Conquest of the Aegean
Read me File – 8 February 2008
Patch 3 (Build 3.3.147)

Welcome.

Thank you for playing Conquest of the Aegean™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Matrix Games web site at www.matrixgames.com. Below you will find the latest and greatest information on Conquest of the Aegean™. Information in this document supersedes that in the official game manual.

Troubleshooting:

Ensure that your system meets the minimum system requirements. Also, ensure that you have the latest video and sound drivers available for your system and that you have upgraded to the latest version of DirectX from Microsoft. The vast majority of reported problems are resolved by upgrading all drivers and DirectX to the latest versions.

If you are still experiencing problems with the game, please contact support@matrixgames.com or post in the Conquest of the Aegean™ Support Forum at www.matrixgames.com. Please provide as much detail on your issue as soon as possible.

To obtain optimum game performance, close all other applications before beginning a game.

Welcome to the Conquest of the Aegean (COTA) Patch 3 (Build 3.3.147E).

This patch fixes all bugs reported since Patch 2, including the bug which could cause a crash to desktop (CTD) after a bridge was constructed if the user interacted while the terrain tables were being rebuilt. It also fixes the bug that sometimes erroneously reset the strength of reinforcements to 100%. And we have enhanced complex attacks, making it less likely that these will be called off and improving the force allocation to subAttacks. Some minor issues have also been addressed. Please see the items below for more details.

In addition we took this opportunity to enhance a number of scenarios – including Parachutes over Corinth, Foothills of the Gods and Charge of the Centaurs. The latter two now have multiple reinforcement schedules, as well as the historical schedule, for added replay-ability. We also modified the German engineers in Parachutes over the Corinth, removing the bridge from the Abn Pioneer and adding instead to the LAH Bridging Column.

As a treat we are providing brand new scenarios. Gamble and Scramble is a hypothetical scenario covering a major Allied counter offensive against the German main supply route in Greece. Bir el Gubi-19Nov41 covers the famous North African desert battle at the outset of Operation Crusader. To facilitate this we have provided a new map of the Bir el Gubi area and added estabs sufficient to cover all the major force types that participated in the 1941 desert battles. We are looking to users to develop further maps and scenarios for this exciting theatre.

Enjoy.

Dave "Arjuna" O'Connor

President

Panther Games Pty Ltd

8 Feb 08

Changes/Fixes

Here are the individual task tracker (TT) items addressed in Patch 3:

