Welcome.

Thank you for playing Larry Bond's Harpoon - Commander's Edition™! 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 Larry Bond's Harpoon - Commander's Edition™. Information in this document supersedes that in the official game manual.

2007.000 to 2008.024 Changes:

New Features:
- BattleSet Builder - For the first time, end users can create their own Harpoon Classic BattleSets covering nearly any part of the planet. From the early days HC players were forced to play in the GIUK, NACV, MEDC, or IOPG areas of operations. The initial HCE release gave you the Western Pacific, now the player is free to play elsewhere. If you have always wanted to build a Falklands series of scenarios, now you can. Feel the need to bomb a distant continent from CONUS, now you can. Not only that but the utility walks you through the process step by step. For the adventurous users the textured map can be edited to give your BattleSet a look and feel like no other. For those talented with editing large graphics files, you could even recreate the globe, play Pangaea instead of modern Earth.   http://www.computerharpoon.com/wiki/main/index.php?title=HCCE:BB_Guide contains the start of documentation for the program.

- Surface Gun Model Improvements - Prior releases of Harpoon Classic engagements with surface to surface guns were often short and very much favored the AI. The computer knew exactly when each unit was in range to fire and loosed an overwhelming full minute's barrage in the first game second. That model underwent major surgery for the 2008.024 release. Now the AI and player may allocate many shells to be fired but the guns will fire them at a rate adhering to the Rate of Fire and number of barrels limitations of the Weapons Mounts. That one-sided and very quickly resolved gun battle may now range over many minutes and occasionally even hours. If you are a database designer, be aware that you'll want to test your guns and update those areas of your database so they work more smoothly with the reworked model.

- Game Database Changes - The 2008.024 version of HCE contains the HCDB-080122 platform database by Brad Leyte. This version also sees adoption of further platform photos. In addition to the changes listed below, many tweaks and fixes occurred in response to feedback from the community. Even those changes, however, pale in comparison to the changes triggered by the reworked gun model in this first HCE patch. Brad undertook the modification of all surface gun weapons in the database to make use of the improved surface gunnery model. Gun battles which used to leave the player's ships sunk before there was time to react now often last many minutes. All of the magazines for ships have also been re-worked, not only for gun ammunition but missiles as well.   That means cascaded changes to the mounts themselves, truly changes innumerable for this release of the game.
    Aircraft:
        EA-6B Prowler ICAP I - USA
        EA-6B Prowler ICAP III - USA
    Ships:
        Atago DDG - Japan
        Atago (BMD) DDG - Japan
        Comandante OPV - Italy
        Conrado Yap PG - Philippines
        Epirus (Knox) FF - Greece
        Godavari (mod) FF - India
        Hyuga CVH - Japan
        Johan de Witt LPD - Netherlands
        Kilic PTM - Turkey
        Milgem FFL - Turkey
        Mowj FF - Iran

Orkan PTM - Poand
Patrolship FFG - Denmark
Rotterdam LPD - Netherlands
SAM NASAMs II Bty - Intl
SAM SA-15 (Tor-M1) Bty - Intl
SAM SA-20a Bty - Intl
SAM SA-21a Bty - Intl
Sigma FFL - Indonesia
Skjold PTM - Norway
Zulfiqar (F-22P) FF - Pakistan
Submarines:
Ghadir SS - Iran
Soryu SS - Japan
Installations:
Tartus - Syria

