

War Over The Mideast Patch 4.00 Changelog

First Wargame Design Studio release

NOTE: Starting with this version, no CD-check is performed by the main program and all documentation is supported only in PDF format, available from the Help menu in each application.

War Over The Mideast Patch 1.01 Changelog

Initial John Tiller Software release.

Enhancements

- Numerous feature and interface changes as a result of military development.

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Enhancements

- Added new indicator "+" for loads indicating full load.
- Added new Recon Pod ordnance type.
- Added Runway Penetrating Bombs.
- Added "B" hotkey to Scenario Editor for setting home airbase of selected flight.
- Added new Stand-Off-Jammer (SOJ) ordnance type.
- Added ability for map to have labels that are displayed with names.
- Added new Rules-of-Engagement feature (see Scenario Editor, Header Menu, and Main Program, Status Menu).
- Added ability to establish No-Earlier-Than and No-Later-Than dates for ordnance.
- Added ability for Cargo ordnance to be dropped at Location targets.
- Added on-map animation for dogfight in progress.
- Added ability to zoom map in and out using mouse wheel.
- Added display of home base in alternate (right-click) flight information.
- Added airbase graphical display in the Scenario Editor and Main Program (see Add Air Base Dialog in Scenario Editor and Air Bases Dialog in Main Program).
- Added ability to specify mission types for flights (see Mission Type in Users Manual and Set Mission command in Main Program and Scenario Editor).
- Added ability to specify a Hold Order which causes a flight to remain in a certain location for a specified amount of time before continuing.
- Added airbase recon capability which gives visual representation of air base status (see Status menu in Main Program).

- Added ability to display clock time in flight segments plus the option of showing all segment values (see Segments option under Settings menu).
- Added new Increase Speed and Decrease Speed orders (see Order Menu in Scenario Editor and Main Program).
- Added Establish Time-on-Target command so that the desired Time-on-Target can be established for the selected flight (see Command Menu in Scenario Editor and Main Program).
- Added a log of all on-screen messages that can be viewed using the "Mission Log" feature of the Status Menu.
- Added the new feature of "No-Fly-Zones" (see Scenario Editor manual and Users Manual).
- Added new "Tail Radar" feature that allows an aircraft to have tail-facing search radar.
- Added Submunition ordnance type and Area Targets. Non-submunition ordnance against area targets has reduced effect.
- Added Penetrating ordnance type and Hard Targets. Non-penetrating ordnance against hard targets has greatly reduced effect.
- Added Command Nodes that link various resources together and effects associated with those nodes (see Scenario Editor, Main Program, and Users Manual).
- Added a "Fuel Usable" flag to Tanker aircraft to signify that they use their own fuel capacity for refueling.
- Added Fuel storage to air bases which limits the ability of the air base to refuel aircraft at the base.
- Converted air base status into three parameters: runway, ramp, and buildings. Each can be targeted and doing so has separate effects on air base functionality.
- Added optional fuel and supply attributes plus Node Links to Targets. This is used in the ATO feature.
- Added optional elevation data to base map which has the effect of masking radar of ground sites relative to Flying Low aircraft.
- Added the ability to define generic orders in the Scenario Editor which can be used to generate orders for any number of flights.
- Programmed new Mission Packages which allow flights to be created based on predefined Mission Package templates specifying the number, type, and loads for a certain number of flights of a specified size.
- Added ability to move an on-map site such as Radar Site, Missile Site, or Air Base in the Scenario Editor, by clicking on the site with the left mouse button and then right-clicking on the new location while holding down the Control (Ctrl) key. No flight can be selected when this is done.
- Added ability to show ground radar and ground weapon range separately.
- Programmed new Unknown attribute for Radar Sites so they are not automatically visible on the map.
- Added ASW attribute for aircraft so they can be used to detect underwater submarines.
- Added ASW attribute to ordnance so it can be fired at underwater submarines.
- Defined new Satellite class so that satellites can be defined in the database.
- Added new Timed Arrival feature so that flights can appear during the middle of a scenario based on a specified time.

- Added new Civilian "target" for representing non-combatant civilians.
- Change so that SAM sites with radar knocked out cannot fire optically.
- Added ability to flag a Radar Site as ELINT for use in detection.
- Added ability to define missile sites and air bases as hard.
- Change so that Large Airplanes count 4x and Large Helicopters count 2x for airbase capacity.
- Added ability for a Missile Site to have a Victory Factor.
- Change so that Jamming aircraft also jam radar sites.
- Added new Prioritized Target List feature in Scenario Editor and the ability to use that in the ATO Editor for planning purposes.
- Added the ability for multiplayer against the A/I (see New Scenario Dialog in Main Program Help File).
- Added the ability to control which names are drawn on map.
- Added a new feature on Delivery Profiles (see the Users Manual for details).
- (Editor) Added new toolbar buttons for viewing on-map entities.