TT3371 - AI - Abandon Plan - Overhaul code to ensure all cases covered
TT3372 - AI - Abandon Task - Enable Commitment of Reserves in Attack plans
TT3387 - AI - AbandonMissionEvent - Line 1018 - Check for abandoning subAttacks before committing reserve
TT3378 - AI - AbandonPlan - Ensure future plans only reset status - ie no replanning
TT3367 - AI - AbandonPlans - Add ReserveCommittedReport and ActionHistories
TT3383 - AI - AbandonPlans - Ensure reserves not committed to previously Abandoned Attacks
TT3373 - AI - Arty Bunker Down - Ignore if no enemy within 3000m
TT3384 - AI - Arty Rebasing - Check out Richard's Saved Game and arty rebasing too often
TT3381 - AI - AssociatedCrossings - Ensure AssociatedCrossing Ptr removed on Abandoning plan
TT3414 - AI - AtStartPers - Ensure CoreFG recopied from totalFG after removing all peripheral tasks
TT3427 - AI - AtStartPers - Fix loophole in Scheduling code to ensure correct FG used when creating new mission task
TT3227 - AI - Attacks - Complex - Ensure Sub-Attacks not positioned on other side of river
TT3379 - AI - Attacks - Ensure CoreFG used throughout initiation code
TT3376 - AI - Attacks - Ensure FUP in passable location - Assert at ScenRoute.cpp, line 3726
TT3328 - AI - Attacks - Ensure new vetting code for non-routers is working properly - see JeF's recordings
TT3313 - AI - Attacks - Ensure Routers are only allocated to the Reserve Task
TT3298 - AI - Attacks - Ensure subAttack offsets for objectives excluded from possible FUP locations
TT3281 - AI - Attacks - Improve probability of launching attacks
TT3278 - AI - Attacks - Modify AchievedObjective() to cater for large forces
TT3366 - AI - Attacks - Revise ObjAchieved() for Complex Attacks
TT3283 - AI - Basing Code - Consolidate, make consistent and prevent rebasing during assault
TT3302 - AI - Check out the calculating of Losses for Disbanded units
TT3389 - AI - Checksum - Minimise processing of tasks with no subject
TT3305 - AI - CTD - Check out Saved Game from Ogontion
TT3377 - AI - Dead Unit - Ensure no further processing of ReceiveOrders() if unit surrenders
TT3309 - AI - Delay - Ensure revised blocking tasks are acted upon in ReceiveOrders()
TT3308 - AI - Delay - Improve the fallsback reassessment
TT3418 - AI - EndGame Review - Enable intel on dead units to have their location set to kNullMapLoc
TT3304 - AI - Ensure Enemy Kills Total is factoring in Losses from Transport Columns
TT3186 - AI - Ensure Sunrise/Sunset times stick when reloading saved game
TT3329 - AI - EstabFormationEffects.cpp, line 106 - Dead unit not removed from FG
TT3364 - AI - Firebases - Ensure MissionFacing for Attacks correctly calced
TT3271 - AI - Force Allocation - Ensure FP of isolated units is properly deducted
TT3270 - AI - Force Allocation - Final HQ Check to try and reduce doubling up of subHQs
TT3426 - AI - Force Allocation - Increase liklihood of Bn subUnits staying together
TT3425 - AI - Force Allocation - Increase Perimeter Suitability Effect to max of 70%
TT3436 - AI - Force Structure - Ensure Reattachment removes link with prevBoss
TT3434 - AI - Fuel Consumption - Ensure fuel expended during DefendEvents albeit at a reduced rate
TT3345 - AI - Game Recording #005 - Ensure inSitu for Rest
TT3397 - AI - GameDiagnostics 456 - Ensure HHour within bounds
TT3402 - AI - GameDiagnostics 483 - Enable multiple calls to StopProcessingMissionPlan()
TT3391 - AI - GN 444 - Ensure CheckIndTasks uses StopProcessingTask() when completing task
TT3417 - AI - InitialiseUnits() - Ensure only active units are assigned as new currSuperForce
TT3416 - AI - InitialiseUnits() - Spiral up to find first orgSuperForce that is onMap or a Reinforcement
TT3282 - AI - Intel - SpotEnemyForces() - Cull old sighting if within 500m and have LOS and no one there
TT3420 - AI - MTT 2204 - Ensure CheckLoc() called before using adjusted arrival Loc

TT3424 - AI - PD 603 - Ensure InitialiesUnits()::DestroyUnusedUnits() uses the activeOrgSuper

TT3406 - AI - Plan Scheduling - Ensure completed Independent Tasks are stopped correctly

TT3365 - AI - Plan Scheduling - Ensure ForceGroups are adjusted correctly after regen of formation

TT3375 - AI - Plan Sheduling - Added CullOldPlanTasks() to remove completed tasks on replanning

TT3370 - AI - Plan Slippage - Ensure Current Tasks do not change their StartTime

TT3405 - AI - PlanAttack 8180 - Ensure ReserveLoc set to SubjectLoc if reserveDepth/2 > assault route

TT3279 - AI - Planning/Orders - Added TaskChangeRequiredType to BossTaskVersions

TT3280 - AI - Planning/Orders - Ensure TaskChangeRequiredTypes handled correctly

TT3386 - AI - PlanScheduling - Ensure previous crossing references cleared when updating crossing references

TT3385 - AI - PlanScheduling - Line 603 - Ensure references to crossings cleared when plan stopped

TT3311 - AI - Reassessments - Ensure Important Reasessments are not obviated by minor ones

TT3262 - AI - Reinforcements - Fix bug in PlaceReinforcementsOnMapFunction that erroneously sets strength to 100%

TT3284 - AI - Resupply - Ensure restricted sides do not initiate Resupply Determination at 0600

