The Proud and the Few Release 4.03.3 Changelog

Please note version 4.03.3 is a Full Installer only, no patch from prior versions is available.

Bug Fixes

- Fixed: Uncrewed guns hide other counters in the hex.
- Fixed: Loading a vehicle with passengers onto another vehicle with a "Can Carry" flag and on-board weapons results in the on-board weapons being transferred to the new passenger.
- Fixed: Vehicles being carried by other vehicles show as separate counters on the map.
- Fixed: Vehicles with passengers stacked with weapons on the ground are drawn with an offset.
- Fixed: Corrections for Quality Modifier & Alternate Density Optional Rules.
- Fixed: Error reporting when more than one weapon is selected.
- Fixed: 3D graphics for bridges and explosions.
- Fixed: Corrections for IR and Visual detection. Visual and IR Detection devices will not reveal the unit using them. IR Detection Devices will not be subject to scatter.
- Fixed: Corrected the Jump map terrain drawing.
- Fixed: Selecting Help in Dialogs where available will open the User manual at the applicable page. We are now including SumatraPDF (with permission) to enable this behaviour.

Enhancements

- Background music is now supported, and volume can be separately controlled.
- Victory Point calculations added to the Strength Dialog.
- Changed Editor icons.
- Uncrewed guns now have a symbol indicator on the map.
- Changes to graphics:
  - New counters. The prior counters are available in the Alt directory under each nationality.
  - New 2D & 3D Jungle graphics.
  - New 2D & 3D building graphics.
  - Various other 2D & 3D terrain changes across all map types.
  - Water edges next to beaches are now drawn in 3D mode.
- Unit box changes
  - Moved weapon strength indicator to bottom left of the box.
  - New font for units.
  - Special load attributes are displayed in weapon alt box.
  - Company colours added to unit boxes in Hex Info area, using the border around name for Company Markings.
  - Armor is displayed in front of vehicles box instead of Crew.
- Enhanced terrain preview box text.
- Senior leaders are highlighted with the alternative highlight colour, where applicable.
- Scenario features such as entrenchments now remain visible when selecting "Toggle Units".
- Game will now load different region map features in 3D mode.
- Adjusted Cave error message.
- "Sparse Fill" function added to map editor.

- Updated User manual.

The Proud and the Few Release 4.03.2 Changelog (not released)

Bug Fixes

- Fixed: Fix CTD when opening the "Rolling Barrages" dialog.
- Fixed: Added exception handing for the SoLoud audio engine.
- Fixed: Map Editor wouldn't open sub-maps correctly.
- Fixed: Map pasting in the Map Editor.
- Fixed: Proper placement of asymmetrical hexside features.
- Fixed: Embankment hexsides were not drawn in 3D mode.
- Fixed: Slopes were clashing with certain map features.

Enhancements

- Replaced DirectSound with SoLoud audio engine.
- Added dialog-based volume control.

The Proud and the Few Release 4.03.1 Changelog (not released)

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.

The Proud and the Few Release 4.03 Changelog (not released)

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.
- Restore display of the Targeting Dialog.
- Fixed CTD caused when opening a new scenario in hot seat mode.
- Ensure assaults pay the correct movement costs.
- 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-screen 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.
- Replaced the Misc graphics with better versions.
- Revised all 3D Infantry images.

Content Changes

- Added binoculars and demolition charges to the data files.

The Proud and the Few Release 4.02 Changelog (not released)

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.

The Proud and the Few 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.
- 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.

The Proud and the Few 4.00 Changelog

First Wargame Design Studio Release