- Data Export DLL Interface - The release version of HCE contains an undocumented interface for exporting a subset of game actions to a 3rd party DLL. That interface endured a total rewrite for HCE 2008.024. Now instead of a single DLL, a player can load multiple DLLs, each adhering to a different version of the export DLL specification. These DLLs may do something as simple as note each time a unit is killed, or follow the progress of units across the map. This is just the most visible early step in a series of efforts to open up the game to user mods. Existing export DLLs: DataDump - exports all information made available by the interface to a text file, GoogleEarth - plots the movement of all units involved in a scenario on your local copy of Google Earth, HC Remote Viewer - perhaps the interface that will allow multiple players to submit orders to a central game umpire leading to an interesting impersonation of multiplayer. For more information, see:
  http://www.computerharpoon.com/wiki/main/index.php?title=HCCE:Extend:Export_DLL
- Range Circles are now Range Ellipses, helping to more accurately portray systems capabilities in "non-square" BattleSets. Range rings are still just play aids giving a general indication of a Group's capabilities, they do not indicate the exact ranges of a particular group.
- Scenario Editor now runs at resolutions of 1600x1200 and greater. (note: there were only a very few machines available on which to test the capability)
- EC2000 BattleSets again make an HC appearance. This allows the use of the Scenario Converter application to convert scenarios from EC2000 to EC2003 format. Thanks to B.I. Hutchinson for the use of the EC2000 res files.
- By modifying the db_utils utilities, database designers can now stuff thousands of platform images into their rsr files, up from somewhat under 1,000 images in the HCE release version.
- Instant Action has returned to HC. When the game is loaded and the Instant Action checkbox was previously checked, the player will be thrown immediately into a randomly chosen legacy scenario. The Instant Action checkbox has had no effect for a number of HC iterations, now it is enabled and expanded in capability.
- CPU Relief - HCE will no longer use as much horsepower as the CPU can provide. The game now gives CPU cycles back to the operating system if they are not needed, potentially allowing notebook computers to run cooler.
- The player and the AI can now fire surface to surface torpedoes, no longer are submarines the only targets for torpedoes!
- Scenario Editor - Scenarios larger than 64kB can no be loaded in the SE for those itching to make scenarios so large no computer can actually play them. Loadout range is now shown in the launch aircraft dialog for each line of ready aircraft. Added 16x, 32x, and 64x zoom levels to allow finer placement of platforms in BattleSets that cover a large geographical area. Adding bases and airplanes to scenarios proceeds more smoothly in 2008.024, no more unintended jumping up and down a line when adding aircraft, adding a base returns you to the same base on the same side as the base just added.
- Game Engine - Show range in launch aircraft dialog for each line of ready aircraft. This helps the player choose aircraft sure to have the range to comfortably reach the target and return. ECM devices on mounts will now operate in the area and point defense regimes. This includes chaff and flares. Surface to Air guns now adhere to the altitude limitations listed in the database. When planes return to base they will no longer drop to Low altitude, they will maintain whatever altitude they were at before assuming the RTB posture. Suppress the Orders window if there were no orders provided with the scenario instead of showing blank orders window. The Show All keyboard command works in the release builds (Ctrl-Alt-s)

Bug Fixes/Workarounds:

- Crash Fixed - Clicking on an AD Mobile group would crash the game due to an overflow in the mini report window.
- Crash Fixed - Making listview columns very narrow would put the GE into an endless loop trying to shorten the displayed text.
- Crash Fixed - Long Class Names (i.e. Improved Spruance Strike 1984) could crash the formation editor. While fixing the crash the length of text displayed was also increased (the text that shows at the bottom of the formation editor window).
- Crash Fixed - Splitting all units from a group would often crash the game. Most of the reasons for splitting all units from a group have also been addressed.
- Crash Fixed - Using the game option "Start with full ordnance" set to No would result in a crash with any scenarios containing Neutral units.
- Crash Fixed - Scenario Editor platform display will no longer crash due to long mount names.
- Fix - SE will now dynamically shorten length of ship class names so that the entries at the end of the list are not blank.
- Fix - Aerial refueling improvements centering around any manual refuel event replacing a planned refuel event. This means refueling works more reliably than in 2007.000. However, there is much work yet to be done.
- Fix - The Red Victory graphic for EC2003 and newer BattleSets will now be the same as the pre-EC2003 graphic instead of the errant US CVN super-imposed over a USA flag.
- Fix - Included the new sound files that should have been a part of the original HCE release.
- Fix - If an air group has an attack order against a surface group and that target unit is destroyed before the air group comes within weapons range, the air group will now pick a new target in the group instead of clearing mission and loitering or returning to base.
- Fix - BOL weapons will now attack any unit in the way, foe, neutral, or friend; and will go active near the player selected target location. In 2007.000 the weapons would only attack the enemy and were seeking a target immediately after launch instead of waiting until the activation point.
- Fix - Neutrals no longer attack other sides and do not share sensor information with other sides.
- Fix - Victory conditions were often triggering when only have the required number of units were damaged or destroyed. The damage was being counted two different ways instead of one way correctly.
- Fix - Bombers closing to their death senselessly has been reduced. The planes were properly given the RTB order after launching weapons but the attack order was not cleared, the two orders fought and resulted in the bombers flying to their deaths.
- Fix - Neutral submarines now have an image displayed on the Staff Assistant dialog when sunk.
- Fix - If the original unit in a group was sinking it was not possible to attack other units in the group, this is no longer the case, the other units may be attacked. Mainly this affected land unit groups.
- Workaround - In pre-EC2003 BattleSets SAMs can no longer be used in an anti-surface role. This was preventing purpose-built ASMs from firing if they were placed in a mount after the SAMs.
- Workaround - HDS III GIUK scenario 12.0 is errantly the same scenario as 11.0. The GE will not longer show 12.0 as available, the SE however will still show the scenario in the BattleSet listing in case someone wants to create the scenario for later inclusion in the game (if possible).

See the Release Notes section for greater detail.

Troubleshooting:

Ensure that your system meets the minimum system requirements. These are found on page 11 of the manual. Also, ensure that you have the latest video and sound drivers available for your system.

If you are still experiencing problems with the game, please contact support@matrixgames.com or post in the Larry Bond's Harpoon - Commander's Edition™ 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.

Release Notes:

Harpoon: Commander's Edition

Copyright AGSI, EC2000 BattleSet files copyright BI Hutchison

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HCE - 2008.025

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- Chg:2415 GE Started to kludge a workaround for situations where planes are

        within the minimum range of one weapon but outside minimum

        range of the next, resulting in a request to attack with

        cannon fire. This kludge only affects AAM engagements!

        (thanks Herman)

HCE - 2008.024

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- Chg:0000 GE Fixed a buffer overflow in mini report caused by type being

        to long (ex. AD Mobile > 8 characters). (thanks Gopher)

- Chg:0000 GE Fixed a lock-up/crash when list view columns are sized very

        small. The program was getting into an endless loop trying

        to shorten the text to display. (thanks Mack)

        http://harpgamer.com/harpforum/index.php?showtopic=2604

HCE - 2008.023

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- Chg:0000 GE Fixed a buffer overflow in formation editor if a ship had a

        long class name. Also allowed the displayed information to

        be longer/complete.

- Chg:0000 GE The Red Victory graphic for EC2003+ will now be the same as

        the pre-EC2003 one (Kirov over a map of Europe+Asia) instead

        of a US carrier and US flag...

- Chg:0000 GE Sized the sound files to be smaller so that they play as

they should.

HCE - 2008.022

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- Chg:0000 SE Bret made the changes to allow opening of scenario files that
            are larger than 64kB!

HCE - 2008.021

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- Chg:0000 GE Updated credits
- Chg:0000 GE Made range rings into range ellipses (see WestPac).
- Chg:0000 BB Allow the user to continue working after trying to make a
            BattleSet with illegal lat/lon (thanks Akula)

HCE - 2008.020

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- Chg:0000 DU Fixed up build options of db_utils and map_utils, they were
            spitting out some bad data when built as a Release build.
- Chg:0000 BB Changed to output scenarios in four digit format, res0030.bin
            instead of the errant res030.bin format.
- Chg:0000 BB More properly parse output of map projector program for
            grabbing the salient map data items in the battleset.res
            file.
- Chg:0000 GE Show build number in title bar, even for release versions.
- Chg:0000 SE Hopefully SE will not run without crashing at resolutions
            > 1600x1200 (thanks Smitty)
- Chg:0000 DB HCDB-080122
- Chg:0000 BS Added EC2000 BattleSets, but without the photos.

