Eagles Strike Release 4.03.1 Changelog

Bug Fixes

- Fixed: Performance problems caused by excessive redraw.
- Fixed: Clear scatter result for the AI.
- Fixed: Missing screen display & sound playback when there's a draw.
- Fixed: Missing toolbar tooltip display for Charge command.
- Fixed: Prevent Windows 11 CTD by replacing MCI audio with DirectSound on the Splash Screen.

Eagles Strike Release 4.03 Changelog

Please note version 4.03 is a Full Installer only, no patch from prior versions is available.

Bug Fixes

- Fixed: CTD caused when displaying wrecked weapons.
- Fixed: Stop all units being selected when toggling "On Ground".
- Fixed: CTDs caused when using the "Target Units" highlight.
- Fixed: Restore display of the Targeting Dialog.
- Fixed: CTD caused when opening a new scenario in hot seat mode.
- Fixed: Issue with Campaign Front End failing to invoke the game exe.
- Fixed: CTD caused by not clearing the 'spotter' graphic when opening a new scenario or game file.
- Fixed: Heavy Weapons tabs incorrectly displayed under FOW.
- Fixed: Heavy weapon tab disappears when unit picks up a new weapon.
- Fixed: CTD caused by "Target Units" highlight and single-use weapons.
- Fixed: Ensure assaults pay the correct movement costs.
- Fixed: Prevent Targeting on the Support Dialog when there is no valid leader by double-clicking.
- Fixed: The width calculation on the Hex Info display now considers width of arrow buttons.
- Fixed: Missing Heavy Weapons graphics on counters.
- Fixed: missing wire cutter graphics
- Fixed: Incorrect plunger, remote control, and mine-roller graphics.
- Fixed: Incorrect Victory Screens

Enhancements

- Allow sound files to play even when running at up to double speed.
- Improved air support + indirect fire accuracy.
- Weapon quality can now be altered in the OOB Editor.
- Scatter hex for a leader now has an on-screen symbol.
- Chosen leader for support calls now has an onscreen spotter symbol.
- Set the assault cost to the greater of terrain movement or one third movement cost.
- Allow hotkeys to be processed when the Targeting Dialog is open and has focus.
- Adjustments to prevent invisible units being revealed as part of a movement attempt.
- Put the Artillery no LOS penalty into the PDT.

- Ensure the Artillery no LOS penalty is shown on the Parameter Data Dialog.
- Allow the Support Dialog to be opened even if no valid leader or vehicle has been found.
- Don't select wrecks or destroyed weapons when double-clicking on a hex.
- When multiple weapons are selected show the explosion animation for the largest radius.
- When multiple weapons are selected show the maximum range highlight for the largest radius.
- Implemented changes to the game architectures in readiness for AI upgrades.
- Replaced the Misc graphics with better versions.
- Revised all 3D Infantry images.
- Added new transparent bases for all 3D infantry as well as alternative versions of bases.
- Added extensive background sounds and updated all scenarios to use them.
- Rationalised and replaced many weapons, explosion, and movement sounds with updated versions.

Content Changes

- Added binoculars, aerial recon camera and demolition charges to the data files.
- Prime Mover renamed to SdKfz 7, and towing capability added.
- All OOBs updated to replace Prime Mover with SdKfz 7.
- 3/4 Ton Truck towing capability added.
- 3/4 Ton Truck added to Hitting Utah OOB.
- 3/4 Ton Truck added to AT Platoon in 002.Hitting Utah scenario.
- 002.Hitting Utah scenario reviewed, and map adjusted in size.
- 077.Cust_ASLV-ES#15 scenario reviewed and updated.
- Added French civilians and German and US POW's.
- Minor updates to some OOBs.
- Heavily revised the User document to reflect the additional capabilities.
- Various Documentation updates, including removal of redundant files under notes and consolidation of the remaining files.

Eagles Strike Release 4.02 Changelog

Bug Fixes

- Fixed: Weapon tab display error.
- Fixed: 3D Display Bug - Snow & Mud conditions were not showing in all cases.
- Fixed: Prevent wrecked parachutes from providing any vehicle protection.
- Fixed: Only play crash landing sound when there are parachute landing losses.
- Fixed: Remove landed parachutes from organization highlights.
- Fixed: Wrecks should not be included as units that can retreat.

Enhancements

- Updated toolbar wrapping code.
- Support for double the number of elevations added (not enabled currently).
- Support for new swamp terrain added (not enabled currently).
- New 2D & 3D Assault and Automatic Cannon graphics added.

