

Flashpoint Campaigns



What's New

10 Jun 24

On Target
Simulations



Flashpoint Campaigns - Cold War

What's New

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What's New

1 What's New in Version 2.1.4

This is build 2.1.4.8218 of the game dated 10 Jun 2024.

1.1 Content Updates

NEW - We are releasing the standalone "GM Giraud" scenario featuring French versus Soviet forces on the Epinal map. Joao Lima is the author.

NEW or UPDATED - User Manuals. Big thank you to Mr. John Osborne for his help on these!

- FM FCCW-01 Game Operations.pdf is up to date again
- FM FCCW-03 Tutorial Operations.pdf is up to date
- FM FCCW-04 Scenario Design.pdf is new
- FM FCCW-05 Battle Planning.pdf is new
- FM FCCW-06 Campaign Design.pdf is new

NEW – Content Generation Documentation. We have released three new FMs that explain how to make scenarios (**FM04-Scenario Design**), add in Battle Plans (**FM05-Battle Planning**), and how to build campaigns (**FM06-Campaign Design**).

Updated – We have updated FM01 Game Operations for all of the latest new features and tweaks for 2.1.4.

Updated—We have also updated two of the Operational Area Guides (OAGs). OAG CWSS010 SITREP Southern Storm and OAG CWSS-02 Force Review are updated to the latest 2.1.4 level.

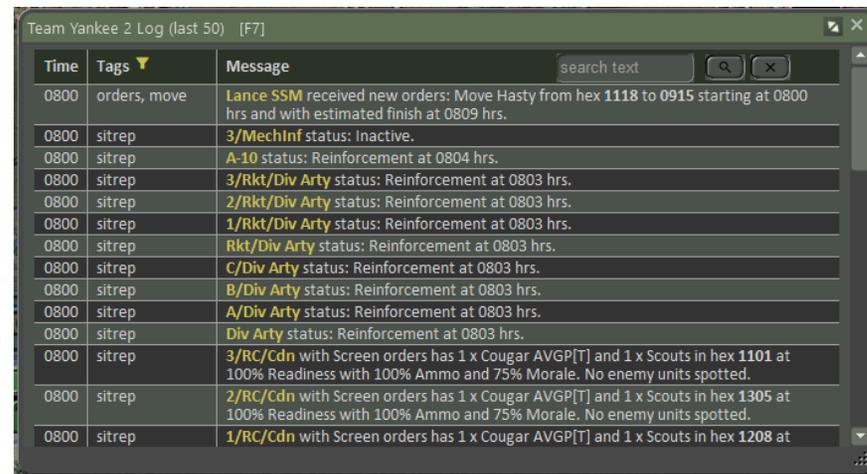
Data Fix. The national data file "CW 80s United States.xls" has been updated. A correction has been made for a specific US cavalry vehicle, US577 (H/J series formations), regarding passenger carrying capacity. This impacted the scenarios Finale, Steel Rain, The Long Night, Tutorials 1, 2, and 3, and CZ-SN4 Going for Gold.

Standalone scenarios "Lesson of War," "An Autobahn Too Far," and "Brothers in Arms" contained West-German panzer grenadier units that lacked sufficient organic transport to load all passengers at once and move. This was due to blanket data change, and these two scenarios have been adjusted so that the affected units are mobile again. We fixed a similar problem for some of the Canadian and Czech forces in other scenarios as well. At this time we believe there are no unintended shortages of organic transport in the scenarios. There are intended ones, but no unintended ones.

The **pathfinding** 'weights file' that minimizes overstacking has been updated.

Finally, the Canadian Campaign has had some play adjustments from the original author based on feedback from users.

