

FIXED: Subs ignore patrol transit/station depth overrides.

FIXED: ASBM Issues: Loss of target and ASBM warheads circle

9913 DB3k: Update Sigint and Elint sensors on RQ-170 and RQ-180

9911 DB3k: Update to Peruvian Mig-29 (ID 4404)

9907 DB3k; Add Taiwanese Patriot PAC-3 (IOC 2015)

9906 DB3k: Add Aim-9X-2 (2016)

9967 [DB3k]SU-34 KAB-500S Loadout pictured in Syria

9960 KAB-500S finally entering RuAF service

9956 [DB 440] A-12 loadout issue

9916 Add Unrep Capability US CVs

9902 US Navy Designation Changes

9969 G550 AEW for Italy (2x)

9959 Refueling issue

9973 Early French ballistic missiles

9922 DB3k: France transferring LPD Siroco to Brazil (G40 Bahia) 2015

8032 DB3k Update: Add Algerian C28A Corvettes (2015)

Add Ship 2977 G 40 Bahia [Foudre] Brazil Navy 2016 ex. Siroco

Add facility 2735 Radar (Cheese Board 96L6E)Russia Air Force 2008 S-400

Add Ship 2978 AT 298 Ivatan [Balikpapan] Philippines Navy 2015 Ex .U, x2

Add Aircraft 4539 CH-4B [Rainbow, Predator Copy]UAV Iraq Airforce 2015

Add Mount 2900 VN-16 [ZTD 05] Amphibious Tank 2015

Add Facility 2736 Armored Plt (VN-16[ZTD-05]Amphibious Tank x 4) Venezuela Marines 2016

Add Mount 2901 VN-18 [HJ-73C ATGM]IFV Chinese Export, ZBD-05, ZBD-2000

Add Facilty 2737 Mech Inf Plt(VN-18 [HJ-73C]IFV x 4)Venezula Marines 2016

Add Mount 2902 Vehicle(Truck, Armed Technical) -23mm

Add Facility 2738 Vehicle (Truck, Armed Technical) Generic 0 0

Add facility 2739 Mortar Plt (120mm Mortar)

Add facility 2740 Armored Plt (M1A1 Abrams MBT x 3)Egypt Army 1992

Add facility 2741 Armored Plt (M60A3 Patton MBT x3) Egypt Army 1985

Add facilty 2742 BMP-1 [AT-3B Sagger B]Egypt Army 1970-1995

Add Mount 2903 EIFV IFV 1997

Add facility 2743 Mech Inf Plt(EIFV x 4) 1997

Add Aircraft 4540 E-2D Advanced Hawkeye Japan Air Force 2017

Add Inf Plt (Egyptian Army) Egypt Army 0

FIXED: Special-mode detection (e.g. presumed sub because of detected

torpedo) fires the "unit detected" trigger

FIXED: #9977: Torpedo impact causes large explosion icon

FIXED: Helo on ASW mission (dipping sonar) stuck over land

ADDED: #10140: List folders "naturally" in Load Scenario window

FIXED: #8442: DB3K: Growler jammers may be too effective

FIXED: Helicopter throttle mission crash

SPEED TWEAK: Non-AAW datalinked weapons reset and check their datalink

every 1-15 sec (random) instead of on every pulse. This should provide a

significant speed boost in scenarios with lots of TACTOMs in the air, lots of

sonobuoys deployed at sea etc.

FIXED: "Pick new random destination" for random-ferry mission was consistently favoring the first
candidate

FIXED: Aircraft on cycle-ferry mission takes off and lands again immediately

FIXED: AAW weapon diving to low target very late

#10175 - DB3k: Israeli Arrow 3 Corrections

#10143 - DB3k: Add German Heron (2010) Leased

#10125 - DB3k: Add KC-46 Japan (2020)

#10122 - DB3k: Text fix for AS-4 loadout

#10164 - DB3k: Add Type 901 Tanker (China 2017)

#10130 - DB3K: Shivalik Update

#10104 - DB3k: Kamorta Updates

#9884 - ZTZ-99A main battle tank

#9881 - Add Chinese Type 59-II Tank

#9857 - DB3k Update: Egyptian Army Equipment

#9743 - [1.08 RC5]Minesweeping area should be marked on a map like patrol

missions

#9946 - post 1.09 request: "Unit is classified" event trigger

#4614 - Event Editor: Unit detected/classified/identified" trigger

#9485 - Add "minimum classification level" criterion to "unit detected" trigger (Was: Event fired by premature detection)

#9785 - Lot of Goofy behavior with Ferry Missions

#10186 - [B757.12] - afterburner crash?