- Several dialogs in both the Game and Editor are now resizable. Their screen positions will be remembered.
- Options and dialog sizes/positions can be reset via a menu item.
- The Weapon Data and Parameter Data dialogs are now non-modal.
- Place All button added for reinforcements.
- Always allow assault if full MPs remain.
- Prevent invisible units being revealed as part of a movement attempt.
- Prevent auto parachute landing from performing the superfluous unload.
- Increase the number of org levels shown for arrived reinforcements.

Content Changes

- Additional revisions and updates for the user manual.
- New Summary Info manual (replacing the sqb manual)
- New sqmap manual that details the map-making process.
- New sqedit manual that details the scenario creation process.
- Revised player notes manual.
- New visual order of battles and encyclopaedia as per 4.01 changelog.

Eagles Strike Release 4.01 Changelog (not released)

Bug Fixes

- Fixed: When an enemy unit took opportunity fire during their turn, casualties were not displayed even if the unit was in a sight.
- Fixed: Units with 1/3 movement left could assault a hex even when they were impeded by the intervening terrain.
- Fixed: Surrendered units did not count as casualties and yielded no victory points.
- Fixed: Surrendering: Units with no clear escape route (i.e., a route that does not cross an enemy unit's ZOC) will instead become entrenched and fight to the last man.
- Fix for explosion animation code.
- Fixed: Targeting Dialog wasn't drawing foreground images using the Alpha Channel.
- Fix to prevent carrying capacity going negative.
- Fixed gun display corruption.
- Fixed unit overlap display on max zoom in.
- Removed: Horses could become immobilised due to terrain effects.
- Corrected: Ensure map shading is set and cleared correctly.
- Fix NextStack/PrevStack but still support NextUnit/PrevUnit.
- Fixed: Don't draw range circles if the location isn't valid.
- Fixed: Prevent a crash on new scenario load if the option Range Highlight is on.
- Corrected: Compass direction text was too small at the 200 zoom level.
- Corrected: Organization dialog(s) weren't properly supporting PNG files.
- Fixed: Fixed drawing errors caused by compass display.
- Fixed: The Database Editor wasn't looking for the Movement.dat file in the Data folder.
- Fixed: File Selection dialog wasn't looking in the Saves folder to delete files.

- Fixed: PBEM and Hotseat file location wasn't being set to the Saves folder for subsequent turns.
- Fixed: PBEM file location was only correct on a clean start.
- Corrected: On map fire results were not present for PBEM/Hotseat replays.
- Corrected: On map fire results were not displayed if the replay ended immediately afterwards.
- Corrected: Battle record file dialog now defaults to Saves folder.
- Fixed drawing errors in the OOB Editor for officers and squads picture display.
- Corrected: The 3DSides graphics were being loaded into the wrong place.
- Fixed: Effects.dat was being loaded instead of Movement.dat.
- Corrected: New Range Effect code wasn't considering a range of 0.
- Corrected: Game Action Speed Clear Message Timer had the same ID as the Auto Scroll one.
- Fixed: Screen snapshot now defaults to the Saves folder.
- Fixed: Counter display where towed/fixed guns were not bottom of stack.
- Fixed: Campaign Front End display when campaign is over.
- Corrected: Parameter Data Editor was copying the rest data into weapon recovery when saving.
- Fixed: 3DEdges50 & 100 graphics were not showing in Normal, Soft & Mud conditions.
- Corrected: Randomised display of tree graphics wasn't random enough.
- Fixed: When calling in support, movement point deduction is now only done when a target is chosen.
- Corrected: Vehicles now have movement points deducted for calling in support.
- Corrected: AI now has movement points deducted for calling in support.
- Fixed: Closing the targeting dialog without selecting a target now reverts the support unit to available.
- Corrected: Movement point deduction is now only done when the support call is resolved.
- Fixed: 3D trails, gullies and streams drawing weren't consistent with 2D in snow or frozen conditions.
- Fixed: Weapon Recovery and Range Effect data was missing from the in-game Parameter Data Dialog.
- Corrected: 3D Fire result symbol wasn't showing correctly.
- Corrected: 3D Status markers weren't showing correctly.
- Fixed: Blocked symbol was being clipped by hotspot redraw.
- Corrected: Weapon recovery was not working as intended.
- Fixed: Status markers were too far from the unit in 3D.
- Fixed: Removed editor pathing option for Leader units as movement costs are the same as Team units.
- Corrected: Reverted overlay support to BMP files only.
- Fixed CTD due to 3D bitmaps being unloaded inappropriately.
- Fixed: Another fix for reverting support units to available where they become available in later turns.
- Fix made to alt graphics switching.
- Corrected: The wrong data file for guns was being loading for 3D drawing.