HCE - 2008.004

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- Chg:0000 GE Don't tell planes to drop to Low altitude when returning to base

- Chg:0000 GE If an air group is out of weapons range when their target is
           destroyed, find them another target in the same group instead
           of saying their task is finished. (thanks theCase)
           http://www.matrixgames.com/forums/tm.asp?m=1677672
- Chg:0000 GE Fixed bug in uncertainty zone adjustment that resulted in
           some contacts not being localized as quickly as they should
           have been localized.
- Chg:0000 GE BOL weapons will not go active at a reasonable position instead
           of immediately after launch. The point you click on the map
           is where the target unit is expected, the GE calculates the
           activation point to be somewhat short of that.
- Chg:0000 GE Stopped making ExportDLLs folders all over.
- Chg:0000 GE Changes to the project file to allow a release build to
           work in EC2003. _USE_32bit_time_t
- Chg:0000 GE Fixed buffer overflow in gun code when reporting type of
           damage applied, string was too short.
- Chg:0000 GE Fixed another buffer overflow, prior to throwing up a
           Staff message box.
- Chg:0000 GE Fixed a number of improper typecasts in Annex loading.
           They were casted to short and should have been ushort.
- Chg:0000 GE Updated Credits screen.
- Chg:0000 GE Changed the user-made battleset to hdsu.res (.SCz, .hpz) and
           added code for the intervening BattleSets.
- Chg:0000 SE Changed the user-made battleset to hdsu.res (.SCz, .hpz) and
           added code for the intervening BattleSets.
- Chg:0000 BB Changed the user-made battleset to hdsu.res (.SCz, .hpz) and
           added code for the intervening BattleSets.
- Chg:0000 BB Copy the battleset.res file from the BS Builder into the HC dir
           if possible and rename hdsu.res
- Chg:0000 DU Expanded db_utils to use 4 digits, up from 3, in case people
           want to add a ton of photos.
- Chg:0000 DB HCDB-080117

HCE - 2008.003

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- Chg:0000 GE Use the textured maps created with BattleSet Builder.

- Chg:0000 SE Changes to keep up with BB and GE new BattleSets.

- Chg:0000 DU Tweaked res_add_headers to allow larger battleset files.

- Chg:0000 BB Capture the textured map to res028.bin of the BS.res file.

HCE - 2008.002

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- Chg:0000 GE Sometimes VCs were triggering early, this was due to the

          possibility of damaged units being counted twice, that dual

          count has been removed. (thanks Herman)

- Chg:2131 GE Mounts with SAMs that are surface capable led to the AI not

          being able to fire SSMs that were in the same mount if they

          were listed after the SAMs. The workaround was to tell the

          GE not to use SAMs as SSMs in pre-EC2003 battlesets.

- Chg:0000 GE The mini report window could cause a crash due to a string

          buffer being too small. Surfaced with a Mine group of 12

          mines in it. Overflow fixed. (thanks Rene)

          http://harpgamer.com/harpforum/index.php?showtopic=2505

HCE - 2008.001

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- Chg:0000 GE If autosave was set to zero, the game would constantly save,

          fixed so that no autosaves are done with a value of zero.

- Chg:2057 GE Neutrals should no longer attack any other sides' subs

          (or anything else but anything else was dealt with in

           earlier releases).

- Chg:2355 GE HDS III GIUK 12.0 is the same scenario as 11.0

          Kludged the system to not show HDSIII scenario 12.0 in the

          scenario selection of the GE but left it in the SE in case

anyone has great ideas based on the orders files.