TT3410 - AI - SCAI 6053 & SD 2838 - Ensure we handle case where supply route starts and end in same loc

TT3404 - AI - ScenCommonAI 6053 - Use DummyStartLoc if startLoc < 100m from endLoc

TT3342 - AI - ScenCrossingPointline 1196 - missing archive member

TT3401 - AI - ScenReinforcementEvent 521 - Increase prob of boss replanning if abandoned subordinate plan is signifccant

TT3338 - AI - ScenRoute line 5051 - Ensure force stay's put when formation set to inSitu for PlanRest and PlanReorg

TT3400 - AI - ScenTask 4138 - Ensure Task Status checked before accessing tasks

TT3413 - AI - Scheduling - Ensure Task Assigner set correctly

TT3363 - AI - Slippage - Assert PodDatabase line 603 - Prevent slipping plans where there is no bossTask

TT3398 - AI - SMP 1808 - Ensure taskEnd < objTaskEnd

TT3407 - AI - SMP 1853 - MissionTaskFG != coreFG

TT3340 - AI - SMP line 3544 - Cater for Blown Crossing

TT3430 - AI - SMP::CullFUPs() - Ensure final objective location kept

TT3396 - AI - SPS 10702 - Ensure reserveTask is not complete or abandoned

TT3422 - AI - SPS 12166 - Ensure Abandoned plans are replanned on receive orders with change

TT3431 - AI - SPS 1812 - Ensure Units with no CP are disbanded

TT3411 - AI - SPS 933 - Exclude dead units from being assigned as current superForce

TT3419 - AI - SPS 9887 - Amend Assert to cater for Rinforcement going on Hold when placed on map

TT3421 - AI - SPS 9889 - Ensure currSuperForce set correctly when onMapBoss destroyed

TT3423 - AI - SPS 9890 - Modify Assert for no currSuperForce to exempt forces under direct human command

TT3428 - AI - SPS 9956 - Ensure Old Side Plans culled when new OnMapBoss arrives

TT3337 - AI - SPS line 5035 assert - ensure inSitu for Hold

TT3432 - AI - SR 3726 - Revise DetermineRoute() for FUPs

TT3394 - AI - SRE 521 - Ensure Superior Responds correctly to subordinate abandoning its orders

TT3409 - AI - SRE 521 - Remove Assert that is no longer valid

TT3390 - AI - SRF Line 11761 - Ensure missionFG used in DeterminePeripheralTasks

TT3429 - AI - ST 1518 - Only check PlanTasks for attack timings

TT3415 - AI - ST 1719 - Ensure if SideTask has Assigner it is the onMapBoss

TT3380 - AI - StartProcessingTask() - Ensure recheduling reassessments handles cases where plan abandoned

TT3382 - AI - StopProcessingMissionPlan() - Set status of ObjectiveTask to Abandoned when Plan abandoned

TT3347 - AI - Take the Pass - AT Recording #004 - Revise FindSupplyBase()