1.2 Unit Log Redesign



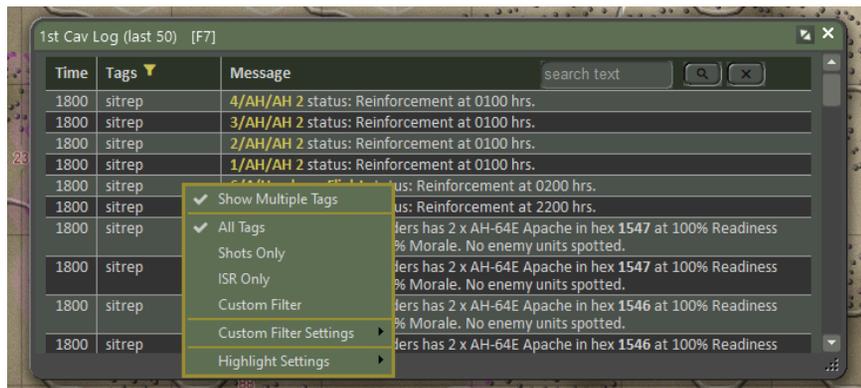
Time	Tags	Message
0800	orders, move	Lance SSM received new orders: Move Hasty from hex 1118 to 0915 starting at 0800 hrs and with estimated finish at 0809 hrs.
0800	sitrep	3/MechInf status: Inactive.
0800	sitrep	A-10 status: Reinforcement at 0804 hrs.
0800	sitrep	3/Rkt/Div Arty status: Reinforcement at 0803 hrs.
0800	sitrep	2/Rkt/Div Arty status: Reinforcement at 0803 hrs.
0800	sitrep	1/Rkt/Div Arty status: Reinforcement at 0803 hrs.
0800	sitrep	Rkt/Div Arty status: Reinforcement at 0803 hrs.
0800	sitrep	C/Div Arty status: Reinforcement at 0803 hrs.
0800	sitrep	B/Div Arty status: Reinforcement at 0803 hrs.
0800	sitrep	A/Div Arty status: Reinforcement at 0803 hrs.
0800	sitrep	Div Arty status: Reinforcement at 0803 hrs.
0800	sitrep	3/RC/cdn with Screen orders has 1 x Cougar AVGP[T] and 1 x Scouts in hex 1101 at 100% Readiness with 100% Ammo and 75% Morale. No enemy units spotted.
0800	sitrep	2/RC/cdn with Screen orders has 1 x Cougar AVGP[T] and 1 x Scouts in hex 1305 at 100% Readiness with 100% Ammo and 75% Morale. No enemy units spotted.
0800	sitrep	1/RC/cdn with Screen orders has 1 x Cougar AVGP[T] and 1 x Scouts in hex 1208 at

As the game unfolds, a series of messages are recorded to the unit logs with a time stamp, a "tag" or type of log entry, and then the text of the entry.

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- All messages are now Tagged (instead of just some of them as before)
- Tags are now filterable (see below)
- Unit names are highlighted to make them easier to find and hotlink to the Dashboard
- Locations are given a subtle highlight (just bold, no color) and are hot-linked to flash on the map
- The log is searchable – see the top right corner where any text that is typed in will be matched to log messages
- Highlight colors may be specified by tag type so that specific tags can be emphasized or de-emphasized (see below)



There is a filter icon (a yellow funnel icon) next to the "Tags" column header. Left-click on it or right-click anywhere else on the dialog to pop up the filtering menu.

For convenience, the Tags column can be set to show:

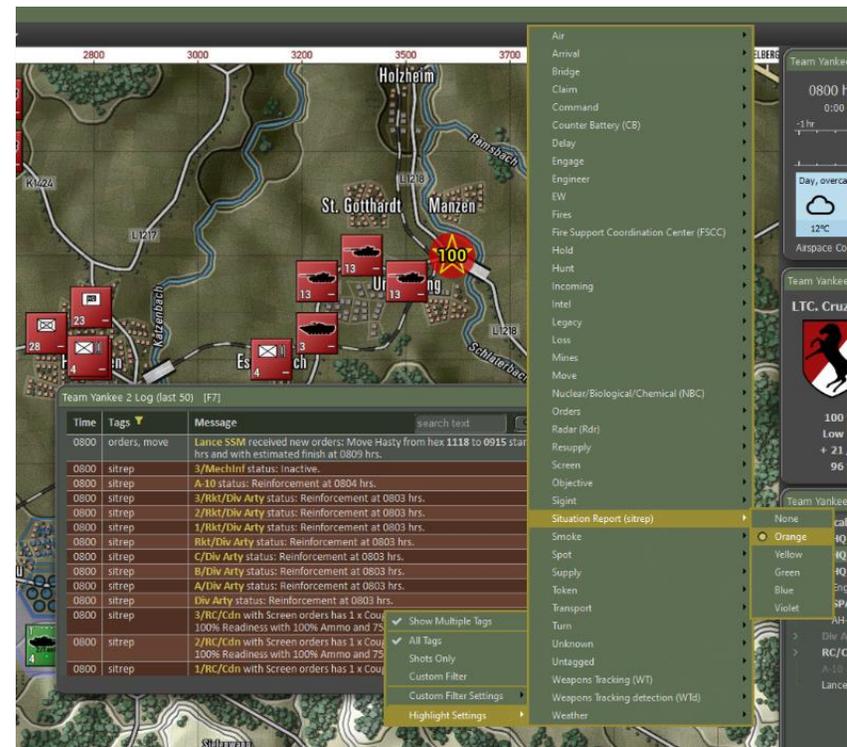
- All tags
- Shots only (to see just the messages that involve bullets flying),
- ISR (Intelligence, Surveillance, Reconnaissance) only

- A custom filter

Custom Filtering. For further customization, use the "Custom Filter Settings" popout to uncheck the Tag types you don't want to see, and then set the filter to "Custom Filter." You will not see messages you don't care about.

Highlight Settings. The highlight settings are a way to make the tags you want to stand out using different colors. Use with care! It's all too easy to set everything to have a highlight color and become dazzled by the beautiful but unreadable Christmas tree-like effect that results.

This new system is used everywhere we show the unit logs – this log, the unit dashboard, the counter-battery screen, and the TOC Ops Unit Logs report.



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If this dialog has the Windows focus, then it can be closed by tapping the Escape key.

1.3 Tournament Play

This did not require many visible changes to the game, but we have now put in the plumbing to support Matrix Tournament Play through the PBEM++ server. The main visible change is that there is a new column showing a "T" for "Tournament" in the Game in Progress list. This is a big help for understanding which paired game is which. The Message area below also now contains hardwired tournament information as appropriate.

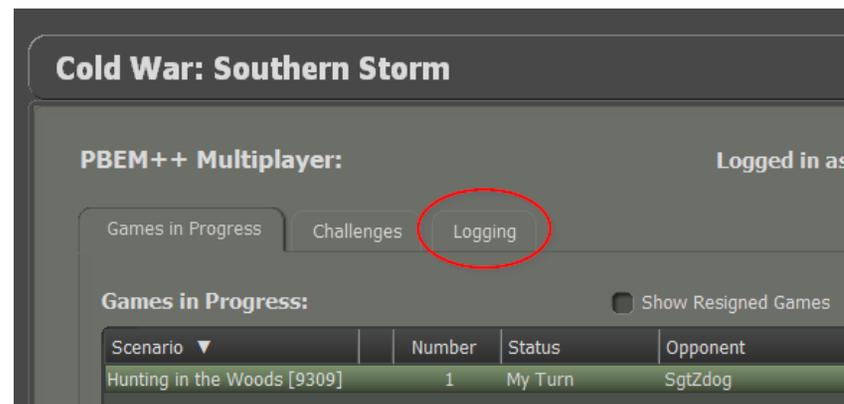
We look forward to seeing tournaments of Flashpoint Campaigns begin.

1.4 PBEM++:

We have made changes to enhance player reporting if there is an error of some sort. If there is an Internet problem upstream of the game, such as a mangled HTTP packet, then the game will be notified and will show an error message that is now more understandable. It is also far easier to capture a text log of what led up to the event which can be sent on to the developers for analysis. It was possible to do this before but not nearly as convenient.

The Matrix PBEM++ servers have a timeout of 120 seconds, and version 2.1.3 of the game had a timeout of 30 seconds. This is increased to 120 seconds in 2.1.4. This alone may fix the intermittent "We have a failure to communicate" error messages that have been reported.