- Chg:1963 GE Aircraft of subtype Tanker crash the GE. This has been

        fixed, the code that tries to place air groups at a sane

        altitude after launch didn't know about any aircraft

        types past the first nine. Expanded it to deal with all

        128 potential types.

- Chg:2352 GE Bombers close on target after launching weapons

        The attacking aircraft were being told to return to base

        but the attack order was not removed so most often they

        would end up trying to attack again even if they didn't

        have valid weapons.

- Chg:2353 SE Show Range column in launch aircraft dialog for each line

        of ready AC. (thanks Akula, HermanH)

HCE - 2007.033

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- Chg:0000 SE If you are drunk and do a really crazy sequence of keystrokes

        and mouse clicks, you can get the SE to show only water. For

        those episodes we've now brought back the land. (thanks Herman)

- Chg:0000 SE Prevent user from opening up multiple add/edit variable start

        point location windows. (thanks Herman)

- Chg:2064 SE Deleting Variable start points then adding more later crash,

        fixed. (thanks Ralf and others)

- Chg:1883 SE When adding planes to a ship/base after adding the plane

        class scroll list would move up one slot in the list,

        it will no longer do so. (thanks JayMcMullan)

- Chg:0000 GE Instant action checkbox will now select a random scenario from

        the pre-EC2000 battlesets and a random player side.

        (thanks pkpowers)

HCE - 2007.032

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- Chg:0000 SE If a ship/sub/... has no unit names available, tell the user

        that instead of throwing an assertion. (thanks Stalintc)

- Chg:2367 GE Neutral submarines have no sink image when sunk.

- Chg:2000 GE Message Log wasn't clearing when loading a saved game. This

        was intentional but has now been changed anyway to clear

        the message log contents when a saved game is loaded.

- Chg:0000 GE When launching aircraft to attack, allow attacking unknown

        groups as well as known enemy groups. (thanks Herman)

- Chg:0000 GE When telling aircraft to attack, if the first unit in the

        group is already sinking/destroyed, it wasn't possible

        to attack the remaining units in the group. That is

        now fixed. (thanks Herman)

- Chg:2377 GE Splitting all units from a group (to a new group) crashes

        the game. Fixed. (thanks Mack & Herman)

- Chg:2373 GE Game was ignoring user choice to continue contact prosecution

        if contact was sunk (i.e. submarine) (thanks Herman)

- Chg:0000 GE Distances reported in the status line when clicking in the

        Unit window on high zoom levels were wrong. (thanks MarkShot)

HCE - 2007.031

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- Chg:0000 GE Undo the attempted fix to prevent GE crashes when there are

        empty groups in a scenario, the fix was specific to my

        machine.

- Chg:0000 GE Stop the CPU usage from pegging, aka give some cycles back

        to the operating system.

- Chg:0000 GE More guns work.

        Player and AI now allocate the total number of bursts they

         want to fire, the GE handles spreading the fire over number

         of mounts, tubes, combined with ROF.

        Disabled Impact and Airburst radio buttons on attack type

dialog since player choice has no effect on what type of

damage is actually applied.

Mount, ROF value is total bursts for that mount, no matter

what the mounts= value is and no matter how many weapons

are in a multimount.

Mount, Tubes and mounts= affects how many bursts can be

fired at once, ROF permitting the mount can fire

Tubes * Mounts bursts all at once.

HCE - 2007.030

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- Chg:0000 BB For locales where a period is not used in floating point numbers,

force it anyway to avoid errors.

- Chg:0000 BB Include some more battleset specific messages in the seed files

for the battleset. Prevents a problem Rene reported about

the game crashing after a victory condition dialog was dismissed.

HCE - 2007.029

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- Chg:0000 SE When lots of ship/sub/aircraft classes are in the DB, it could

overflow the maximum contents of a 16-bit listbox. Fix is

to dynamically narrow the width of the shown fields so that

all entries are shown. This will mean some country names,

class names, and side names may be cut short to make each

entry small enough for them all to show. (thanks Rene)

- Chg:0000 GE An attempt was made to have the GE not crash if a scenario

has groups with no units.