Add Ship 2977 G 40 Bahia [Foudre] Brazil Navy 2016 ex. Siroco

Add facility 2735 Radar (Cheese Board 96L6E)Russia Air Force 2008 S-400

Add Ship 2978 AT 298 Ivatan [Balikpapan] Philippines Navy 2015 Ex .U, x2

Add Aircraft 4539 CH-4B [Rainbow, Predator Copy]UAV Iraq Airforce 2015

Add Mount 2900 VN-16 [ZTD 05] Amphibious Tank 2015

Add Facility 2736 Armored Plt (VN-16[ZTD-05]Amphibious Tank x 4) Venezuela

Marines 2016

Add Mount 2901 VN-18 [HJ-73C ATGM]IFV Chinese Export, ZBD-05, ZBD-2000

Add Facilty 2737 Mech Inf Plt(VN-18 [HJ-73C]IFV x 4)Venezula Marines 2016

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Add facilty 2742 BMP-1 [AT-3B Sagger B]Egypt Army 1970-1995

Add Mount 2903 EIFV IFV 1997

Add facility 2743 Mech Inf Plt(EIFV x 4) 1997

Add Aircraft 4540 E-2D Advanced Hawkeye Japan Air Force 2017

Add Inf Plt (Egyptian Army) Egypt Army 0

Add Aircraft 4541 RQ-4B Global Hawk Block 30 UAV Japan Airforce 2019 3

Add Aircraft 2542 Heron UAV Germany Air Force 2010

Add mount 2904 Type 59-II Main Battle Tank 1983-2010

Add facility 2745 Armored Plt (Type 59-II MBT) China Army 1983-2010

Add Facility 2746 Armored Plt (T-62 MBT x 3) Egypt Army 1971-2010

Add facilty 2747 Armored Plt (M1A2 Abrams MBT x 3) Egypt Army 2005

Add facilty 2748 AAA Plt/2 (23mm ZSU-23-4 Shilka x 2) Egypt Army, 1970

Add facilty 2749 SAM Sec (SA-7a Grail] 1969 1991 Egypt Army

Add faciltiy 2750 SAM Sec (Stinger Manpads x 5) Egypt Army 1990

Add facilty 2751 Art Bty (BM-21 Grad MLRS x 6) Egypt MLRS 1966

Add facilty 2752 SAM Sec (SA-18 Grouse [9k38 Igla] MANPADS x 3) Egypt

(Army) 2005

Add facility 2753 (130mm/52 Towed Howitzer x 6) Egypt Army 1986 400

Add facility 2754 Arty Bty (155mm/23 M109A3 Self Propelled Howitzer x 6) Egypt

2004

Add facility 2755 Mech Inf Plt (M113A2 APC x 3) Egypt Army 1980

Add Aircraft 4543 CH-47C Chinook Egypt Army 1982 x 15

Add Aircraft 4544 C-130H Hercules Egypt Airforce 1979- x15

Add Aircraft 4545 Mi-8T Hip C Egypt 1971

Add Aircraft 4546 Mi-17V5 Hip H Egypt 2010 24

Add facility 2756 Arty Sec

Add facility Arty Sec (BM-30 Smerch MLRS x 2)Syria Army 2014

Add ship 2979 Type xxx MLP[868 Donghaidao] China Navy 2016. x1, +1

Add mount 2905 Oshkosh NLOS Launch Vehicle ROK Marines 2014 5 8

Add Facility 2757 SSM Sec (Oshkosh SPIKE NLOS x 1) South Korea Marines

2014

Add SSM Sec (HMMWV NLOS Launcher Israel Army 2007) Few

Add mount 2906 HMMWV NLOS Launch Vehicle 4,

Add mount 2907 M113 NLOS Launch Vehicle 5 6

Add facility 2758 SSM Sec (HMMWV NLOS Launcher x 1) Israel Army 2007

Add facility 2760 SSM Platoon (M-113 [Spike NLOS x 2} Israel Army 2005

Add facilty 2759 SSM Platoon (Exactor Mk.1 [Spike NLOS x 3])UK Army 2007

Add facility 2761 Inf Plt (VPA) Vietnam 1975 Army 1975

Add facility 2762 Sam Sec (SA-18 Grouse [9k38 Igla]MANPADS x 3) Vietname

Army 2002

Add facility 2763 SAM Sec (SA-7B Grail[9k32M Strela-2M]Manpads x 3)

Vietname Army

Add facilty 2764 Motor Rifle Plt (BTR-60PB APC x 3) Vietnam Army 1973 many

Add facility 2764 Armored Plt (PT-76B x 3) Vietnam Army 1982

Add facility 2766 Arty Bty (122mm/38 D-30 2A-18 Towed Howitzer).

