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1 What's New in Version 2.1.2

This document describes the changes found in the April 20th Update prepared for Flashpoint Campaigns: Southern Storm, which was released on 17 November 2022. New Build Number is 2.1.2.7103.

2 New Content and Features

2.1 Steam Release!

- The headline feature is that we have turned on Steam support so that the game may be purchased and run through the Steam client like many other Matrix games.

- There is no new content for this release.

3 Bug Fixes and Enhancements

3.1 Combat

- Ground units firing on unspotted helicopters. The cause of this was found and fixed.

- We have limited the unit rate of fire from three to two where three complete rounds of fire in roughly five minutes were simply excessive.

- Fast Fire Rate weapon systems and Slow Fire Rate weapon systems no longer affect unit rate of fire. Those effects are now at the subunit level.

- Surprise will elevate rate of fire half the time. This represents target units being prepared for fire from suspected enemy locations.

- We fixed a number of items and updated the data files to correct an issue with tank guns shooting with high accuracy at long ranges. Units should now shoot at shorter ranges and avoid taking low hit chance shots at longer ranges. This will also impact the choice of ammunition used in some cases depending on the accuracy and killing power of the round.

3.2 Morale

- Recent play has shown that the loss and recovery of morale was unbalanced in certain situations. It was sometimes too drastic, whereas before it was arguably too mild. We have revised the weightings again and this time we think it will be just right.

3.3 Turn Resolution

- Sensors on dead units were sometimes still used for spotting purposes. The equipment was pretty good even in 1989 but not quite that good. We have fixed units considering the sensor capabilities of dead/fallen-out subunits now.

3.4 Scenario Editor

- If a unit name was the same as any of the Task Force package names then the campaign game transitions between scenarios could fail. The Scenario Editor validator now checks for this and disallows it.

3.5 Unit Dashboard

- Changing the 'Indirect Fire Mission Preset' for an artillery mission could cause the program to crash when the player then tried to cancel those changes. The issue was found and fixed so that there is no crash, but canceling art barrage orders does not yet revert to the original mission orders. This remains to be solved in the next release.
- Exiting the Dashboard entirely when unsaved changes were abandoned resulted in an intermittent exception. Now fixed.

3.6 Miscellaneous Fixes and Improvements

- Fixed a typo spotted by a sharp-eyed player in the MCOO Legend - "Skow" is now "Slow."

- PBEM++. If an error was encountered and announced, then the message box would disappear after up to 3 seconds and the game would be locked and unusable. The root cause of this has been found and fixed.

4 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 the are not moving or shooting. This is all a highly complex area of the code with a large number of dynamic factors.

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.

5 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***

6 Flashpoint Campaigns Credits

6.1 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 Golf" Sugden**
- Map Master, Programmer, AI, and Graphics: **William van der Sterren**
- Quality Czar and Testing Lead: **Charles "The Whip" Belva**
- Scenario and Campaign Design Lead: **Joao Lima**

6.2 Cold War Contributors/Testers

- Alexander "Stimpak" Schwarz, Bryan "Tazak" Jones, Mike "MikeJ19" Johnstone, David "22sec" Whitt, Jurrie van der Zwaan, Don "Zovs" Lazov, Craig "CTCharger" Truesdell, Terry Barnes, and Steve Overton

6.3 Cold War Beta Testers

- Alexander "Lomo7j" Shestakov, Bas "Baskaatje" Kreuger, Calvin Breaker, ||CptMiller||, Dario Miroli, Dave Duckett, David "ultradave" Anderson, Doug Miller, Durkik "gucciflocka97" Koth, Eemeli "Kurrestan" Sorri, Eric Estes, Exsonic01, Gary Bezant, Gary Heintz, Harry "harry_vdk" van der Kooij, Henry Simpson, Howard Rigg, Hoyt Burrass, Ian Strauss, Jack Herling, James Cleeter, Jing "cristianwj" Wang, John "JohnO" Osborne, Jorgen "Jotte" Torgersson, Jo van der Pluym, Jonas Solberg, 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, TarkError, Todd "sfbaytf" Fong, Todd Bergquist, Tommi "Tomcatter" Saarainen, Tyler "daddywarlord" Knapp, Ai "Xavier Jot" Zhang

6.4 Matrix Production Manager

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

OTS on the Web

OTS Website: http://www.ontargetsimulations.com/

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

Matrix Games Forum: http://www.matrixgames.com/forums/tt.asp?forumid=1197

Check Us Out on Steam: http://store.steampowered.com/app/3302720/