If there is a problem of some sort, it will reveal the web service logging screen and allow the player to interact with it. You can find it here:



If you can see this Logging tab, please go to it and save the log as a text file and send it to us care of:

Robert.Crandall@ontargetsimulations.com.

Before you send it, you might want to find and remove your plain text password from near the top. It is harmless to send it, but it would be good practice, just on general terms, not to. Of course, we will respect the passwords we receive.

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This log file is a verbose transcript of the background web service dialog and is pure gold for debugging. It will help us understand what is happening at a deep level.

1.5 Other Feature Changes & Fixes

The following sections summarize other fixes and tweaks in the game.

1.5.1 Bring Counters of a 'Type' to Top

Use this new Counters > Bring To Top... menu item to bring the selected type of counter (HQ, transports, air defense, etc.) to the top of each stack to make them easier to find. Previously, we did this only for HQ units, but we have extended it now to numerous other unit types as well.

1.5.2 Timing of Arrival of Reinforcements

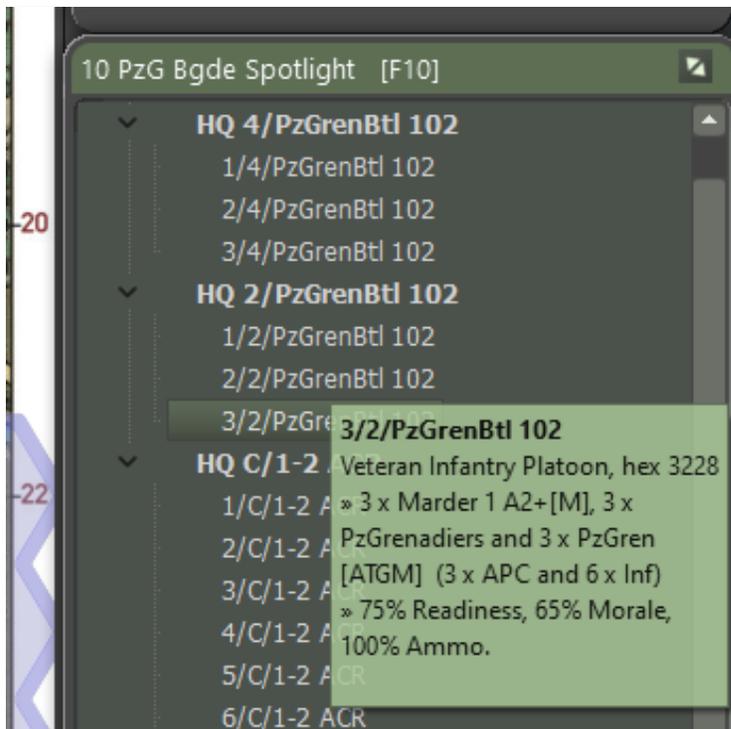
Scenario authors schedule the arrival time of reinforcements as 'minutes from the start of the game'. Given that player turn lengths vary so much, the chance of the reinforcements arriving at an inconvenient time - just after the player has issued orders and turn resolution has started - is likely, with reinforcements sitting out the rest of the turn in the arrival hex where they might be subject to enemy attack. The new rule is that reinforcements will be pushed or pulled in time to arrive just as a player orders phase is about to begin. Arrival times can be pulled forward if they are scheduled to arrive within the first 10% of the next command cycle, otherwise, they will be pushed back to the following orders phase. This is part of the friction of war. For example, if the command cycle is 45 minutes and the reinforcements are scheduled to arrive in 4 minutes or less, they will arrive early. Otherwise, they will arrive in 45 minutes, less a few seconds.

1.5.3 Unit Tooltips for Chain of Command Tree

Tooltips have been added to numerous buttons and all of the chain of command tree views. Now, a player can run their mouse over the list of names in any tree view, e.g., the Spotlight, and instantly see the unit's composition.

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1.5.4 Campaign Games

- Version 2.1.3 of the game would sometimes lose track of which side of a campaign game the player really controlled if the player was on the Warsaw Pact side. CZ Campaign and Panzer Leader now play properly again.
- A problem with occasional missing setup areas in campaign scenarios has been fixed.
- Units that ended a scenario in a spotted state started the next scenario in that same state. They now start unspotted.
- The campaign Recovery Report that appears between scenarios in a campaign is now printable.