- Fix to enable 2D counter highlighting for weapons.
- Fix to background colour painting in the Database Editor.
- Fix to background graphics painting in the Targeting Dialog.
- Fix for the Map Editor paste map function.
- Fix to clear the fire result before a replay move.
- Fix for Campaign Front End to support PNG briefing maps.

Enhancements

- File reorganization – new folders for Saves, Data, Logs, Manuals, Maps, OOBs, Scenarios & Screens. All in process game files now stored in the \Saves sub-folder.
- New logging system for all executables to allow bugs and other support issues to be identified.
- Implemented new Dynamic Toolbars for the Main Program.
- Implemented all new and expanded hot keys.
- Implemented Settings > Cursor > Small/Standard/Large.
- Implemented Settings > Hex Highlights.
- Implemented Settings > Map Contours.
- Implemented Settings > Action Speed.
- Implemented Settings > Center Zoom on Hot Spot.
- Implemented Settings > Separate Terrain Box.
- Implemented Settings > Alternate Terrain Box Labels.
- Removed A/I > Fast A/I Processing. Replaced by Action Speed.
- Implemented View > Roaming Mode.
- Implemented View > Map Labels.
- Implemented View > Map Slopes.
- Added status message for file save (feedback for the hotkey combo).
- New game cursors added.
- PNG graphics support replacing the previous legacy BMP format.
- New 2D zoom level added.
- Support for new snow graphics files added.
- New 2D and 3D game graphics for terrain, weapons, animations, and units.
- New 2D slopes in game added.
- Slopes are now drawn after terrain to improve visibility.
- Minor uplift for compass to support alt label styling.
- Made tracer fire the same colour (reddish) and size for both sides (helps in snow conditions).
- Top-down rotating images for all vehicles and guns
- On map guns now have facing like vehicles.
- Added new tabs for infantry and weapon type.
- Standardised the Vehicle image file across all titles.
- All aircraft images are now pointing to the right.
- Recreated the Heavy Weapons files to use the larger size available for counters.
- Nearly all image files that scale (Misc, Heavy Weapon etc) on map have been recreated to be clearer at the higher zoom out levels.
- BenPark mod 3D infantry have been implemented.

- BenPark mod 3D vehicles included, with additional work from Mike 'Warhorse' Amos.
- New highlighted counters in 2D.
- New 'floating icons' in 3D. These will also highlight like 2D counters.
- New Clouds file. All six images maybe used rather than the current default three on the right.
- New Firebase0 & Firebase1 files. These operate the same as the Cloud file with six choices of background to display. Six backgrounds have been created, with the same file used for both sides.
- Stacking changes to show multiple vehicles/guns in same hex added.
- Stacking changes to stop towed/fixed guns concealing everything else in a hex.
- Allow Passenger Marker for horse riders even under FOW.
- Moved non-towed/non-fixed weapon image down in the Targeting Dialog.
- New version of the Terrain Box added to the Hex Info area.
- Added alternative terrain box label style.
- Reposition vehicle & weapons image descriptions.
- Company markings adjusted to fit into the NATO boxes.
- Randomise background graphic choice in the Targeting Dialog.
- New weapon effectiveness recovery parameter added for each side.
- Vehicles and vehicle weapons now recover effectiveness albeit at 50% rate of other units.
- PDT and engine updates for weapon recovery added.
- All PDT files updated for a Weapon Effectiveness Recovery value of 1 for both sides.
- Support for new Range Effect values added including the Parameter Data Editor.
- Range colour coding like Panzer Battles added.
- 2D slopes display added to the map editor.
- Added scenario editor pathing (as per NPB). Also provides hex ranges in game.
- Added options for both tracked and wheeled vehicles to scenario editor pathing.
- A* pathfinding added.

Content Changes
- New weapon types added.
- The Heavy Weapons, Guns and Misc files were standardized across all three Eastern Front titles.
- Weapon Type support added to the Database Editor + Engine.
- Additional demolition weapons added to the Weapons database.
- A+ leaders now have a Quality Modifier (0.25)
- Civilians and POWs enabled for all games.
- Vastly expanded unit file allowing many more variations for unit images.
- Two types of unit images, figures, and heads.
- All order of battles has been updated to use the expanded unit file.
- Revised and updated user manual
- Updated Getting Started PDF
- New Vehicles & Weapons Encyclopaedia specialized for each title.
- New Visual Order of Battle documents, one showing figures, the other heads.

Eagles Strike 4.00 Changelog
First Wargame Design Studio Release