Add Facility 2767 AAA Plt/2 (23mm ZSU-23-4 Shilka x 2) Vietnam Army 1978

Add propulsion 2712 Type 901

Add ship 2980 Type 901 [AOE] China Navy 2017

Add facility 2768 Arty Bty (155mm/39 109 Paladin Self Propelled Howitzer) 2001

Add facility 2769 (203mm/25 M110 Self Propel ed Howitzer x 4) Taiwan Army

1972

Add facility 2770 Inf Plt (ROC)

Add faciltiy 2771 Mech Inf Sec (AAV-P7/A1 IFV x 2)

Add SSM Plt (FGM-148 Javelin x 3) Taiwan Army 2007 ATGM

Add SAM Sec (Redeye MANPADS x 4) Taiwan Army 1976-2000

Add SAM Sec (Mistral I Manpads x 3) Taiwan Army 1995

Add SAM Sec (Stinger Manpads x 5) Taiwan Army 1986

Add propulsion 2713 KN-01 Rocket Boost/Sustainer

Add weapon 3351 KN-01 2007 Guided Weapon KNO-01

Add mount 2908 KN-01 TEL

Add facility 2776 SSM Bn (KN-01) North Korea Coastal Artillery 2007

FIXED: Crash when trying to parse settings for unknown log-message type

FIXED: Incorrect calculation of insta-kil radius for overwater nuclear detonations FIXED: #10217: Ship surviving nuclear SSM hits with no damage

Minor fixes: Radar on facility at sea, No Nav Zone checkbox

FIXED: CEP was not shrinking by diminishing distance for anti-land gunfire

FIXED: "Rigid tether" with Remus 600 and other tethered ROVs.

FIXED: Engage opportunity target weirdness

#7668 - Range Ring colors listed

#4927 - Beta Tester wants to able to show all patrol zones on the map. Not just

the active ones.

#5783 - Turn on/off display of patrol zones

#8071 - Request for toggle for mission zones: All, selected, none

#8829 - User would like mine patrol area marked/highlighted like the others

#7362 - [517]OOB Dialog: Unit listed under missions and tasks can be clicked an

the map will center on them

#10212 - Formation Editor Request: Stations marked as Relative or Fixed

FIXED: TALD decoys should be identifiable as 'weapon' visually

FIXED: #10244: Remus UUV being dragged and facing is weird

FIXED: "Save scenario" dialog not always pointing to the scenarios folder by default

ADDED: #10246: Boats Dialog needs links to database viewer

TWEAK: Grouped all unit-related operations on ScenEdit menu under "Unit Ops"

menu item

FIXED: #9447: Lua: Add facility. Some inconsistency when adding south of the

equator

FIXED: #10249: Rockeye is doing no component damage

FIXED: #10184: Event Editor Dialog Fix

FIXED: #10272: [B775.8] TALDs flying through mountains

FIXED: SA-20 TVM guidance: Overshoot edge case

FIXED: EMP-set RV not detonating at high altitude

FIXED: Blank error message

FIXED: Ships fire on impresise target that is out of range

ADDED: #10148: AAW gun attack logic that accounts for tail guns

FIXED: Harriers on Intercept mission RTB when target is uknown

FIXED: SBR stops on missing weapon

FIXED: Weird missile endgame twist-and-turn

FIXED: Sonobuoy datalinks not connecting to MPAs

FIXED: No instal ation icon displayed for "naval base"-type group

FIXED: [B775.11] - Super binoculars / weather

FIXED: Aircraft/boats do not re-apply correct Mission EMCON on take-

off/deploying

FIXED: Game freezes on saving a scenario after importing .inst

FIXED: Passive-only ARMs not switching to only available suitable target contact FIXED: File-overwrite error
on workshop copy

ADDED: #7727: Suggestion: Sort side listings alphabetical y

FIXED: Ships chase after ID'ed false targets

FIXED: Damage trigger fires twice when ship sunk

FIXED: #10302: Aircraft on runway access points not damaged/destroyed

FIXED: Logical flaw in calculating hit probability (based on CEP) for ship gunnery FIXED: Submarine is engaged defensive against neutral false target

FIXED: Properties of selected mission not auto-populated the first time the

Mission Editor is shown