1.5.5 Unit Overstacking

In some scenarios there could be overstacking of units, especially at chokepoints such as newly discovered minefields. The game does a better job now of spreading out the units in such cases.

1.5.6 Amphibious Units in Water Not Spotted

Although amphibious units have a low profile when in the water, that water also does not offer any cover or concealment. We increased their visual and thermal signatures should they are more likely to be spotted.

1.5.7 Helicopters Flying over Known Enemy Units

In particular, when flying home to resupply, helicopters will attempt to avoid flying over known enemy locations. They also avoid spending as much time hovering over ridge lines.

1.5.8 Subunit Inspector Sensor Ranges

The Subunit Inspector shows more detail on sensor ranges. Separate ranges for Detect, Classify, and Identify are shown. "Detect" means that you know something is there because of dust and fleeting movement. "Classify" means that you think it is a group of perhaps half a dozen vehicles, likely tanks. "Identify" means that you know they are T80s and can shoot at them with a reasonable chance of a hit.

1.5.9 Unit Rendering

We fixed the rendering of unit counters where gray mobility, steps, and orders indicator colors were bleeding through from inactive units to subsequent active units. They show in white again as they should.

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1.5.10 Radio Log Hotkey

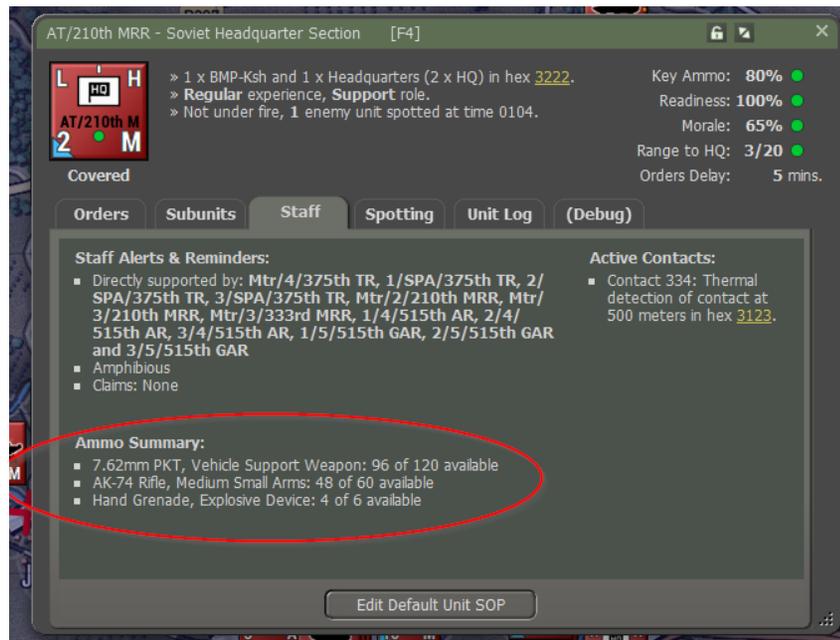
Using the **F5** hotkey to show and hide the "Core Information Panels", will not open or close the **Radio Log** anymore. This has its own hotkey, **F7**, which works independently of the core group of panels.

1.5.11 Battle Planning Resupply

Missions could be given to forces in the battle planner, but the label used was "Reorganize" which was confusing. This has been changed to "Resupply" instead.

