

Guadalcanal 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.
- Included two Random Campaigns by Gary McClellan.

Guadalcanal 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.

Content Changes

- Included two new scenarios by Steve Jones.

Guadalcanal 4.02 Changelog

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 for both ships and aircraft.
- New Lua Scripting engine to enhance A/I performance. (No new scripts yet.)
- Absolute Heading added to Range Tool.
- All Messages are now on the Main Chart display.
- Added support for PNG flag files.
- 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.
- Included the Advanced Guide by Gary McClellan.

Guadalcanal Patch 4.00 Changelog

First Wargame Design Studio release

Enhancements

- New Weather system / Wind effects

- New Damage States and Damage Control
- Secondary gun changes
- Fire verses FC class boats
- Can Silence torpedo sounds (Optional rule)

Bug Fixes

- Fix for passive sonar range
- Scenario and Database adjustments.

Content Changes

- Updated documentation.
- Included a Scenario Creation Guide by Gary McClellan.
- Included a sample Wind file & guide.

Guadalcanal Patch 1.06 Changelog

First John Tiller Software release

Enhancements

- Added ability to display distance rings in various increments.
- Added Settings Option for displaying icons in Jump and Ultra Zoom-Out Charts.
- Added Optional Rule for seeing owned ship-fired torpedoes at all ranges.
- Added additional zoom-out view.

Guadalcanal Patch 1.05 Changelog

Enhancements

- Change so that zoom changes using the mouse wheel maintain cursor position.
- Added Sea State to lower right-hand corner of Jump Chart.
- Added Collision feature.
- Added number of seconds remaining in ship picture when waiting for air operations to complete.
- Added hot key "R" for aircraft Return to Base.
- (Editor) Added ability to specify extra loads on a ship.

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.

Guadalcanal Patch 1.04 Changelog

NOTE: Version 1.04 contains updates not compatible with the 1.03 expansion and so cannot be installed simultaneously with the expansion update.

NOTE: This update makes extensive use of the research from the book "The US Navy Against the Axis", by Vincent O'Hara. This book is a definitive source for Pacific surface action in World War II.

Enhancements

- Added Order of Battle editor ncoob.
- Added the ability to scroll the main map using the arrow keys.
- Added ability for an Objective to be a circular "Location" objective.
- Added "hollow" flag in Normal View and green name for attached flagship.
- Added Depth Soundings feature which affects submarine operations.
- Change so that Deck Operations are not possible when a carrier is in clouds.
- Change so that radar detection is shown using a magenta line and does not result in spotting.
- Added Range Only and Airborne radar.
- Added Critical Ship feature which when sunk results in immediate scenario termination.
- (Editor) Added ability to place and remove mines.

Content Changes

- Several additional ships, scenarios, and shore files, plus all new aircraft.

Guadalcanal Patch 1.03 Changelog

Enhancements

- Incorporation of new database with new ships.
- Added Parameter Data editor ncparam.

Guadalcanal Patch 1.02 Changelog

Enhancements

- New implementation of DirectPlay which fixes DirectX 9 problems. Note: firewall ports have been changed by Microsoft. See: <http://support.microsoft.com/default.aspx?scid=kb;en-us;240429> This implementation uses DirectX 8 method.

Guadalcanal Patch 1.01 Changelog

Bug Fixes

- Added fix for non-visible torpedoes in network play.

Guadalcanal Patch 1.00 Changelog

Enhancements

- Added optional Shore Data. This is specified as an option in the Header Dialog of the Scenario Editor. Land prevents all movement and blocks radar.
- Added radar and radar detection. This is explained in detail in the Maneuver section of the Users Manual. Using the Scenario Editor, ships can be flagged as having a specific type of radar or to have radar detection. The types of radar and their range is determined by parameter data.
- Added Sync All Callers option under Mode Menu for syncing players in network play.
- (Editor) Added ability to set the speed of a selected organization (See Command Menu).