

## Kriegsmarine 4.04 Changelog

### Enhancements

- Fixed ships can now be released via Lua scripts.
- Changed cloud bitmap loading code to help with low video memory.
- On-screen hit message now indicates either from Primary or Secondary weapons.
- Allow Inhibit Firing to be toggled for highlighted aircraft groups.
- Allow players to manually choose aim point for Aircraft Torpedoes.
- Added “Auto-pause on Sighting” option to the Settings menu.
- Added Critical Hit Vulnerability is now database defined per ship.
- Added Torpedoes and mines can cause critical hits.
- Added infrastructure for future AI enhancements.
- Changes to support Windows 11 compatibility.

### Bug Fixes

- Fixed CTD caused by incorrect cloud filename.
- Fixed a CTD when the AI is landing seaplanes.
- Fix for Critical Hit issue with secondary armament.

### Content Changes

- Updated documentation.
- Updated several scenarios.

## Kriegsmarine 4.03 Changelog

### Enhancements

- Added secondary target line to main display.
- Added support for up to 5x5 tiled shore bitmaps for systems with limited dedicated GPU memory.
- The 800 size cloud files are now loaded and scaled on start for all zoom levels.
- Streamlined image loading process to reduce GPU footprint.
- Adjustment to always show commanded direction for selected ship.

### Bug Fixes

- Fix for ship name overlap code.
- Fix CTD on a blank map target for a Strike Escort Mission
- Fixed shore battery targeting issue.
- Fix for carrier A/I check for aircraft conditions.

## Kriegsmarine 4.02 Changelog

### Enhancements

- New “Current Target” indicating line on map during game play for aircraft.
- Absolute Heading added to Range Tool.
- All Messages are now on the Main Chart display.
- Added support for PNG flag files.
- Added support for “No Firing” for Aircraft to main interface. (Already on Alternative)
- Added minimum aircraft torpedo range circle to Main Chart display.
- Location markers are now map targets.
- Added “P” Hotkey for Packages Dialog.
- Added “B” Hotkey for Aircraft on Board Dialog.
- Added “I” Hotkey for Alternative Interface.
- Adjusted A/I Strike logic.

### Bug Fixes

- Fix for Air delivered A/I torpedo attack issues.
- Fix for A/I controlled submarines not submerging once contact is made.
- Fix for Marker text being visible even when FOW is enabled.
- Fix for no damage being caused by Depth Charges.
- Fix for A/I firing routines when a flight attacks a ship with torpedoes.
- Fix for Aircraft targeting routines to retain “main” target and not go after secondaries.
- Fix for A/I search pattern logics.
- Fix for Strike Dialog not showing chosen location marker while editing strike.
- Fix for Package / Mission corruption bug.

### Content Changes

- Updated documentation.

## Kriegsmarine 4.01 Changelog

### First Wargame Design Studio release

### Enhancements

- New ship and map graphics
- New map views, adding in 4 additional zoom levels
- Implemented support for DirectX 11
- Secondary Gun Changes - Adding a Secondary hit % value to the pdt to modify the base-to-hit equation.
- Secondary Gun Changes – Removed parameter preventing firing at small ships.
- New Range Finding Tool – left-click on main chart and drag to desired destination.
- New “Current Target” indicating line on map during game play.
- New Lua Scripting engine to enhance A/I performance.

## Content Changes

- Updated documentation.
- Included the Advanced Guide by Gary McClellan.
- Included a Started Guide for both types of interfaces.