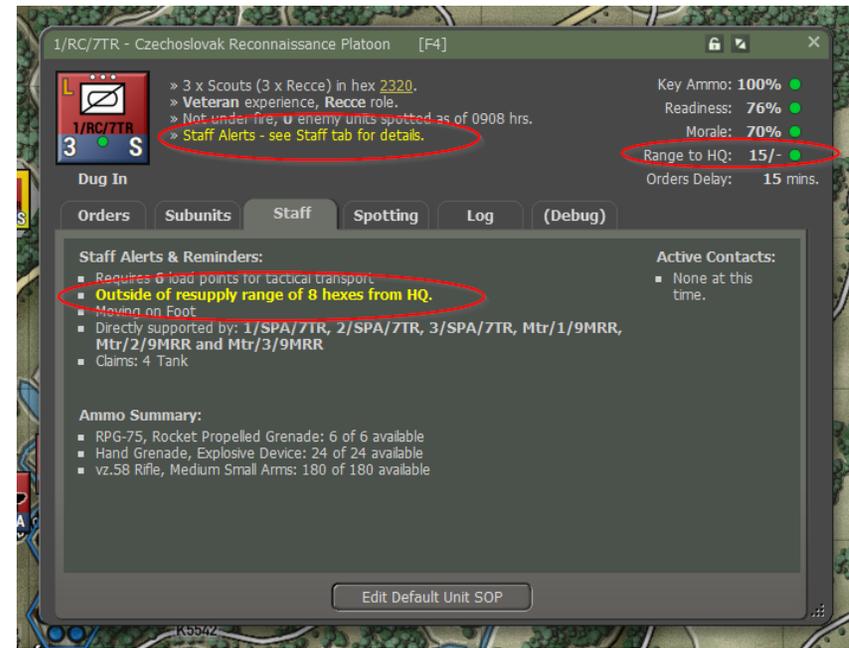
1.5.12 Unit Ammunition On Hand

The Staff page of the Dashboard now shows a unit's total ammo inventory at a glance.



1.5.13 Outside Supply Range Alerts

Recon units have no particular Command Range by design but do have a Resupply Range of twice what their command range would otherwise be. This meant that if they were too far away, they could not Rest and Resupply. Now the Dashboard alerts the player up top and gives details in the Staff report:



1.5.14 PBEM VCR Replay

Animations were not always showing in VCR replay of PBEM games. This was fixed.

1.5.15 Improved PDF Printing

The problem was with images, specifically with cached images. Printed reports should work better now.

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1.5.16 Yellow on Yellow Popups

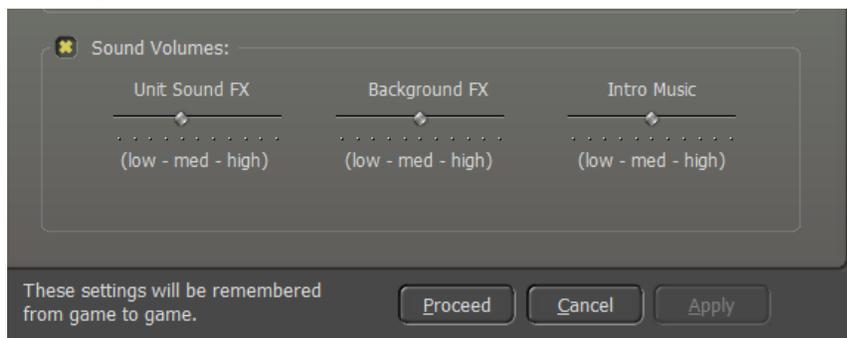
Some popup hints used yellow text on a yellow background. This did not work well and has been corrected.

1.6 Quality of Life Features

These are feature additions or changes to make playing the game easier on the player.

1.6.1 Mute All Sounds

The ability to mute all sound effects while preserving volume settings. We added a Disable All SFX checkbox to the User Preferences dialog. This new checkbox works like the existing Ctrl-Q (blanket Quiet Sound FX) but does not force the player to zero out and, therefore, lose the three respective volume levels. The state of Ctrl-Q is now saved to the flashpoint.ini file and used for the next game. This makes it easier to set and keep the various relative volume controls and toggle them on and off as a group more easily.



1.6.2 Escape Key Use

The "Escape" key now closes these additional dialogs if they have the user focus:

- Dashboard
- SU Inspector

- Radio Log
- SOP Manager
- Off Map Assets

The dialog must have a Windows focus for the Escape keypress to work. For example, If the Dashboard is up but the player has clicked on the main map, then the map has the focus and not the Dashboard. An Escape keypress in this case will be ignored.

2 Known Issues

The following items are known issues that will be addressed in a near-term release.