TT3332 - AI - Task Timings - GameDiagnostics line 444 - constrain HHour to max(timeNow, Start)
TT3346 - AI - TaskDoctrine line 5088 - RemoveUnitFromActiveList(), MainFG update bug et al
TT3348 - AI - TaskDoctrine line 7654 - Fix error in IsDistanceMoreThan()
TT3314 - AI - TaskSecureCrossings - Change Assert so it doesn't test for Achievement in last minute of AI objectives
TT3395 - AI - TD 5701 - Add check for depotTask subject before processing it
TT3412 - AI - TP 310 - Ensure subordinates of dead units are assigned a valid CurrentSuperForce
TT3266 - AI - UI - CTD in Mehring's Elasson Saved Game - bridge completion
TT3267 - AI - Weather - Assert running Narvik 40 scenario - check out Greg's recording
TT3269 - AI - Weather - Fix bug that fired when nightfall is midnight
TT3330 - CTD - Check out GoodGuys's Tempe Saved Game
TT3445 - Documentation - Patch 3 Read Me - Add Richard's comments
TT3461 - Documentation - Revise Advanced Tutorial Manual
TT3460 - Documentation - Revise Getting Started Manual
TT3457 - Maps - Revise Bir el Gubi map
TT3374 - MM - Increase Max Map Area to 2500 square kms
TT3459 - Saved Games - Redo Saved Games for Advanced Tutorial
TT3458 - Saved Games - Redo Saved Games for Intro Tutorial
TT3296 - Scenarios - Charge of the Centaurs v2 - Added Reinforcement Schedules
TT3456 - Scenarios - First Clash at Veve - Bring in LAH Bde HQ with 2nd Bn
TT3265 - Scenarios - FOG - Ensure 72nd Base arrival locations is valid
TT3297 - Scenarios - Gamble and Scramble v2.4 - New scenario
TT3295 - Scenarios - Parachutes over Corinth v2 - Removed bridge from Abn Pnr and added bridge to LAH Bridging Column
TT3301 - Scenarios - Remove Template C41, C44
TT3399 - ScenCrossingPoint 746 - RespondToDemolition() - Fix Assert - test for taskStatus not planStatus
TT3447 - SM - Enable Show Grid Menu Item
TT3285 - SM - Fix glitch that fails to display new Inf Gun icons in Force List
TT3268 - SM - Sunrise/Sunset - Restrict Ranges and warn user
TT3272 - UI - AI - Bridge Construction - Ensure thread safe when recalcing terrain after upgrading crossing
TT3462 - UI - Enable Cursor Keys when OB Display has the focus after double-clicking unit on map
TT3310 - UI - Force Data - Ensure summary data correct when displaying data for multiple units
TT3439 - UI - GameTask - If no existing order then ignore code to add in attachments
TT3438 - UI - OB DIsplay - Ensure Updated when units enter and exit map and are destroyed
TT3441 - UI - Reattach - Refresh Orders Tab after reattachment

COTA Patch 2 Read Me

Welcome to the Conquest of the Aegean (COTA) Patch 2 (Build 3.2.141).

This patch fixes all bugs reported since Patch 1, including the bug in the resupply code that prevented supplies from being transferred from air delivered SEPs to on-map Bases. Some minor issues have also been addressed. Please see the items below for more details.

In addition we took this opportunity to overhaul the Moving in Formation code to ensure HQs did not overrun their guard subgroups in the assault. The Estabs of various air landing Bases have had their available transport capacities increased.

Please note that the Signature graphics have been changed. If you have created a scenario, then open it in the ScenMaker and reset the commander signatures for both sides and save the scenario.

Enjoy.

Dave "Arjuna" O'Connor

President

Panther Games Pty Ltd

15 Nov 06

Changes/Fixes

Here are the individual task tracker (TT) items addressed in Patch 2:

TT3202 - AI - Ensure Ammo/Basics/Fuel Levels factor in curr Wpn/Pers/Veh levels
TT3197 - AI - Ensure Tutorial Saved Games load and play - fix ObjTasks with bad Mission Plan Ptrs
TT3193 - AI - Overhaul Moving in Formation code
TT3177 - AI - Resupply - Cap Available Transport at 50% for Transfers
TT3175 - AI - Resupply - Ensure supplies arriving by air to SEPs is transferred to Base
TT3174 - AI - Retreats - If Base is Deployed then stay put unless routed
TT3178 - Estabs - Increased Transport capacity of Axis Abn Bases
TT3191 - Scenarios - All - Update Cmdr Sigs
TT3179 - Scenarios - Battle of the Maltese Cross - Delayed arrival of Bases till afternoon of day 1
TT3181 - Scenarios - Maleme HC - BMC - Para over Corinth - Adjust arrival locations of Bases
TT3189 - SM - Add Default Cmdr Name, Title, Messagse and Sig
TT3188 - SM - Add Default Command Colours
TT3184 - SM - Ensure GamePlan refreshed on selection of unit, VC and Reinforcement
TT3180 - SM - Fix CTD on creating New Scenario
TT3185 - SM - Fix ScenScenario Line 2159 Assert - Adjust Scenario Timings
TT3171 - SM - Fix selection CTD - Ensure current side changed when Reinf and Victory items selected
TT3192 - UI - AAR Screen - Ensure Default Cmdr Sig used if desired sig cannot be found
TT3176 - UI - Depot Data Tab - Fix error in Max Payload amount and reverse payload % bars
TT3214 - AI - InSitu Orders - Ensure Peripheral Tasks ignored
TT3215 - SM - Import Force List - Ensure Bridge Count is correct

COTA Patch 1 Read Me

Welcome to the Conquest of the Aegean (COTA) Patch 1 (Build 3.1.137).