HCE - 2007.028

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- Chg:0000 GE Anti-Surface gun ammo allocation improvements

* Rather than assuming each mount can only fire one shell,

use # of tubes instead.

      * Don't assume player should only fire 1 shell (pre-allocation

       in attack dialog), do the full calculation to estimate

       how many to fire.

- Chg:0000 GE Mount weapons fired in current 60 seconds was being reset

      incorrectly, fixed it by making ROF_Divisor = 0 in all

      cases.

- Chg:0000 GE In CheckMissileHits, show ECM reduction and such for misses

      as well. (attempt 2, thanks Rene)

- Nfo:0000 GE Gun mounts should check arc, isn't happening yet.

- Nfo:0000 GE Verified that ROF is reset every 60 game seconds, not 30!

HCE - 2007.027

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- Chg:0000 GE Anti-Surface Guns now adhere to mount rate of fire limitations,

      only after the initial allocation, player can cheat on initial

      allocation.

     AS Guns will fire the correct ammunition now, and will not

     'dump ammo overboard'. Previously guns were firing one burst

     per 15 seconds and throwing any other bursts overboard.

     AS Guns by the AI will fire 2 x target remaining DP of bursts

     at the target, this helps reduce overkill/ammo wastage.

     AS Guns will stop firing when the firing platform is out of

     range of the target platform, previously any bombardment in

     progress would keep going even if out of range.

- Chg:0000 GE In CheckMissileHits, show ECM reduction and such for misses

      as well.

- Chg:0000 GE Show Range column in launch aircraft dialog for each line

      of ready AC. (thanks Akula, HermanH)

- Nfo:0000 GE The period over which ROF bursts will happen is 60 seconds,

      this contradicts some of the code comments which suggest 30

seconds. Will be doing further research.

- Nfo:0000 GE The decision was made (Akula,CV32,TonyE) not to change the

    Impact vs Airburst criterion. They are...

    If the burst will impart more than 1/8 the total DP of the

     target, the shell is considered impact, if less than 1/8

     the shell is considered Airburst. This is why destroying

     an airbase in the game with guns just doesn't happen.

    We'll look at this again when we can change data structures

     to suit a potentially better model.

- Nfo:0000 GE Guns impact/airburst radio buttons should not even show since

    user selection has no effect on how the damage is applied.

HCE - 2007.026

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- Chg:0000 GE In CheckMissileHits, show ecm reduction to PH. This doesn't

    show missiles hitting planes.

- Chg:2347 GE Game crashes when starting EC2003 scenarios without starting

    with full ordnance. (thanks Terminus)

- Chg:2112 GE Really make show all and iterative saving work in release

    builds.

- Chg:0000 GE After firing command guided missiles, if the firing unit is

    destroyed before the missiles impacted, the game would crash

    due to a null value for sourceUnit. Fixed by adding a null

    check, say "Firing unit destroyed" as the name of firing

    unit if the firing unit is already gone. (thanks Krasny)

- Chg:2350 SE SE Would crash in HDS III GIUK if you open Iceland Thaw then hit

    F4 with group ABC selected. The group has a bad formation

    patrol entry for an aircraft. Fix is to ignore bad formation

    air patrols. (thanks Herman)

HCE - 2007.025

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- Chg:0000 GE Game could crash when splitting tanker from group if there is no

          group selected. Fixed so that landing for split is based off

          of tanker group, failing that, base it off group tanker was

          part of.

- Chg:0000 GE Game could crash when using Full button display on report window.

          Fixed it up to use Unit instead of Group where needed.

- Chg:0000 GE Added ECM ability to mounts. Now a ship may carry ALQ-99 for area

          and point defense jamming. Flares and Chaff will also now work

          for units other than planes.

HCE - 2007.024

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- Chg:0000 GE Stop showing SAM and Gun counts at enemy installations and land

          units on the mini report window.