The team is still looking into units that fail to shoot spotted targets at close ranges when engagement/kill probabilities are very low. Some improvements have been made in this area and we are also looking at ways to better inform the player as to why shooting may not be happening or is ineffective. In a number of cases units with depleted or small number of subunits in good cover and concealment are just hard to spot if they are not moving or shooting. This is all a highly complex area of the code with a large number of dynamic factors.

In the scenario editor, if you delete one or more units that have been renamed earlier in the session then the game is likely to crash.

On rare occasions, FoW settings do not use the settings received from the PBEM++ server.

3 If You See Something Odd...

If you think you are seeing strange behavior, please let us know in the forum (Tech Support) and please get us a save game (.SAV and .SAV.BLR files) to review with your observations. These really help us diagnose any issue in the game code.

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4 Finally

Please enjoy the game. The OTS team has worked on it for many years and hopes that you have as much fun with it as we have. Development on both the game engine and the content is going to continue for years yet.

- ***The OTS Team***

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5 Flashpoint Campaigns Credits

5.1 On Target Simulations Team

- Lead Programmer and Head Honcho: **Robert "Ironman" Crandall**
- Data, Programming, Graphics, and Sound: **Jim "Cap'n Darwin" Snyder**
- Programming, Data, Models, and Research: **Jeff "Iron Mike" Sugden**
- Map Master, Programmer, AI, and Graphics: **William van der Sterren**
- Quality Czar and Testing Lead: **Charles "The Whip" Belva**
- Programming: **Kevin "SgtZDog" Zemon, Will Jackson, Alex Kriesel**
- Testing: **Tomasz Niedzinski**
- Scenario and Campaign Design Lead: **Joao Lima**

5.2 Cold War Contributors/Testers

- Alexander "Stimpak" Schwarz, Bryan "Tazak" Jones, David "22sec" Whitt, Mike "MikeJ19" Johnstone, Jurrie van der Zwaan, John "JohnO" Osborne, Jorgen "Jotte" Torgersson, Jo van der Pluym, Scott "WABAC" Gibbs and Steve "Mad Russian" Overton

5.3 Cold War Beta Testers

- Alexander "Lomo7j" Shestakov, Bas "Baskaatje" Kreuger, Calvin Breaker, ||CptMiller||, Craig "CTCharger" Truesdell, Dario Miroli, Dave Duckett, David "ultradave" Anderson, Don "Dovs" Lazov, Doug Miller, Durkik "gucciflocka97" Koth, Eemeli "Kurrestan" Sorri, Eric Estes, Exsonic01, Gary Bezzant, Gary Heintz, Harry "harry_vdk" van der Kooij, Henry Simpson, Howard Rigg, Hoyt Burrass, Ian Strauss, Jack Herling, James Cleeter, Jing "cristianwj" Wang, Jonas Solberg, Jonathan (Yogdog) Brown, Justin Wonderlick, Kamyar Ashfar, Marc Bellizzi, MadGuard, Mark "nelmsm" Nelms, Maxime Lemieux, Nefron, Panta "Panta_slith" Astiazaran, Patrick Walker, PullG, Reto "rgeiger" Geiger, Richard "The Plodder" Lloyd, Ringtailhawk, Robert "rsallen64" Allen, Searry, Shannon "ObfuscatedJava" Morgan, Stas "StasSche" Schebetov, Steve (CV90) Lohr, TarkError, Terry Barnes, Todd "sfbaytf" Fong, Todd Bergquist, Tommi "Tomcatter" Saarainen, Tyler "daddywarlord" Knapp, Ai "Xavier Jot" Zhang

5.4 Matrix Production Manager

- **Erik Rutins** – The man behind the curtain keeping us on task!

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OTS on the Web

Matrix Games Forum: <https://www.matrixgames.com/forums/viewforum.php?f=10149>

Check Us Out on Steam: https://store.steampowered.com/app/2366530/Flashpoint_Campaigns_Southern_Storm/

Check Us Out on Discord: <https://discord.com/channels/911711314051739659/911711314257248331>

OTS Facebook Page: <https://www.facebook.com/ontargetsimulations>

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