This patch fixes all bugs reported with the initial release build, including the crash to desktop (CTD) bug in the resupply code. Many minor issues have been addressed as well. Please see the items below for more details.

In addition we have taken this opportunity to enhance the aggression of the strategic AI and fine tuned a number of the scenarios. AI controlled sides will now be a greater challenge. Their forces will tend to launch attacks sooner and more often and call off attacks less. The code that prioritises and culls strategic objectives has been overhauled. So the AI is more likely to keep pushing for enemy controlled objectives. The force allocation routines have been revised, so a better force mix and percentage of force is now assigned to each strategic objective.

The Attack code has also been revised. A complex attack (ie one with subHQs) in line formation will now see up to three subHQs in each assault line and their units will now be spread on a pro-rata basis across the frontage. This results in a more even application of force across the entire assault line, with no gaps (well at least initially, though enemy fire can still cause units to retreat and gaps to appear – but that is combat). You will only get a second assault line if you have four or more subHQs assigned to the attack. This will form up behind the initial assault line and continue past the objective. Again it can support up to three subHQs abreast.

During the attack and when advancing longer ranged direct fire units, such as armour, are now more likely to halt and fire as soon as the enemy is within their effective range. This "stand-off" capability reduces the likelihood of armour rushing headlong into enemy infantry and exposing their flank armour to short range AT weapons. It is a more realistic simulation of how armour was employed in WW2.

Note that the Run Until feature is not available in multiplayer.

Overall we are very happy with the improvements made to COTA. It should provide an even greater challenge.

Enjoy.

Dave "Arjuna" O'Connor
President
Panther Games Pty Ltd
2 Oct 06

Changes/Fixes

Here are the individual task tracker (TT) items addressed in the Patch:

TT3000 - AI - Arty - Ensure mot arty units can fire into woods
TT3105 - AI - AtStartPers Bug - Ensure bossTask and plan version's match before setting AtStartPersQty of bossTask
TT3066 - AI - Attacks - AssessForNoEnemy - Increase threat range
TT3069 - AI - Attacks - Don't call AssessForNoEnemy if poor visibility
TT1889 - AI - Attacks - Modify TaskAttack::AssessForNoEnemyAtObjective to use assault route
TT2947 - AI - Bases - Should go through on-map-boss if organic boss off map
TT3047 - AI - Check out possible bug in In-situ orders

