

## Red Victory Release 4.03.1 Changelog

*Please note version 4.03.1 is a Full Installer only, no patch from prior versions is available.*

### 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.

## Red Victory 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.
- 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.

### 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 sounds with updated versions.
- Added sounds to support the campaign.

## Content Changes

- Added binoculars, aerial recon camera, and demolition charges to the data files.
- Added Soviet civilians and German and Soviet 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.

## Red Victory 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.

## Red Victory Release 4.01 Changelog

### 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 with the caveat that many German vehicles are yellow in RV vs the grey in AoTR & WW.
- 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. Please note AotR & RV show 'summer' backgrounds and WW, 'Winter' backgrounds.
- 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.

## Red Victory 4.00 Changelog

### First Wargame Design Studio Release