- Chg:0000 BSB Hide the running of end_edit.bat but capture its output to the

          log file.

- Chg:0000 GE Improve DLLExport interface to improve speed when no DLLs are

          loaded.

- Chg:0000 GE Hopefully prevent Neutrals from attacking AI, prevent AI from

          giving player detects of Neutrals.

HCE - 2007.023

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- Chg:0000 GE Prevent potential crash when launching weapon with long name

- Chg:0000 GE Allow battlesets with zero scenarios, no more crashing

- Chg:0000 GE Upon scenario load, suppress the orders window if no orders

          are available, go straight into the game.

- Chg:0000 GE Refueling manually will now replace any existing refueling

          events that haven't started to transfer fuel. The aim is

          to prevent an inability to manually refuel (i.e. the command

is given but no refuel occurs until much later).

- Chg:0000 GE Let BOL weapons hit anybody, including player ships.
- Chg:0000 BSB Fix controls alignment on scenarios tab so they behave when
        the form is resized.
- Chg:0000 BSB Re-ordered the controls in the program so the tab key usage
        makes a little more sense.
- Chg:0000 BSB Expanded logging to cover entire program.
- Chg:0000 BSB Added a most simple facility for saving and loading battleset
        settings.
- Chg:0000 BSB Prevent error about invalid float when manually entering a
        Lat or Lon value.
- Nfo:0000 BSB Determined that the map creation utilities do not know how
        to make a map from Iceland as a Western boundary to
        the USA as an Eastern boundary. This needs to be remedied.

HCE - 2007.022

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- Chg:0000 GE Removed DelphiGUI.dll interface since it has been supplanted.
- Chg:0000 GE DLLExport interface coded, version 1, more refinements
- Chg:0000 DLL DataDump1.dll updated with changes to match GE

HCE - 2007.021

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- Chg:0000 GE Guns should now adhere to altitude limits in air engagements
        and in point defense. Try 2...
- Chg:0000 GE DLLExport interface coded, version 1.

HCE - 2007.020

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- Chg:0000 GE Guns should now adhere to altitude limits in air engagements
        and in point defense.

HCE - 2007.019

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- Chg:0000 GE Tweak to 2007.018 so pre-EC2003 battlesets work

- Chg:0000 SE Tweak to 2007.018 so pre-EC2003 battlesets work

HCE - 2007.018

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- Chg:0000 GE Mis-reading of data from battleset .res file instead of

       commondb.res file. Barely tested.

- Chg:0000 SE Mis-reading of data from battleset .res file instead of

       commondb.res file. Barely tested.

HCE - 2007.017

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- Chg:0000 SE Add zoom levels to SE, 16x, 32x, 64x

      128x is not possible with the 16-bit SE

      The Unit window rectangle that shows on the Group window is

      not showing as the correct size.

HCE - 2007.016

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- Bug:0000 GE AI will now fire surface capable torps ship to ship.

- Bug:0000 BB Full installer created

- Bug:0000 SE Allow use of hdsm.res, hdsm.rsr

- Bug:0000 GE Allow use of hdsm.res, hdsm.rsr

HCE - 2007.015

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- Bug:0000 GE ASuW range ring will now properly show a surface gun range for

      dual purpose guns. Dialog needs to be renamed Surface Weapon from

      surface missile.

- Bug:0000 GE AI will now fire surface capable torps ship to ship.

HCE - 2007.014

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- Bug:1920 SE After adding a base, dialog reverts to first blue base, should

     revert to last added base

HCE - 2007.012

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- Bug:0000 GE Add some code for battleset 27 (BS Builder)

- Bug:0000 SE Add some code for battleset 27 (BS Builder)

HCE - 2007.011

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- Bug:2224 GE Wrong Weapon allocation (torpedoes in missile allocaton)

- Bug:2228 GE Attack type dialog, multiple types can errantly be selected (Missile/Torp/Gun)

- Bug:0000 GE Fixed crash while saving weapon allocation dialog position