TT3149 - AI - CTD on Load of AAR Saved Game for MP after autoEnd
TT3056 - AI - Cull Objectives - Add IsAchieved component to DetermineCullingPriorities()
TT3054 - AI - Cull Objectives - Ensure Threat Range Set Correctly
TT3053 - AI - Cull Objectives - Fix Bug in Sort Routine
TT3055 - AI - Cull Objectives - Reduce APer value to 20 inside kDefaultEnemyCombatValues
TT3102 - AI - Delay - Ensure waypoints maintained when recalcing route after failure truncating delay route
TT3098 - AI - Delay - Single Force - RecalcDelayRoute if Initially invalid
TT3137 - AI - Dud FG in FCB - Check out JeF's recording
TT1635 - AI - Enemy Intel - Retain reports of stationary forces
TT2968 - AI - Ensure arty units rest in-situ when Rest After Bombard option checked.
TT3057 - AI - Ensure Intel initialised on StartSavedGame
TT2674 - AI - Ensure para units reorg on arrival by para drop
TT3061 - AI - Exit VCs - Ensure points awarded only while active (between HHour and End)
TT3147 - AI - Fatigue - Increase accrual and decrease reduction when basics low
TT3037 - AI - Fix bug inside InitializeDocument() when opening saved game and unit exits immediately
TT3113 - AI - Force Allocation - Don't allocate uniots that cannot reach the objective in time
TT3068 - AI - Force Allocation - Ensure onMapBoss allocated correctly depending on posture
TT3059 - AI - Force Allocation - Ensure SourceSubject Base is isolated and allocated correctly
TT3030 - AI - Force Allocation - Prevent transfer of Bases in Penultimate Pass
TT3119 - AI - ForceAllocation - Change MoveSuitability to modifier on RangeSuitability
TT3088 - AI - GetEnemyConcentrations() - Exclude those close to other nearby objectives
TT3038 - AI - GetGTI() - Prevent selection of locs across rivers where inappropriate - prevent infinite recursions
TT3092 - AI - Halting - Why do units at their objective display Halting messages?
TT3043 - AI - Increase AI Aggression - Increased prob of initiating attacks and decreased prob of pullback
TT3013 - AI - Increase initial reorg times for German Bad Para Drops
TT3096 - AI - Intel Reports - Age those created in SM from forces that never appear on map
TT3089 - AI - Make Strategic AI more aggressive
TT3087 - AI - MoraleCheck - Fix bug with AirStrikeModifier
TT3049 - AI - Mxd Mode Movt - InSitu Attack - Ensure FUP adjusted where impassable to FG
TT2985 - AI - No Basics being delivered - From Goodguy (Gunnar)
TT3134 - AI - Occupation points for Linked Secure Crossing Objectives - check Mark's saved games
TT3067 - AI - Reaction Code - Ensure threats sorted by range and ensure long ranged units stand-off
TT3064 - AI - Recording - ScenRealForce Line 11628 - Refine FPAssert
TT3065 - AI - Recording - Task Doctrine Line 7450 - Refine FPAssert
TT3120 - AI - Rest Task - Resolve SPS line 4989 assert
TT2972 - AI - Resupply - Determine why transport column reports losses but no trucks actually lost
TT3035 - AI - Resupply - Fix Assert in SupplyArrivalEvent at line 110
TT3003 - AI - Resupply - Fix calc of unit vehicle level
TT3029 - AI - Resupply - Prevent recursion inside GetCurrentSupplyBase()
TT2804 - AI - Resupply - Review Tanks at Platamon - why no requests
TT2615 - AI - Resupply - Why no Emergency Request for out of ammo arty - see Mark's SG
TT3163 - AI - ScenForceFormation - Assert Line 615 - JeF's Recording
TT3097 - AI - ScenPlanScheduling Line 13686 - RemoveDud missionPlans after AbandonMissionPlan
TT3084 - AI - ScenPlanScheduling, 13082 - Fix rounding error
TT3138 - AI - ScenTask 4024 - Recording 001
TT3099 - AI - SetLocation() - Ensure MoveType of Subject used if formationType is inSitu
TT3039 - AI - Sort Bases - Cater for those with no boss - ie he's dead
TT3045 - AI - Stalled Move - Check out MarkShot's Saved Game
TT3106 - AI - SupplyArrivalEvent- Use podDouble to cater for big vehicleCount
TT3146 - AI - Surrender - Increase probability if basics low and further tweak supplyMod
TT3148 - AI - Surrender - Prevent Double Dipping
TT3140 - AI - TaskDoctrine 7217 - James Recording
TT3036 - AI - TryToReorg and TryToRest - Ignore if duration of rest/reorg less than 5 mins

TT3122 - AI - UI - CTD on Auto-End - check out MarkShot's saved game
TT3133 - AI - Units Stuck - Check out Mark's Saved Games
TT3110 - AI - Victory - Ensure VCs that end prior to scenarioEnd get awarded their completion VPs
TT3048 - AI - Victory Points - Fix bug in Exit VPs
TT3004 - AI- Resupply - DetermineInitialStockRequirements - Ensure attachments for on-mapBoss included
TT3024 - AutoTest Error - at EstabForce::GetTaskDoctrineType() EstabForce.inl line 215
TT2986 - CTD - DudSupplyRoute - From CaptSkillet et al
TT3044 - Estab - Change symbol colour of Au/NZ bases to white
TT3008 - Estab - Conversion to recount Ammo
TT3062 - Estabs - Add Bicycle version of It Bers Bn HQ
TT2975 - Estabs - Set sMG34 to Must Deploy to Fire
TT3150 - Installer - Remove Estab.xml file
TT3151 - Installer - Remove non-related MapPattern files
TT2956 - Maps - Partial Map Edge Bug - Check out ability of mot units to move through woods on eastern edge
TT3033 - Maps - Recalc Terrain Tables for all maps
TT3006 - Maps- Platamon - Check out Road move rates
TT2964 - MM - Confirm option to rescale ground scale of maps for developers
TT2333 - MM - Fix bug in display code for MoveTable that ignores "no crossing" setting
TT2997 - MM - Multi-Layer Select - Should not select hidden layers
TT3159 - Patch Read Me - Add Note re Disabling of Run Until in MP games
TT3072 - Scenarios - Battle of the Maltese Cross - Review stubborness values for AA units
TT3020 - Scenarios - Charge of the Centaurs - Review Arrival Loc of Reinforcements
TT3111 - Scenarios - Elasson Rearguard - Review Allied VCs and Arrival of Bases in all Reinf Schedules
TT3082 - Scenarios - FCAV - Revise Briefing to remove reference to three Gk Regts
TT3090 - Scenarios - FCAV - Revised objectives
TT3060 - Scenarios - First Clash at Veve - New version with alternate reinf schedules & revised objectives
TT3041 - Scenarios - First Clash at Veve - Revise Objectives and Initial Allied Deployments
TT2949 - Scenarios - Para over Corinth - Add bridge to Bridging Tp
TT3015 - Scenarios - Para over Corinth - Add in alternate Reinf Schedules
TT2935 - Scenarios - Para over Corinth - Missing Br Bridge form Bridging Column
TT3126 - Scenarios - Rename ER #4 to just ER
TT3040 - Scenarios - Revised Initial Intel Reports
TT3028 - Scenarios - Take the Pass - Add 12th Gk Div Base
TT3042 - Scenarios - Tempe Gorge Crisis - Add Unit History for Au 2/2nd Bn and Cmdr details for Au Bns
TT3027 - SM - CTD - On Export of Force List
TT3021 - SM - CTD - On Import Force List
TT2990 - SM - ForceList Import - Find out why unit supply levels zeroed on import of ForceList
TT2996 - SM - LOS Tools - Use Standard Daylight Good Visibility Weather rather than Current Weather
TT2957 - UI - Default Folders - Ensure default for Save As dialog is the Saved Games directory
TT3011 - UI - Depot Tab - Increase width of text boxes to avoid truncating numbers
TT2594 - UI - Disable Terrain Popup during Recalcs of MoveTable after Blown Crossings
TT3157 - UI - Enable New Game, Load Game and Choose Saved Game buttons after cancelling MP load saved game
TT3160 - UI - Ensure Command Screen buttons enabled after cancelling out of Load Game window
TT3046 - UI - Ensure that enemy SEPs cannot be selected.
TT2860 - UI - Ensure User pref sticks for Reverse Mouse Zoom and for Show Crosses
TT3155 - UI - Fix Typo in MP Save Password dialog heading text
TT3145 - UI - Game Startup - FindErrors() - Ignore timing check if autoEnd
TT2991 - UI - Make sure SaveFileLocPref.cfg is not included with the installer
TT3070 - UI - Reattach Button - Ensure enabled for newly arrived reinforcements
TT3079 - UI - Retain Settings from Display Toolbar
TT2916 - UI - Reverse Mouse Zoom Setting not saved

TT2761 - UI - RunUntil - Rollover with time running till when button depressed
TT3086 - UI - Save Prefs - Ensure done when Quitting
TT3114 - UI - Task Data - Ignore InSitu Formation button for mobile Tasks - beep
TT3100 - UI - Terrain Popup - Abort if no Terrain or Move Tables